

# WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 1

AMERICAN  
QUARTER  
HORSE  
ASSOCIATION

JUDGE \_\_\_\_\_  
CLASS AQHA AMA  
DATE 5-17-2019

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER	S & B	RC	LC	S	3 1/2 SR	S	3 1/2 SL	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7		
DRAW	EXHB #	PENALTY									
	604	SCORE	-1/2	0	0	+1/2	0	0	0		70
											SCORE
DRAW	EXHB #	PENALTY									
	11	SCORE	0	+1/2	+1/2	0	0	0	0		71
											SCORE
DRAW	EXHB #	PENALTY			12						
	1005	SCORE	+1/2	0	0	+1/2	+1/2	+1/2	+1	3	70
											SCORE
DRAW	EXHB #	PENALTY					1/2				
	771	SCORE	-1/2	-1/2	0	-1/2	0	+1/2	+1/2	1/2	71
											SCORE
DRAW	EXHB #	PENALTY									
		SCORE									
											SCORE
DRAW	EXHB #	PENALTY									
		SCORE									
											SCORE
DRAW	EXHB #	PENALTY									
		SCORE									
											SCORE
DRAW	EXHB #	PENALTY									
		SCORE									
											SCORE
DRAW	EXHB #	PENALTY									
		SCORE									
											SCORE
DRAW	EXHB #	PENALTY									
		SCORE									
											SCORE

JUDGES SIGNATURE \_\_\_\_\_

DATE:

**AQHA RANCH RIDING - Pattern 5**

SHOW:	Vol 124A memorial day
CLASS:	open
DATE:	5-24-2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

**5 Point Penalties:**

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly:**

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses hown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

**Disqualification (DQ):**

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

MANEUVER SCORES																10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
Maneuver Description		W	WO's	T	RL	Ex T	T	LL	CL	Ex L (RL)	Collect	T	W	S&B	360 x2				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
722	PENALTY																72 1/2		
	CONTENT	0	0	+1/2	+1/2	+1	0	0	-1/2	+1/2	-1/2	+1/2	0	0	-1/2				
380	PENALTY					1										00	72 00		
	CONTENT	0	0	0	+1/2	-1	0	0	+1/2	+1	0	0	0	0					
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		

JUDGE'S NAME (PRINTED): HOWARD REA

JUDGE'S SIGNATURE: *H Rea*

**AQHA RANCH RIDING - Pattern 5**

SHOW: Vol RHA memorial day  
CLASS: Ama  
DATE: 5-24-2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

**5 Point Penalties:**

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly:**

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses hown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

**Disqualification (DQ):**

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

MANEUVER SCORES																	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																		
Maneuver Description		W	WO's	T	RL	Ex T	T	LL	CL	Ex L (RL)	Collect	T	W	S&B	360 x2					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14					
122	PENALTY																			
	CONTENT	0	0	+1/2	+1/2	+1/2	0	0	+1/2	+1	+1/2	0	0	0	0			73 1/2	0	
771	PENALTY																			
	CONTENT	0	0	0	0	0	0	0	0	+1/2	0	0	0	0	+1/2			71		
719	PENALTY		5			1														
	CONTENT	0	-1	0	0	-1/2	0	0	+1/2	+1/2	0	0	0	0	0			63 1/2		
694	PENALTY																			
	CONTENT	0	0	0	0	+1/2	0	+1/2	+1/2	+1	0	+1/2	0	0	0			73		
	PENALTY																			
	CONTENT																			
	PENALTY																			
	CONTENT																			
	PENALTY																			
	CONTENT																			
	PENALTY																			
	CONTENT																			
	PENALTY																			
	CONTENT																			

JUDGE'S NAME (PRINTED):

HOWARD REA

JUDGE'S SIGNATURE:

H Rea

## AQHA RANCH RIDING - Pattern 5

SHOW:	Vol RHA memorial day
CLASS:	youth
DATE:	5-24-2019

### 1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

### 3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

### 5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

### 10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses hown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

### Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

MANEUVER SCORES																10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
Maneuver Description		W	WO's	T	RL	Ex T	T	LL	CL	Ex L (RL)	Collect	T	W	S&B	360 x2				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
393	PENALTY																		
	CONTENT	0	0	0	0	+1/2	0	0	0	+1	0	0	0	0	0				71 1/2
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		
	PENALTY																		
	CONTENT																		

