



SHOW: NCRCHA
CLASS: Open
DATE: 4/14/22

VERSATILITY RANCH HORSE - TRAIL

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 dalled 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

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		Log	+log	R500	LL	SB	SP	Bridge	W	gate							
1	548	PENALTY															
		CONTENT	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1					-1	74
2	507	PENALTY															
		CONTENT	-1/2	+1/2	0	0	0	+1/2	+1/2	0	-1/2						-11 58 1/2
3	566	PENALTY															
		CONTENT	+1	0	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2						75 1/2
4	530	PENALTY															
		CONTENT	+1	+1/2	+1	-1/2	0	+1/2	+1	+1	+1						-4 71 1/2
5	529	PENALTY															
		CONTENT	+1	0	0	+1/2	0	-1/2	+1/2	+1/2	-1/2						-1 70 1/2
6	536	PENALTY															
		CONTENT	+1	+1/2	+1	0	+1/2	+1/2	+1/2	+1	+1						76
7	565	PENALTY															
		CONTENT	+1	+1	+1	-1	+1/2	+1	+1	+1	+1						73 1/2
8	512	PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Dustin



VERSATILITY RANCH HORSE - TRAIL

SHOW: NCRCHA
CLASS: Open
DATE: 4/14/22

- 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 called 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

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															
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		Log	logs	Rbox	LL	SB	SP	Bridge	W	gate							
9	ExHA				3												
	PENALTY																
	CONTENT	+1	+1/2	+1	-1	+1/2	0	0	+1	+1							
		71	71 1/2	71 1/2	68 1/2	69			70	71							
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: NCRCHA
CLASS: Amt.
DATE: 4/14/22

- 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 dalled 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

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													
		1	2	3	4	5	6	7	8	9	10				
			(2)	(3)				(1)							
		Tie-Breaker													
		Obstacle Description													
1	533														
		PENALTY													
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	-1 1/2			-15	56
2	512														
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: NCRCHA
CLASS: Ltd. Amt.
DATE: 4/14/22

- 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 dalled 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

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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker			(2)	(3)				(1)								
Obstacle Description		Log	+log	Box	LL	SB	SP	Bridge	W	gate						
1	525	PENALTY	1		1									-2	71 1/2	
		CONTENT	+1/2	0	0	0	+1/2	+1/2	+1	+1/2	+1/2					
			70 1/2	69 1/2		68 1/2	69	69 1/2	70 1/2		71 1/2					
2	509	PENALTY	1											-1	74 1/2	
		CONTENT	+1	0	0	+1	+1/2	+1/2	+1	+1/2	+1					
			71	70		71	71 1/2	72	73	73 1/2	74 1/2					
3	510	PENALTY		1		1,2,3								-7	67	
		CONTENT	+1	0	+1/2	-1	+1/2	+1/2	+1/2	+1	+1					
			71	70	70 1/2	69 1/2	69	69 1/2	69	66	67					
4	530	PENALTY		1		3,3								-7	65 1/2	
		CONTENT	+1	+1	0	-1	0	0	+1	0	+1/2					
			71	71		69			65		65 1/2					
5	540	PENALTY		1										-1	71 1/2	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	0	+1/2					
			70 1/2	70		70 1/2			71		71 1/2					
6	574	PENALTY		1		1								-2	69 1/2	
		CONTENT	+1/2	0	0	0	-1/2	0	+1	0	+1/2					
			70 1/2	69 1/2		68 1/2	68		69							
7	505	PENALTY				3,3,3			5		OP			-14	(47)	
		CONTENT	0	0	0	-1	0	-1	-1	+1/2	-1/2					
						60		59	48	48 1/2	47					
8	531	PENALTY		1,1	5	3,3					5,5,5,5			-10	(26)	
		CONTENT	0	-1	-1	-1 1/2	-1 1/2	-1 1/2	0	0	-1 1/2					
			67	61	53 1/2	53	52 1/2			52 1/2	26					

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: J. Rubin



VERSATILITY RANCH HORSE - TRAIL

SHOW: NCRCHA
CLASS: Ltd. Amt.
DATE: 4/14/22

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 dalled 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

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker			(2)	(3)				(1)									
Obstacle Description		Log	Hog	Box	LL	SB	SP	Bridg	walk	gate							
9	536	PENALTY		1	1	1											
		CONTENT	+1 1/2	-1 1/2	-1 1/2	-1 1/2	0	0	0	0	+1 1/2					-3	60 1/2
10	566	PENALTY				3											
		CONTENT	+1	+1 1/2	+1 1/2	-1 1/2	+1 1/2	+1 1/2	+1 1/2	0	+1 1/2					-3	70 1/2
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Dublin



