



NVRHA

OFFICIAL
HANDBOOK OF
RULES AND REGULATIONS

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NATIONAL VERSATILITY RANCH HORSE ASSOCIATION
A 501(c)3 Corporation

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I. WELCOME TO VERSATILITY RANCH HORSE

A. INTRODUCTION

The National Versatility Ranch Horse Association was founded in 2007 to provide an organization that focuses on the use of the American Ranch Horse. NVRHA's primary goal is to facilitate events in which education and enjoyment are the primary focus.

The Association is dedicated to preserving the tradition of the American Ranch Horse of the nineteenth and early twentieth century. During this period, as the American West adventure was unfolding, the Ranch Horse emerged in the center of a booming cattle industry. Selective breeding over time resulted in a "legendary horse" that was structurally sound with innate cow sense and athletic ability. The horse was well suited for the function it was tasked to perform day after day: gathering cattle for branding and doctoring, herding cattle to railheads for shipping, providing transportation, tending herds, riding fence, and going to town for supplies. Although the horse has been mostly replaced in today's cattle industry by modern machinery, horsemen are still enjoying the amazing talents of the ranch horse across America doing the exact function it was bred to perform in NVRHA Ranch Horse Events.

NVRHA events are designed for all levels of riding skills from the beginning rider to the advanced professional. Any breed of equine, including the mule, which can be used to complete the ranching events are allowed.

Approved Divisions are:

1. Novice Amateur & Youth Novice riders will be able to take their current horse, of any breed and skill level, and attend Ranch Horse clinics that will provide a "stepping stone" for both the horse and rider.
2. Intermediate Amateur & Youth Intermediate is a step up from Novice and allows the riders to improve current skills learned in Novice and learn new skills.
3. Limited Amateur & Youth Limited provides an option for those riders who wish to participate in events above a Novice level but do not choose to perform the fence work or roping/circling elements of the Amateur Division.
4. Amateur and Youth Advanced riders will perform all

elements of the ranch horse event.

5. Open is designed to provide a format for any rider on any horse to perform all elements of the event. Riders may choose to ride in one or more classes.

Regardless of the rider level, the primary focus of events will be to elevate the riders' horsemanship skills through coached clinics while providing much "enjoyment of the adventure" of riding the American Ranch Horse in all the functions it was bred to perform.

B. MISSION STATEMENT

To provide educational clinics and schooling competitions designed for all level of horses and riders. These events will enhance the rider's horsemanship skills and enjoyment, as well as preserve the culture of the versatile American Ranch Horse.

C. VISION STATEMENT

To be the premier educational ranch horse association focused on providing members with the tools to improve their horsemanship skills. NVRHA will open the door to more possibilities for both the horse and rider. The event format will provide a relaxed atmosphere where competitors cheer and encourage each other, while providing an environment that preserves the versatile performance and conformation of the American Ranch Horse.

II. GENERAL RULES AND REGULATIONS

A. ORGANIZATION

NVRHA maintains a slate of officers and a Board of Directors, who can be contacted through the NVRHA office. A current list may be found on NVRHA's website.

The Board shall be operated in accordance with the bylaws and the administrative procedures of the organization.

NVRHA maintains a professional advisory board consisting of several certified clinician/judges. This group of industry experts provides counsel as needed.

B. BYLAWS AND MINUTES

Members may request a copy of NVRHA Bylaws and Board Meeting Minutes from the NVRHA Office.

C. MEMBERSHIP FEES

Annual: Youth/Student \$40.00; Individual \$65.00; Couples (2) \$95.00; Family (3+) \$140.00; College \$120.00;

Lifetime: Individual \$350.00; Couples (2) \$550.00; Family \$1,050.00

The membership year begins the Monday following the National Championship Event through the same event the following year. The National Championship Event has traditionally been in the month of September.

D. BOARD OF DIRECTORS

1. The Board of Directors shall consist of not less than three (3) members with each affiliate having representation based on size of affiliate and all other members, but not to exceed a number more than ten percent (10%) of total NVRHA Membership.

Affiliate Presidents are automatically given a seat on the Board of Directors with the outgoing President remaining on the Board as an Affiliate Representative or a Member at Large. Directors, the number of directors, their classification, if any, including a Chair or Vice Chair, their terms of office, and the manner of their election or appointment shall be determined at the discretion of the Board of Directors. Directors shall hold office until they resign or are removed per the By-Laws.

a. Board Member elections or appointments will be held as needed to replace or add members as needed.

(1) Election of new board members will be held during BOD meetings, in person, by sealed ballot, or via email vote

(2) Board members may vote in abstention by mailing a sealed ballot or by emailing the NVRHA secretary. Ballot to remain sealed until the Board meeting or votes are read or tallied in which election is held.

b. An Association Officer (President, Secretary, Treasurer) is not required to be a Board member (as per Bylaws); however, will have a vote on issues addressed by the Board.

2. In the event of a resignation of an active Board member, the Board may, but is not required to, elect or appoint a new Board member to serve for the remainder of the term.

3. Each elected Board member will be the person of primary responsibility for at least one (1) critical organization function.

4. A General member may be the person of primary responsibility for a critical organization function without being a Board member (these members are encouraged to attend Board

meetings when possible).

E. GRIEVANCE COMMITTEE

1. Committee will be made up of four members appointed by the President with concurrence of the Board.

2. All grievances will be in written form and signed. They will be forwarded to the Chairman. After review of the grievance, the committee will respond in writing.

3. Should there be a conflict of interest, the President will appoint a replacement from the Board.

4. The Board of Directors will be advised on actions taken on all grievances.

5. Parties may appeal the committee decision of the grievance to the Board.

F. RULE CHANGE PROCEDURES

Proposed rule changes by members for the upcoming event year must be presented to NVRHA in writing by January 1 of the current event year. Rule changes will become effective at the beginning of the next event year. The Board will consider each proposed change. **Two thirds (2/3) of the Board members must vote in the affirmative for a rule change to be adopted. Board members may vote in attendance, or by signed written proxy given to another Director for purposes of casting a vote for or against a specific proposal.** A rule change may be made during the event year if the Board considers the change is required for safety and/or clarification of an existing rule or process.

G. SPONSORSHIP OF EVENTS

Provisions will be made for individuals, businesses, and organizations to sponsor events. This will constitute a negotiated arrangement between NVRHA and sponsoring entities and will provide a mechanism for NVRHA to raise funds for use in conducting the business of the organization and awarding prizes or purses at various events at the discretion of NVRHA and the sponsor. NVRHA will recognize the sponsor through various forms of advertisement and naming of events at a level commensurate with the size of the monetary commitment of the sponsor.

III. ELIGIBILITY

A. MEMBERSHIP REQUIREMENTS

1. A rider can participate in one ranch horse Clinic and Schooling Competition without joining the NVRHA. However, riders must become an NVRHA member to participate in future Clinics and Schooling Competitions.

2. **All participants must be members of the NVRHA prior to competing in a second schooling competition.**

3. **An Amateur or Open participant must be a member of NVRHA for either Placement or Championship Points to count toward any national awards.**

4. The membership year begins the Monday following the annual National Championship Event.

5. Membership forms are available upon request from the NVRHA office or www.NVRHA.org.

B. OWNERSHIP REQUIREMENTS

1. In a competition, to be eligible for “placing, awards, and program points,” an amateur or youth rider must own his/her horse, or be an immediate relative of the person owning the horse (spouse, son, son-in-law, daughter, daughter-in-law, parents, and grandparents).

2. In the Open Division, any rider can ride any horse. There are no Ownership requirements.

3. When a company, ranch, farm, club, corporation, university or school, family, or partnership of related or unrelated persons owns a horse, NVRHA must have an authorization form on file to indicate who may sign documents for that entity. Written authorization is also required when an individual owner appoints another individual to sign on his or her behalf. Authorization forms are available upon request from the NVRHA office or at www.NVRHA.org

4. To participate in a clinic only, a rider does not need to own the horse he/she rides.

C. AMATEUR ELIGIBILITY

An amateur must not have shown, judged, trained, nor instructed another person in riding or training a horse for remuneration for a period of two years. An amateur may accept prizes, payback, or purses for events and maintain Amateur status.

D. YOUTH ELIGIBILITY

A Youth that is 18 years old or younger on January 1 is eligible for the youth program through the end of the event year (last day of National Championship). If a Youth has his or her 19th birthday between Jan 1 and the end of the event year, he or she remains eligible for participation in the Youth Program through the end of the event year. Youth (18 years and younger) may not ride a stallion at any NVRHA event, clinic or schooling competition.

E. BREED ELIGIBILITY

Any breed of horse or mule, registered or grade, may be used in an NVRHA event.

F. HORSE IDENTIFICATION RECORD AND NUMBER APPLICATION

1. Each horse ridden in approved NVRHA events must be assigned a permanent Horse Identification Number.
2. This number will be lifetime identification and remain with the horse regardless of ownership. In the event of change of ownership, the horse ID record must be updated in the office.
3. Prior to participation in the second approved NVRHA event, a completed Horse Identification Number application form must be submitted to NVRHA (either to the office prior to the event or to show management at the event).
4. The Horse Identification Number (assigned by the office) will be provided at all following approved events with the rider's name and NVRHA Membership number.
5. Horse Identification Record and Number Application forms are available upon request from the NVRHA office or at www.NVRHA.org.

IV. CLINICS

A. GENERAL

Clinics are required to be held in conjunction with Schooling Competitions. All Ranch Horse classes should be discussed by the Clinicians prior to the Schooling Competition. (Exception - no Clinic is held at the NVRHA National Championships). A clinic may be held without a Schooling Competition.

B. CLINIC WITH TWO HORSES

If a rider brings two horses to a clinic, the rider may use both horses in each clinic class by paying two clinic fees. If a rider

brings two horses to a clinic and uses one horse in one or more clinic classes and the other horse in the remaining clinic classes, the rider pays one clinic fee.

C. CATTLE INJURY OR DEATH

It is customary for the cattle supplier to be paid market value for a cow that is injured or killed during an event. The Association will pay the cattle supplier as soon as possible after the event. The rider may be personally liable for the market value cost of the injured/killed animal if the event manager and judge determine that actions by the rider caused the injury or death.

D. DISRUPTIVE HORSES

Any disruptive horse/rider team that poses a threat to the safety of themselves or others in the judgment of the Clinician, Judge, or Event Manager, must be removed.

V. SCHOOLING COMPETITIONS

A. GENERAL

1. Schooling Competitions are held in conjunction with Clinics to provide the participant an opportunity to practice the Ranch Horse classes in a professionally supervised environment.
2. The Judge will critique every maneuver, with score sheet feedback provided to the participant.
3. The Judges are encouraged to coach participants during the schooling competitions.
4. Any event not conducted according to the NVRHA rulebook is subject to all points earned at that event being disallowed.
5. To hold an event, the following requirements must be met:

- a) Approval to have NVRHA sanctioned event
- b) Budget approval
- c) Must use certified clinician/judge (see Chapter VI)
- d) Must follow current rules
- e) Must have waiver signed from all participants, helpers, etc.
- f) Must have Liability insurance
- g) Must use electronic Event Results program
- h) Must submit Event Results no later than 10 days after the event.

B. BACK-TO-BACK SCHOOLING COMPETITIONS

To hold Back-to-Back Schooling Competitions, the following conditions must be met:

1. Must be a Level 2 Affiliate, or petition board for approval.
2. If the same two Judges are used for both days, their judging duties will be reversed the second day of the schooling completion. Judge One judges cattle classes during the first Schooling Competition and dry classes during second Schooling Competition. Judge Two judges dry classes during first Schooling Competition and cattle classes during second Schooling Competition. Conformation judged by a different judge at each Schooling Competition.
3. Second competition cannot begin until the first competition is completed with the exception of Conformation, which can be simultaneously judged.
4. Each Level 2 Affiliate may not hold more than one Back-to-Back Competition per Event Year.

C. NEW START, NON-AFFILIATED EVENTS

1. New Start events are held nationally to introduce NVRHA to a Non-Affiliated region as a first step towards possible affiliation.

2. NVRHA provides assistance in the planning and execution of these New Start events offering on-site assistance, a reduced Association fee and assumed financial risk.

3. The following requirements apply to New Start Events:
a) Requesting and receiving approval for a New Start Event. A request would include location, tentative date, and event point of contact. The event would be covered by a contract agreement defining the event activities.

b) An Event Budget must be developed (assistance provided by NVRHA) and approved by NVRHA.

c) The New Start Event must be covered by Liability Insurance. This insurance can be procured through NVRHA (at a nominal rate) or the Point of Contact may procure insurance naming NVRHA as an additional insured.

d) Typical New Start Events include a one-day clinic followed by a schooling competition, which must use a NVRHA Certified Clinician/Judge and follow NVRHA Rules.

e) An NVRHA knowledgeable person must be available to assist in event execution. Typically, an NVRHA member who meets these credentials will volunteer their time to assist. Travel and lodging expense would be placed in the event budget for reimbursement.

f) A \$35.00 fee per participant will be charged by NVRHA for office administration.

g) No New Start NVRHA events will be held within the established boundaries of an NVRHA Affiliate without the Affiliate's approval.

D. INHUMANE TREATMENT

A rider displaying any form of inhumane treatment to his/her horse(s) at any time while at an NVRHA event, will be immediately addressed by the judge or show management and faces expulsion from the event.

E. COMPETING WITH MULTIPLE HORSES

A rider may compete with more than one horse in a schooling competition.

F. NOVICE AMATEURS CHOOSING TO RIDE IN THE LIMITED OR AMATEUR DIVISION

1. Novice riders may choose to ride in the Intermediate, Limited or Amateur division by notifying the Event Manager, in writing, prior to the start of the Schooling Competition. A copy of the notification must be provided to the office, by the event manager, with the score tabulation results.

2. Youth Novice riders may choose to ride in the Youth Intermediate, Youth Limited or Youth Advanced division by notifying the Event Manager, in writing, prior to the start of the Schooling Competition. A copy of the notification must be provided to the office, by the event manager, with the score tabulation results.

3. Once a rider chooses to ride in a higher division, he/she may not move back to the Novice or Intermediate Divisions.

G. CLINICIAN/JUDGE SELECTION

Judges must be chosen from the approved NVRHA approved judges list. See Rule VI.

H. PRACTICE ARENAS

Riders are not allowed to work or warm up horses in any arena, or

course competition area, on the day of the schooling competition until the Event Manager allows horses into the arena/trail course.

I. UNFORESEEN SITUATIONS

Decisions or situations arising during the event, not covered by this Rule Book, shall be decided by the Event Manager with consultation from the Judges and/or clinicians, and any available board members on premises.

J. SCHOOLING RUNS

After all runs are completed at the end of the Schooling Competition, the event management may permit paid schooling runs provided cattle are available. The schooling runs will not be scored.

K. NVRHA EVENT JACKPOT PAYBACK

Event management may elect to offer an optional jackpot during the schooling competition in each of the Divisions. The following rules provide guidance for NVRHA jackpots.

1. Jackpots will be voluntary.
2. A horse/rider team may only exhibit once to be eligible for jackpot payout.
3. Jackpot fees are established by the Event Manager.
4. Payback monies are payable to the rider.
5. The Judge must sign all score sheets when Jackpots are involved to verify accuracy.
6. Score sheets for Jackpot riders will be mailed to participants with appropriate pay back within two weeks of the event. The NVRHA office will handle all monies.
7. Jackpot payback is set forth by each Affiliate or as listed below:

No. of Horses	Payback
1- 3	1st - 100%
4 – 7	1st - 60%, 2nd - 40%
8 – 12	1st - 50%, 2nd - 30%, 3rd - 20%
13 or more	1st - 40%, 2nd - 30%, 3rd - 20%, 4th - 10%

VI. RANCH HORSE RULES & REGULATIONS

A. GENERAL RULES

1. Any horse or mule 3 years of age or older may be used.
2. In schooling competitions, the judge will not encourage any maneuver or action contrary to established rules, or which would not be deemed safe for any participant within the same division.
3. In schooling competitions, the judge will score each maneuver based on performance [See Rule IX.B.1.] and penalties based upon severity [See Rule IX.B.2. and 3.].
 - a. Judge scores for each maneuver will range from plus 3 to minus 3 (or -7 for a 'did not attempt'). A zero score equals a correct performance and will result in a maneuver score of 7 points. [See Rule X.B.1.]
 - b. The same minus 10-point major penalties may only be charged once during a class. [See Rule IX.B.4.]
4. The rider may hold the saddle horn while standing at the extended trot with no penalty.

B. TACK AND EQUIPMENT

1. Exhibitors participating in Ranch Horse Classes and turn-back riders in Ranch Cutting must wear a collared, long sleeved shirt, a western hat or helmet and western style boots.
2. In all Ranch Horse Classes, horses will be shown in a western saddle and appropriate bridle, snaffle bit or hackamore for the duration of the class.
3. A western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle and large skirts. Silver equipment will not count over a good working outfit.
4. Horses 5 years old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed or spade bit.
5. Horses 6 years and older may only be shown in a curb bit, half-breed or spade bit. When a curb is used a curb strap or curb chain is required, but must meet the approval of the judge, be at least one-half inch in width and lie flat against the jaw of the horse. Curb chains cannot be tied to the bit with string or cord. A broken strap or chain does not necessarily result in a major penalty. If you are in question, approach the Judge/Clinician prior to event to review tack.

6. A rider must show his horse riding with one hand on the reins, unless the horse is 5 years old or younger and is being shown in a snaffle bit or hackamore (bosal).

a. NOVICE RIDERS may ride any age horse with one or two hands in any NVRHA approved snaffle bit, hackamore (bosal) or any NVRHA approved bridle bit, if they choose to do so, without any penalty points deducted.

7. Optional Equipment:

- a. Rope or riata - if used, the rope or riata must be coiled and attached to the saddle.
- b. Hobbles attached to saddle.
- c. Tapaderos, except in working cow horse where they are not allowed.
- d. Protective boots, leg wraps, and bandages are allowed, except in Ranch Conformation.
- e. Spurs: not to be used forward of the cinch.
- f. A chain may be used in Ranch Conformation.

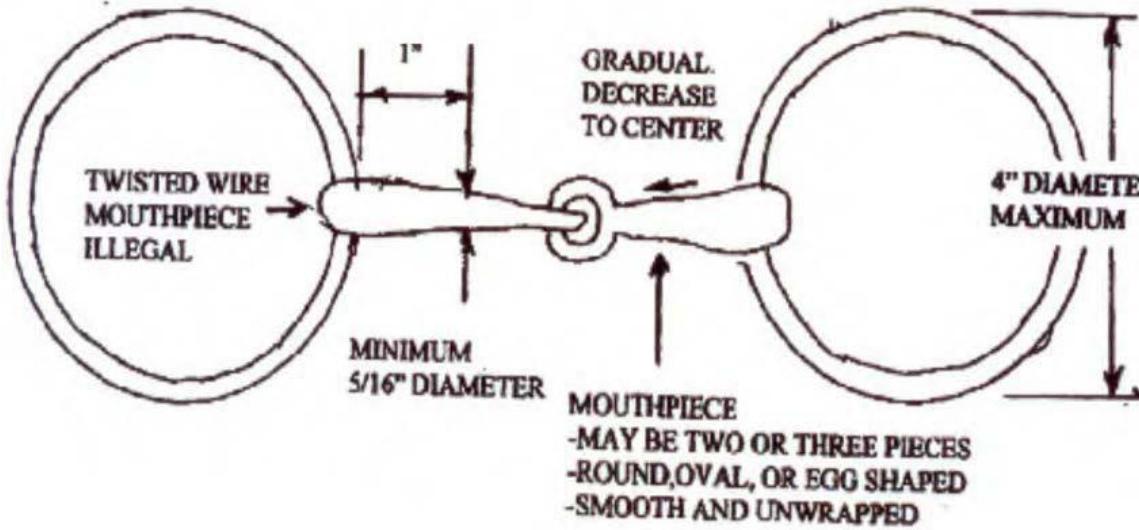
8. Prohibited Equipment:

- a. Protective boots in Ranch Conformation.
- b. Wire chin straps, regardless of how padded or covered.
- c. Any chin strap or chain narrower than one-half inch.
- d. Martingales and draw reins.
- e. Nosebands, tie downs, and roping reins.

9. References to hackamores mean the use of a flexible, braided rawhide, leather or rope bosal, the core of which may be either rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horsehair bosals are prohibited. Mechanical hackamores are prohibited.

10. References to snaffle bits in western performance classes mean the conventional a-ring, egg-butt or D ring, with ring size no larger than 4" (100mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid or smooth latex wrapped. The bars must be a minimum of 5/16" (8mm) in diameter, measured 1" (25mm) in front of the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1 1/4" (32mm) or

less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm), which lies flat in the horse's mouth, is acceptable. Optional curb strap attached below the reins on a snaffle bit is acceptable. A twisted wire mouthpiece may not be used.



LEGAL SNAFFLE BIT

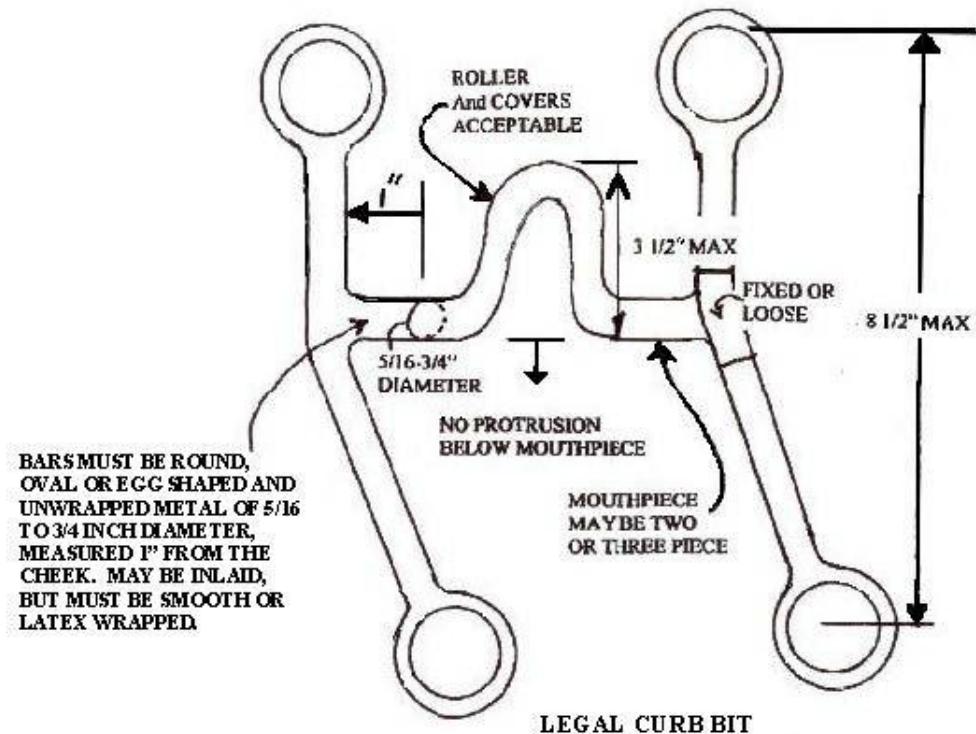
11. Reference to a curb bit must have a solid or broken mouthpiece that acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. A description of a legal, standard western bit includes:

a. 8½" (215mm) maximum length shank to be measured as indicated in the following diagram. Shanks may be fixed or loose.

b. Concerning mouthpieces, bars must be round, oval or egg-shaped, smooth and unwrapped metal of 5/16" to 3/4" (8mm to 20mm) in diameter, measured 1" (25mm) from the cheek. They may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1¼" (32mm) or less in diameter, or a connecting flat bar of 3/8 to 3/4" (10mm to 20mm) measured top to bottom with a maximum length of 2" (50mm), which lies flat in the horse's mouth is acceptable.

c. The port must be no higher 3½" (90mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.

d. Slip or gag bits, and donut and flat polo mouthpieces are not acceptable.