JUDGE'S NAME (PRINTED):

HOWARD REA

JUDGE'S SIGNATURE:

H Rea



# VERSATILITY RANCH HORSE - REINING

SHOW: Vol RHA memorial day  
CLASS: OPEN  
DATE: 6-25-2019

**1/2 Point Penalties:**

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

**2 Point Penalties:**

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Maneuver Description			stop	3/2 L	stop	3/2 R	S+B	o OR	o	stop						
	684	PENALTY					OP		1					1	67 1/2	OP
		CONTENT	0	-1/2	0	0	0	0	-1	0						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Howard Rea

JUDGE'S SIGNATURE:

[Signature]

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



NRSHA  
NATIONAL RANCH AND  
STOCK HORSE ALLIANCE

SHOW: *Vol RHA memorial day*

CLASS: *AmA*

DATE: *6-25-2019*

## VERSATILITY RANCH HORSE - REINING

### 1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

### 2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

### 5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

### 10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

### Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Maneuver Description			stop	3 1/2	stop	3 1/2	5+6	00R	00L	stop						
698	PENALTY				2			2	2					6	59	
	CONTENT	0	-1	0	-1	-1	-1/2	-1	-1/2							
675	PENALTY														72 1/2	
	CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2							
11	PENALTY								1					1	68 1/2	
	CONTENT	0	-1	0	0	0	0	0	+1/2							
684	PENALTY								1					1	69	
	CONTENT	-1/2	-1/2	+1/2	0	+1/2	0	-1/2	+1/2							
792	PENALTY				1/2									1/2	72	
	CONTENT	+1	+1/2	-1/2	0	+1/2	0	0	+1							
605	PENALTY														72	
	CONTENT	+1/2	+1/2	+1/2	+1/2	+1	0	-1/2	-1/2							
692	PENALTY	2				2		1						5	61 1/2	
	CONTENT	-1	-1/2	0	0	-1	0	-1/2	-1/2							
100	PENALTY							1						1	69 1/2	
	CONTENT	-1/2	0	+1/2	0	0	0	-1/2	+1							

JUDGE'S NAME (PRINTED):

*Howard Rex*

JUDGE'S SIGNATURE:

*[Signature]*



# VERSATILITY RANCH HORSE - REINING

SHOW: Vol RHA memorial day  
CLASS: Ama  
DATE: 5-25-2019

## 1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

## 1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

## 2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

## 5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

## 10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

## Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Maneuver Description			stop	3 1/2	stop	3 1/2	S+B	odor	odor	stop						
767	PENALTY				2		2	12	2				9	52 1/2		
	CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1	-1/2							
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															

JUDGE'S NAME (PRINTED):

HOWARD REA

JUDGE'S SIGNATURE:

[Signature]





# VRH - LIMITED COW WORK (Amateur/Youth)

SHOW:	Vol RHA memorial day
CLASS:	AMA
DATE:	5-25-2019

## 1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

## 3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

## 5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise

## 10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

## Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#		RUN CONTENT												PENALTIES				SCORE	OP
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL		
			BOXING			DRIVE			BOXING			DRIVE								
			POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
Tie-Breaker																				
	11	PENALTY				1			1			1						3	66	5
		CONTENT	+1/2	0	0	-1/2	0	0	-1/2	0	0	-1/2	0	0						
	792	PENALTY	1														1	71 1/2	2	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0	0	0	+1/2	+1/2	0						
	605	PENALTY																77 1/2	1	
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2						
	100	PENALTY	11						1			11					5	60	7	
		CONTENT	-1	-1/2	-1/2	-1	0	0	-1	0	0	-1	0	0						
	767	PENALTY	1														1	68 1/2	3	
		CONTENT	-1/2	0	0	-1	0	0	+1/2	0	0	+1/2	0	0						
	604	PENALTY							11						L		5	66	6	
		CONTENT	+1	+1/2	+1/2	+1	+1/2	0	-1	-1/2	-1/2	-1/2	0	0						
	766	PENALTY	11														2	68 1/2	4	
		CONTENT	-1/2	0	0	-1/2	0	0	+1/2	0	0	0	0	0						
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