VERSATILITY RANCH HORSE - TRAIL

SHOW: NCRCHA
CLASS: Youth Ltd.
DATE: 4/14/22

- 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 dalled 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

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker			②	③				①									
Obstacle Description		trot	log	box	ll	sb	sl	Bridge	walk	gate							
1	507	PENALTY				3,1						5					
		CONTENT	+1/2	+1/2	0	-1	-1	-1/2	+1/2	+1/2	-1			-9	59 1/2		③
			70 1/2	71		66	65		65	63 1/2	59 1/2						
2	535	PENALTY			0	3											
		CONTENT	0	+1/2	+1/2	-1	-1/2	-1/2	0	0	-1/2			-3		DQ	
			70 1/2	69	65		64			63 1/2							
3	556	PENALTY				1,1											
		CONTENT	+1/2	+1/2	+1/2	-1	0	-1/2	-1	0	-1			-2	66		①
			71	71 1/2	68 1/2		68	67			66						
4	562	PENALTY										5,5,5,5					
		CONTENT	+1	+1	0	+1	+1	+1	+1	0	-1/2			-20	55 1/2		④
			71	72		73	74	75	76		55 1/2						
5	541	PENALTY			1	3,5,3											
		CONTENT	+1/2	+1	+1/2	-1/2	0	-1/2	+1/2	+1/2	+1/2			-12	60 1/2		②
			70 1/2	71 1/2	72	59 1/2		59	59 1/2	60	60 1/2						
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

wrong # (534)

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: M Dublin

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

AQHA RANCH RIDING - Pattern 4

SHOW: NERCHA

CLASS: Open

DATE: 4/14/22

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 shown 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

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																	
Maneuver Description			W	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	T □	S, 360L, B			
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12			
VR	1	548	0	+1/2	0	+1/2	0	+1/2	+1	+1	-1/2	0	+1	0			74
AR	2	509	0	+1/2	0	0	-1/2	0	-1	-1/2	-1/2	-1	0	0		-2	63
VR	3	524	0	-1/2	-1/2	-1/2	-1/2	-1/2	+1/2	0	0	-1/2	-1/2	-1			66
VR	4	565	0	+1/2	+1/2	0	0	0	+1	+1	0	+1/2	+1/2	+1			75
VR	5	536	0	0	0	0	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2			72 1/2
VR	6	885	0	+1/2	0	0	+1/2	0	+1/2	-1/2	-1	0	0	-1/2			68 1/2
VR	7	512	+1/2	+1/2	0	+1/2	+1	0	-1	0	-1/2	+1/2	+1/2	0		-3	68 1/2
VR	8	566	0	+1/2	0	+1/2	+1/2	+1/2	-1/2	-1	+1/2	0	0	0		-3	68

JUDGE'S NAME (PRINTED):

J. Dublin
JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 4

SHOW: NCRCHA

CLASS: Open

DATE: 4/14/22

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Eliminates maneuver - Incomplete maneuver - Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Illegal equipment including hoof black, braided or banded manes, or tail extensions - Willful Abuse - Major disobedience or schooling - Lameness
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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																	
Maneuver Description		W	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	TWO's	W	T □	S, 360L, B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12				
VR AQ 9	PENALTY								-1								
	MANEV.	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	-1/2	0	+1/2	+1/2	0			-1	73
AQ 10	PENALTY																
	MANEV.	0	+1/2	0	+1/2	+1/2	+1/2	+1	0	+1/2	0	+1	0				74 1/2
VR 11	PENALTY																
	MANEV.	0	+1/2	0	0	-1/2	0	+1/2	0	-1	0	0	-1/2				69
VR 12	PENALTY																
	MANEV.	0	0	0	-1/2	0	0	+1	0	0	0	0	-1				69 1/2
VR 13	PENALTY																
	MANEV.	+1/2	0	0	+1/2	0	0	+1/2	-1	+1/2	0	0	0				71
VR 14	PENALTY																
	MANEV.																
VR 15	PENALTY		-1														
	MANEV.	0	-1/2	-1/2	-1/2	0	0	+1	+1/2	+1/2	-1	0	0			-2	67 1/2
	PENALTY																
	MANEV.																

JUDGE'S NAME (PRINTED): Dublin

JUDGE'S SIGNATURE: Dublin

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

AQHA RANCH RIDING - Pattern 4

SHOW: NCRCHA

CLASS: Open Amt.