12. Reference to Romal means an extension of braided material attached to closed reins. This extension shall be carried in the free hand with a 16" (40 cm) spacing between the reining hand and the free hand holding the Romal. When using Romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top and the fingers closed lightly around the reins. When using a Romal, no fingers are allowed between the reins. The non-rein hand is not allowed to touch the reins at any time. In all classes the free hand may be used to shorten the reins, as long as hands are held in a legal manner. Misuse of "Romal" will be a Major Penalty of -10. The Romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.

13. Reference of use of hands on reins: Except for junior horses (5 years old or less) shown with hackamore/ snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins: index finger only between split reins is permitted. However, in trail, it is permissible to change hands to work an obstacle, otherwise a violation of this rule is a major penalty. Junior horses (5 years old and under) that are shown in a hackamore or snaffle bit may be ridden with one or two hands on the reins. A Mecate may be used with a snaffle bit.

14. Reference to the Two Rein Bridle: Description of the two rein: the rider must use an approved bit in accordance with Rule VI. B with an approved bosal in accordance with Rule VI.B underneath the bridle. Only one hand may be used on the reins and hands must not be changed. Any number of fingers between the

reins will be permitted.

C. LAMENESS

1. The judge shall examine and check for lameness of all horses exhibited. The judge has the authority to excuse any horse from the class, due to lameness, at any time while being judged.

2. Obvious lameness may be cause for dismissal. Obvious lameness is:

- a. Consistently observed at a trot under all circumstances.
- b. Marked nodding, hitching or shortened stride.
- c. Minimal weight bearing in motion and/or at rest and inability to move.

3. A judge may permit a horse with minor lameness to continue to exhibit without penalty if, in the judge's opinion, there is no risk of injury to either the horse or the rider by continuing to exhibit, with the exception of Conformation where noticeable lameness will receive a 10 pt. penalty.

D. FALL OF HORSE OR RIDER

1. A horse is considered to have fallen to the ground when the hip and shoulder are touching the ground and all four feet are extended in the same direction.

2. Rider has fallen when he or she is no longer astride the horse.

3. In any class, if horse or rider falls, they will be scored as usual up to the fall.

4. Fall will receive a -10 Major Penalty.

5. The rider is excused from the class and the remaining maneuvers will receive a "Did not attempt" maneuver scores with associated penalties as appropriate, (Cutting, missed cone -5, did not pen -5; Working, turn each direction -5 for each direction; roping, did not catch -5, did not stop cow -5).

VII. RANCH HORSE RULES & REGULATIONS

A. RANCH RIDING

1. Gaits

The following terminology shall apply:

a. The walk is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.

b. The jog is a ground covering a two beat diagonal gait. The jog should be square, balanced and straight, forward movement of the feet. When extending the jog, the horse moves out with extended stride and the same smooth way of going.

c. The lope is an easy rhythmical three beat gait. A four beat gait is to be penalized. The horse should lope with a natural stride and appear relaxed and smooth. The head should be carried at a natural angle suitable to the horse's conformation at all gaits. When extending the lope, the horse moves out with the same smooth way of going.

2. Way of Go

a. A good Ranch Riding horse has a free flowing stride of reasonable length in keeping with his conformation. He should cover a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gait is a major consideration.

b. He should carry his head and neck in a relaxed, natural position, with his poll level with or slightly above the level of the withers. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. His head should be level with his nose slightly in front of the vertical, having a bright expression with his ears alert. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested.

c. He should be responsive, yet smooth, in transitions. When asked to extend, he should move out with the same flowing motion. Maximum credit should be given to the flowing, balanced, and willing horse that gives the appearance of being a pleasure to ride. Credit will also be given for making a smooth

transition between the gaits, for keeping the correct lead, and for maintaining the gait in the pattern.

3. Patterns

a. NVRHA Ranch Riding consists of pattern work only which is ridden individually. The Ranch Riding patterns are designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position.

b. The pattern is extremely precise with the rider and horse working in complete unison, executing each maneuver with subtle aids and cues. The horse/rider team will be judged on the different elements of the patterns and for performing the patterns in the correct order. See APPENDIX for patterns.

c. Faults to be scored according to severity:

- (1) Excessive speed (any gait).
- (2) Being on the wrong lead (-3)
- (3) Breaking gait (-1 to -3) (-3 for 2 strides or more).
- (4) Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope).
- (5) Touching horse or saddle with free hand at any time other than at an extended trot. Excludes Saddle horn.
- (6) Head carried too high.
- (7) Head carried too low (tip of ear below the withers).
- (8) Over-flexing or straining neck in head carriage so the nose is carried behind the vertical.
- (9) Excessive nosing out.
- (10) Opening mouth excessively.
- (11) Stumbling.
- (12) Use of spurs forward of the cinch.
- (13) If a horse appears sullen, dull, lethargic, emaciated, drawn or overly tired.
- (14) Quick, choppy or pony-strided.
- (15) If reins are draped to the point that light contact is not maintained.
- (16) Overly canted at the lope, (when the outside hind foot is further to the inside of the arena than the inside front foot).

4. Penalties

(1) One (1) point:

(a) Incorrect or break of gait for two strides or less.

(2) Three (3) point:

(a) Out of lead or break of gait at lope.

(b) Incorrect or break of gait for MORE than two strides.

(3) Five (5) point:

(a) Blatant Disobedience

(b) Instill fear or praise

(c) Use of spurs forward of the cinch.

(4) Ten (10) Point Penalties. See Section X.B.4 for

list of Major Penalties.

B. RANCH TRAIL

1. General Information

a. This class contains a course pattern with 10 judged maneuvers that consist of 3 gaits (walk, trot, and lope), 3 mandatory obstacles and 4 optional obstacles designed to show a horse's ability and willingness to perform several tasks that might be asked of him during a normal day's ranch work.

b. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider and quality of movement.

c. A horse will be rewarded with higher maneuver scores for performing the three gaits correctly with an alert attitude. Horses are to be shown at a ground-covering walk, working trot and lope.

d. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.

e. Whenever possible, realistic, or natural obstacles are encouraged. Also, the course is encouraged to be set outside of an arena using the natural terrain of the land whenever possible.

f. A combination of two or more obstacles is permissible.

g. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable amount of time or if the Judge deems that the rider is,

or will, be in an unsafe situation.

h. The judge will walk the course and has the right and duty to alter the course if unsafe or unreasonable.

i. If at any time a trail obstacle is deemed unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

j. All courses and obstacles will be constructed with safety in mind to eliminate any possibility of accidents.

2. Mandatory Obstacles

a. Opening, passing through and closing the gate. Use a gate that will not endanger horse or rider. The rein hand may be changed to work the gate without penalty if the change is made prior to and after the gate has been worked.

b. Dismount, unbridle and bridle, pick up two alternating feet and remount. The horse shall remain quiet while the rider dismounts (hobbles and get downs are permitted) and removes the bit completely from the horse's mouth and re-bridles (Romal must show slack in rein), and then picks up 2 alternating horse's feet (front and hind feet of opposite side – i.e. right front, left back or left front, right back). The Event Manager has authority to specify which order. The horse should remain still and quiet as the rider remounts, leaving a loose rein. Exhibitors have the option of using a mounting block to remount. Once the rider is settled into the saddle, the rider may then move the horse forward. NOTE: The horse may shift his weight during the process of dismounting and remounting.

c. Log drag. Horse must be willing to drag a log for a short distance either in a straight line or around a set pattern. Rope should be dallied around the saddle horn and not tied hard and fast.

3. A distance of at least 30 feet or more is mandatory between obstacles to evaluate the horse at each gait.

4. Optional Obstacles

a. Water hazard. The horse should show willingness to cross a small ditch or shallow pond (or simulated water obstacle).

b. Hobble or Ground Tie (contestant's option). The horse shall remain in place while the rider dismounts and performs a

normal ranch task such a moving a rail, moving a bale of hay, etc.

(1) Ground Tying Horses with Romal Reins. The exhibitor may drop reins to ground or unsnap one rein and drop to the ground or loop the reins over the saddle horn with slack in rein without penalty. If a get down rope is used, uncoil and drop to the ground with the Romal Reins looped over the saddle horn with slack in the rein.

c. Put on and remove a slicker. Rider approaches slicker, removes slicker from holder, puts on slicker and replaces slicker to the holder.

d. Remove, carry, and replace item. Requires the exhibitor to carry or remove an item that is used every day on horseback such as mail from a mailbox, sack, rope, etc.

e. Bridge. Horse shows willingness to walk across obstacle designed to simulate a bridge.

f. Crossing obstacle. While mounted the horse would walk over obstacle no more than 18" in height.

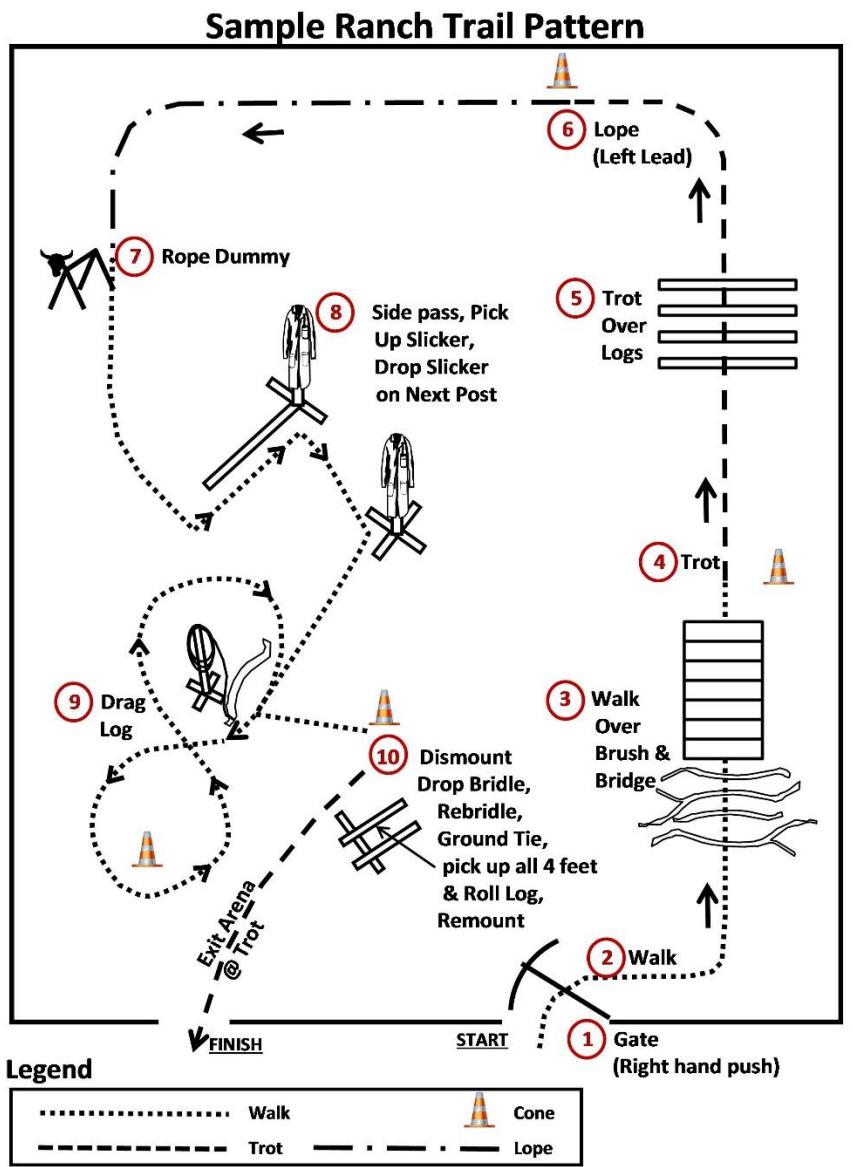
g. Ride over at least four logs. Walking only if laid at odd angles. Laid flat and in measured distances, the measuring point should be the path the horse would be expected to take. Trot overs: 2'6" to 3'6" (measured inside to inside of logs). Lope overs: 6' to 7'.

h. Stationary steer. This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throws at the stationary steer. Shying from the rope will be penalized. Credit will be given for good rope handling and a catch. Only one loop will be allowed. Fast and efficient loop build and put away after roping will be rewarded.

i. Back.

j. Sidepass.

k. Crossing unevenly placed brush or logs. To be judged on willingness to cross with additional credit for picking way through. Minor ticks will not be penalized.



4. Penalties

- a. Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.
- b. The course must be designed to require each horse to show the three gaits (walk, trot and lope) somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
- c. Each obstacle will receive a maneuver score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. See Maneuver Score range at Rule VI.A.3.
- d. Obstacle scores are to be determined and assessed independently of penalty points.
- e. Penalty deductions should be assessed per occurrence as

follows:

(1) One/half (1/2) point:

(a) Each tick of log pole, cone, plant, or any component of the obstacle.

(b) Minor ticks crossing uneven placed brush or logs will not be penalized.

(2) One (1) point:

(a) Each bite or hit of or stepping on a log, cone, plant or any component of the obstacle.

(b) Incorrect or break of gait at walk or jog for two strides or less.

(c) Both front or hind feet in a single stride slot or space.

(d) Skipping over or failing to step into required space.

(e) Split pole in lope over.

(f) One Step - Ground Tie

(g) Step on or Hit Obstacle

(3) Two (2) Points:

(a) Two Steps - Ground Tie

(4) Three (3) Points:

(a) Incorrect or break of gait at walk or jog for more than 2 strides.

(b) Out of lead or break of gait at lope.

(c) Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.

(d) 3 Steps - Ground Tie.

(5) Five (5) Points:

(a) Dropping slicker or object required to be carried on course.

(b) First or second cumulative refusal, balk, or evading an obstacle by shying or backing.

(c) Letting go of gate or dropping rope gate.

(d) Use of either hand to instill fear or praise.

(e) Blatant disobedience (including kicking out, bucking, rearing, striking).

(f) More than three steps at Ground Tie

(6) Ten (10) Point Penalties. See Section X.B.4 for list of Major Penalties.

(7) Does Not Attempt Maneuver (-7) Example:

The rider approaches the log drag obstacle and rides past making no attempt to perform:

(a) A -7 Maneuver Score is marked.

(b) A -10 Missed Pattern is marked (note, the -10

missed pattern penalty can only be deducted once during the trail class), however, other major penalties of -10 may be incurred (use of two hands with curb bit, more than one finger between the reins, illegal or failed equipment, etc.).

3. Course Maintenance

Event Management should take care that the course be reset after each run to insure each exhibitor is presented with an identical course (i.e., log/brush spacing, rope coil and log location for log drag, etc.).

C. JUDGING RANCH RIDING AND TRAIL CONSECUTIVELY.

The Ranch Riding and Ranch Trail classes may be judged in succession, one after the other, (without the rider leaving the arena) to save time and simplify the schedule. This involves both courses being set up in the arena at the same time. Each class will be judged separately using a separate score sheet. When judged in succession, the requirement for the walk, trot, and lope must be included in the trail course. This class arrangement is an option, and the decision to exercise it is solely that of the event manager.

D. RANCH CUTTING

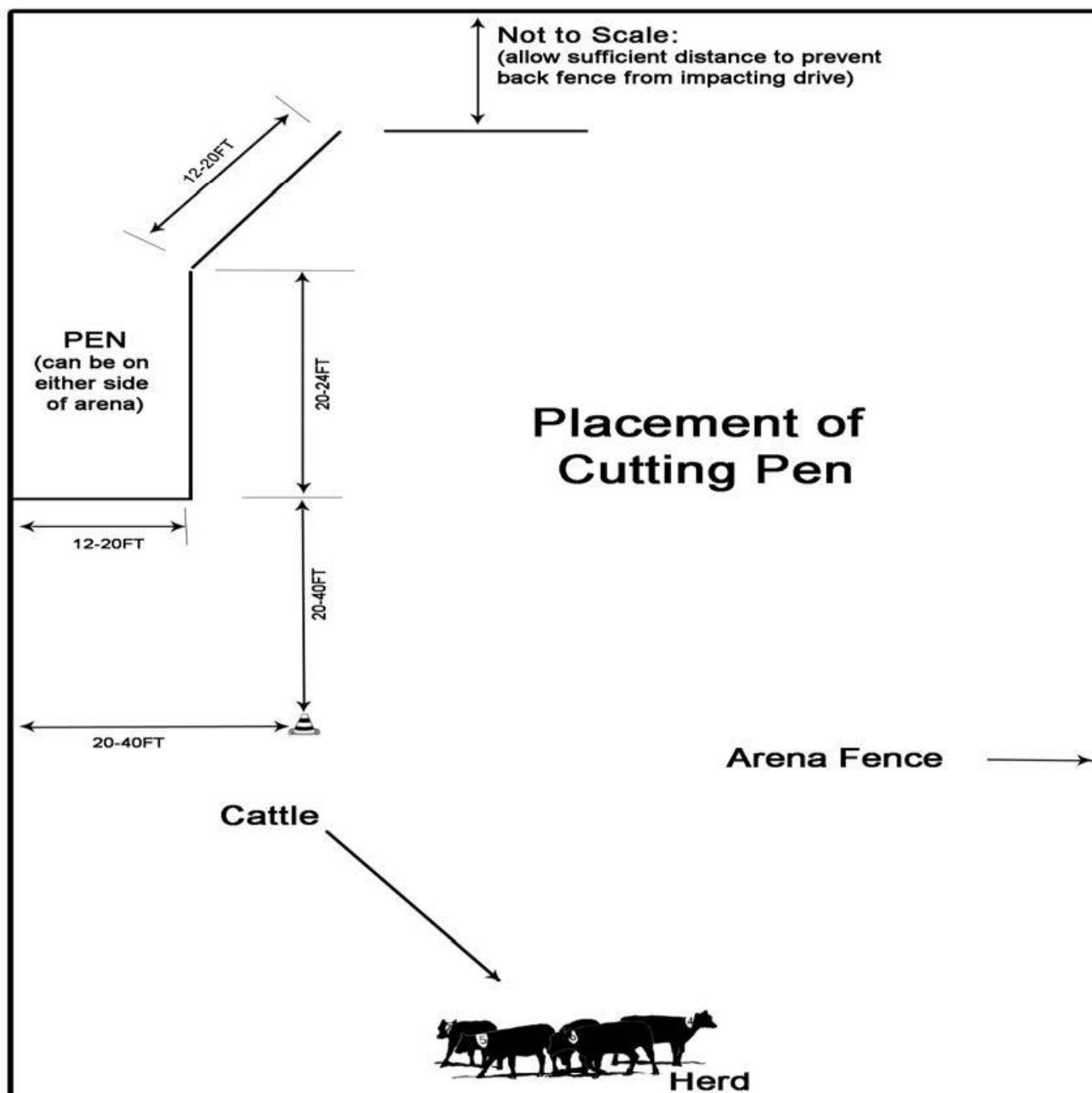
1. Novice & Intermediate Amateur and Youth Novice & Intermediate

This class is judged on the ability of the horse to work a cow by separating it from the herd, driving it to the middle of the arena, holding it to demonstrate the horse's ability to work the cow and finally to pen the cow. All cattle will be clearly and distinctly marked. A single numbered or marked cow is cut from the herd and the horse must demonstrate its ability to work the cow. When satisfied that the horse has proven its cutting ability, the horse and rider must then pen the cow at the far end of the arena.

a. Minimum number of cattle in the herd will be ten.

b. Objective will be to cut one designated cow from the herd and work the cow with the assistance of two turn back riders and two herd holders.

c. Cattle to be located at one end of the arena. A pen with wing will be located on the side fence near the far end of the arena. Wing will stretch to the inside of the arena (see diagram). A marker will be placed in the arena with a variable distance of 20 to 40 feet from the side of the arena and corner of the pen.



d. All cattle will be clearly marked with numbers.

e. There is a two and one-half minute (2 ½) time limit with a one (1) minute time remaining warning. Time will begin when a rider crosses a time line just prior to entering the herd. The cow's number is then called. The rider will quietly separate his/her numbered cow from the herd. Unnecessary roughness or disturbing the herd excessively will result in the judge terminating the run.

f. When satisfied that the horse has proven its cutting ability, the rider will signal his turn back riders off. The turn back rider must move out of position to the side opposite from the pen and allow the contestant to drive the cow by them.

(1) The herd holders will remain out of the way in the

corners of the arena and cannot assist exhibitor.

(2) Turn back riders cannot assist exhibitor to pen cow once signaled off; however, they can prevent the herd from scattering and can hold the herd if the cow returns to the herd and assist with a recut.

(3) Show management may supply two turn back riders and two herd holders, or exhibitors may supply their own.

(4) If an exhibitor is a turn back rider, he or she may use the horse that they are competing on or use a different horse.

g. The exhibitor must drive the cow between the marker and corner of the pen and continue to drive the cow into the pen.

h. Credit will be given to those horses who demonstrate excellence in the herd work, driving and setting up the cow to cut, working in the center of the arena, degree of difficulty of the cow drawn, and their ability to drive and pen the cow within the 2 $\frac{1}{2}$ minutes. Riders will not be penalized for reining their horses during the cutting competition, but their horses should display natural cutting ability.

i. Settling the herd: The first horse/rider to work a fresh herd will be responsible for selecting a herd settler and making the call as to when the herd is properly settled for cutting. The Judge should oversee the herd settling process and should intervene if the settling process is not being done in an adequate manner to allow for a reasonable herd for the cutting class. The judge has the latitude to ask another rider to settle the herd or do it himself. Judges may not settle the herd on any horse that will be exhibited in that cutting class at that event.

j. In the event of excessive disturbance of the herd during competition, the herd may be resettled before the next rider begins his/her work, at the discretion of the Judge.

k. Herd settlers and turn back riders do not have to be exhibitors.

l. A rider may hold the saddle horn at any time during the ranch cutting without penalty.

m. During the drive to the pen, the horse is not required to pass between the cone and the fence, only the cow.

n. The exhibitor must drive the cow between the marker and the pen and continue to drive the cow into the pen.