Howard Rea

JUDGE'S SIGNATURE:

HB Rea

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



**NRSHA**  
NATIONAL RANCH AND  
STOCK HORSE ALLIANCE

## VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Vol RHA memorial day

CLASS: AmA

DATE: 6-25-2019

<p><b>1 Point Penalties:</b></p> <p>A - Loss of working advantage</p> <p>C - Using the corner or the end of the arena to turn the cow when going down the fence</p> <p>E - Changing sides of arena to turn cow</p> <p>L - For each length horse runs past cow</p> <p>P - Working out of position</p> <p>R - Two-loop catch in amateur and youth classes</p> <p>S - Slipping rein</p> <p>T - Failure to drive cow past middle marker on first turn</p> <p>V - Over-bridled (per maneuver)</p> <p>W - Out of frame (per maneuver)</p> <p><b>2 Point Penalties:</b></p> <p>A - Going around the corner of the arena before turning cow</p> <p>B - In an open field turn animal gets within 3 feet of the end fence before being turned</p> <p>R - Failure to catch if roping in amateur and youth classes</p>	<p><b>3 Point Penalties:</b></p> <p>E - Exhausting or overworking the cow before circling or roping</p> <p>H - Hanging up on the fence (refusing to turn)</p> <p>K - Knocking down the cow without having a working advantage</p> <p>R - Two-loop catch when roping in open/cowboy classes</p> <p><b>5 Point Penalties:</b></p> <p>A - Failure to turn the cow both directions on the fence</p> <p>B - Spurring or hitting in front of cinch at any time</p> <p>C - Blatant disobedience</p> <p>E - Use of either hand to instill fear/praise</p> <p>R - Failure to catch when roping in open/cowboy classes</p> <p><b>10 point Penalty:</b></p> <p>U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <p>A - Turning tail</p> <p>E - Repeated blatant disobedience</p> <p>J - Schooling after entering the arena prior to calling for cow</p> <p>K - Schooling horse between cows, if new cow is awarded</p> <p>N - Failure to attempt any part of the class</p> <p>R - Complete loss of rope in Open/Cowboy class</p> <p>H - Use of two hands (except in snaffle bit or hackamore)</p> <p>M - More than one finger between split reins or any fingers between romal reins</p> <p><b>Disqualification (DQ):</b></p> <p>A - Abuse</p> <p>B - Lameness</p> <p>D - Disrespect or misconduct</p> <p>G - Illegal equipment</p> <p>F - Fall of horse/rider</p> <p>N - Improper western attire</p> <p>H - Leaving arena before run is complete</p> <p>J - Bringing the cow straight over backwards landing on its back or head</p>
--	---	--

W/O	#		RUN CONTENT										PENALTIES					SCORE	OP
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS		
L	R	L			R	TRACK & RATE	STOP & HOLD												
Tie-Breaker																			
	698	PENALTY			1		1	1				AA		C		12	52		
		CONTENT	0	-1	-1	-1	-1	-1		-1	0	0							
	675	PENALTY			1											1	74 1/2		
		CONTENT	0	+1/2	+1	+1	+1/2	+1		+1/2	+1/2	+1/2							
	692	PENALTY					11	11								4	68 1/2		
		CONTENT	+1/2	+1/2	+1	+1/2	0	0		0	0	0							
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

HOWARD BEN

JUDGE'S SIGNATURE:

H Ben



# VERSATILITY RANCH HORSE - REINING

SHOW: Vol RHA memorial day  
CLASS: Youth  
DATE: 5-25-2019

## 1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

## 1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

## 2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

## 5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

## 10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

## Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O		#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Maneuver Description			stop	3 1/2	stop	3 1/2	stop	stop	stop	stop						
780		PENALTY					1		5					6	61	
		CONTENT	-1/2	-1/2	0	0	-1	0	-1/2	+1/2						
778		PENALTY	2	OP					2					4	62 1/2	OP
		CONTENT	-1	-1 1/2	-1/2	0	-1/2	0	0	0						
699		PENALTY					2	2 1/2	1 1/2					14	51	
		CONTENT	0	-1	-1/2	-1/2	-1/2	-1/2	-1	0						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