DATE: 4/15/22

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Blatant disobedience (Kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Eliminates maneuver - Incomplete maneuver - Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Illegal equipment including hoof black, braided or banded manes, or tail extensions - Willful Abuse - Major disobedience or schooling - Lameness
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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																	
Maneuver Description		W	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	T	S, 360L, B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12				
JP	1 508								-3								
	PENALTY																
	MANEUV.	0	-1/2	0	-1/2	+1/2	0	-1	-1	0	0	+1/2	0			-3 65	
JP AQ	2 532																
	PENALTY																
	MANEUV.	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	0	+1	0			76 1/2	
JP	3 552																
	PENALTY																
	MANEUV.	-1	0	-1	-1	-1	-1 1/2	0	-1/2	-1/2	0	-1/2	-1/2			-14 (48) OP	
JP AQ VR	4 512																
	PENALTY																
	MANEUV.	+1/2	+1/2	0	0	+1	0	+1/2	0	+1	+1/2	0	+1/2			74 1/2	
AQ JP	5 504																
	PENALTY																
	MANEUV.	0	0	-1/2	-1	-1	-1/2	-1/2	-1	0	0	0	0			-4 61 1/2	
AQ VR	6 533																
	PENALTY																
	MANEUV.	0	+1/2	+1/2	+1/2	0	0	(OP)	-1/2	0	+1/2	-1/2	0	0		(70) OP	
	PENALTY																
	MANEUV.																
	PENALTY																
	MANEUV.																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: NCRCHA
CLASS: Amt. Ltd.
DATE: 4/19/22

AQHA RANCH RIDING - Pattern 4

- 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-centering 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 shown 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

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 -1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent																	
Maneuver Description	W	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	T □	S, 360L, B					
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12					
AD 1 55				3													
PENALTY																	
MANEV.	+1/2	0	-1/2	-1	-1/2	-1/2	0	0	-1	0	-1/2	-1/2			-3	64	
	70 1/2		71		67		66 1/2		65		64 1/2						
VR AD 2 50																	
PENALTY																	
MANEV.	0	0	0	-1/2	0	0	0	0	-1/2	0	0	0				69	
	69 1/2		69		69		69		69		69						
VR AD 3 57 1/4				3	3												
PENALTY																	
MANEV.	0	0	-1	-1	0	-1/2	+1/2	-1	-1/2	0	-1/2	0			-6	61	
	63		62 1/2		63		62		61 1/2		61						
VR 4 52 1/4																	
PENALTY																	
MANEV.	0	-1/2	0	0	-1/2	0	+1/2	-1	+1/2	0	0	0				67	
	69 1/2		69		69 1/2		68 1/2		67		67						
VR 5 55 1/4																	
PENALTY																	
MANEV.	0	0	-1/2	0	0	-1/2	0	-1	-1	-1	-1/2	-1/2				65	
	69 1/2		69		68		67		66		65 1/2		65				
VR 6 52 1/2																	
PENALTY																	
MANEV.	-1/2	0	0	-1/2	-1	-1/2	+1/2	-1/2	+1/2	0	0	-1/2			-5	61 1/2	
	69 1/2		69		68		67 1/2		68		61 1/2		62				
VR 7 55 1/2	Scratch																
VR 8 55 1/2				3													
PENALTY																	
MANEV.	0	0	-1	-1	-1/2	-1/2	-1/2	-1	0	-1/2	-1/2	-1/2			-3	61	
	66		65		64 1/2		64		63 1/2		62 1/2		62		61		

JUDGE'S SIGNATURE: M. M. Mullen

JUDGE'S NAME (PRINTED):

SHOW: NCRCHA
 CLASS: Amt. Ltd.
 DATE: 4/17/22

AQHA RANCH RIDING - Pattern 4

- 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 shown in a snaffle bit/thackamore), more than one finger between split reins or any fingers between romal reins (except in the low-rein).
- Disqualification (DQ):**
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
 - Willful Abuse
 - Major disobedience or schooling
 - Lameness

W/O #		MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points																			
		W	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	T	S, 360L, B						
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12						
VR 9	510				3			3		1							-7	59	
		70 1/2															66 1/2		
VR 10	531				3	3		3	OP								-9	53	
		69 1/2															61 1/2		
VR 11	526																	69 1/2	
		70 1/2															71		
VR 12	509				3												-3	66 1/2	
		70 1/2															66 1/2		
VR 13	526																	71 1/2	
		70 1/2															71 1/2		
VR 14	500																	-1	71 1/2
		68 1/2															69		
VR 15	507																	-1	67
		69 1/2															70		
VR 16	554																	-2	60
		69 1/2															68 1/2		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Dublin

AQHA RANCH RIDING - Pattern 4

SHOW: NCRCMA
 CLASS: Amt. Ltd.
 DATE: 4/15/22

- 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 shown 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 #	W	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	T □	S, 360L, B	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	1	2	3	4	5	6	7	8	9	10	11	12						
VR 17 540								OP										7 1/2
	0	+1/2	+1/2	+1/2	0	+1/2	-1/2	0	+1/2	0	+1/2	0						
VR 18 559								OP										68
	0	+1/2	0	0	+1/2	+1/2	-1	-1/2	-1/2	0	0	-1/2						
VR 19 528											1							-1 67 1/2
	0	0	0	-1/2	0	0	+1/2	-1	-1/2	0	0	0						
VR 20 867																		68 1/2
	0	0	0	0	+1/2	0	+1/2	-1/2	-1/2	0	-1/2	-1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Dubler*