(1) The cow will be considered penned when the

complete cow has entered the box portion of the pen with the tail past the wing.

(2) The Judge will blow the whistle to signify the run is complete.

(3) If 2 cows are driven into the pen the extra cow must be sorted out of the pen, leaving only the exhibitor's selected cow in the pen, the judge may then blow the whistle.

(4) There will be no penalty if the exhibitor's cow is in the pen alone before the time is up.

2. Limited, Amateur, Youth Limited, Youth Advanced and Open Divisions

This class is judged on the ability of the horse/rider team to read the herd and select a cow of the rider's choice to drive from the herd and work in the center of the arena. Once the rider has demonstrated the horse's ability to work the cow, the rider will "quit" the cow and then cut another cow of his choice from the herd (2 cows maximum) The horse/rider team will be judged on the ability to work the center of the arena, properly "quit" a cow and use as much of the **2 minute** time limit as possible. The Amateur/Open riders do not pen any cattle.

- a. Minimum number of cattle in the herd shall be 10.
- b. There will be a **2 minute** time limit with a 1-minute warning.
- c. Objective will be to cut two cows from the herd and work the cows with the assistance of two turn-back riders and two herd holders.
- d. Show management may supply two herd holders and two turn back riders, or exhibitors may supply their own helpers.
- e. If an exhibitor is a herd holder or turn back rider, he or she may use the horse that they are competing on or use a different horse.
- f. Each exhibitor must work two head but has the option of working the full **2 minutes**.
- g. Time will begin when a rider crosses a pre-determined and marked timeline. The rider will then quietly separate his/her cow from the herd.
- h. Unnecessary roughness or disturbing the herd excessively could result in disqualification.
- i. Credit will be given to those horses that demonstrate

excellence in the herd work, driving and setting up the cow to cut, working in the center of the arena, and degree of difficulty of the cows drawn, within the two minutes.

j. Riders will not be penalized for reining their horses during the cutting competition, but their horses should display natural cutting ability.

k. The hot quit shall be considered in the run content.

l. Scoring: 100 percent will be judged on the horse's performance and natural ability. If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:

- (1) The cow won't or can't run;
- (2) The cow won't leave the end of the arena;
- (3) The cow is blind or won't yield to the horse;
- (4) The cow leaves the arena;

m. Settling the herd: The first rider to compete will be responsible for selecting a herd settler and making the call as to when the herd is properly settled for cutting. The Judge should oversee the herd settling process and should intervene if the settling process is not being done in an adequate manner. The judge shall have the latitude to ask another rider to settle the herd or may do it himself. Judge may not settle the herd on any horse that will be exhibited in that cutting class at that event.

n. In the event of excessive disturbance of the herd during competition, the herd may be resettled before the next rider begins his/her work, at the discretion of the judge.

o. Herd settlers, herd holders and turn back riders do not have to be exhibitors.

p. A rider may hold the saddle horn at any time during the ranch cutting without penalty.

3. Penalties

a. One (1) Point Penalty:

- (1) Losing working advantage.
- (2) Toe, foot or stirrup on the shoulder.
- (3) Working out of position
- (4) Excessive herd help

b. Three (3) Point Penalties:

- (1) Cattle picked up or scattered.

- (2) Spurring on shoulder.
- (3) Pawning or biting cattle.
- (4) Back Fence.
- (5) Excessive assistance of turn back during drive (1 to 3 points).

c. Five (5) Point Penalties:

- (1) Quitting cow.
- (2) Losing cow.
- (3) Not driving cow between marker and corner of pen prior to penning.
- (4) Not penning cattle before **2.5 minutes**.
- (5) Failure to separate a single cow after leaving the herd.

(6) Changing cow after specific commitment.

(7) Blatant disobedience.

d. Ten (10) Point Penalties unique to this class:

- (1) More than one cow remains in the pen after time has expired.

- (2) Fingers between the reins in a bridle class. (except the two rein, & one finger (index) allowed in split reins).

- (3) More than one cow remains in the pen after time has expired. (Novice & Intermediate)

e. Ten (10) Point Penalties. See Section X.B.4 for a list of Major Penalties.

f. Did Not Attempt Maneuver (-7) Example:

The rider separates his cow from the herd, attempts the cutting maneuver, but never pulls his turnback riders off resulting in no attempt to drive and pen.

(1) A -7 maneuver score is marked for the drive maneuver with a -5 penalty for failure to drive the cow between the fence and the cone.

(2) A -7 maneuver score is marked for the penning cow maneuver with a -5 penalty for failure to pen.

Had the rider pulled his turnback riders off and attempted to drive the cow in the direction of the pen, the -3 to +3 maneuver score scale would have been used and a maneuver score awarded based upon the quality of the maneuver.

E. WORKING RANCH HORSE

1. Purpose

This class combines the reining ability, cow sense and roping or circling ability of the horse. Each contestant will perform individually, first with the reining pattern and then working a single cow released into the arena. The cattle portion of Working Ranch Horse is timed. The clock will start when the gate is closed after the cow enters the arena.

2. Working Ranch - Reining

a. Description

(1) Any one of the seven approved reining patterns may be used and is to be selected by the Event Manager/Judge of the class and used by all contestants in all divisions.

(2) Each contestant will perform the required pattern individually and separately.

(3) To rein a horse is not only to guide him, but also to control his every movement. The reined horse should be willingly guided or controlled with little or no apparent resistance. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

(4) The individual maneuvers are scored in one-point increments from a low of -3 to a high of +3.

(5) Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern; rider's free hand may be used to hold Romal in the normal fashion.

b. Penalties

(1) Half (1/2) and One (1) Point Penalties:

(a) Starting or performing circles of lead will be judged as follows:

(i) Each time a horse is out of lead, a judge is required to deduct one (1) point.

(ii) The penalty for being out of lead is cumulative and the judge will deduct one (1) point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead.

(b) A judge is required to penalize a horse one-half (1/2) point for a delayed change of lead by one stride, where the lead change is required by the pattern description.

(c) Deduct one-half (1/2) point for starting circle at a jog or exiting rollbacks at a jog up to two (2) strides.

(d) Deduct one-half point (1/2) for over or under spinning up to one-eighth (1/8) of a turn; deduct one (1) point for over or under spinning from one-eighth to one-fourth (1/8 to 1/4) turn.

(e) Deduct one-half point (1/2) for failure to remain 20' from fence on approach to stops and rollbacks.

(2) Two (2) Points Penalties:

(a) Break of gait.
(b) Freeze up in spins or rollbacks.
(c) On walk-in patterns, failure to stop or walk before executing a canter departure.

(d) On trot in patterns, failure to stop before lope departure.

(e) On run-in patterns, failure to be in a canter prior to the first marker.

(f) Failure to pass marker before stop.
(g) Jogging beyond two (2) strides, but less than one half (1/2) circle or one half (1/2) length of the arena.

(3) Five (5) Point Penalties:

(a) Spurring in front of the cinch.
(b) Use of either hand to instill fear or praise.
(c) Holding saddle with either hand.
(d) Blatant disobediences including kicking, biting, bucking, rearing and striking.

(4) Ten (10) Point Penalties. See Rule IX.B.4 for list of Major Penalties.

(5) Ten (10) Point Penalties unique to this class:
(a) The inclusion of maneuvers not specified, including backing more than 2 strides.

(b) Turning more than 90 degrees.
(c) Jogging in excess of one-half circle or one-half the length of the arena.

(d) Over spins of more than 1/4 turn.

3. Working Ranch - Cow Work

a. Description

(1) Scoring emphasis on the cow work shall be based on the horse maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive reining or spurring. The greater difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant. The most controlled cow work with the highest degree of difficulty should be marked the highest.

(a) There is a time limit during the cattle portion of Working Ranch Horse class. Time will begin when the gate closes behind the cow after entry into the arena.

(i) Novice & Youth Novice: Time limit of 50 seconds. The announcer will signal time at completion of the 50 seconds.

(ii) Intermediate & Limited & Youth
Intermediate & Youth Limited: Time limit of $1 \frac{3}{4}$ minutes with a 45 second warning. The announcer will signal time at completion of the $1 \frac{3}{4}$ minutes.

(iii) Amateur, Youth Advanced, and Open: Time limit of four (4) minutes in the combined cow work and roping or circling portion with a two-minute warning. The announcer will signal time at completion of the 4 minutes.

When the time limit has expired, the exhibitor will be required to exit the arena.

(b) For an ideal cow work, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end (boxing).

(c) Type of Cow Work by Division:

(i) Novice and Youth Novice: Box only. There will be no fence work or roping or circling.

(ii) Intermediate & Limited and Youth
Intermediate & Limited: Double boxing. After holding the cow on the prescribed end of the arena for a reasonable amount of time, the contestant will proceed to drive the cow to the other end of the arena and demonstrate boxing again, then proceed to drive the cow to other end of arena. Anytime cow crosses center line for the 2nd

time, the run will end. There will be no fence work or roping.

(iii) Amateur, Youth Advanced and Open: After holding the cow on the prescribed end of the arena for a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. The first turn must be past the designated marker and the second turn does not have a designated marker. The rider has the option to either circle or rope the cow. As the ultimate goal is to rope the cow, a riding choosing to circle in lieu of roping receives an automatic -7 penalty "did not choose to rope".

(d) The judge should take into consideration the size of the arena, condition of ground and the disposition and degree of difficulty exhibited by the cattle worked.

(e) If time and number of cattle permit, the judge may, at his discretion, award a new cow, based on the following criteria:

- (i) The cow won't or can't run
- (ii) The cow won't leave the end of the arena
- (iii) The cow is blind or won't yield to the horse
- (iv) The cow leaves the arena

The clock will reset to 50 seconds for Novice Amateur, 1½ minutes for Limited Amateur and 4 minutes for Amateur and Open Divisions after receiving new cow.

(f) The following characteristics are considered a good working cow horse:

- (i) Good manners.
- (ii) Shifty, smooth and having its feet under it at all times; when stopping, hind feet should be well under it.
- (iii) A soft mouth and should respond to a light rein, especially when turning.
- (iv) Head should be maintained in its natural position.
- (v) Work at reasonable speed and still be under control of the rider.

(g) The following characteristics are considered faults in a working cow horse:

- (i) Exaggerated opening of the mouth.
- (ii) Hard or heavy mouth.
- (iii) Nervous throwing of head.

(iv) Lugging on bridle.
(v) Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up.

(vi) Losing a cow or being unable to finish a pattern because of a bad cow, the contestant should be penalized at the judge's discretion.

(vii) A rider may hold the saddle at any time during cattle work.

(h) Does Not Attempt Maneuver Score (-7)

Example:

The rider boxes the cow and makes no attempt to drive the cow down the fence and complete a turn in each direction. (Does Not Apply To Box Only Classes)

(i) A -7 Maneuver score is marked for the first turn.

(ii) A -7 Maneuver score is marked for the second turn.

(iii) A penalty of -5 (Not getting one turn each way) is taken for the first turn and a penalty -5 (Not getting one turn each way is taken for the second turn), resulting in a total of -10 penalty points for not attempting the maneuver.

b. Penalties:

(1) One (1) Point Penalties:

(a) Loss of working advantage

(b) Horses that run past the cow shall be penalized 1 point for every horse's length past the cow; when the horse's buttocks passes the cow's head by one horse's length, he is one length past.

(c) Failure to drive cow past middle marker on first turn before turning cow.

(d) Using the corner or the end of the arena to turn the cow when going down the fence.

(e) Each time the arena is crossed to use the opposite fence to achieve a turn.

(f) Slipping a rein.

(2) Two (2) Point Penalties:

(a) Going past the corner of the arena before turning the cow when going down the fence.

(3) Three (3) Point Penalties:

- (a) Biting or striking the cow.
- (b) Hanging up on the fence (Refusing to turn).
- (c) Exhausting or overworking the cow before circling or roping.

(d) Knocking down the cow without having a working advantage

(e) Failure to drive cow passed middle marker on second drive before time expires.

(4) Five (5) Point Penalties:

- (a) Not getting one turn each way (5 points each way).
- (b) Blatant disobedience.
- (c) Spurring in front of the cinch.
- (d) Instilling fear/praise after calling for cow

(5) Ten (10) Point Penalties: See also X.B.4

- (a) Turn tail.
- (b) Inappropriate number of fingers between the reins.
- (c) Schooling between cows if new cow is awarded.
- (d) Schooling between rein work and cow work

(Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing).

(e) During the cow work, use of two hands on the reins, except with a junior horse ridden two-handed in a bosal or snaffle bit.

(f) Tying rope hard and fast to saddle horn.

(g) Deliberate spurring or use of the Romal forward of the cinch.

(6) 0 Score:

(a) Leaving the work area before the pattern or work is complete.

(b) Any horse that is out of control while working the cow, thus endangering the rider (i.e. crossing the path of the cow) shall be called off the cow.

(c) Any horse that runs over the cow thus causing the fall of horse and/or rider shall terminate the work at that time. Definition of a fall – See VI.D.

(d) The judge may blow his whistle at any time to terminate the work.

2. Working Ranch –Roping/Circling

The third part of the Working Ranch Horse class for the Amateur, Youth Advanced, and Open Divisions involves the choice of roping or circling. With roping the ultimate goal, a -7 penalty will be assessed for circling.

a. Roping:

(1) This skill evaluates the ability of the horse/rider to track the cow (maneuver one), the ropers ability to handle the rope (maneuver two), and finally to stop the cow (maneuver three). During the tracking cow maneuver, the horse should maintain the correct position on the cow to allow the roper good position for a throw. During the roping maneuver, the rider will be judged on rope handling skills. Once the cow is caught, the horse should come to a square stop with the cow facing up on the horse.

(2) Any catch in which the rope goes over the head (cow looks through the loop) and holds the cow, is a legal catch. For a catch to be legal, cow must look through loop. The quality of the catch will be a factor considered by the Judge in assigning the maneuver score. A heal or leg catch (cow does not look through the loop) is an illegal catch but may be used to stop the cow.

(3) If a breakaway rope is used, the maneuver can be fully judged; however, the cow cannot be stopped, resulting in a -3/+3 maneuver score and a -5 penalty for not stopping the cow.

(4) If a cow is stopped with an illegal catch, he can be fully scored on the cow stop but receive a -5 penalty for the illegal catch.

(5) A rider may use a second loop if he misses on the first.

(6) Novice, Intermediate, Limited Amateur or Youth Novice, Intermediate, Limited will not be allowed to rope due to the inherent dangers in this maneuver.

(7) Novice Amateur Riders (classified by score) who wish to rope may be elevated to the Amateur Division or Youth Advanced Division upon approval of a Clinician that have observed them roping and concur that they can safely conduct the maneuver. Once elevated, they may not return to the Novice Amateur or Youth Novice Division.

(8) Riders are not permitted to have their rope tied onto the horn of the saddle.

(9) A breakaway rope may be used in the roping portion of this class with associated penalties.

(10) A rider may hold the saddle at any time during roping.

(11) Does Not Attempt Maneuver (-7) Example:

(a) The rider rates his cow, demonstrates his rope handling skills, but makes no attempt to catch and stop the cow. The rider shall be scored as follows:

(i) A -7 Maneuver Score is marked for the Stop Cow maneuver.

(ii) A penalty of -5 (no catch) and -5 (did not stop cow) is marked.

(b) Had the roper attempted to catch and stop the cow by throwing his rope, but missed:

(i) The -3 to +3 score scale will be used. At best, a -1 maneuver score could be awarded, as the roper did not perform the maneuver correctly.

(ii) A penalty of -5 (no catch) and -5 (did not stop cow) is marked.

b. Circling:

(1) To circle the cow, the exhibitor will maneuver the cow smoothly at least 360 degrees in each direction without interference from the fence.

(2) The circle's size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation.

(3) The circles should be completed before the cow is exhausted.

(4) Once an exhibitor has committed to circling a cow, if the cow falls no new cow will be awarded. The exhibitor will complete the run by riding around the fallen cow to fulfill circling requirements.

(5) In the circling portion of the judging, one whistle will terminate the work and two whistles will award a new cow.

(6) Credit will be given when the horse works willingly; acknowledges the cow; and gets close enough to the cow to control the circles. Credits for Circling range from -3 to +3 points for each direction.

c. Penalties:

(1) One (1) Point Penalties:

(a) Loss of working advantage
(b) Horses that run past the cow shall be penalized 1 point for every horse's length past the cow; when the horse's buttocks passes the cow's head by one horse's length, he is one length past.

(c) Failure to drive cow past middle marker on first turn before turning cow.

(d) Using the corner or the end of the arena to turn the cow when going down the fence.

(e) Each time the arena is crossed to use the opposite fence to achieve a turn.

(f) Slipping a rein.

(2)

(3) Two (2) Point Penalty:

(a) Going around the corner of the arena before turning cow.

(4) Three (3) Point Penalty:

(a) Biting or Striking Cow.
(b) Exhausting or overtaking
(c) Hanging up on fence (refusing to turn)
(d) Knocking down cow without having working advantage.

(e) Cow leave end of arena
(f) Loss of working advantage.

(5) Five (5) Point Penalties:

(a) Spurring in front of cinch.
(b) Blatant Disobedience.
(c) Use of Hand to Instill Fear or Praise.
(d) Failure to Catch or Illegal Catch (caught by foot without cow looking through the loop).

(e) Did not stop.
(f) If participant drops rope prior to the roping portion of Working Ranch Horse Class, the participant may not retrieve due to safety considerations and the participant can be scored for tracking on the -3 to +3 maneuver score scale; however, the rope cow and stop cow maneuvers must be scored -7 (did not attempt) with a -5 penalty for Did Not Catch and a -5 penalty for

Did Not Stop Cow.

(6) Seven (7) Point Penalty:

(a) Circling.

(7) Ten (10) Point Penalty: See X.B.4

(8) 0 Score:

(a) Leaving the work area before the pattern or work is complete.

(b) Any horse that is out of control while working the cow, thus endangering the rider (i.e. crossing the path of the cow) shall be called off the cow.

(c) Any horse that runs over the cow thus causing the fall of horse and/or rider shall terminate the work at that time. Definition of a fall – See VI.D.

(d) The judge may blow his whistle at any time to terminate the work.

F. RANCH CONFORMATION

The purpose of this class is to select horses that have the most positive combination of form-to-function: balance, way of going and structure, substance/muscle, and conformation features, as demonstrated in the four riding classes.

1. Form: 60% of the Ranch Conformation Score will be evaluated by the judge individually. Balance, way of going and structure, substance/muscle, head/neck, shoulders/withers/heart girth, and hip/loin/back will be rated on a scale from below average to excellent. Credit can be earned for good conditioning, showmanship and manners.

2. Function: The remaining 40% of the Ranch Conformation Score will be determined by the horse/rider team's performance in Ranch Riding, Ranch Trail, Ranch Cutting and Working Ranch Horse during the performance classes of the schooling competition. 10% of each class performance score will be added to the Structural Correctness and Balance Scores. The Total Ranch Conformation Score will be the addition of the Structural Correctness Score (legs) plus the Balance Score (form) and the Function Score (10% of Cutting-Working-Trail-Riding Scores).

3. Grooming: No hoof polish, braided manes, or tail extensions are allowed. Trimming inside the ear is discouraged. Trimming bridal paths, fetlocks or facial hair is allowed.

4. Amateur and Youth Divisions Ranch Form Conformation

Judging: All horses will be judged individually. There will be one horse being judged in the arena at a time and it will be dismissed from the arena once the judge signals completion. The exhibitor will walk the horse to the judge from the start cone, square the horse for inspection and maintain the horse both square and alert with balanced weight on all four legs during the judge's evaluation. Upon the judge's instruction, the exhibitor will trot the horse to a designated cone, turning 90° at the cone and continue trotting to a second cone, again turning 90° at the second cone and continue trotting to a third cone where he/she will stop and again square the horse for inspection. Upon the signal from the judge, the horse and exhibitor will be excused from the arena.

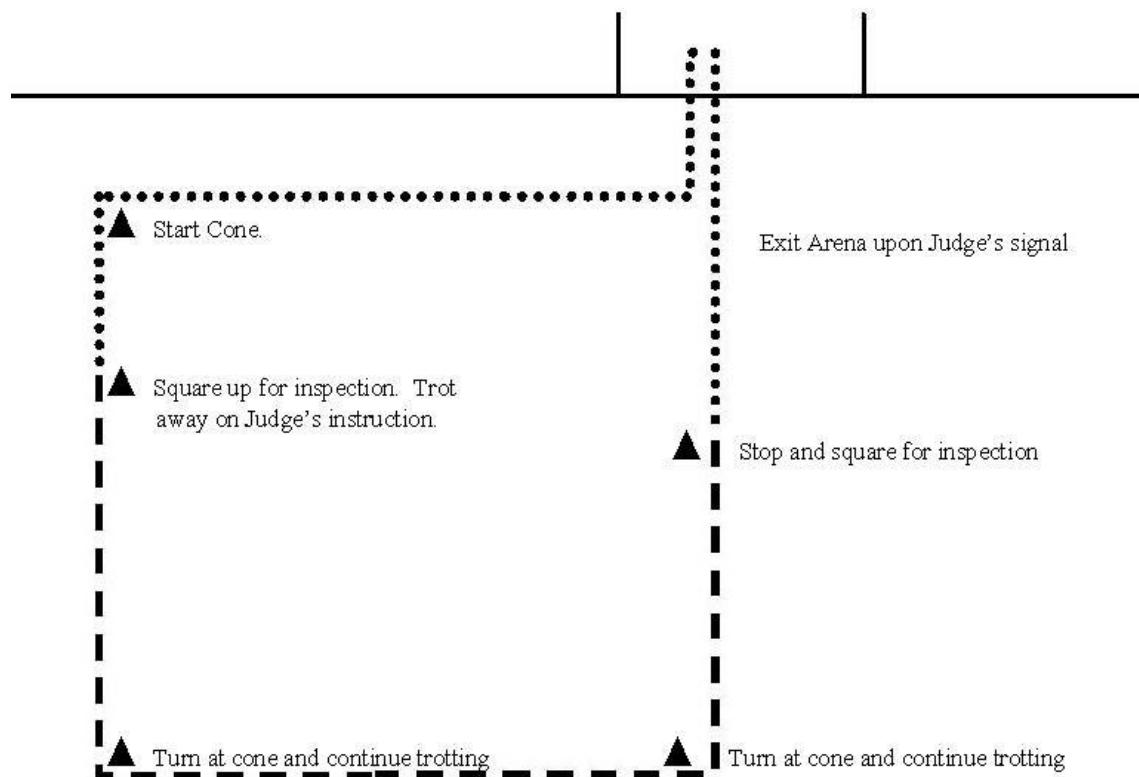
a. Credits:

(1) Conditioning: Horses should be fit. They should be in proper weight and muscle tone with a healthy hair coat and appropriate hoof care. Judges may score from a -3 very poor to a +3 excellent for that element. Conditioning is an element that can be improved upon by the rider with proper attention and practice.