HOWARD REA

JUDGE'S SIGNATURE:

H. Rea



# VRH - LIMITED COW WORK (Amateur/Youth)

SHOW:	Vol RHA memorial day
CLASS:	youth
DATE:	5-25-2019

## 1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

## 3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

## 5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise

## 10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

## Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#		RUN CONTENT												PENALTIES				SCORE	OP	
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL			
			BOXING			DRIVE			BOXING			DRIVE									
			POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.							
Tie-Breaker																					
	778	PENALTY	11																2	69	OP
		CONTENT	0	0	0	+1	+1/2	+1/2	+1	+1/2	+1/2	-1	-1	-1							
	608	PENALTY	111						11						L				8	59	
		CONTENT	-1	-1/2	-1/2	+1/2	+1/2	+1/2	-1	-1/2	-1/2	-1/2	0	0							
	606	PENALTY	1																1	72	
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0							
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED): HOWARD REA

JUDGE'S SIGNATURE: [Signature]



**NRSHA**  
NATIONAL RANCH AND  
STOCK HORSE ALLIANCE

## VERSATILITY RANCH HORSE - CUTTING

SHOW: Vol RHA memorial day

CLASS: open

DATE: 5-25-2019

### 1 Point Penalties:

- A - Losing working advantage
- C - Working out of position
- D - Toe, foot or stirrup on shoulder
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

### 3 Point Penalties

- A - Hot Quit
- B - Cattle picked up or scattered
- D - Back fence
- E - Pawing or biting cattle
- F - Spurring on shoulder

**5 Point Penalties:**

- A - Horse quitting cow
- B - Losing the cow
- C - Changing cattle after a specific commitment
- D - Failure to separate a single animal after leaving the herd
- E - Blatant disobedience

**10 Point Penalty:**

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly

- A - Turn Tail  
H - Use of two hands on reins (except in snaffle bit or hackamore)  
M - More than one finger between split reins or any fingers between romal reins  
F - Failure to cut two cows

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- E - Excessive disturbance of herd
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S NAME (PRINTED): HOWARD REA

**JUDGE'S SIGNATURE:**

JUDGE'S SIGNATURE: Jo Hea



**NRSHA**  
NATIONAL RANCH AND  
STOCK HORSE ALLIANCE

## VERSATILITY RANCH HORSE - CUTTING

SHOW:	Vol RHA memorial day
CLASS:	Amia
DATE:	5-25-2019

**1 Point Penalties:**

- A - Losing working advantage  
C - Working out of position  
D - Toe, foot or stirrup on shoulder  
V - Over-bridled (per maneuver)  
W - Out of frame (per maneuver)

### 3 Point Penalties

- A - Hot Quit
- B - Cattle picked up or scattered
- D - Back fence
- E - Pawing or biting cattle
- F - Spurring on shoulder

**5 Point Penalties:**

- A - Horse quitting cow
- B - Losing the cow
- C - Changing cattle after a specific commitment
- D - Failure to separate a single animal after leaving the herd
- E - Blatant disobedience

**10 Point Penalty:**

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly

- A - Turn Tail  
H - Use of two hands on reins (except in snaffle bit or hackamore)  
M - More than one finger between split reins or any fingers between romal reins  
F - Failure to cut two cows

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- E - Excessive disturbance of herd
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	PENALTIES						RUN CONTENT										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
								Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1				Cow 2				Courage	Average Cow 1/ Cow 2					
1 POINT		3 POINTS		5 POINTS		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal									
Tie-Breaker																						
767		AC	D	D				+1/2	-1/2	0	0	0	-1/2	0	0	0	0	0		8	61 1/2	
692								+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		75		
698	A	A		B				+1/2	-1/2	0	0	0	-1/2	0	0	0	0	0		5	64 1/2	
100	A	AA C						+1/2	-1/2	0	0	0	-1/2	0	0	0	0	0		4	65 1/2	
11	AC A							0	-1/2	-1/2	-1/2	0	0	0	0	0	0	0		3	65	
761								+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		75 1/2		
766	A				C			0	+1/2	0	0	0	-1/2	0	+1/2	+1/2	0	+1/2		6	66 1/2	

JUDGE'S NAME (PRINTED): Howard DEA

JUDGE'S SIGNATURE: 