AQHA RANCH RIDING - Pattern 4

SHOW: NERCHA
CLASS: Youth
DATE: 4/5/22

- 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 shown 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	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	T □	S, 360L, B						
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12						
VR 1 541																	72	②
AG 2 556																	70 1/2	③
VR 3 571																	74	①
AG 4 563																	70 1/2	⑤
5 576																	-4	⑥ X 2
6 544																	68	④

JUDGE'S SIGNATURE: J. Dinkin

JUDGE'S NAME (PRINTED):

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

AQHA RANCH RIDING - Pattern 4

SHOW: NCRCHA
CLASS: Youth Ltd.
DATE: 4/15/22

- 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-centering 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 shown 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	T	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	T	S, 360L, B					
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12					
VR 1 557								5									
	0	0	0	+1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2			-5	62 1/2	
	70 1/2		71		70 1/2		64		63								
VR 2 555																	
	0	0	0	0	0	-1/2	-1/2	-1	-1	-1/2	-1	-1/2				64	
	64 1/2		68		67		66		65 1/2		64 1/2						
AG-VR 3 562								1									
	0	+1/2	0	+1/2	0	0	0	0	0	0	+1/2	+1/2			-1	71	
	70 1/2		71		70		70 1/2		71								
VR 4 514																	
	0	0	0	0	-1	0	0	0	+1/2	0	0	0			-3	66 1/2	
	66		66 1/2		66 1/2		66 1/2		66 1/2		66 1/2						
AG-VR 5 545																	
	0	0	0	-1/2	0	0	+1/2	-1/2	0	0	0	0				69 1/2	
	69 1/2		70		68 1/2		70		68 1/2								
VR 6 558																	
	0	0	0	0	-1	-1/2	-1	-1/2	-1	0	-1/2	0			-16	48 1/2	
	63		62 1/2		56 1/2		55		54		48 1/2						
AG-JP 7 534																	
	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	-1	0	+1/2	0			-1	71	
	70 1/2		71		71 1/2		71		70 1/2		71						

JUDGE'S SIGNATURE: *[Signature]*

JUDGE'S NAME (PRINTED):



VERSATILITY RANCH HORSE - REINING

SHOW: <u>NCRCHA</u>
CLASS: <u>Open</u>
DATE: <u>4/14/22</u>

- 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					
		LC	RC	S	LS	S	RS	SB								
1	530	PENALTY												70	①	
		CONTENT	0	0	0	0	0	0	0							
2	509	PENALTY						2					-2	66	④	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1/2							
3	529	PENALTY			2								-2	64 1/2	⑤	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	-1/2							
4	505	PENALTY												69	②	
		CONTENT	-1/2	0	0	-1/2	0	0	0							
5	888	PENALTY	Scratched													
		CONTENT	Scratched													
6	548	PENALTY	Scratched													
		CONTENT	Scratched													
7	399	PENALTY				OP		OP						66 1/2	x2 ⑥	
		CONTENT	0	+1/2	-1	-1/2	0	-1/2	0							
8	570	PENALTY	1	OP	1, 2	2, 5	5OP		OP					-18	x3 ⑦	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - REINING

SHOW:	NCRCHA
CLASS:	Open
DATE:	4/14/22

- 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	#	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		1	2	3	4	5	6	7	8	9	10				
		Maneuver Description	LC	RC	S	IS	S	RS	SB						
9	544	PENALTY	1												
		CONTENT	-1 1/2 <small>(0.8 1/2 1/2)</small>	-1 1/2 <small>1/2</small>	0	+1 1/2 <small>1/2 1/2</small>	-1 1/2 <small>1/2</small>	-1 1/2 <small>1/2</small>	-1 1/2 <small>1/2</small>					-1	67
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

3

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



SHOW:	NCRCHA
CLASS:	Amt
DATE:	4/19/22

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	LC	RC	S	LS	S	RS	SB						
1	533	PENALTY	2					1 1/2	2						
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2					-4 1/2	64
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: J. Dublin