(2) Showmanship: Horse should be exhibited to the judge in a manner in which the judge can easily examine all conformation features. The walk to the Judge should be direct and straight. The set-up for examination should be accomplished quickly with all four feet as square as possible and the horse alert with weight evenly distributed. The trot should be upon command and of even speed. The horse should be well mannered at all times. Judges may score from a -3 very poor to a +3 excellent for that element. Showmanship is an element that can be improved upon by the rider with proper attention and practice.

(3) Penalty: Noticeable lameness will receive a 10 pt. penalty in Conformation.

RANCH HORSE CONFORMATION JUDGING PATTERN 2014



- b. Conformation can be judged at any time during the weekend at event management discretion.
- c. In a double competition, both Judges can judge conformation at the same time with the horse being exhibited only once. Placement of the class in the event schedule will be at the discretion of the event manager.

5. Open Division Line Up Conformational Judging: The judge will line the horses in order of placing. See section VIII.F.6.

VIII. CLINICIANS AND JUDGES

A. GENERAL

Clinicians and Judges for all NVRHA events must be approved by NVRHA. Clinicians and Judges must consistently meet the spirit and intent of the NVRHA's principal goals, which place Exhibitor's education experience and fun as a first priority while adhering to the rules of the association. These individuals are selected based upon knowledge, professionalism, integrity, ability to teach and enthusiastic support of NVRHA's goals and objectives.

B. SELECTION

Clinician and Judge selection and oversight is administered by the NVRHA Clinician/Judges Committee appointed by the President and approved by the Board of Directors.

1. Candidate Application: Qualified candidates must complete an application outlining experience and providing references, which will be considered by the committee. Applications are available in the NVRHA office.

2. Open Book Test: Upon credentials acceptance by the Clinician/Judges Committee, the candidate must complete an open book test on NVRHA's Rules and Regulations. Clinician/Judge applicants must score a minimum of 70% on the Open Book Test to become certified.

3. Event Clinician/Judge Evaluation: Upon successful completion of the open book test, qualified candidates must clinic and judge jointly with a designated approved Clinician/Judge at a sanctioned NVRHA event at the candidates' expense. The candidate may be provided videos for review and study prior to the event.

4. NVRHA Approval: the NVRHA Clinician/Judge Committee will consider the results of these actions. The results will be provided within four weeks after the Event Evaluation. All Approved Clinicians/Judges must maintain a current NVRHA membership.

5. Annual Renewal Fee: All judges must be current members in good standing with all fees paid to be eligible to judge an NVRHA event. Upon successful completion of all judging requirements, a one-time \$50.00 initial professional judge's application fee will be collected. After the first year, a \$25.00 judge's renewal fee must be received from certified NVRHA Clinicians to the office prior to providing clinician/judging services. Level 2 Affiliates or Office (New Start or Level 1 Affiliates) can deduct the current year fees from amount due for services performed if not paid prior to services rendered.

6. Clinician/Judge Tenure: All NVRHA certified clinicians and judges perform services at the discretion of the NVRHA. The NVRHA clinician/judges committee may discontinue such services based upon their sole evaluation of the clinician/judge performance. Should this action occur, annual and membership fees for the year in which the action occurs will be refunded.

C. ETHICS

Clinicians and Judges selected will be required to uphold the

highest level of professionalism.

1. Judges may not judge, for awards or points, members of their immediate family (spouse, significant other, son, daughter, parents, and grandparent). They may participate and be scored with score sheets provided to the participant; however, they will not be eligible for points or awards.

2. In accordance with the spirit and intent of NVRHA, horsemanship education of the rider and horse is the highest priority. To this end, there shall be no time separation required between rider instruction or horse training from a “Certified Professional” judging a Schooling Competition.

3. Alleged clinician/judge professional misconduct may be presented to the Grievance Committee for action. Such grievances must be in writing and signed by at least two participants who observed the alleged misconduct.

D. GUEST CLINICIANS

Guest Clinicians may be used for clinics but cannot judge unless certified. If uncertified Guest Clinicians are used, a qualified person must be available to answer questions regarding rules, procedures, etc. specific to NVRHA.

E. VOLUNTEER JUDGES

At no time will an amateur be used as a Judge for an NVRHA event.

IX. DIVISIONS

A. GENERAL

The schooling competition at ranch horse events separates riders into Novice Amateur, Limited Amateur, Amateur, Open, Youth Novice, Youth Limited and Youth Advanced Divisions. All Youth and Amateur divisions are based on each horse/rider team's skill level, and points/scores earned in two previous competitions. If not riding in Limited Amateur or Youth Limited, the horse/rider teams will be placed in the division that is within the point range of his/her prior scores/points. The Open Division is open to any horse, any rider, and any breed.

B. DIVISION DEFINITIONS

The scores used to define divisions are based upon the four performance Ranch Horse classes:

1. Amateur

Horse/Rider Team with advanced riding skills and an average score of greater than 250.

2. Novice Amateur

Horse/Rider Team with an average score of 220 or less.

3. Intermediate Amateur

Horse/Rider Team with an average score of 220 to 250

4. Limited Amateur

Any Amateur horse/rider team is eligible. This is an elected division not a point-based division.

5. Youth

- a. Advanced: Same as Amateur above
- b. Intermediate: Same as Intermediate above
- c. Limited: Same as Limited above
- d. Novice: Same as Novice above.

6. Open Limited

7. Open

8. Collegiate

- a. **Advanced: Same as Amateur above**
- b. **Intermediate: Same as Intermediate above**
- c. **Limited: Same as Limited above**
- d. **Novice: Same as Novice above**

Any horse, any rider, any breed. This is a division for Open Riders (those receiving remuneration for training, teaching, etc.), as well as any Amateur riders who wish to participate.

C. INITIAL DIVISION ASSIGNMENT

1. Attending an Event Clinic:

- a. At clinics having a Schooling Competition, prior to beginning clinic instruction, first time participants or new horse/rider teams will be identified to the clinicians.
- b. After observation during the clinic, the clinician will specify the most appropriate division (Novice Amateur, Intermediate Amateur or Amateur/Youth Novice, Youth Intermediate, or Youth Advanced) for the horse/rider team's division assignment for their first two Schooling Competitions (can be in multiple Award Years) in which the horse/rider team participates.
- c. Clinicians will place participants whom they judge

cannot go down the fence or rope/circle safely in the Novice Amateur, Intermediate Amateur, Youth Novice or Youth Intermediate Division.

2. No Event Clinic Attended:

a. Should a first time participant or new horse/rider team not attend the clinic prior to the Schooling Competition, he or she will be assigned to the Amateur or Youth Advanced Division or may elect to enter the Limited Amateur Division and be eligible for Placement Points and awards and NVRHA Champion Points. During the Schooling Competition the Judge will whistle the rider off the cow should any unsafe situation be observed.

b. Should the rider not attend the clinic prior to his or her second competition, he or she must remain in the Amateur or Youth Advanced Division or the Limited Amateur or Youth Limited Division.

c. If a clinic is attended prior to the second competition, the clinician will place the horse/rider team in the appropriate division.

3. After the first two competitions have been completed, the average score will establish the permanent division assignment for the remaining event year. In division placement, safety will always be a first consideration.

4. Initial Division placement will be based on scores from only performance classes (Ranch Riding, Ranch Trail, Working Ranch Horse, and Ranch Cutting). Riders must compete in all four performance classes to have a qualifying score for Initial Division assignment. Initial placement criteria is as follows:

Novice Division	Less than or equal to 220
Intermediate Division	Between 220 and 250
Amateur Division	Greater than 250
Youth Novice	Less than or equal to 220
Intermediate Division	Between 220 and 250
Youth Advanced	Greater than 250
Collegiate Novice	Less than or equal to 220
Collegiate Intermediate	Between 220 and 250
Collegiate Advanced	Greater than 250

5. All Placement Points earned in the temporary evaluation process during the first two division placement competitions will

transfer to the permanent division assigned ONLY if they are earned in that division. Example:

- a. If you compete in the Novice Amateur or Youth Novice Division at your first two events and your permanent division assignment is the Novice Amateur or Youth Novice Division, your points earned in your first two competitions will count towards Year End Awards.
- b. If, however, you compete in the Novice Amateur or Youth Novice Division at your first two events and your permanent division assignment is the Amateur Division or Youth Advanced, your points earned in your first two competitions (in the Novice Amateur or Youth Novice Division) will be recalculated by the national office – placement points will be adjusted (up or down) based upon where you would have placed in your chosen Division (Intermediate/Limited/Amateur – Youth Intermediate/Limited/ Youth Advanced) had you ridden in that division at your first and/or second events. These recalculated points will transfer to your permanent Division. No placement points will be adjusted for any other participants in that event.

6. Novice Non-Eligibility – The following Horse or Rider will be ineligible for the Novice or Youth Novice Division and the Rider or Horse will be placed in the Intermediate or Youth Intermediate Division or may choose to ride in Limited, Youth Limited, Amateur or Youth Amateur.

- a. **Any rider who has earned an NVRHA Legend on any horse OR any rider who is riding an NVRHA Legend Horse or a horse that has won a Legend Award**
- b. **Any rider or horse who has won an NVRHA National Championship Division**
- c. **Any rider or horse who has won an NVRHA Year-End High Point award**

D. ADVANCEMENT TO HIGHER LEVEL DIVISION

Division placement will be based on scores from only performance classes (Ranch Riding, Ranch Trail, Working Ranch Horse, and Ranch Cutting). Riders must compete in all four performance classes to have a qualifying score for division assignment. Placement criteria are as follows:

1. Novice to Intermediate and Youth Novice to Youth
Intermediate Division. Once a horse/rider team in the Novice Amateur Division or Youth Novice has an average score at the end of the year of greater than 220, they will be elevated to the Intermediate Division or Youth Intermediate at the beginning of the next award year (beginning the Monday following the National Finals). To advance from the Novice Amateur or Youth Novice Division into the Intermediate or Youth Intermediate Division, the horse/rider team scores greater than 220-point average in the 4 performance classes only, or wins the Year-End Novice Amateur or Year-End Youth Novice Division, or places first in the Novice Amateur or Youth Novice Division at the National Championship.
2. Intermediate to Amateur and Youth Intermediate to Youth
Advanced Division. Once a horse/rider team in the Intermediate Amateur Division or Youth Intermediate has an average score at the end of the year of greater than 250, they will be elevated to the Amateur Division or Youth Advanced at the beginning of the next award year (beginning the Monday following the National Finals). To advance from the Intermediate Amateur or Youth Intermediate Division into the Amateur or Youth Advanced Division, the horse/rider team scores greater than 250-point average in the 4 performance classes only, or wins the Year-End Intermediate Amateur or Year-End Youth Intermediate Division, or places first in the Intermediate Amateur or Youth Intermediate Division at the National Championship.
3. Intermediate or Youth Intermediate to Limited Amateur or Youth Limited Division. A novice horse/rider team scoring out of the Intermediate Amateur or Youth Novice Division may choose to enter the Limited Amateur or Youth Limited Division instead of advancing to Amateur or Advanced.
4. Division Assignment. A member may voluntarily move to a higher division by notifying the NVRHA office in writing, or the event manager at a specific event. Show results submitted to the NVRHA that show a horse/rider team in a higher division is considered official notification of advancement to the higher division. Once the horse/rider team voluntarily

moves to the higher division, they must remain in that division for the remainder of the award year. Placement points earned in multiple divisions during the award year will remain in the division in which they were earned. Once a horse/rider team moves up from Novice or Intermediate to Amateur or Advanced, they may not move back. They may, however, elect to ride in the Limited Division.

5. **Division Placement Member Responsibility**. It is the Member's responsibility to know his or her correct division assignment as assigned by NVRHA and exhibit in the correct division.

E. LIMITED AMATEUR DIVISION

1. Moving INTO the Limited Amateur Division:

a. Inclusion in the Limited Amateur Division is open to any amateur horse/rider team. This is a self-elected division and no participant will be placed in the Limited or Youth Limited Division by either show management or clinician/judge.

b. The normal progression will be from Novice to Intermediate to Amateur or Youth Advanced, but any current horse/rider teams may opt to go to the Limited Amateur or Youth Limited Division by submitting a statement in writing to the NVRHA office prior to competing in their first event as a Limited Amateur or Youth Limited.

c. The Novice (Youth Novice), Intermediate (Youth Intermediate) or Amateur (Youth Advanced) can elect to shift in or out of the Limited Amateur or Youth Limited Division once in an Event/Season Year. The rider/participant must notify the NVRHA office, in writing, prior to their first event participation in the new division. In addition, the rider/participant must notify the Event Manager at the event of the division change or no Points will be awarded. Points will remain in the division the participant earned them prior to the division change and after.

2. Moving OUT OF the Limited Amateur or Youth Limited Division:

a. A rider/horse team may stay in the Limited Amateur Division indefinitely and will not score out regardless of what their end of the year average score may be. Youth Limited may stay in until aged out.

b. If a horse/rider team has moved down to the Limited

Division from Amateur Division or Youth Advanced and chooses to leave the Limited Division – they will return to the Amateur Division or Youth Advanced.

c. If a horse/rider team has moved up to the Limited Amateur or Youth Limited Division from the Novice Amateur or Youth Novice Division or opted directly into the Limited Amateur or Limited Youth Division – they will move to the Amateur or Youth Advanced Division when electing to leave Limited. No Limited Amateur or Youth Limited horse/rider team will be allowed to move to the Novice Amateur or Youth Novice Division.

d. The purpose of this Division is 1) to provide a place for the continued education and skill development of the Novice Rider or Youth Novice who has scored out of Novice; 2) to provide a box-only forum for any rider wanting to participate in the NVRHA without jeopardizing standing in another organization that does not allow fence work; and 3) to provide a box only division for those riders experiencing life events necessitating changes to their riding activities (age, illness, etc.).

e. The Limited Amateur and Youth Limited Division will include all elements of the Novice Amateur Division with the addition of a Double-Boxing procedure during the Working Ranch Horse class. The contestant will box the cow at the top end of the arena, proceed to drive the cow to the other end of the arena and demonstrate boxing again. Contestants will have 1½ minutes to accomplish this with a 45 second warning for time remaining. There will be no fence work or roping/circling.

F. OPEN DIVISION

The Open Division was created for any rider (amateur or professional) to exhibit any horse regardless of ownership.

1. Class Description – Open

Classes will be the same as those offered in the Amateur Division: Ranch Riding, Ranch Trail, Working Ranch Horse, Ranch Cutting, and Ranch Conformation.

2. Class Description – Open Limited Working Ranch Horse

Open Limited Working Ranch Horse was created for any rider (amateur or professional) to exhibit any horse regardless of ownership. This class is available to any horse that has not been

down the fence regardless of if the rider has been down the fence on another horse. The class will be executed the same as the Intermediate and Limited Working Ranch Horse. Any rider that has gone down the fence, that was not Amateur, for the World's Greatest is eligible to move back to Open Limited one time.

3. A la Carte Class Entry

a. A participant may compete in one or more performance classes.

b. Entry and participation in any performance class will constitute an automatic entry into Ranch Conformation; however, actual participation is optional.

4. Rules and Regulations

a. Rules for the individual Open Division classes will be the same as for the Amateur Division with the exception of the Working Ranch – Open Limited and the Conformation class.

b. The Open Division is available to Professionals, all Amateurs, and others who wish to participate.

c. An Amateur rider entering both the Amateur Division and the Open Division must make two runs – one in each Division. The exception to this is a crossover fee offered to amateurs who enter the World's Greatest Ranch Horse Competition at the National Finals event.

d. No horse may be exhibited in the Open Division by both an Amateur and Open rider in the same class in a single NVRHA event. However, a horse may be exhibited by different riders in different classes.

e. If held on the same day, all Amateur Division runs in any given class must be completed before Open runs commence.

f. Neither Placement nor Championship Points will be recorded in the NVRHA office without current NVRHA membership on file for both the Owner and Rider of the horse, and a Horse Identification Number.

g. Open riders who do not wish to accumulate NVRHA points, need not become members unless affiliate insurance policies require membership.

4. Open Division Execution

a. The intent of the Open Division is to offer a platform for the true professional rider to exhibit a horse, and also to allow the amateur rider to gain more practice experience in any of the

versatility classes. Because of its 'A La Carte' option, this Division is seen as an ideal place to introduce a young horse to ranch horse class skills.

b. If an Event were expected to have large Amateur participation levels at which the incorporation of the Open Division would present a detrimental impact on the Amateurs, Open classes may not be offered.

c. Whenever an Open Division is included at an Event, all four classes (Ranch Riding, Ranch Cutting, Ranch Trail, Open Working Ranch or Open Limited Working Ranch) and Ranch Conformation must be offered. Open Limited Working Ranch riders need to be clearly marked as such for Year End Award purposes. **When doing Open Conformation – The Line up will include both OPEN AND OPEN LIMITED horse/rider teams.**

d. A Special Open Event, at which only the Open Classes are offered, may be held only with approval of the Board of Directors. Request must be presented in writing to the NVRHA with a full description of the proposed event. At the Special Open Event, Event Managers may have competition within classes such as youth, rookies, seniors, etc., to promote participation and enhance enjoyment of the event.

5. Open Championship Points/Level of Achievement Awards

a. The Open Level of Achievement Awards will mirror the Amateur program: Open Ranch Horse Champion, Open Supreme Ranch Horse Champion, Open Performance Champion, and Open Superior Award.

b. There will be no Most Improved Rider Award given in the Open Division. (See Rule XI.C.6)

c. All Championship points, Amateur and Open, accumulated on any horse, will count towards the Legend Award.

d. Open & Open Limited will be combined and Championship Points will be awarded by class for any participant who places at the top of the class based on the number of participants

e. Amateur Horse/Rider teams may earn both Amateur and Open Championship Points in each class based on their placing and the number of participants.

f. The Register of Merit Rule will apply as per Rule X.D

EXAMPLE 1: for an Open Ranch Riding class with 6 participants (1 Open and 5 Amateurs)

Horse	Score	Open Champ. Points	Open Place. Points	Am. Champ. Points
A) Amateur (AROM)	80	1	3	1
B) Open	79	.5	2	
C) Amateur	78		1	1
D) Amateur	77			.5
E) Amateur	76			

EXAMPLE 2: for an Open Ranch Cutting class with 10 participants (5 Open and 5 Amateurs):

Horse	Score	Open Champ. Points	Open Place. Points	Am. Champ. Points
A) Open	78	2	5	
B) Open	77	1	4	
C) Amateur	76	.5	3	1
D) Open	75		2	
E) Amateur (AROM)	74		1	.5
F) Amateur	73			.5
G) Amateur	72			

EXAMPLE 3: for an Open Ranch Trail class with 10 participants (5 Open and 5 Amateurs):

Horse	Score	Open Champ. Points	Open Place. Points	Am. Champ. Points
A) Amateur (OROM & AROM)	80	2	5	1
B) Open (OROM)	79	2	4	
C) Amateur	78	2	3	1
D) Open	77	1	2	
E) Amateur	76	.5	1	.5
F) Open	75			

*Note that Horse C and E in this example earned both Open and Amateur Championship Points.

6. Ranch Conformation Championship and Placement Points

- Ranch Conformation participation will be optional and will use a head-to-tail lineup with all participants in the arena concurrently.
- All horses will be judged then lined up in order of placement.
- Placement and Championship points will be awarded based on total number of open entries.
- A horse must participate in at least one performance

class to be eligible to compete in the Ranch Conformation.

e. The number of horses used as a basis for calculation of Open Championship Points will be the number of horses participating in the Open Performance Classes. Horses that opt to not participate are not eligible for either Championship or Placement points.

Example:

Ranch Riding – 3 entries (Horses A, B, C)

Ranch Trail – 3 entries (Horses B, D, E)

Ranch Cutting – 7 entries (Horses A, C, F, G, H, I, J)

Working Ranch Horse – no entries

Ranch Conformation – 4 entries (Horses B, E, F, G)

- 10 total horses - 7 amateurs and 3 open - were shown in performance classes making it a two Championship Point class and five Placement Point class.
- Only four horses exhibited in the conformation line-up; therefore, all Ranch Conformation Championship points were earned by three of the four horses participating.
- Placement Points were earned by four.
- One Placement Point could have been earned by a fifth participant had they exhibited.

Judge's Placing	Open Championship Points	Open Placement points	Amateur Championship Points
1st – Horse G – Open	2	5	
2nd – Horse E - Amateur (ROM)	1	4	1
3rd – Horse B – Amateur	.5	3	1
4th – Horse F – Open		2	
		1	

7. Event and Year End Overall Award based on Placement Points

a. At an event, the horse/rider must participate in 3 of the 5 classes (at least one cattle class, one dry class, and conformation) to be eligible for the overall award. (All placement points will be totaled to determine the winner.)

Example: EVENT PLACEMENT POINTS

Horse	RIDING	TRAIL	CUTTING	WRH	CONF	TOTAL
A. Open	2	Not entered	2	Not entered	Did Not Exhibit	4
B. Open	.5	Not entered	.5	Not entered	2	3
C. Amateur	1	Not entered	1	1	1	4

Horse A is not eligible for event overall award because he did not participate in the 3 required classes.

Horse B, C, D are all eligible and award will be given to Horse C as the horse with the highest number of placement points.

b. For the Year End Open overall award, **only placement points earned at events in which the horse/rider team participates in at least one cattle, one dry, and conformation shall count towards the Open Year End award.**

c. In both situations, the total of all earned placement points will establish the winner.

8. Submission of Results to NVRHA

a. Open Division Score Tabulation Results must be submitted to NVRHA within ten days of the Event.

b. A copy of all Score Sheets must accompany the Results along with new Memberships, Horse Identification Applications, Payback information, etc.

c. For Points to be recorded in the National Database, Score Tabulation Results must include the following for each Class:

- (1) Score;
- (2) Horses Registered Name (Same as Name on Horse ID);
- (3) Horse Identification Number (or completed application);
- (4) Rider (if not a member, a completed application plus membership fee);
- (5) Owner (if not a member, a completed application plus membership fee).
- (6) If Rider or Owner chooses not to join, include score, horse name, rider and owner name and contact information, but no points will be recorded.