# VERSATILITY RANCH HORSE - CUTTING

SHOW: *Vol RHA memorial day*  
CLASS: *youth*  
DATE: *5-25-2019*

## 1 Point Penalties:

- A - Losing working advantage
- C - Working out of position
- D - Toe, foot or stirrup on shoulder
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

## 3 Point Penalties

- A - Hot Quit
- B - Cattle picked up or scattered
- D - Back fence
- E - Pawing or biting cattle
- F - Spurring on shoulder

## 5 Point Penalties:

- A - Horse quitting cow
- B - Losing the cow
- C - Changing cattle after a specific commitment
- D - Failure to separate a single animal after leaving the herd
- E - Blatant disobedience

## 10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turn Tail
- H - Use of two hands on reins (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins
- F - Failure to cut two cows

## Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- E - Excessive disturbance of herd
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	PENALTIES						RUN CONTENT										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN					
								Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																		
		Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1				Cow 2				Courage	Average Cow 1/ Cow 2									
		1 POINT	3 POINTS	5 POINTS	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal														
Tie-Breaker																										
776		A	A																							
606		AC	AC					B																		
668		AC AA C	A					B																		

JUDGE'S NAME (PRINTED): *Howard Rea*

JUDGE'S SIGNATURE: *Howard Rea*



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Volzha memorial day  
CLASS: Open  
DATE: 5-25-2019

<b>1 Point Penalties:</b> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One or two steps on mount/dismount on/or ground tie (except shifting to balance)</li> <li>- Split log in lope over</li> </ul>	<b>5 Point Penalties:</b> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- 5 or more steps on mount/dismount or ground tie</li> </ul>	<b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dallied during the drag</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul>
<b>3 Point Penalties:</b> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Three to four steps on mount/dismount on ground tie</li> </ul>	<b>10 Point Penalty:</b> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<b>Disqualification (DQ):</b> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>

OBSTACLE SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Bridge	Tie	Steel	LL	Back	LL poles	Slither	Sidepass	Gate						
202	PENALTY					///			1				4	68 1/2		
	CONTENT	+1/2	+1	0	0	-1	+1	+1/2	-1/2	+1						
767	PENALTY				1	///	13			1			9	60 1/2		
	CONTENT	0	+1/2	0	-1/2	-1	-1	+1	+1/2	0						
788	PENALTY		3			1/3	1						10	63 1/2		
	CONTENT	+1	+1	0	+1/2	-1/2	-1/2	+1	+1	+1						
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															

JUDGE'S NAME (PRINTED):

HOWARD REA

JUDGE'S SIGNATURE:

H Rea





**VERSATILITY RANCH HORSE - RANCH RIDING #1**

SHOW: 6/1 RHA memorial day  
CLASS: Open  
DATE: 5-25-2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly:**

- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker																	
Maneuver Description		Ext	Trot	Ext	Lope	Ext	Trot	Lope	Ext	Trot	S+B						
202	PENALTY																
	CONTENT	0	+1/2	+1	+1	+1/2	+1/2	+1	+1	+1/2	0					76	
122	PENALTY																
	CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1	0	0					73	
788	PENALTY						0										
	CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2					75	OP
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																

JUDGE'S NAME (PRINTED):

ROBERT RENT

JUDGE'S SIGNATURE:

[Signature]



# VERSATILITY RANCH HORSE - TRAIL

SHOW: Nor RHA  
CLASS: Am A  
DATE: 5-25-2019

<b>1 Point Penalties:</b> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One or two steps on mount/dismount on/or ground tie (except shifting to balance)</li> <li>- Split log in lope over</li> </ul>	<b>5 Point Penalties:</b> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- 5 or more steps on mount/dismount or ground tie</li> </ul>	<b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul>
<b>3 Point Penalties:</b> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Three to four steps on mount/dismount on ground tie</li> </ul>	<b>10 Point Penalty:</b> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<b>Disqualification (DQ):</b> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>