VERSATILITY RANCH HORSE - REINING

SHOW: <u>NCRCHA</u>
CLASS: <u>Ltd. Amnt.</u>
DATE: <u>4/19/22</u>

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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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		LL	RL	S	LS	S	RS	SB								
1	536	PENALTY														
		CONTENT	0	0	-1	-1/2	-1/2	0	0						68	(4)
2	514	PENALTY														
		CONTENT	0	0	-1/2	0	-1/2	+1/2	+1/2						70	(2)
3	551	PENALTY		1,2		OP		OP	2							
		CONTENT	-1/2	-1	-1	-1 1/2	-1	-1/2	-1 1/2					-0	0	(5 1/2 x 2) (10)
4	531	PENALTY														
		CONTENT														
5	559	PENALTY			2											
		CONTENT	0	0	0	0	0	0	-1/2					-2	67 1/2	(5)
6	524	PENALTY		1												
		CONTENT	0	-1/2	0	0	0	+1/2	+1/2					-1	69 1/2	(3)
7	564	PENALTY	2,1		2	2	OP									
		CONTENT	-1	-1/2	-1	-1 1/2	-1/2	0	-1/2					-7	58 1/2	(9)
8	530	PENALTY	2	1 1/2												
		CONTENT	-1/2	-1	-1/2	-1/2	0	-1/2	0					-6	61	(8)

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Dublin



VERSATILITY RANCH HORSE - REINING

SHOW:	NCRCHA
CLASS:	Ltd. Amt.
DATE:	4/19/22

- | | |
|---|--|
| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - 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		LC	RC	S	VS	S	RS	SB								
9	515	PENALTY	1										-1	66	⑥	
		CONTENT	0	-1	-1/2	-1/2	-1/2	0	-1/2							
10	510	PENALTY														
		CONTENT	Scratch													
11	510	PENALTY	2	2	2								-6	62 1/2	⑦	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0							
12	510	PENALTY				1/2								72	①	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: J. Dublin



VERSATILITY RANCH HORSE - REINING

SHOW:	NCRCHA
CLASS:	Ltd. Youth
DATE:	4/19/22

- 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	LC	RC	S	LS	S	RS	SB						
1	515	PENALTY	3,2	3,2	2										
		CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2				-7	59 1/2	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Dublin

VERSATILITY RANCH HORSE - CUTTING

SHOW:	NCRCHA
CLASS:	Open
DATE:	4/14/22

- 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
		Cow 1		Cow 2		Cow 1		Cow 1				Cow 2				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	Courage								
	Tie-Breaker							3	1	7	8	4	2	6	9	5					
VR	1	505	A					+1/2	+1/2	0	0	+1/2	-1/2	0	0	0	71/69	1	70	7	
VR	2	544						+1	+1/2	+1/2	0	+1	+1/2	+1/2	0	0	72/72		72	4 ✓	
	3	507	A	A	D		B	B	0	-1	0	-1	+1/2	-1	0	-1	0	68/68	15	53	
VR	4	530						+1/2	+1/2	0	0	+1/2	+1/2	0	0	0	71/71		71	5 ✓	
VR	5	505					D	+1/2	+1/2	+1	0	-1/2	-1/2	-1/2	-1/2	0	72/64	5	63		
	6	504						0	0	0	0	0	0	0	0	0	70/70		70	8	
	7	537	A					0	-1/2	0	-1	0	+1/2	0	-1/2	0	67/69	1	68	9	
VR	8	529	A					0	-1	0	-1	-1	-1	0	-1	0	67/67	1	67		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Dublin*



VERSATILITY RANCH HORSE - CUTTING

SHOW:	NORCHA
CLASS:	Open
DATE:	4/14/22

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
		Cow 1		Cow 2		Cow 1		Cow 2				Coverage	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							3	1	7	8	4	2	6	9	5						
VR	9	536	AA			5	0	-1	0	-1	-1	-1	0	-1/2	0	68 / 64 1/2		7	6 1/2		
VR	10	566					+1/2	+1	+1	+1/2	+1	+1/2	+1	0	+1/2	73 / 73		73		2 ✓	
	11	509	A			5	+1/2	+1/2	+1/2	0	0	-1	0	0	0	71 1/2 / 68		6	65		
VR	12	567					+1	+1	+1/2	+1	+1	+1	+1/2	+1	+1/2	74 1/2 / 74 1/2		75		1 ✓	
	13	504					0	+1/2	0	0	0	+1/2	0	0	0	78 1/2 / 70 1/2		70 1/2		6	
VR	14	570					0	-1	+1/2	0	+1	+1	+1	0	+1/2	71 1/2 / 73		72 1/2		3 ✓	
VR	15	569	AA A				0	-1	0	0	0	-1/2	0	-1/2	0	67 / 68		3	67 1/2		
	16	888	A			5	+1/2	+1/2	+1/2	0	0	-1	0	0	0	71 1/2 / 68		6	64		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Dublin*