G. COLLEGIATE MENTORING PROGRAM

NVRHA acknowledges the importance of supporting the collegiate programs whose riders do not always own their own horses. The purpose of the Collegiate Mentoring Program is to provide an opportunity for college students to advance their horsemanship by participation in clinics and schooling competition in a fun environment. The Collegiate Mentoring Program will provide for

competitions between Collegians in NVRHA classes following the NVRHA Rules and Regulations with the following exceptions:

1. General Rules

- a. Students may ride horses owned by others as well as donated to and/or owned by the college for assignment to students. The horse must have a NVRHA Identification number.
- b. 2-year-old horses may be ridden.
- c. No NVRHA Championship Points will be awarded.
- d. The College must pay the annual membership fee.
- e. The Student must provide a copy of the college issued student ID with the Membership Application to be eligible for the Student membership fee.
- f. Student must be full time undergraduate student (enrolled in at least 12 credit hours of courses) and have a signed sheet from registrar stating eligibility.
- g. Horse/Rider teams must go to a minimum of one event (clinic and schooling competition) to qualify for National Championship or Collegiate Finals.
- h. Students showing multiple horses must comply with PP II H.
 - i. Student may participate in both the Collegiate Classes and the NVRHA Classes. When exhibiting in the NVRHA Classes, all NVRHA rules apply and both Placement and Champion Points will be awarded if earned.

2. Collegiate Class Divisions

See Section IX.B.5.

3. Points

Scores will be calculated utilizing the placement point system.

4. Awards

Awards are not sponsored by NVRHA until events qualify pursuant to Rule XII.C.(c). Colleges may present awards pursuant to Rule XII.C.

5. Schooling Competitions

Events will be conducted pursuant to the NVRHA Rules and Regulations.

a. Events

The college may offer Youth, Amateur and Open Division classes.

b. Teams

The college may opt to offer team competitions.

(1) Teams will consist of no more than three members with one member showing in each division. There will be no limit of the number of teams entered per college. All teams must be declared at registration prior to the beginning of the Schooling Competition.

(2) Teams may change members at each event, including the National Championship or Collegiate Finals. Members must meet all qualifications at the National Championship or Collegiate Finals, as were required at the qualifying events.

(3) If not possible to have one rider in each class, then team may be comprised of amateur or open class entries. One rider on the team must forfeit fence and rope scores in the working ranch horse.

5. National Championship and Collegiate Finals

a. A minimum of three (3) colleges would be required for a Collegiate Division at the NVRHA National Championship.

b. A separate Collegiate Finals may be held with no minimum college participation requirement.

X. SCORING

A. POINT BASED SCORING SYSTEM

1. NVRHA uses a Point Based Scoring System to maximize the amount of feedback provided to the participant, and provide the best possible critique of riding skill.

2. It promotes fun in competitions, maximizes feedback for skill enhancement, and minimizes the ability of Judges to show favoritism.

3. This Point Scoring System forms the basis of the entire NVRHA Ranch Horse program's success and has been used and improved upon successfully.

B. JUDGES SCORE SHEETS

1. Scoring Scale

a) NVRHA uses an expanded scale of -7 to +3 unlike most major scoring systems.

b) The purpose of this deviation is to spread the riding scores over a wider range so riders can better measure the improvement of the rider/horse team from Schooling Competition to Schooling Competition.

NVRHA SCORING SCALE

Excellent	+3	Needs Slight Improvement	- 1/2
Almost Excellent	+2 1/2	Needs Minor Improvement	- 1
Very Good	+2	Needs Moderate Improvement	- 1 1/2
Good	+1 1/2	Poor	- 2
Above Average	+1	Very Poor	- 2 1/2
Average	+ 1/2	Extremely Poor	- 3
Correct	0	Does Not Attempt	- 7

c) In the NVRHA Point Scoring System, each and every maneuver is evaluated on a scale of 0 - 10.

d) The rider is given seven points for each maneuver and a Judges Score is awarded based on the quality of maneuver from -3 (extremly poor) to +3 (excellent).

e) If the Judges Score for the maneuver is +3 the rider will earn 10 points ($+7+3=10$) If the Judge's score is 0, the rider will earn 7 points ($+7+0=7$). If the Judges Score is -3, the rider will earn 4 points ($+7-3=4$). If the rider does not attempt the maneuver, he/she will earn 0 points ($+7-7=0$).

2. Did Not Attempt

a) The -7 Maneuver Score shall only be used when the rider does not attempt a maneuver. If the maneuver is not attempted, certain penalties must also be applied.

b) However, if a maneuver is attempted the scoring scale of -3 to +3 shall be used based upon the quality of the execution of the maneuver.

c) Application of this rule and frequently occurring examples are included in Rules V.F. Ranch Trail, V.G. Ranch Cutting, V.H. Working Cow Horse and Roping.

3. Penalties

a) Penalties in accordance with NVRHA rules and regulation are recorded and deducted from the final score.

b) For major penalties, the rider is penalized and the Judge continues to evaluate the run.

c) The end result is an evaluation, which provides a basis for rider advancement.

d) Penalties for each class can be found in Section V.

4. Major Penalties (-10)

The following are Major Penalties that result in a -10 deduction.

a. Touching horse with free hand

- b. Missed pattern
- c. Fall to ground (rider and/or horse)
- d. More than one finger between reins
- e. Turn tail to cow
- f. More than 1 cow in pen after time expires
- g. Use of 2 hands (senior horse) – Except Novice**
- h. Use of 2 hands on a junior horse when using a curb bit –

Except Novice

- i. Illegal/failed equipment
- j. Schooling horse between cows and/or events (see Working Ranch Horse Rules)
- k. Excessive disturbance of herd
- l. Misuse of Romal
- m. Riding outside arena or course area
- n. Failure to ever use correct gait between obstacles
- o. Failure to follow correct line of travel
- p. Third refusal

The same -10 major penalty may only be charged once during a class.

5. Ties

Placement Point ties in the All Around will be broken by the placing in the Working Ranch Horse Class. All Placement Point ties within each class must be broken at the event. Placement Point ties will be broken using the tiebreakers listed at the bottom of the Event Results sheets. If a tie remains after using the tiebreakers, the score sheets should be returned to the judge to break the tie.

XI. POINTS

A. GENERAL

Placement Points and Champion Points are awarded at schooling competitions based on the horse/rider team performance.

1. PLACEMENT POINTS are awarded to horse/rider teams within each division (Novice Amateur, Limited Amateur, Amateur, Youth Novice, Youth Limited, and Youth Advanced, and Open) based upon the team's placing in each class. These Placement Points are used for determining the event all around winners within each division and for Year End Awards.

2. NVRHA CHAMPIONSHIP POINTS are awarded to amateur and youth horse/rider teams for the best performance in

the Schooling Competition based on the scores of all amateur and youth horses at the event. Open Championship Points are awarded on all entries in the Open Division. These NVRHA Championship Points are used for Level of Achievement Awards (Ranch Horse Performance Champion, Ranch Horse Champion, Ranch Horse Supreme Champion, Superior Ranch Horse, and Legend Award).

3. Placement Points and Championship Points are maintained in a “Master Database” at the NVRHA National Office. They are calculated/confirmed by the NVRHA Office Secretary using the electronic “Event Results” program provided to the Office by the Affiliate/Event Manager within 10 Calendar Days of the event Schooling Competition.

B. PLACEMENT POINTS

1. In the Amateur and Youth divisions, Placement Points are used to determine the high point all around horse/rider team within each division, at each event, and form the basis for Year End Division Awards. A horse/rider team must participate in all five (5) classes at any event to receive placement points or be eligible for the All-Around Award.

2. In the Open Division, the overall award for the Open Division at any event AND for the Year-End Award, will be awarded to the HORSE having the most Open Placement Points earned in events having rode in at least three of the five events. A Horse must have participated in Ranch Conformation, a cattle class (Ranch Cutting or Open Amateur Working Ranch Horse/Open Limited Working Ranch Horse) and a dry work class (Ranch Riding or Ranch Trail) prior to Finals to be eligible for the event placement points and Year-End Award placement points. Open Limited will have a separate Year-End Award based on just Open Limited riders as long as they are labeled as Open Limited.

3. Both Amateur, Youth and Open, Placement Points will be awarded within each class to the top 50% of class participants. In classes with an odd number of participants, round up to the next even number to determine the number of participants to receive points.

Example 1:

Class of six horses - top three receives points.

1st Place - 3 pts.

2nd Place - 2 pts.

3rd Place - 1 pt.

Example 2:

Class of thirteen horses (round up to 14 Horses) – top seven horses receive points.

1st Place - 7 pts. 5th Place – 3 pts.

2nd Place - 6 pts. 6th Place – 2 pts.

3rd Place - 5 pts. 7th Place – 1 pt.

4th Place - 4 pts.

The sum of all “PLACEMENT POINTS” received by each horse/rider, in each class, will determine the ALL-AROUND PLACING. See specific differences for Open Division.

C. NVRHA CHAMPIONSHIP POINTS

1. NVRHA Championship Points are used to identify horse/rider teams with extraordinary levels of achievement.

NVRHA Championship Points are assigned to a horse/rider team.

2. Horse/rider teams must compete in all five (5) classes at an event to earn NVRHA Championship Points.

3. Scores received by the horse/rider team from all amateur and youth divisions are compared for each of the five classes.

4. Each class scores, from all divisions, are ranked in order from high to low. The highest score receives First Place. The second highest receives Second Place and so on through the ranked order.

5. NVRHA Champion Points are awarded in accordance to the chart below for each of the five classes in Amateur and Youth (Ranch Cutting, Ranch Riding, Working Ranch Horse, Ranch Trail and Ranch Conformation).

In the Open Division, championship points are determined per class based on the a la carte format.

NUMBER OF CHAMPION POINTS EARNED

CLASS PLACING	1	2	3	4	5	6	7	8	9	10
TOTAL # OF HORSES										
3-4	½									
5-9	1	½								
10-14	2	1	½							
15-19	3	2	1	½						
20-24	4	3	2	1	½					
25-29	5	4	3	2	1	½				
30-34	6	5	4	3	2	1	½			
35-39	7	6	5	4	3	2	1	½		
40-44	8	7	6	5	4	3	2	1	½	
45 or more	9	8	7	6	5	4	3	2	1	½

For a horse/rider team to count in the “Total Number of Horses,” they must have participated in all five classes.

D. NVRHA OPEN DIVISION REGISTER OF MERIT

Any horse/rider team achieving 10 Champion Points in any specific class receives a Register of Merit (“ROM”) for that class. As a bonus to non-ROM horse/rider teams achieving Level of Achievement scores, a non-ROM horse/rider team placing one place below a ROM horse/rider team will be elevated to receive the same Championship Point(s) as the ROM horse/rider team above him/her.

EXAMPLE: (based on 15 horse\rider teams)

Rider\Horse	Score	Points
A) ROM Earner	78	3
B)	77	3*
C) ROM Earner	75	2
D)	73	2*
E)	71	1
F)	68	½

*Horse/Rider placing elevated - Register of Merit Rule

The Open Register of Merit (“OROM”) will be used in applying the Register of Merit Rule in Open Division classes when awarding Open Championship points. Amateur ROMs may be used when awarding Amateur Championship Points (“AROM”) in Open Division classes.

E. BREAKING CHAMPION POINTS TIES

Champion Points will be awarded after ties in Class Scores are broken based on a pre-determined set of tiebreakers.

EXAMPLE: Class based on 23 horse/rider teams of which all participated in all 5 classes.

Class Score	Champion Points	Class Score	Champion Points
77	4	77	4
76	3	76 ROM	3
75	2	76	3
74	1	75	2
73	½	75	1
71		73 ROM	½
70		70	½
67		70	

Class	Champion	Class	Champion
Score	Points	Score	Points
77	4	77 ROM	4
76	2	73	4
75	3	71 ROM	3
74 ROM	1	69 ROM	2
73	1	69	2
71 ROM	½	69	1
70	½	62	½
67		62 ROM	

Class	Champion	Class	Champion
Score	Points	Score	Points
77	4	80 ROM	4
73	3	79 ROM	3
71	2	76 ROM	2
69 ROM	1	75	2
67 ROM	½	75	1
63 ROM		73	½
62		70	
58 ROM		70	

XII. AWARDS

A. EVENT/AWARD YEAR

- a) The Event/Award Year will be the Monday following National Championship through the weekend before the National Finals of the following year.
- b) No events will be scheduled the weekend before or the weekend after the National Championship to provide 10 working days before and 10 working days after for completion of office administration actions.
- c) The cutoff for Level of Achievement Awards is six weeks prior to the National Championship to provide sufficient time for Award procurement for presentation at National Finals.
- d) All participants (rider/horse teams) will begin the new event year (Monday following National Championship) with ZERO (0) Placement Points.
- e) Championship Points are cumulative and carry over from year to year.
- f) New Division placements at the start of an event year will be based upon the average scores received in the previous year.

B. EVENT AWARDS

- a) Awards may be presented at the sole discretion of the

Event Manager, typically provided on a sponsorship basis.

b) For an Amateur or Youth horse/rider team to be eligible for the division All-Around Award, the team must have participated in all five classes.

c) For an Open horse/rider team to be eligible for the division All-Around Award, the team must have participated in 3 of the 5 classes to include one cattle class, one dry work class, and ranch conformation. It is at the discretion of the Event Manager if they award separate Open and Open Limited awards.

C. YEAR END DIVISION AWARDS

a) There are as many as ten (10) divisions at NVRHA competitions. These divisions are the Novice Amateur, Intermediate Amateur, Limited Amateur, Amateur, Youth Novice, Youth Intermediate, Youth Limited, Youth Advanced, Open, Open Limited Divisions.

b) Year End Awards are presented by division.

c) A minimum of five schooling competitions having a minimum of five entries in each, or board approval, is required for a year-end award to be presented in a Division.

d) Division Awards (Novice Amateur, Intermediate Amateur, Limited Amateur, Amateur): Awards are subject to change without notice from year to year and division by division.

e) Year-End awards for each division will be based on the horse/rider team, which earns the largest number of Placement Points in a maximum of five schooling competitions held during the award year.

f) In the event that an amateur or youth horse/rider team participates in more than five competitions, the five competitions with the highest composite Placement Point score will be used as the basis for year-end award winner selection. In the event of a tie in placement points for year-end awards, the tie breaker will be determined as follows – if the riders had 5 scores earned in Working Ranch, all 5 will be noted, the highest and the lowest score will be eliminated, and the 3 remaining scores will be averaged to determine the winner. If less than 5 events are attended/required then all scores earned in Working Ranch will be totaled and the average score will determine the winner. If a tie still exists, Cutting will be used in the same manner.

g) For any Open horse/rider teams, Placement Points from

all events attended will be included in Placement Point totals, but only points earned at events where 3 of the 5 classes were ridden (to include one cattle class, one dry work class, and ranch conformation) will be counted towards Year End Award Totals

D. NVRHA LEVEL OF ACHIEVEMENT AWARDS

NVRHA presents “Level of Achievement” awards to top performers based upon points earned at NVRHA events. NVRHA awards Championship Points for each of the five classes: Ranch Cutting, Ranch Riding, Ranch Trail, Working Ranch Horse and Ranch Conformation. Awards include the following:

1. NVRHA Register of Merit

A minimum of 10 NVRHA Championship Points in any class. (A horse may earn 5 Register of Merits.)

2. NVRHA Ranch Horse Performance Champion

A minimum of 10 NVRHA Championship Points are required in all four working classes. (Does not include Conformation)

3. NVRHA Ranch Horse Champion

A minimum of 5 NVRHA Championship Points are required in each of the 5 Ranch Horse classes.

4. NVRHA Ranch Horse Supreme Champion

A minimum of 10 NVRHA Championship Points are required in each of the 5 Ranch Horse classes.

5. NVRHA Superior Ranch Horse Award

a) A minimum of 40 NVRHA Championship Points in one of the 5 Ranch Horse Classes is required to earn this award.

b) The award may be earned in each of the five classes.

c) The award will be retroactive to the beginning of

NVRHA.

6. NVRHA Most Improved Rider

a) To be eligible, the rider/horse team must have completed three schooling competitions in each of two consecutive years.

b) The average of the first year (three events) and the average of the second year (three events) will be compared to determine most improved status.

7. Multiple champion awards

a) Only the Ranch Horse Champion and the Supreme

Ranch Horse Champion may be awarded in one Award Year.

b) A horse qualifying for both the Performance Champion and the Supreme Champion will only be awarded the higher award, Ranch Horse Supreme champion.

c) A horse could win the Performance Champion in one award year and the Supreme Champion in a subsequent award year.

E. NVRHA HORSEMAN OF THE YEAR

1. The Horseman of the Year is presented during the National Championship Event, to a horseman making extraordinary contributions to NVRHA.

2. Consideration will be given to event participation, levels of achievement, sportsmanship, voluntary assistance to the organization and other contributions.

3. A selection committee will be appointed by the President to nominate worthy candidates and the NVRHA officers will approve final selection.

4. Selection Committee shall consist of winners from the previous three years plus the representative board member from each Affiliate in good standing (signed Affiliate Agreement).

5. Written nomination may be made by any Board Member and must clearly describe how the nominee meets the established criteria for the award. This information will be distributed to the Selection Committee for consideration.

6. The Committee Chairman will be the most recent winner. In the event that a voting committee member is nominated, the Chairman will select a substitute from the same Affiliate.

7. No committee member will have two votes.

8. Nominations shall be submitted no earlier than August 1 of the year of the award and selection no later than September 1 of the year of award.

F. NVRHA LEGEND AWARD

The “Legend” Award is presented to horses having earned two hundred (200) or more Championship Points at approved NVRHA events, and a minimum of 40 Champion Points must be awarded in any four of the five classes (Ranch Riding, Ranch Cutting, Ranch Trail, Working Ranch Horse, Ranch Conformation).

Championship Points are cumulative on the horse and may be

earned by multiple riders and owners. The award is intended to recognize extraordinary horses that exhibit the talent and soundness to perform at a championship level, year after year, typically with several different riders; however, one owner/rider after achieving a minimum of 40 Champion Points must be awarded in any four of the five classes and 200 points, as described above, will qualify for the award.

G. NVRHA MEDAL AWARDS

The Medal Awards series was established to reward Achievement Levels above those achieved for the Legend Award. The Medal Award series consists of five levels (Bronze, Silver, Gold, Platinum and Diamond). Championship Points earned on the horse by multiple riders and owners are used to determine Award Levels.

Medal Awards will be presented to horses having been awarded the “Legend” Award, that have earned 90 Championship Points in four of the five classes (Ranch Riding, Ranch Cutting, Ranch Trail, Working Ranch Horse, Ranch Conformation).

The Bronze Medal will be awarded to the Legend horse first earning 90 points in any of the five classes. The Silver Medal will be awarded to the Legend horse having earned a Bronze Medal and earning 90 points in a second class. The Gold Metal will be awarded to the Legend horse having earned both a Bronze and Silver Medal, and earning 90 points in a third class. The Platinum Medal will be awarded to the Legend horse having earned a Bronze, Silver and Gold Medal; earning 90 points in a fourth class. The Diamond Medal will be awarded to the Legend horse having earned a Bronze, Silver, Gold and Platinum Medal and a total of 450 points.

Championship Points counted towards Medal Awards may be earned in any NVRHA Division (Youth Novice, Youth Intermediate, Youth Advanced, Novice Amateur, Intermediate, Limited Amateur, Amateur, and Open). All Championship Points earned will be counted regardless of owner, rider, Division, etc. Points will be cumulative.

The Medal Awards Program will commence in 2019. Any Legend being exhibited during the 2019 Event Year, which reaches the 90 points required for the award of Bronze, Silver, Gold or Platinum Medal and or the 450 points required for the Diamond Medal will receive that Medal. Only horses receiving Medals in

2019 and beyond will be awarded Medals earned in years prior to initiations of the Medal Awards (i.e. 2018 and before). Medals will be awarded to the owner of the horse at the time the requirements for the Medal was reached.

XIII. NATIONAL CHAMPIONSHIP EVENT

A. ELIGIBILITY

1. All entrants at the National Championship Event must be NVRHA members to participate. In the Open or World's Greatest Division, both Owner and Rider must be NVRHA members.

2. An amateur or youth horse/rider team must compete in a minimum of two schooling competitions in all five classes during the preceding award year to be eligible to participate in the National Championship.

3. With the exception of being a member in good standing, there are no qualification requirements to enter the Open Division at the Championship event.

4. A rider having participated in two competitions during the event year may substitute any horse at the National Championship so long as the substituted horse has a Permanent Division assigned to the same rider. The substituted horse/rider will compete in their assigned division.

5. As of July 31st of each year, NVRHA will notify participants who are eligible to attend the National Championship event. However, you may continue to qualify through the weekend before the National Finals.

B. DIVISIONS

Inclusion of a division in the National Championship is at the discretion of the Board and will be considered if the minimum year-end criteria for awards is met based upon the level of support.

C. DIVISION PLACEMENT AT NATIONAL CHAMPIONSHIP EVENT

Participants will compete in the same division at the National Championship in which they have been competing in the preceding award year. Division advancement will occur within 10 days following the National Championship (Section VIII.D).

D. SCORING

Placement points as defined in Rule XI. B. will be used to determine class winners.

E. NVRHA CHAMPION POINTS

Championship points for National Championship Event will be doubled and will be awarded across the divisions in the same manner as described in Rule X.C.

F. NVRHA PLACEMENT POINTS

The National Championship will count in the standings for division year end awards.

G. WORLD'S GREATEST RANCH HORSE

1. The World's Greatest Ranch Horse Competition, a stakes competition, may be held each year at the National Championship Event or a different location at a different time of year to determine World's Greatest Ranch Horse.

2. This competition will be open to any horse of any breed ridden by any rider regardless of professional status.

3. A rider may compete with any number of horses he/she wishes to ride.

4. Open Limited Working Ranch Class is not eligible for World's Greatest but will be eligible for Open Overall.

5. In the Ranch Conformation Class, all horses will be placed in the balance portion of the judging.

6. Judging will utilize the NVRHA point based scoring system using NVRHA Rules. Jackpot payback will be in accordance with Rule V.K.

7. **Placement Points used to determine the World's Greatest Ranch Horse Champion shall only be awarded and figured for those participants riding in all 5 classes. Ala Carte Placement Points will be awarded & figured separately in the Open Division.**

XIV. AFFILIATION

A. GENERAL

1. NVRHA establishes strategic alliances with geographic regional groups and horse related organizations when it is beneficial for both organizations.