OBSTACLE SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Bridge	Trot	Steel	LL	Back	LL poles	Slither	Sideways	Gate						
678	PENALTY			5		11	3					11	60 1/2			
	CONTENT	+1/2	+1	-1	+1	-1/2	-1/2	+1	+1/2	+1/2						
767	PENALTY				3	1 1/2	1					12	59			
	CONTENT	0	-1/2	+1/2	-1/2	-1/2	+1/2	+1	+1/2	+1						
100	PENALTY	3				1	1					5	66			
	CONTENT	-1	-1/2	+1/2	+1/2	-1/2	-1/2	+1	+1	+1/2						
692	PENALTY					13 1/4	3					11	59			
	CONTENT	0	-1/2	+1	+1/2	-1/2	-1	+1/2	+1/2	+1/2						
766	PENALTY				3	1 1/2	3					10	62 1/2			
	CONTENT	+1	+1	+1	-1/2	-1/2	-1/2	+1	+1/2	+1/2						
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															

JUDGE'S NAME (PRINTED): Howard Rea

JUDGE'S SIGNATURE: [Signature]



SHOW: Vol RHA memorial  
CLASS: AmA day  
DATE: 5-25-2019

## VERSATILITY RANCH HORSE - RANCH RIDING #1

### 1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

### 3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

### 5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

### 10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

### Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O		#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																		
Tie-Breaker																		
Maneuver Description			Ext W	Hot	Ext Hot	Lope	Stop	Walk	Lope	Ext Lope	Trot	Stop						
698	PENALTY																	
	CONTENT	+1/2	+1	+1	+1	0	0	+1/2	+1	+1	+1/2					77 1/2	1	
7167	PENALTY							1/2								1/2	71 1/2	
	CONTENT	0	0	+1/2	+1/2	0	0	0	+1/2	+1/2	0							
100	PENALTY																	
	CONTENT	+1/2	+1/2	+1	+1	0	0	+1	+1	+1/2	0					75 1/2	2	
682	PENALTY						1									1	69 1/2	
	CONTENT	0	0	+1/2	0	-1/2	-1/2	+1/2	+1/2	0	0							
722	PENALTY																	
	CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0	0					72 1/2	3	
766	PENALTY																	
	CONTENT	0	0	+1/2	+1/2	+1/2	0	-1/2	+1/2	0	0					71 1/2	5	
206	PENALTY			1			1									2	68	
	CONTENT	0	0	-1/2	+1/2	-1	-1/2	+1/2	+1/2	+1/2	0							
11	PENALTY																	
	CONTENT	0	+1/2	0	+1/2	-1/2	0	+1/2	+1/2	+1/2	0					72	4	

JUDGE'S NAME (PRINTED):

HOWARD RENT

JUDGE'S SIGNATURE:

Howe



## VERSATILITY RANCH HORSE - TRAIL

SHOW: 161RHA memorial  
CLASS: youth day  
DATE: 5-25-2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Obstacle Description			Bridge	Trot	Steel	LL	Back	LL poles	Slither	Sidepass	Gate					
780	PENALTY						1	11						3	67 1/2	
	CONTENT	+1/2	+1/2	0	0	0	-1	+1/2	-1/2	+1/2						
699	PENALTY							31						4	71	
	CONTENT	+1/2	+1	+1/2	+1/2	+1	-1	+1	+1/2	+1						
778	PENALTY						11111	1		433				15	53 1/2	
	CONTENT	0	+1	+1/2	+1/2	-1/2	-1	+1/2	-1/2							
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															

JUDGE'S NAME (PRINTED): Howard Rea

JUDGE'S SIGNATURE: H. Rea



SHOW: Vol RHA memorial day  
CLASS: youth  
DATE: 5-25-2019

**VERSATILITY RANCH HORSE - RANCH RIDING #1**

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly:**

- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O		#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																		
Tie-Breaker																		
Maneuver Description			ET	W	hwt	ET	hwt	lope	stop	walk	lope	ET	hwt	stop				
	780	PENALTY				3					3					6	64 1/2	
		CONTENT	0	0	+1/2	0	0	0	0	+1/2	-1/2	0	0					
	699	PENALTY															75 1/2	
		CONTENT	0	+1/2	+1	+1	+1/2	0	+1	+1	+1/2	0						
	778	PENALTY										3				3	67 1/2	
		CONTENT	0	+1/2	+1	+1/2	-1/2	0	0	0	-1	0						
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): HOWARD REA

JUDGE'S SIGNATURE: [Signature]