VERSATILITY RANCH HORSE - CUTTING

SHOW: NORCHA
CLASS: Amt.
DATE: 4/14/22

- 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
		Cow 1		Cow 2		Cow 1		Cow 2				Average Cow 1/ Cow 2	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN					
		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				
								3	1	7	8	4	2	6	9	5					
	Tie-Breaker																				
VRH	1	533						+1/2	+1/2	0	0	+1/2	+1/2	0	0	0	71/71		71	3	
	2	506	-----																		
VRH	3	516	A	C					-1/2	-1/2	0	0	-1/2	-1/2	0	0	0	68/68	2	68	5
	4	510			3		5	+1/2	0	+1/2	0	0	-1	0	-1	0	71/68	8	62	7	
VRH	5	528			D			0	-1	0	0	+1/2	+1/2	+1/2	0	0	69/71/2	3	67	6	
	6	514						+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	71/72		72	1	
	7	571	-----																		
	8	558	A				B	-1	-1	0	-1	-1	-1	-1	0	-1	66/67	6	61	8	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: J. Dubois



VERSATILITY RANCH HORSE - CUTTING

SHOW:	NORCHA
CLASS:	Amt.
DATE:	4/14/22

- 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
		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							
								3	1	7	8	4	2	6	9	5					
9	516							-1/2	+1	+1	0	0	+1/2	+1/2	+1/2	0	7 1/2	7 1/2		2	
10	559	/																			
11	574	/																			
12	888							-1/2	0	0	0	0	+1/2	+1/2	0	0	57 3/4	71	70	4	
		/																			
		/																			
		/																			
		/																			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *J. A. ...*

VERSATILITY RANCH HORSE - CUTTING

SHOW:	NCRCHA
CLASS:	Ltd. Amt.
DATE:	4/14/22

- 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
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1		Cow 2		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	Courage								
	Tie-Breaker							3	1	7	8	4	2	6	9	5					
VR	1	504	C					0	-1/2	0	0	-1/2	-1/2	-1/2	+1/2	0	68 1/2 / 64	1	(66)	20	
VR	2	566						+1/2	+1/2	+1/2	0	+1	+1/2	+1/2	0	+1/2	71 1/2 / 72		(72)	3 2	
VR	3	510	A AA					0	-1/2	0	0	+1/2	-1	0	-1/2	-1/2	68 1/2 / 67 1/2	3	(68)	↑ 9 B	
VR	4	564						0	0	0	0	-1	-1	-1	-1	0	70 / 64		(67)	11	
VR	5	534						0	0	0	0	0	0	+1/2	-1/2	0	70 / 70		(70)	5 4	
VR	6	515	A AC					+1/2	-1/2	0	0	-1/2	+1/2	0	-1/2	0	68 / 66 1/2	3	(67 1/2)	10	
VR	7	505						0	-1/2	-1/2	0	-1	-1	0	-1	0	69 / 67		(68)	9	
VR	8	535	A D					+1/2	+1/2	0	0	-1	-1	0	-1	0	71 / 66	6	(65)	14	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *J. Dublin*

VERSATILITY RANCH HORSE - CUTTING

SHOW: NORCHA
CLASS: Ltd. Amt.
DATE: 4/14/22

- 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	
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								Average Cow 1 / Cow 2
		1 POINT	3 POINTS	5 POINTS	Hard Work	Control of Cow	Degree of Diff.	Eye Appeal	Hard Work	Control of Cow	Degree of Diff.	Eye Appeal	Courage									
								3	1	7	8	4	2	6	9	5						
	9	520																				
VR	10	530	A				B	+1/2	+1/2	0	0	0	-1	0	-1/2	0	71/67 1/2	6	64	15		
VR	11	522	CA					0	-1	0	-1/2	-1/2	-1/2	0	-1	0	67 1/2 / 65	3	66	13		
VR	12	531	A				B	-1	-1	0	0	-1/2	-1	0	-1	0	68 / 66 1/2	6	62	16		
VR	13	530	A	CA			B	-1/2	-1	0	-1/2	0	-1/2	0	-1	0	67 / 65 1/2	8	61	17		
VR	14	525	A				B	C	-1	-1	-1	0	-1/2	-1	0	-1	0	66 / 66 1/2	11	56	18	
VR	15	515						+1	+1	+1	+1/2	+1	+1	+1/2	+1	+1/2	73 1/2 / 73		74	21		
VR	16	516						+1/2	+1/2	0	0	+1/2	+1/2	0	0	0	71 / 71		71	43		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: [Signature]