2. Ranch horse enthusiasts in specific states often form an organization dedicated to holding events to promote fun and advancement of horsemanship skills, riding the stock horse performing the basic skills, cutting, riding, working, trail, and

conformation.

3. Established horse related organizations may become affiliated with NVRHA to enhance achievement of organization goals such as breeding, sales product promotion, equine education, etc.

B. AFFILIATE AGREEMENT

1. Affiliate Agreements are utilized by NVRHA and the potential affiliate once a strategic alliance which outlines common objectives, working relations and other key relationships has been established.

2. The Agreement must be agreed to by all key stakeholders and reviewed/amended on an annual basis.

3. A standard Affiliate Agreement providing continuity among Affiliates is used.

C. NVRHA CONTRIBUTIONS TO A STRATEGIC ALLIANCE

1. A well-organized National Association, rapidly expanding across the United States.

2. A passionate promoter of the versatility ranch horse as an all-around stock horse.

3. Well-developed rules and regulations with a focus on education and fun. A handicap procedure for division breakout, based on horse and rider skill levels. Current divisions are Novice Amateur, Limited Amateur, Amateur, Youth Novice, Youth Limited, Youth Advanced, and Open.

4. Refined event scoring system which maximizes feedback and fairness to participants.

5. Event registration and office support. Professional support to “New Start” events.

6. Award program for each division top performers and level of achievement awards for exceptional horse/rider teams.

Prestigious National Championship for ranch horse participants, featuring the “World’s Greatest Versatility Ranch Horse” competition.

7. A publication which focuses solely on ranch horse activity across the United States.

8. Website for promotion and advertisement.

9. Financial advisory support of NVRHA events.

D. REQUEST FOR AFFILIATION

Groups or organizations interested in affiliating with NVRHA should provide the following:

1. Description of your group or organization (goals, membership, organization structure, geographic boundaries, key personnel, events, history, etc.)
2. How would your organization benefit by being affiliated with NVRHA?
3. What benefits would you provide to NVRHA (memberships, event sponsorship, regional promotions, etc.)?

E. AFFILIATION REQUIREMENTS

Minimal requirements are as follows:

1. Commitment to NVRHA objectives.
2. Holds multiple NVRHA events within the Affiliate region.
3. Activities which follow NVRHA Rules and Regulations and event management guidelines.
4. Financial oversight and accountability of all activities.
5. Active participation as a Board Member to the NVRHA.

XV. APPENDIX

A. PATTERNS AND JUDGE'S SCORE SHEETS

1. Conformation and Judge's worksheet
2. Trail
3. Riding (Patterns I, II, III& IV)
4. Cutting
5. Working Ranch Horse (Patterns I, II, III, IV & V)

B. HORSE IDENTIFICATION NUMBER APPLICATION

C. AFFILIATE AGREEMENTS

A. PATTERNS AND JUDGE'S SCORE SHEETS

1. Ranch Horse Conformation

AMATEUR RANCH HORSE CONFORMATION		
Date:	Judge's Name:	Back No.
Rider's Name:	Horse's Name:	Horse ID No.
NVRHA Scoring Scale: Zero = Average, +1=Good, +2=Very Good, +3=Excellent, -1=Needs Improvement, -2=Poor, -3=Very Poor		
FORM AND SHOWMANSHIP: Note to Judge: Only a partial listing of features are listed. Write in additional features as required. Judges are encouraged to circle dominant features, either + or -.		SCORE
Front Legs,	(+) Straight legs; Good bone; Well defined tendons;	
Feet	(-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns;	1
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in;	
	(-) Insufficient muscle; Excessive muscle;	2
Head	(+) Triangular, short & broad; Large, wide set, soft eye; Big nostrils;	
	(-) Parrot mouth; Under slung jaw; Roman nose; Pig eye; Oversize ears;	3
Neck & Throat latch	(+) Clean, arching throat latch; Long neck; Good tie in;	
	(-) Thick neck; Short neck; Ewe neck; Crested neck; Low tie in;	4
Shoulders & Withers	(+) Long, 45 degree shoulder; Prominent withers; Adequate muscle;	
	(-) Steep shoulder; Mutton withers; Withers lower than croup;	5
Heart Girth & Barrel	(+) Deep, thick girth; Well sprung ribs; Long underline;	
	(-) Shallow girth; Narrow sprung ribs; Short underline;	6
Back & Loin	(+) Short, strong, well muscled back; Short, strong loin;	
	(-) Long, weak back; Sway back; Weak muscling;	7
Hip & Croup	(+) Long, sloping hip; Deep carry down; Smooth tie with hip;	
	(-) Short hip; Goose rump; Steep croup; Shallow hip carry down;	8
Stifle & Gaskin	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view;	
	(-) Inadequate muscling; Weak inside gaskin muscle;	9
Hock, Hind Legs, Feet	(+) Good bone; Low hock; Good hock angularity;	
	(-) Base wide; Base narrow; Sickle hock; Cow hock; Post leg;	10
Overall Muscling	(+) Well defined; Long; Smooth; Well attached;	
	(-) Inadequate muscling; Excessive muscling;	11
Tracking	(+) Straight, true, long, swift elastic stride; Sound;	<i>Note to Scribe: Place X in box when Judge declares horse notably LAME</i>
	(-) Wing in; Padding; Interfering; Pounding stride;	12
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones;	<i>Note to Scribe: Judges Balance Score is in all 3 boxes</i>
	(-) Unbalanced; Thick neck; Short neck; Steep wither; Shallow heart girth; Back/bottom line imbalance; Wither lower than croup; Short hip; Inadequate hip carry down; Overall too small;	13
		14
		15
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming;	
	(-) Underweight; Poor hoof care; Unfit grooming;	16
Participant Showmanship	(+) Good presentation; Professional appearance;	
	(-) Poor judge awareness; Poorly fitted halter;	17
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well;	
	(-) Not set up square; Too stretched; Camped; Inattentive;	18
FORM AND SHOWMANSHIP JUDGE'S SCORE:		TOTAL (1)
TOTAL (1) X .33 = _____ + 42 = _____ - _____		**Major Penalty = FORM and SHOWMANSHIP JUDGE'S SCORE (2)
**Major Penalty: A horse which exhibits notable lameness in the Conformation judging shall be penalized -10 points		
FUNCTION SCORE:		
Ranch Cutting _____ + Ranch Riding _____ + Working Ranch _____ + Ranch Trail _____ = _____ (3) Function Total		
Function Total (3) X .10 = FUNCTION SCORE (4)		
RANCH CONFORMATION SCORE:		
Form and Showmanship		
Judge's Score (2) _____ + Function Score (4) _____ = RANCH CONFORMATION SCORE		

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FORM FEATURE DESCRIPTION

Front Legs

Correct straight legs with wide knees, flat clean and free from puffiness; adequate bone and strength; tendons should be well defined.

Chest & Pectoral V

Deep, broad, well-muscled chest; wide forelegs; deep strong pectoral V that ties through the forearm smoothly into the knees; neck ties smoothly into chest, not too low.

Head

Head is triangular; short and broad with large, clear, wide-set eyes; well-developed prominent jaw tapers to short firm muzzle with large nostrils; small alert ears that taper to a point; observe breed and sex characteristics.

Neck and Throat Latch

Throat latch is clean and refined allowing the free movement at the poll. The neck is long and slender approximately 2:1 ratio of topline to bottom line, tying nicely into the chest, not too deep. **Negatives:** arched neck, swan neck ewe neck close coupled neck, crested neck.

Shoulder & Withers

Long sloping shoulder, approximately 45 degrees, same angle as pastern; prominent withers slightly higher than the croup; shoulder has adequate muscling for strength and performance. **Negatives:** shoulder too steep, mutton withers, withers lower than croup.

Heart Girth & Barrel

Deep, thick heart girth that ties into the well sprung ribs, approximately equal distance from bottom of girth to the ground; underline is approximately twice as long as the back and tapers to the flank.

Back & Loin

Back is short, strong, well-muscled and coupled with a strong short loin; the back is approximately $\frac{1}{2}$ the length of the underline. **Negatives:** Long weak back, sway back, roach back.

Hip & Croup

Hip ties smoothly into the loin; nice long sloping hip; muscled both inside and out, extending evenly from top to bottom of thigh. **Negatives:** Goose rump, croup too steep, croup too short, inadequate muscling.

Stifle

Well defined muscle both inside and out; stifle should be the widest point looking from behind with good angulation to the joint, not too wide or too narrow.

Gaskin

Well defined muscle ties strongly into the stifle and deep into the hock joint, equally muscled both inside and outside of leg.

Hock, Hind Legs	Adequate bone; low, wide hock and correct angles; clean from puffiness. Negatives: Base wide, base narrow, sickle hock, cow hock, bow leg, post leg, camped out. Blemishes: Curb, wind puff, bowed tendon, capped hock.
Feet	Feet should be tough, well rounded and roomy with deep open heel in front; a similar size, slightly elongated back foot; the angle of the hoof wall should be parallel to the pastern. A good foot is balanced inside and out. Negatives: Toed in, toed out, incorrect hoof wall angle, weak hoof wall, cracks.
Overall Muscling	Muscling is long, smooth and well attached to the joints; well defined muscling throughout with adequate muscling for the breed; compare individual muscle groups (chest, loin, forearm, stifle and gaskin) for uniformity of muscle mass). Too much muscling can be a negative.
Tracking	Ability to move in a motion that is straight and true with a long, swift and elastic stride with no apparent lameness. Negatives: Wing in, paddle out, forging, interfering, scalping.
Overall Balance	Blending of all of the parts, three equal sections: shoulder to girth; girth to flank; flank to hip. Back should be approximately $\frac{1}{2}$ the length of the bottom line. Evaluate smoothness and connectivity of topline; angles of hip and shoulder; strength of back; placement of legs; length and shape of neck; size of head.

SHOWMANSHIP

Fitness & Condition	Body conditioning; weight; tone and fitness; grooming; feet cared for. Is horse presented to its full potential?
Showmanship Participant	Presentation of the horse; well fitted halter; awareness of the judge; professional appearance.
Showmanship Horse	Willing and obedient; leads straight; trots off well; alert; sets-up promptly with minimal direction.

2. Ranch Trail

Ranch Trail

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, .5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5=Almost Excellent, +3=Excellent, -1=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
NOTE: Judge may blow whistle at any time to end work & -7 will be received for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Negotiating the obstacles with style, horses showing attentiveness and capability of picking their own way through the course when obstacles warrant it, willingly responding to the rider's cues on more difficult obstacles, appearing relaxed & natural, moving forward with no unnecessary delay.		

1/2 POINT PENALTY

H. Each tick of any component of the obstacle

Minor ticks through brush will not be penalized

1 POINT PENALTY

B. Bite Obstacle

G. Incorrect or break of Gait at walk or jog for two strides or less

H. Step on or Hit Obstacle

K. Skipping over or failing to step into required space

P. Split pole in lope over

S. One Step - Ground Tie

2 POINT PENALTY

S. Two Steps - Ground Tie

3 POINT PENALTY

H. Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.

G. Incorrect or break of Gait at walk or jog for MORE than 2 strides

L. Out of Lead or break of gait at lope

S. Three Steps - Ground Tie

5 POINT PENALTY

D. Blatant Disobedience

F. Instill Fear or praise

N. Let go of gate

O. Drop slicker, rope or object

R. First or second Refusal, balk or evade

S. MORE than three steps - Ground tie



10 POINT PENALTY

A. Missed Pattern

H. Use of 2 hands on the reins in a bridle or two rein

C. Fingers between the reins in a bridle class

except the two rein, & one finger (index) allowed in split reins

I. Illegal or failed equipment

Q. Riding outside of course area

K. Fall to the ground of rider or horse

M. Misuse of Romel

R. Third Refusal

G. Failure to ever use correct gait btw obstacles

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					
		1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
MANEUVER TOTAL					PENALTY TOTAL:		

70 Points +/- Maneuver Total: _____ - Less Penalty Total: _____ = Total Score: _____
COMMENTS: _____

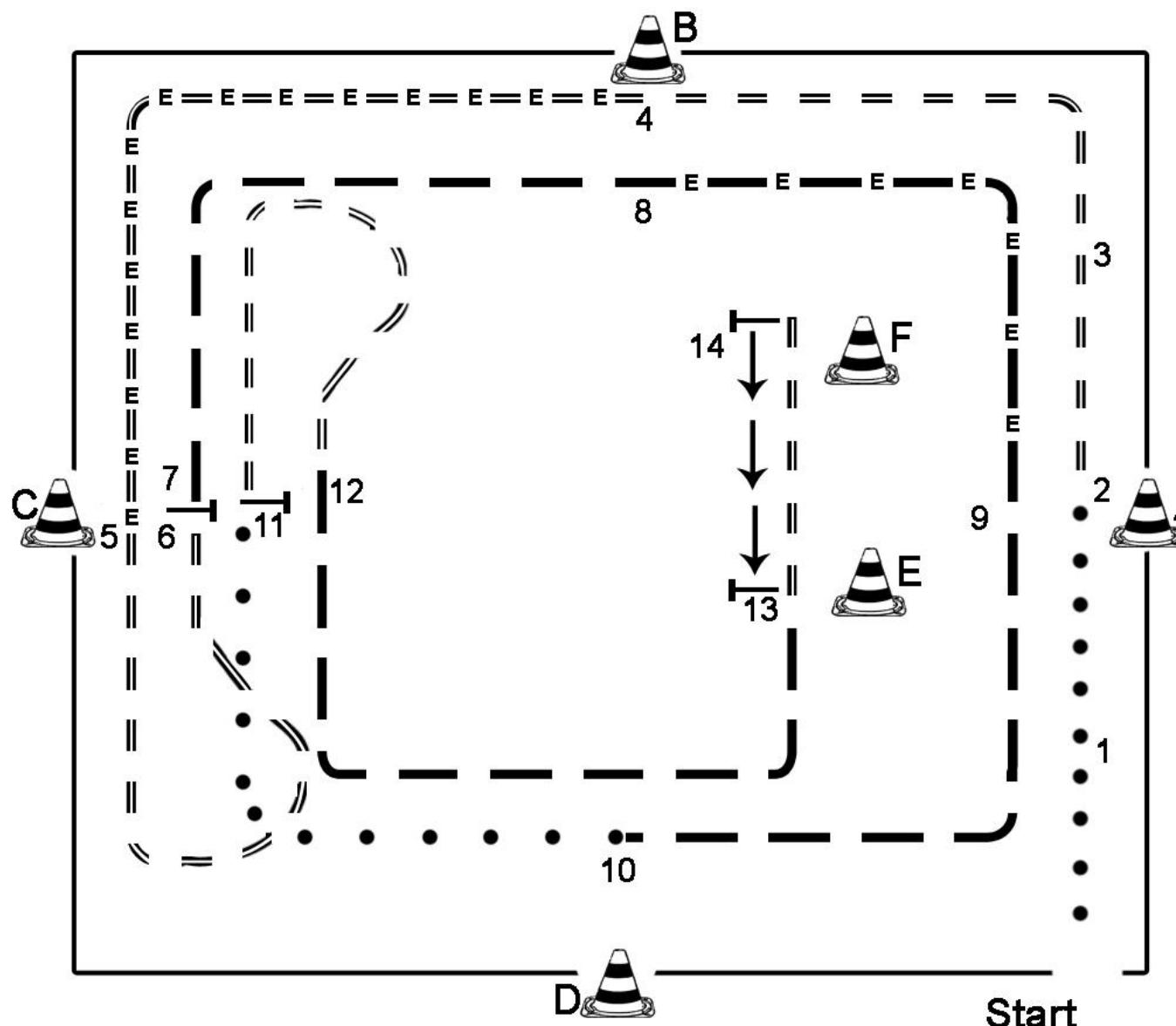
Judge's Signature: _____

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3. Ranch Riding (1 & 2)

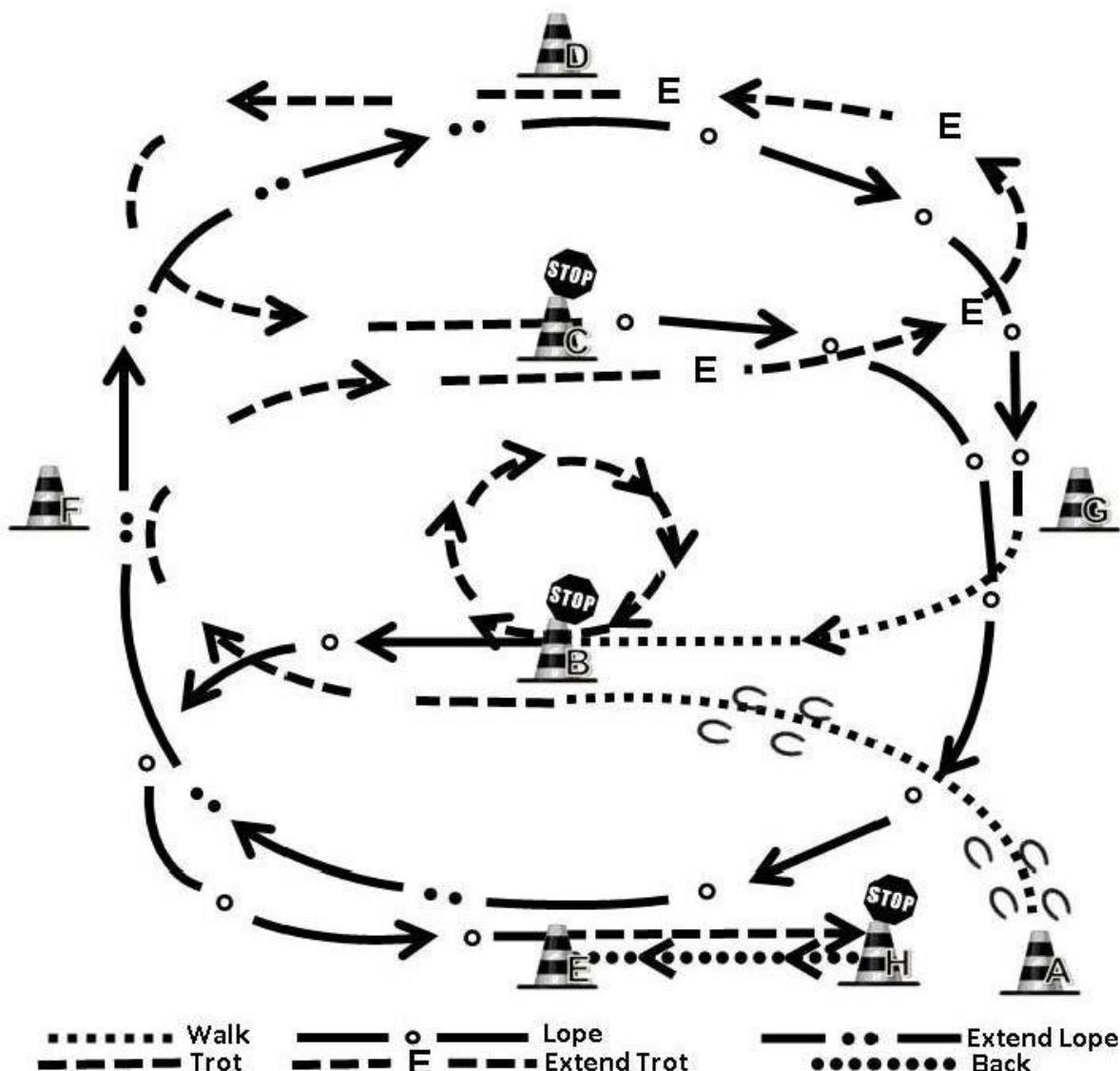
Ranch Riding Pattern #1

1. Walk to Cone A
2. At cone A, transition from walk to trot
3. Trot to Cone B
4. At Cone B, extend the trot
5. At Cone C, return to regular trot and reverse
6. Stop at Cone C, settle, and wait for judge's cue to continue
7. Depart in right lead and lope to Cone B
8. At Cone B, extend the lope continuing to Cone A
9. At Cone A, transition to a regular lope continuing to Cone D
10. At Cone D, transition to a walk and continue to Cone C
11. At Cone C, stop, settle, and wait for judge's cue to continue
12. Trot and reverse at Cone C, Transition to a lope, left lead, and continue to Cone E
13. At Cone E, transition to a trot and stop at Cone F
14. After stop at Cone F, back and stop at Cone E



Ranch Riding Pattern #2

1. Start at Cone A, walk to Cone B.
2. At Cone B, transition to a trot and trot to Cone C.
3. At Cone C extend the trot and continue to Cone D.
4. At Cone D, transition to a regular trot, continue to Cone C and stop.
5. At Cone C stop, settle, and wait for Judge's cue to continue.
6. At Judge's cue, depart at a lope, right lead, and continue to Cone E.7.
7. At Cone E, extend the lope and continue to Cone D.
8. At Cone D, return to regular lope and continue to Cone G.
9. At Cone G, transition to walk and continue to Cone B.
10. At Cone B, stop, settle, and wait for Judge's cue to continue.
11. At Judge's cue, trot in a small clockwise circle.
12. At Cone B, transition to a lope, left lead, and continue to Cone E.
13. At Cone E, transition to a trot and trot to Cone H.
14. At Cone H, stop and back to Cone E.



