

# Versatility Ranch Horse Working Ranch Division Credit/Penalty Guidelines

## REINED WORK

### Maneuver Scores

-1½    -1    -½    0    +½    +1    +1½

### Penalty Scores

Penalty ½ - Not changing leads simultaneously, over/under spin ⅛ jogging less than 2 strides after rollbacks or spins

Penalty 1 – Each quarter circle out of lead, over/under spinning ⅛ to ¼

Penalty 2 – Failure to run past marker, freezing up in turn or rollback, breaking gait, jogging beyond 2 strides

Penalty 5 – Spurring or hitting in front of cinch, blatant disobedience, kicking, bucking, rearing or striking, holding on to saddle horn

0 Score – Off pattern, 2 hands on reins unless snaffle or hackamore, fall of horse or rider, backing more than 2 strides, illegal equipment

## COW WORK

Guide for “New Cow” (at judge’s discretion, rider will receive new cow(s) as necessary to show horse)

Cow that won’t run, cow that doesn’t respect the horse, when the cow leaves the arena, the cow won’t leave the end of the arena

### Credits

Maintaining control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring

### Penalty Scores

Penalty 1 – Loss of working advantage, using corner or end of the arena to turn cow, changing sides of arena to turn cow, for each length horse runs past cow, turning cow before passing middle marker on first turn

Penalty 2 – Going around corner of arena before turning cow

Penalty 3 – Biting or striking the cow, refusing to turn

Penalty 5 – Not getting a turn each way (5 points each way)

0 Score – Turn tail, fingers between the reins in a bridle class, except the two rein class, balking, illegal equipment, fall of horse or rider, leaving working area before pattern is complete, schooling between rein work and cow work

**Note:** Judge may blow the whistle at any time to terminate the cow work. A score of zero in the cow work segment, will be given if the cow work is not complete at that time. The exhibitor may continue after the whistle and rope the cow.

## ROPING

1. In order for a catch to be legal; the loop must hold in front of the shoulders.

2. Only two loops are permissible.

3. All maneuvers judged +3 to -3 with ½ point increments.

For shows conducted in Europe, the exhibitor has the option of circling the cow each direction instead of roping or breakaway roping.

### Maneuver Scores

See section 470(m) 1 for details.

### Penalty Scores

Penalty 2 – Setting up or scotching

Penalty 3 – 2-loop run

Penalty 5 – Blatant disobedience (kicking, striking, biting, bucking, kicking, rearing), running into steer, failure to catch

Penalty 0 – Whipping or striking the horse with rope

Penalty 0 (for entire class) – Failure to attempt any part of the class

**VERSATILITY RANCH HORSE  
WORKING RANCH SCORE SHEET**

Judge:	Class:
AQHA ID:	Date:

W/O	Entry Number	Reined Work	Maneuver	1	2	3	4	5	6	7			Reining Score	
			Penalty									Penalty Score		
			Score									Run Score		
	Cow Work	PENALTIES					RUN CONTENT ( - below average ✓ average + above average )					Cow Score		
		1 PT	2 PT	3 PT	5 PT	Boxing	Rating	Form & Quality of Turns	Position & Control	Degree of Diff.	Eye Appeal			
	Roping	Maneuver Description		Trailing		Rating		Stopping		Two-Loop Run		Roping Score		
		Penalty												
		Maneuver Score												

Comments:	Total Score
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		Penalty												
		Maneuver Score												

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		Penalty												
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Comments:	Total Score
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