VERSATILITY RANCH HORSE - CUTTING

SHOW:	NORCHA
CLASS:	Ltd. Amnt.
DATE:	4/14/22

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	
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								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	Courage									
		Tie-Breaker						3	1	7	8	4	2	6	9	5						
VR	17	524	A	A	B		B	B	0	-1	0	-1	-1	-1	0	-1	0	67/66	15	53	19	
VR	18	506	A	A	C				0	-1	0	-1	0	-1	0	-1	0	66/67	3	66 1/2	12	
	19	559	A	A		B	B	-1	-1/2	0	-1	-1/2	-1	0	-1	0	64 1/2/66 1/2	13	55			
VR	20	574	A					0	-1	0	0	+1/2	0	0	+1/2	0	68/70	1	69	7 6		
VR	21	558		A				+1/2	0	0	0	0	+1/2	0	0	0	69 1/2/69 1/2	1	69 1/2	6 5		
	22	516						+1	+1/2	+1	+1 1/2	+1	+1/2	+1	+1 1/2	0	75/75		75	1		
VR	23	510		A				+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	72/71	3	68 1/2	8 7	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *J. Udwin*

VERSATILITY RANCH HORSE - CUTTING

SHOW:	NORCHA
CLASS:	Youth Ltd
DATE:	4/14/22

- 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	
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1		Cow 2		Courage	Average Cow 1/ Cow 2							
		1 POINT	3 POINTS	5 POINTS	Hard Work	Control of Cow	Degree of Diff.	Eye Appeal	Hard Work	Control of Cow	Degree of Diff.	Eye Appeal										
Tie-Breaker																						
1	555	A	AC							3	1	7	8	4	2	6	9	5	66/66	3	66	3
2	562	A					C			+1	+1/2	+1/2	0	-1/2	-1/2	0	-1	0	72/66	6	64	4
3	514									+1/2	+1/2	0	0	+1/2	+1/2	0	0	0	71/71		71	1
4	507	A		D						0	-1	0	0	0	+1/2	+1/2	0	0	68/71	4	67	2
5	571	A	A				B			-1/2	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	63/68 1/2	7	60	5

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *J. Dublin*



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: NRCHA
CLASS: Open
DATE: 4/14/22

<p>1 Point Penalties: A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and youth classes S - Slipping rein T - Failure to drive cow past middle marker on first turn V - Over-bridled (per maneuver) W - Out of frame (per maneuver)</p> <p>2 Point Penalties: A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned R - Failure to catch if roping in amateur and youth classes</p>	<p>3 Point Penalties: E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage R - Two-loop catch when roping in open/cowboy classes</p> <p>5 Point Penalties: A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to instill fear/praise R - Failure to catch when roping in open/cowboy classes</p> <p>10 point Penalty: U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p>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 R - Complete loss of rope in Open/Cowboy 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</p> <p>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 J - Bringing the cow straight over backwards landing on its back or head</p>
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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											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL											
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL																
L	R	L	R	TRACK & RATE	STOP & HOLD																							
		Tie-Breaker																										
		PENALTY	AA	P	P																							
		CONTENT	-1	-1/2	-1/2	-1																						
1	529																											
		PENALTY																										
		CONTENT	+1/2	-1/2	0	0																						
2	530																											
		PENALTY																										
		CONTENT	+1	0	0	-1																						
3	565																											
		PENALTY																										
		CONTENT	0	-1	-1/2	-1/2																						
4	547																											
		PENALTY																										
		CONTENT	-1/2	-1/2	-1	-1/2																						
5	570																											
		PENALTY																										
		CONTENT	+1/2	+1/2	+1/2	+1/2																						
6	544																											
		PENALTY																										
		CONTENT																										

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: [Signature]

For more information on how exhibitors are scored visit www.aqhuniversity.com



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: NORCHA
CLASS: Amt.
DATE: 4/19/22

<p>1 Point Penalties: A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and youth classes S - Slipping rein T - Failure to drive cow past middle marker on first turn V - Over-bridled (per maneuver) W - Out of frame (per maneuver)</p> <p>2 Point Penalties: A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned R - Failure to catch if roping in amateur and youth classes</p>	<p>3 Point Penalties: E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage R - Two-loop catch when roping in open/cowboy classes</p> <p>5 Point Penalties: A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to instill fear/praise R - Failure to catch when roping in open/cowboy classes</p> <p>10 point Penalty: U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p>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 R - Complete loss of rope in Open/Cowboy 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</p> <p>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 J - Bringing the cow straight over backwards landing on its back or head</p>
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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:										2	3	5	10	TOTAL				
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL	
L	R	L	R	TRACK & RATE	STOP & HOLD															
		Tie-Breaker (2)																		
				(3)	(4)					(1)										
1	538	PENALTY			T	P														
		CONTENT	0	-1	0	-1	0	+1/2			-1/2	0	0						-2	66
2	538	PENALTY			C	P														
		CONTENT	+1/2	+1/2	+1/2	0	-1	-1			-1/2	+1/2	0						-2	67 1/2
3	550	PENALTY			T										A.					
		CONTENT	-1/2	-1	-1	-1	-1/2	0			-1/2	0	-1/2						-3	62
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: Dublin

SHOW: NORCITA
CLASS: Ltd. Amnt.
DATE: 4/15/22

VRH - LIMITED COW WORK (Amateur/Youth)

- 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 ginch
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		
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties				
		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	551	PENALTY			AA												
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	0	-1/2	0					-2	64 1/2	
2	524	PENALTY	A	A													
		CONTENT	-1	-1	0	0	-1	0	0	0					-5	62	
3	506	Scratched															
4	510	PENALTY			ADP	OP											
		CONTENT	0	-1	-1 1/2	-1 1/2									0		DQ H
5	531	PENALTY	P	PP	PP	OP	OP	OP									
		CONTENT	-1	-1 1/2	1/2	1 1/2	-1 1/2	0	-1	-1					-4		(57) X3
6	555	Scratched															
7	536	PENALTY															
		CONTENT	0	-1/2	0	+1/2	+1/2	0	0	0						70 1/2	
8	500	PENALTY															
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2	0						68 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: M Dublin

VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: NCRCHA
CLASS: Ltd. Amnt.
DATE: 4/15/22

- 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
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
Tie-Breaker		(2)		(3)	(4)	(1)									
9	569	PENALTY A													
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	0				-1	72 1/2
10	551	PENALTY													
		CONTENT	-1/2	+1/2	-1	0	-1/2	0	0	-1/2					68
11	525	PENALTY													
		CONTENT	0	-1/2	-1/2	-1	-1/2	0	-1	0					66 1/2
12	530	PENALTY													
		CONTENT	+1/2	0	0	0	0	+1/2	0	0					71
13	574	PENALTY													
		CONTENT	+1/2	-1/2	+1/2	0	0	+1/2	-1	+1/2					70 1/2
14	565	PENALTY A	A		(OP)A						LL				
		CONTENT	-1	-1	-1	-1	-1	+1/2	0	+1/2				-6	57
15	564	PENALTY A			A,E						C				
		CONTENT	-1	-1/2	0	-1	-1	+1/2	-1	0					58
16	522	PENALTY													
		CONTENT	+1/2	0	0	0	+1/2	+1/2	-1/2	+1/2					71 1/2

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: J. Dublin

SHOW: <u>NORCITA</u>
CLASS: <u>Ltd. Amt.</u>
DATE: <u>4/15/22</u>

VRH - LIMITED COW WORK (Amateur/Youth)

- 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
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
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															
17	531	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2					73
18	520	PENALTY		AAA	OP	OP									
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	0	-1	0				-3	61 1/2
19	510	PENALTY			A										
		CONTENT	0	0	-1/2	+1/2	-1/2	+1/2	-1	0				-1	68
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: Gaubert



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:	NCRCHA
CLASS:	Youth
DATE:	4/5/22

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and youth classes S - Slipping rein T - Failure to drive cow past middle marker on first turn V - Over-bridled (per maneuver) W - Out of frame (per maneuver) <p>2 Point Penalties:</p> <ul style="list-style-type: none"> A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned R - Failure to catch if roping in amateur and youth classes 	<p>3 Point Penalties:</p> <ul style="list-style-type: none"> E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage R - Two-loop catch when roping in open/cowboy classes <p>5 Point Penalties:</p> <ul style="list-style-type: none"> A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to instill fear/praise R - Failure to catch when roping in open/cowboy classes <p>10 point Penalty:</p> <ul style="list-style-type: none"> U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> 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 R - Complete loss of rope in Open/Cowboy 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> 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 J - Bringing the cow straight over backwards landing on its back or head
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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			TOTAL		
		L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker																			
1	547	PENALTY																			
		CONTENT	0			-1															
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Dublin

SHOW: NARCITA
CLASS: Ltd. Youth
DATE: 4/15/22

VRH - LIMITED COW WORK (Amateur/Youth)

- 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
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W/O	#	RUN CONTENT								PENALTIES				SCORE	OP
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
Tie-Breaker		(2)				(1)									
1	508	PENALTY				E									
		CONTENT	0	-1/2	0	0	-1/2	+1/2	-1/2	0					68
2	507	PENALTY													
		CONTENT	0	+1/2	+1/2	-1/2	0	+1/2	0	+1/2					71 1/2
3	525	PENALTY			A										
		CONTENT	+1/2	+1/2	-1	-1	-1	+1	-1/2	+1/2				-4	65
4	515	PENALTY		A	OP	OP									
		CONTENT	+1	-1	-1/2	-1/2	0	+1/2	0	0					66 1/2 x2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: J. Dublin