Ranch Riding (Patterns 1 & 2)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk						
2. Transition to trot, trot						
3. Transition to extended trot, extended trot						
4. Transition to regular trot and reverse						
5. Stop, settle and wait						
6. Lope departure and lope						
7. Transition to extended lope, extended lope						
8. Transition to regular lope, lope						
9. Transition to walk, walk						
10. Stop, settle and wait						
11. Trot, Reverse						
12. Transition to lope, lope						
13. Transition to trot, trot						
14. Stop, back						
MANEUVER TOTAL:						PENALTY TOTAL:

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

Comments: _____

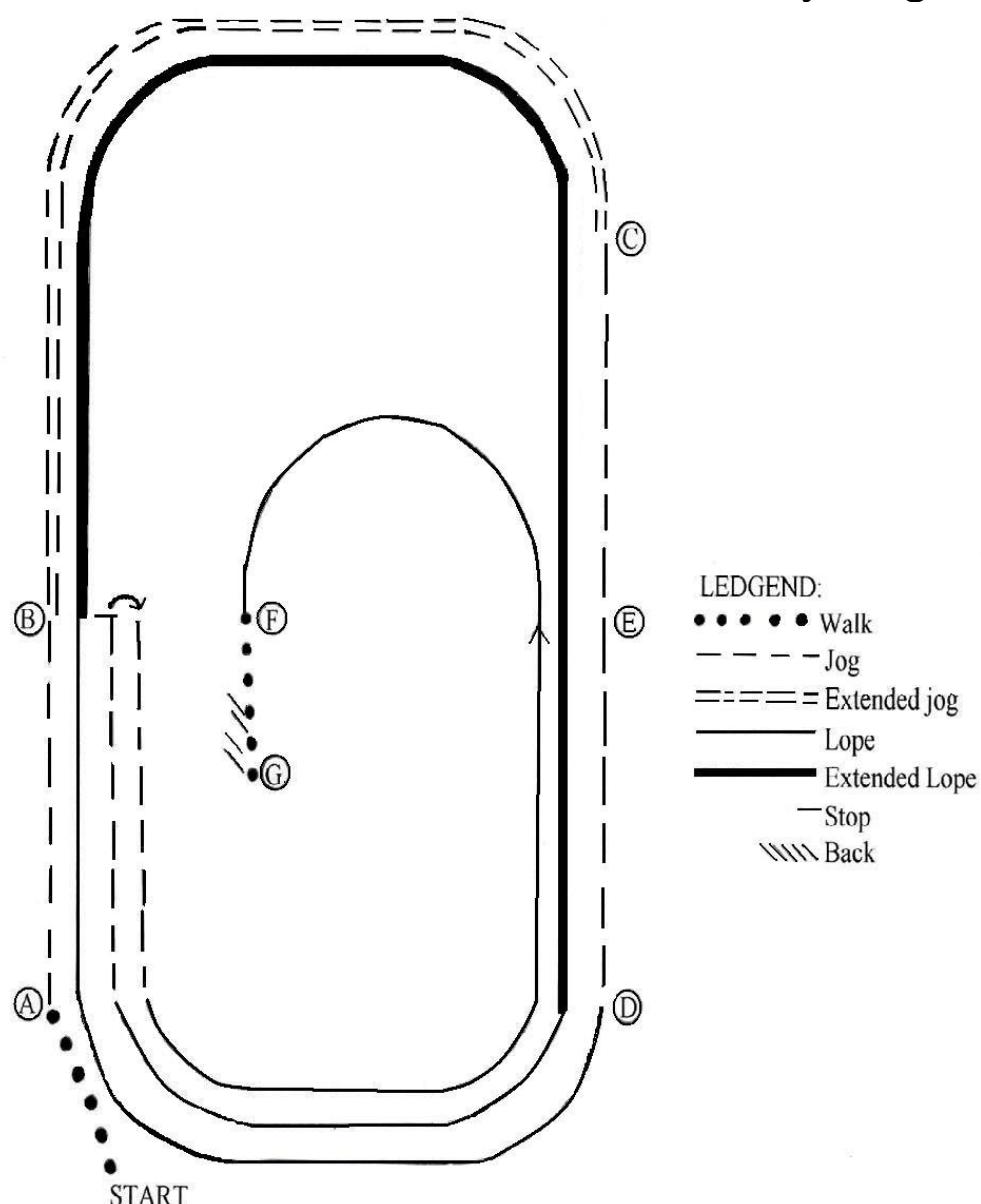
Judge's Signature: _____

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4. Ranch Riding (#3)

Ranch Riding Pattern #3

1. Walk from start to cone A.
2. Jog from cone A to cone B.
3. Extend the jog from cone B to cone C.
4. Collect back to regular jog at cone C, jog to cone D.
5. Lope on right lead from cone D to cone B.
6. Extend the lope at cone B and lope to cone D.
7. Collect back to a regular lope at cone D and lope to cone A.
8. Jog from cone A to cone B.
9. Stop, settle and wait at cone B.
10. Turn and jog to cone A.
11. Lope left lead from cone A to cone E turning at E toward the middle of the arena and continue to lope to cone F.
12. Transition to walk at cone F and walk to cone G.
13. Stop and back approx. one horse length.
14. Stop, settle and wait until dismissed by Judge.



Ranch Riding (Pattern 3)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Rome
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk from Start to Cone A						
2. Transition to Jog, Jog - Cone A to B						
3. Transition to extended jog, extended jog - Cone B to C						
4. Collect back to regular jog, jog - Cone C to D						
5. Transition to lope (right lead), lope - Cone D to B						
6. Transition to extended lope, extended lope - Cone B to D						
7. Collect back to regular lope, lope - Cone D to A						
8. Transition to jog, jog - Cone A to B						
9. Stop, settle and wait at Cone B						
10. Turn and jog - Cone B to A						
11. Transition to lope (left lead), lope - Cone A to F						
12. Transition to walk, walk - Cone F to G						
13. Stop and back - Cone G						
14. Stop, settle and wait at Cone G						
MANEUVER TOTAL:						PENALTY TOTAL:

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

Comments: _____

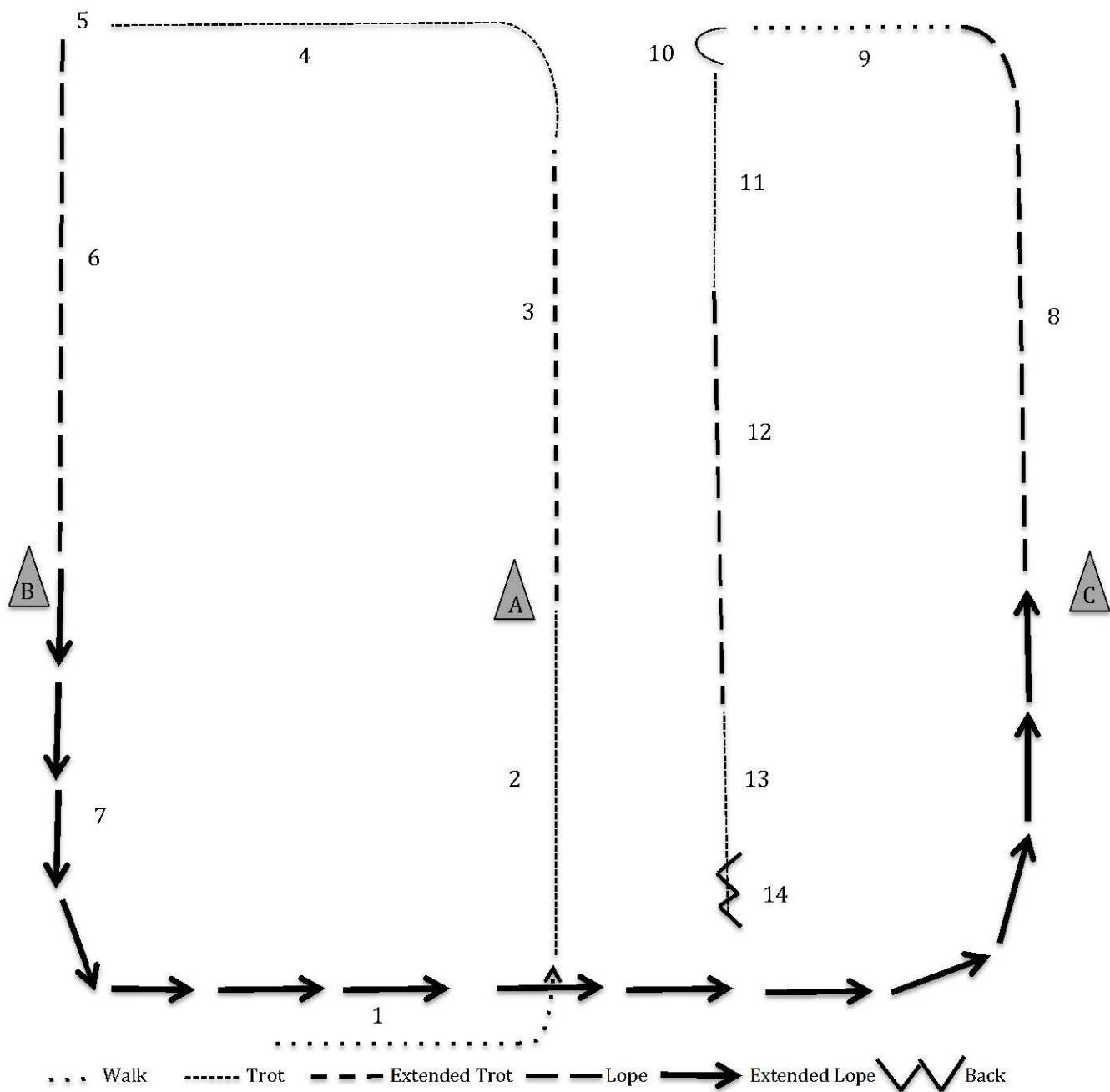
Judge's Signature: _____

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5. Ranch Riding (#4)

Ranch Riding Pattern #4

1. Walk from either directions (enter gate)
2. Trot up middle of arena
3. Extend trot to end of arena at cone A
4. Return to slow trot to left
5. Stop in corner $\frac{1}{4}$ turn to left
6. Begin lope in left lead to B
7. Extend lope to C
8. Return to regular lope until corner
9. At corner walk
10. Stop and $\frac{1}{4}$ turn left
11. Trot
12. Lope right lead
13. Break back to trot
14. Stop and back.



Ranch Riding (Pattern 4)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk from start to middle of arena						
2. Transition to trot, trot up middle of arena to Cone A						
3. Transition to extended trot, extended trot to end of arena						
4. Collect back to regular trot, trot to corner						
5. Stop at corner, make 1/4 turn to left						
6. Begin lope in left lead to Cone B						
7. Transition to extended lope, extended lope to Cone C						
8. Collect back to regular lope						
9. Transition to walk at corner						
10. Stop and make 1/4 turn to left						
11. Trot						
12. Lope right lead						
13. Transition to trot						
14. Stop and back						
MANEUVER TOTAL:						PENALTY TOTAL:

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

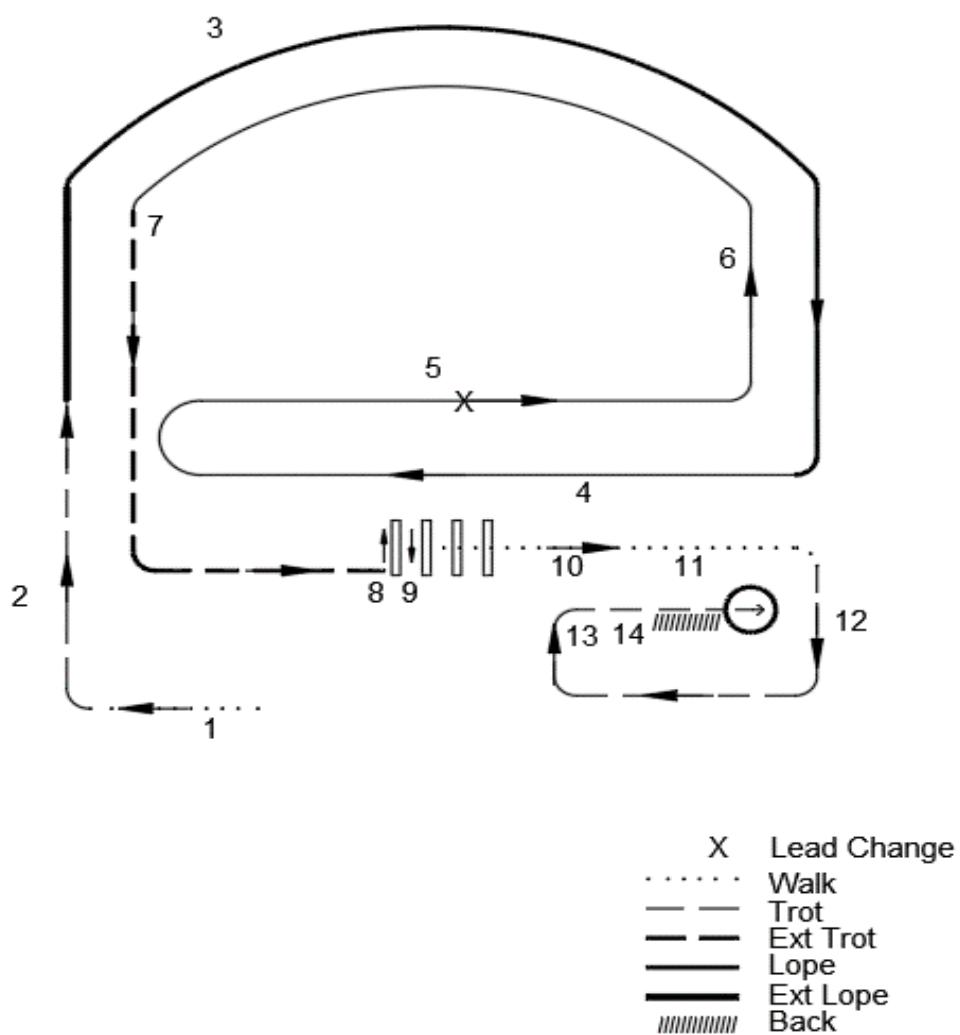
Comments: _____

Judge's Signature: _____

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6. Ranch Riding (#5)

5. Ranch Riding Pattern #5 (NVRHA, VRH & AQHA approved)



1. Walk
2. Trot
3. Extended lope in right lead
4. Collect lope right lead
5. Change leads
6. Lope left lead
7. Extend trot
8. Stop
9. Side pass left over pole & side pass half way
10. Walk over logs
11. Walk
12. Trot Square
13. Stop
14. 360° turn left & back

Ranch Riding (Pattern 5)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk						
2. Trot						
3. Extended lope in right lead						
4. Collect lope right lead						
5. Change leads						
6. Lope left lead						
7. Extend trot						
8. Stop						
9. Side pass left over pole & side pass right half way						
10. Walk over logs						
11. Walk						
12. Trot Square						
13. Stop						
14. 360° turn left & back						
MANEUVER TOTAL:		PENALTY TOTAL:				

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

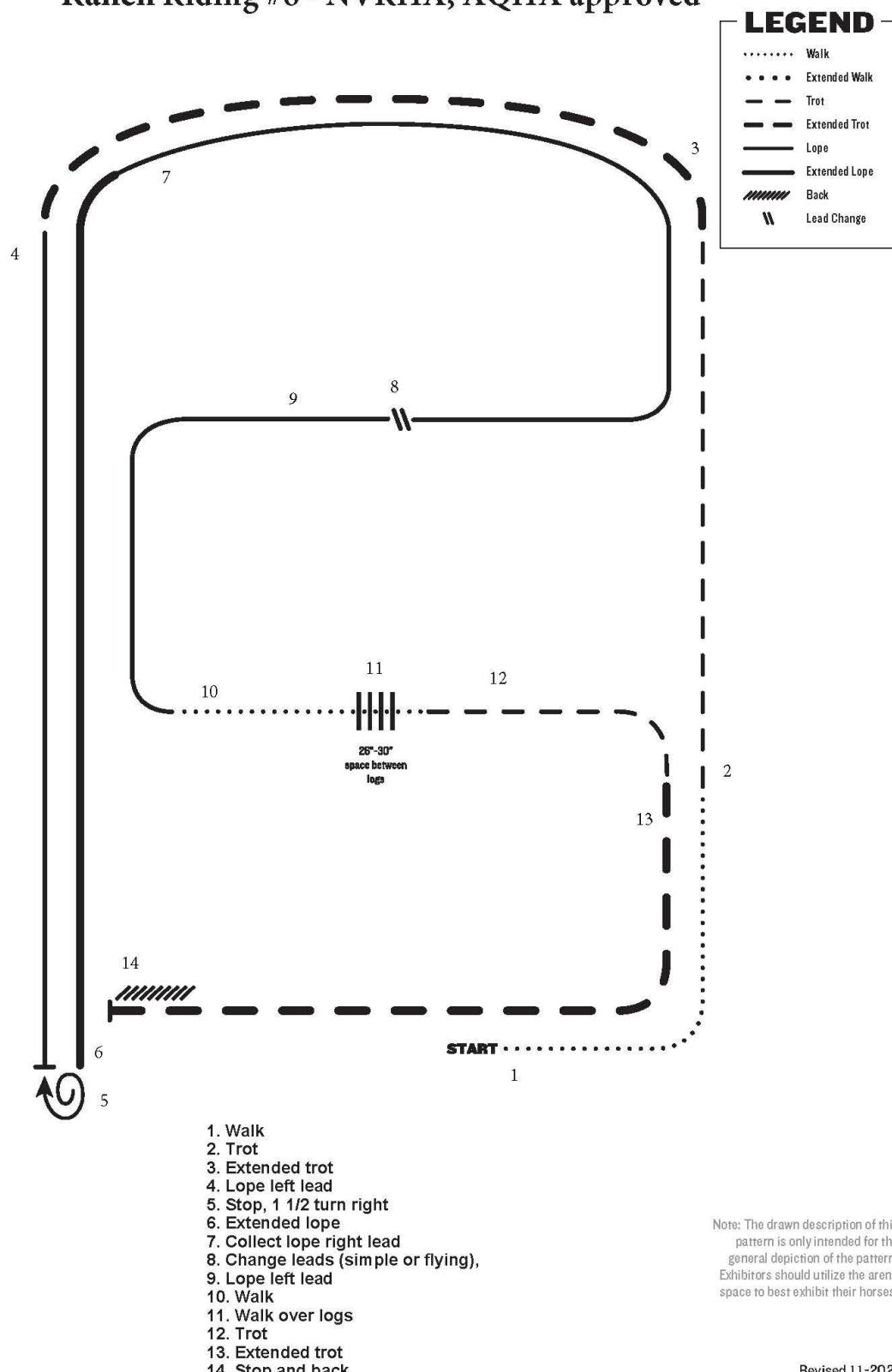
Comments: _____

Judge's Signature: _____

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7. Ranch Riding (#6)

Ranch Riding #6 - NVRHA, AQHA approved



Ranch Riding (Pattern 6)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Average, .5=Above Avg, +1=Very Good, +1.5=Good, +2=Very Good, +2.5 Almost Excellent, +3=Excellent, -.5=Needs		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MOI than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
**Novice Excluded - Can use 2 hands
C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk						
2. Trot						
3. Extended trot						
4. Lope left lead						
5. Stop, 1 1/2 turn right						
6. Extended lope in right lead						
7. Collected lope right lead						
8. Change leads						
9. Lope left lead						
10. Walk						
11. Walk over logs						
12. Trot						
13. Extended trot						
14. Stop and back						
MANEUVER TOTAL:		PENALTY TOTAL:				

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

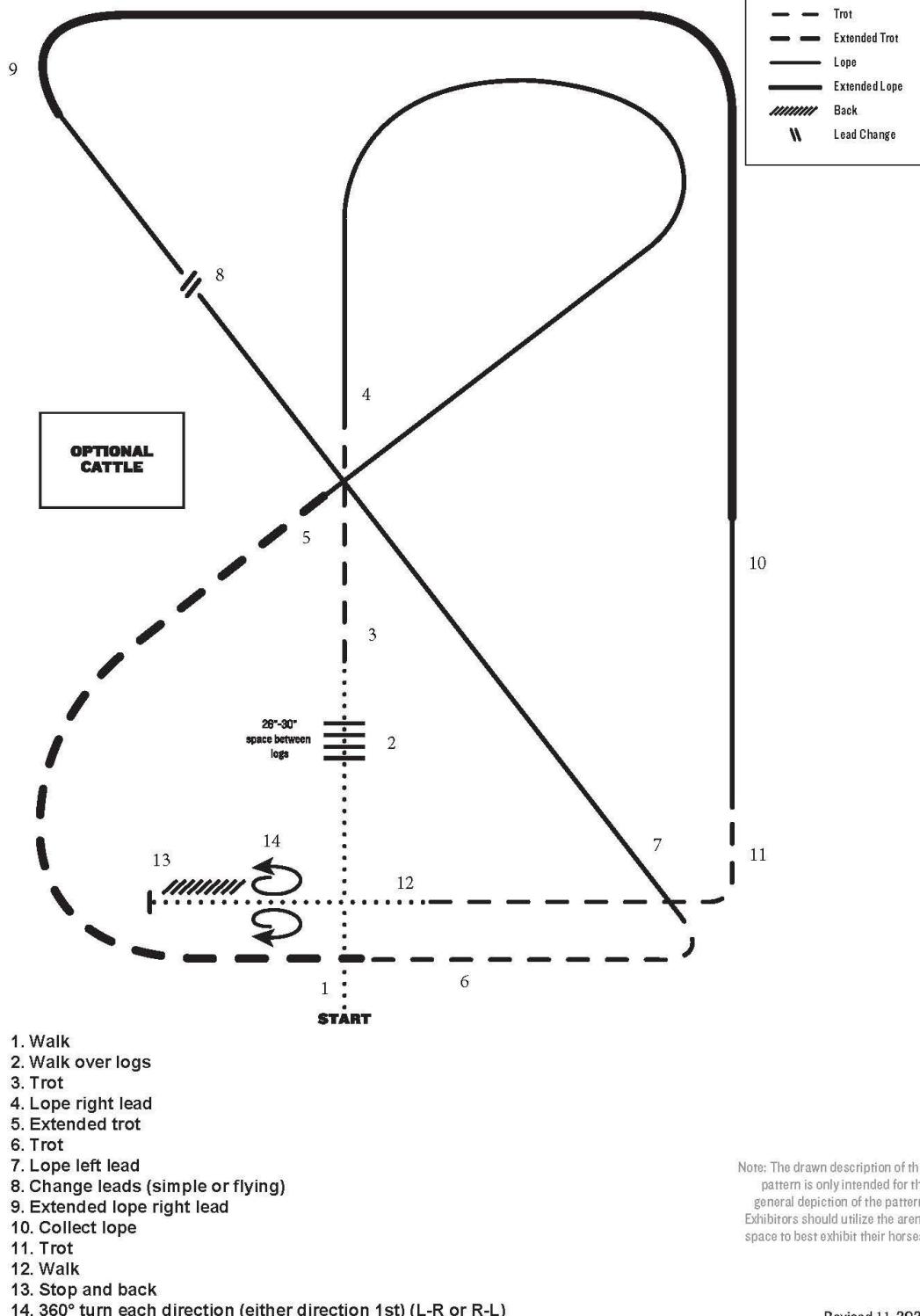
Comments: _____

Judge's Signature: _____

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8. Ranch Riding (#7)

Ranch Riding #7 - NVRHA, AQHA approved



Revised 11-2025

Ranch Riding (Pattern 7)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Average, .5=Above Avg, +1=Very Good, +1.5=Good, +2=Very Good, +2.5 Almost Excellent, +3=Excellent, -		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MOI than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
**Novice Excluded - Can use 2 hands
C. Fingers between the reins in a bridle class
**except the two rein & one finger(index) allowed in split
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk						
2. Walk over logs						
3. Trot						
4. Lope right lead						
5. Extended trot						
6. Trot						
7. Lope left lead						
8. Change leads						
9. Extended lope right lead						
10. Collected lope						
11. Trot						
12. Walk						
13. Stop and back						
14. 360° turn each direction (L-R or R-L)						
MANEUVER TOTAL:						PENALTY TOTAL:

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

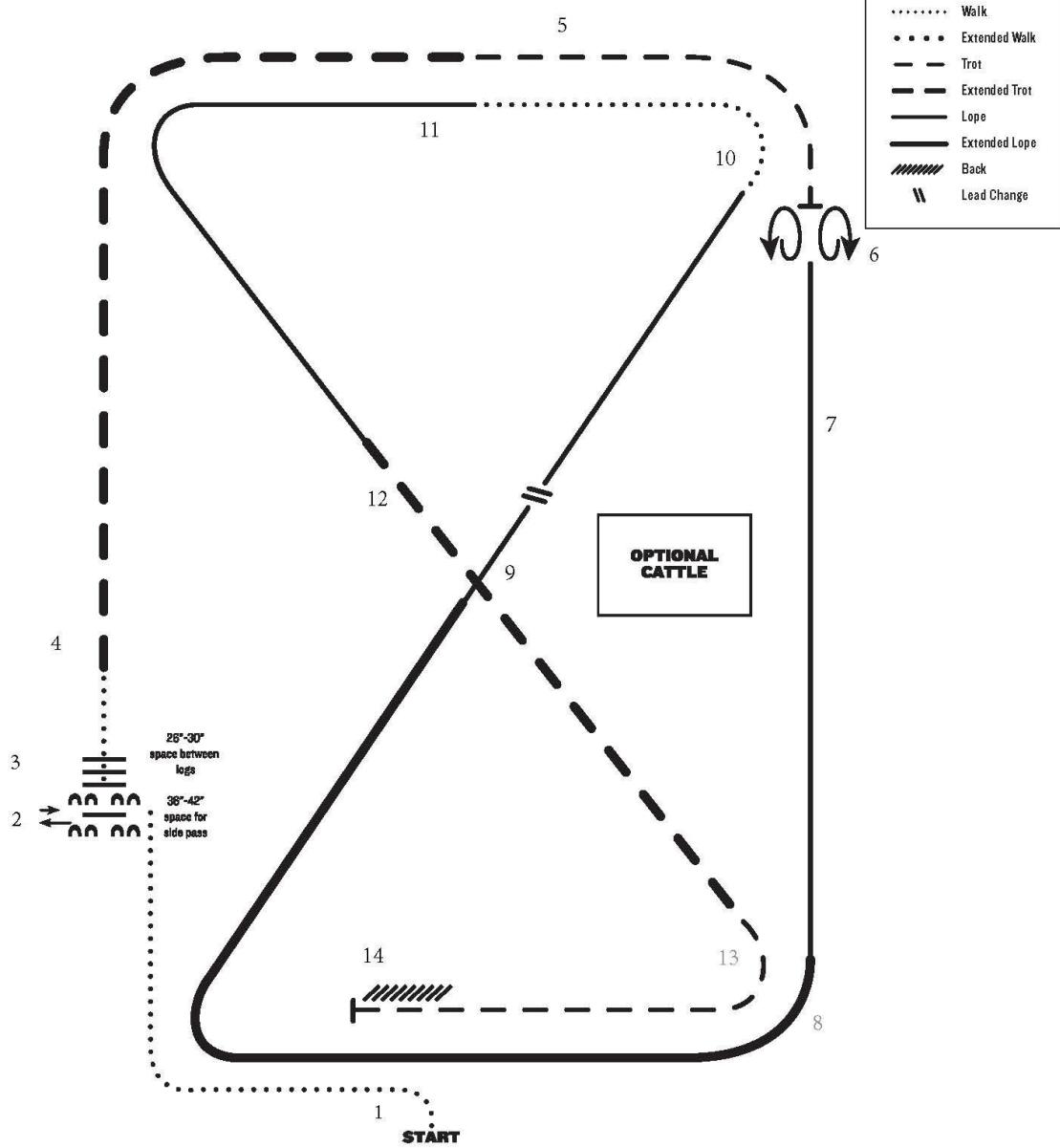
Comments: _____

Judge's Signature: _____

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9. Ranch Riding (#8)

Ranch Riding #8 - NVRHA, AQHA approved



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Revised 11-2025

Ranch Riding (Pattern 8)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Average, .5=Above Avg, +1=Very Good, +1.5=Good, +2=Very Good, +2.5=Almost Excellent, +3=Excellent, -.5=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
**Novice Excluded - Can use 2 hands
C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk						
2. Side pass left across first log, side pass 1/2 way to right						
3. Walk over logs						
4. Extended trot						
5. Trot						
6. Stop, 360° turn each direction (L-R or R-L)						
7. Lope right lead						
8. Extended lope right lead						
9. Collect lope, change leads, continue left lead						
10. Walk						
11. Lope left lead						
12. Extended trot						
13. Trot						
14. Stop and back						
MANEUVER TOTAL:						PENALTY TOTAL:

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

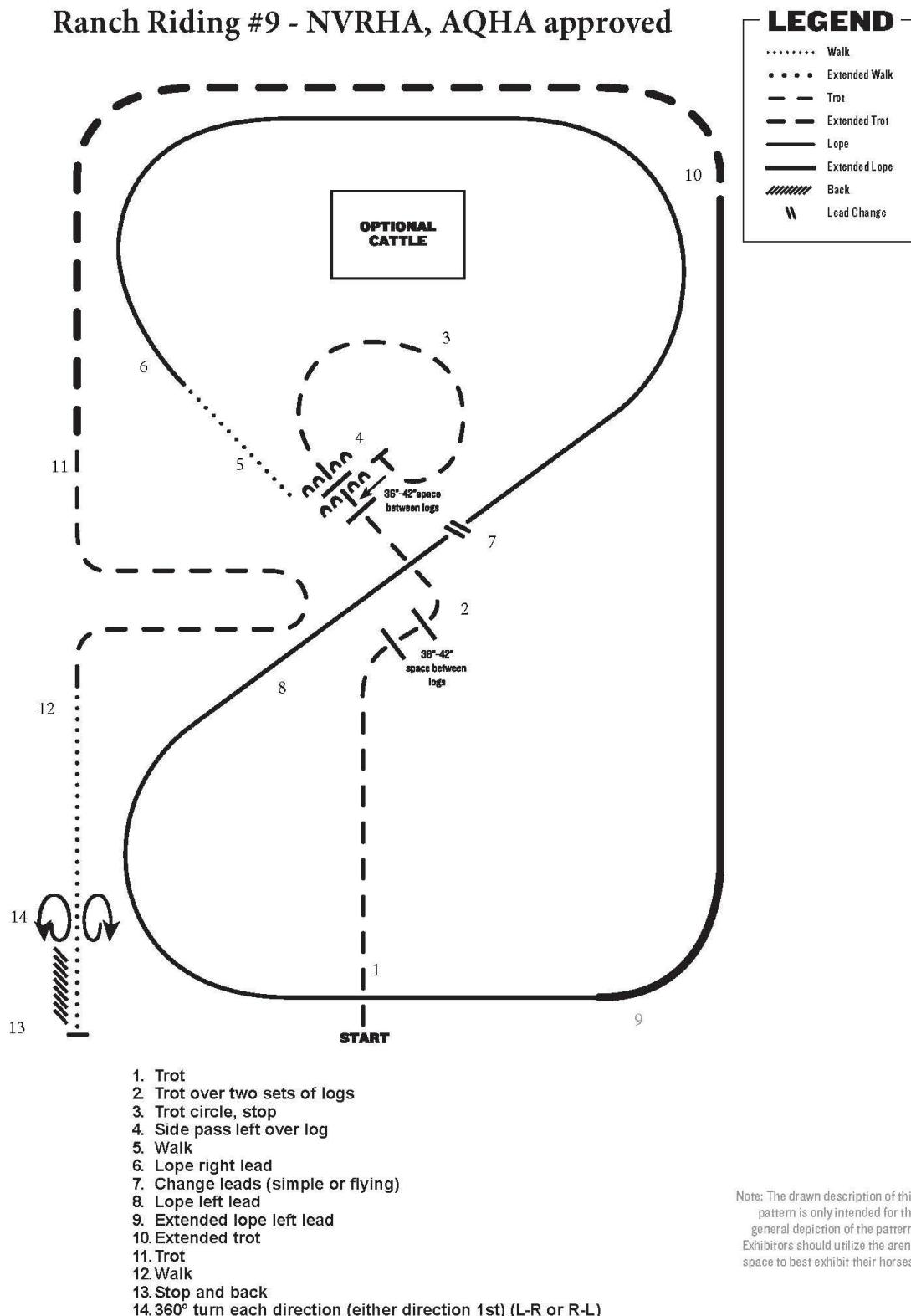
Comments: _____

Judge's Signature: _____

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10. Ranch Riding (#9)

Ranch Riding #9 - NVRHA, AQHA approved



Revised 11-2025

Ranch Riding (Pattern 9)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Average, .5=Above Avg, +1=Very Good, +1.5=Good, +2=Very Good, +2.5 Almost Excellent, +3=Excellent, -.5=Needs Improvement		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
**Novice Excluded - Can use 2 hands
C. Fingers between the reins in a bridle class
**except the two rein & one finger(index) allowed in split reins
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Trot						
2. Trot over two sets of logs						
3. Trot circle, stop						
4. Side pass left over log						
5. Walk						
6. Lope right lead						
7. Change leads						
8. Lope left lead						
9. Extended lope left lead						
10. Extended trot						
11. Trot						
12. Walk						
13. Stop and back						
14. 360° turn each direction (L-R or R-L)						
MANEUVER TOTAL:		PENALTY TOTAL:				

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

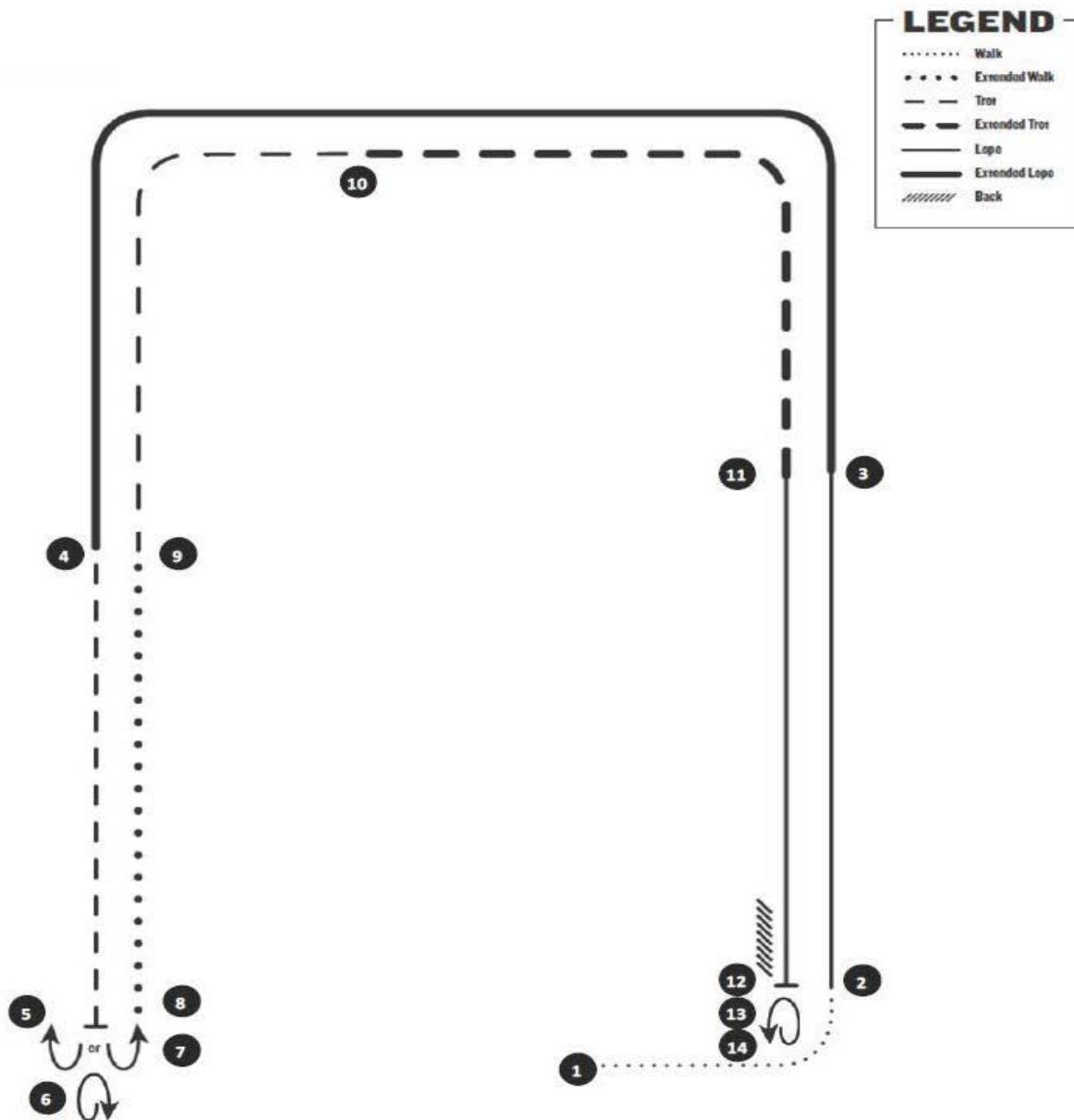
Comments:

Judge's Signature: _____

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11. Ranch Riding (#10)

Ranch Riding #10 - NVRHA



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5
6. Spin 360 right
7. reverse (either direction)
8. Extended Walk from 8 to 9 - 75 feet
9. Trot from 9 to 10 - 90 feet
10. Extended Trot from 10 to 11 - 240 feet
11. Lope from 11 to 12 - 150 feet
12. Stop
13. Spin 360 Left
14. Back at 14 - approximately one horse length

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Revised 05-2021

Ranch Riding (Pattern 10)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Average, .5=Above Avg, +1=Very Good, +1.5=Good, +2=Very Good, +2.5 Almost Excellent, +3=Excellent, -		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		

Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

10 POINT PENALTY

A. Missed pattern

H. Use of 2 hands on the reins in a bridle or two rein

**Novice Excluded - Can use 2 hands

3 POINT PENALTY

L. Out of lead

C. Fingers between the reins in a bridle class

G. Incorrect or break of gait for MORE than two strides

**except the two rein & one finger(index) allowed in split i

I. Illegal or failed equipment

Q. Riding outside of course area

K. Fall to the ground of rider or horse

5 POINT PENALTY

M. Misuse of Romel

D. Blatant Disobedience

P. Touching horse with free hand.

F. Instill fear or praise

J. Use of spurs forward of the cinch



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				
		1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk from 1 to 2						
2. Lope from 2 to 3						
3. Extended Lope from 3 to 4						
4. Trot from 4 to 5						
5. Stop at 5						
6. Spin 360 right						
7. reverse (either direction)						
8. Extended Walk from 8 to 9						
9. Trot from 9 to 10						
10. Extended Trot from 10 to 11						
11. Lope from 11 to 12						
12. Stop						
13. Spin 360 Left						
14. Back at 14 - appoximately one horse length						
MANEUVER TOTAL:		PENALTY TOTAL:				

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

Comments:

Judge's Signature: _____

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12. Ranch Cutting

Cutting Judges Sheet

Novice/Intermediate

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.		

1 POINT PENALTY

- W. Loss of working advantage
- S. Toe, foot or stirrup on the shoulder
- V. Working out of position
- J. Excessive assistance of turn back or herd help

10 POINT PENALTY

- A. Turn tail to the cow
- E. Excessive disturbance of the herd
- H. Use of two hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
- **except the two rein, & one finger (index) allowed in split reins**
- I. Illegal or failed equipment
- K. Fall to the ground of rider or horse
- M. Misuse of Romel
- F. More than one cow remains in the pen after time has expired.
- T. Schooling horse btw cows and / or events
- P. Touching horse with free hand.

3 POINT PENALTY

- B. Biting or Striking the Cow
- E. Exhausting or overworking
- S. Spurring on the shoulder
- F. Back Fence
- P. Cattle picked up or scattered
- J. Excessive assistance of turn back

5 POINT PENALTY

- M. Not driving between cone and corner
- C. Changing cow after a specific commitment
- D. Blatant Disobedience
- L. Losing the cow back to the herd
- Q. Quitting the cow
- N. Not penning
- F. Failure to separate a single cow



MANEUVER	JUDGE'S SCORE	PENALTIES					
		1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
1. Herd Entry							
2. Drive Cow from the Herd							
3. Set up for Cutting							
4. Working center of Arena							
5. Courage/Cow Sense							
6. Degree of Difficulty							
7. Eye Appeal							
8. Setting up for the drive							
9. Driving to pen between marker and fence							
10. Penning the correct cow							

MANEUVER TOTAL: _____

PENALTY TOTAL: _____

70 Points +/- Maneuver Total: _____ - Less Penalty Total: _____ = Total Score: _____

Comments: _____

Judge's Signature: _____ Copyright © 2015 by NVRHA

Cutting Judges Sheet

Limited/Amateur/Open

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.		

1 POINT PENALTY

- W. Loss of working advantage
- T. Toe, foot or stirrup on the shoulder
- V. Working out of position
- J. Excessive herd help

3 POINT PENALTY

- B. Biting or Striking the Cow
- E. Exhausting or overworking
- S. Spurring on the shoulder
- F. Back Fence
- P. Cattle picked up or scattered
- Q. Hot Quit

5 POINT PENALTY

- C. Changing cow after a specific commitment
- D. Blatant Disobedience
- L. Losing the cow back to the herd
- Q. Quitting the cow
- F. Failure to separate a single cow

10 POINT PENALTY

- A. Turn tail to the cow
- E. Excessive disturbance of the herd
- H. Use of two hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
- **except the two rein, & one finger (index) allowed in split reins**
- I. Illegal or failed equipment
- K. Fall to the ground of rider or horse
- F. Failure to work two cattle
- M. Misuse of Romel
- T. Schooling horse btw cows and / or events
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
COW ONE							
1. Herd Work							
2. Control of Cow							
3. Degree of Difficulty							
4. Eye Appeal							
COW TWO							
5. Herd Work							
6. Control of Cow							
7. Degree of Difficulty							
8. Eye Appeal							
OVERALL							
9. Courage							
10. Time Worked							

MANEUVER TOTAL: _____

PENALTY TOTAL: _____

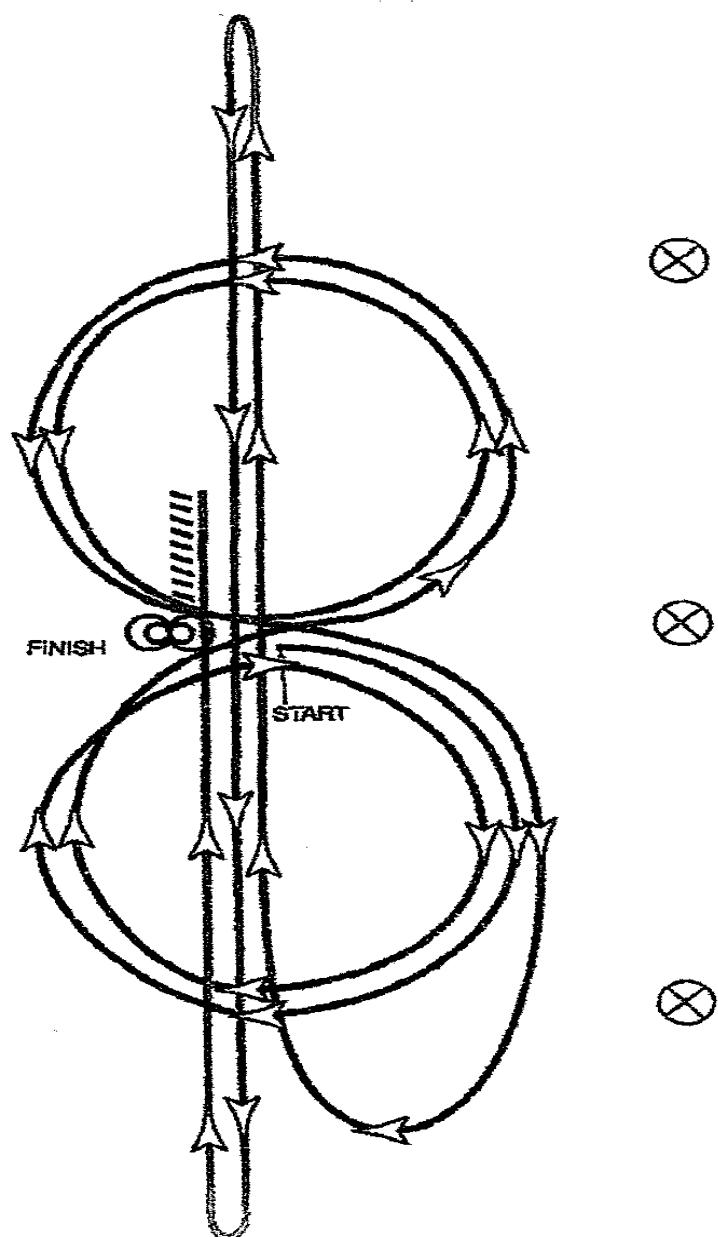
70 Points +/- Maneuver Total: _____ - Less Penalty Total: _____ = Total Score: _____

Comments _____

Judge's Signature: _____

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13. Working Ranch Horse (#1) Working Ranch Horse Pattern I



1. Beginning at the center of the arena, take a right lead and complete two circles to the right, away from the judge, of moderate size and speed.
2. At the center of the arena, change leads and do two circles to the left, both of moderate size and speed.
3. At the center of the arena, change leads.
4. Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena. Run the length of the arena past the marker.
5. Do a square, sliding stop, then hesitate.
6. Turn left and begin a run to the opposite end of the arena. Run the length of the arena past the marker.
7. Do a square, sliding stop, then hesitate
8. Turn right, and begin a rundown past the center marker of the arena.
9. Do a square, sliding stop, and back to the center of the arena or at least 10 feet. Let the horse settle in the area of the stop.
10. Do two spins to the right.
11. Do two spins to the left.
12. Hesitate to show completion of the pattern.

Reined Work (Pattern 1)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- E. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & and one finger (index) allowed in split reins**
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Depart, 2 right circles, moderate size and speed							
2. Change Lead							
3. Two left circles, moderate size and speed							
4. Change lead							
5. Rundown, stop, hesitate, left turn							
6. Rundown, stop, hesitate, right turn							
7. Rundown, stop, back							
8. Two right spins, Two left spins							
	JUDGE'S SCORE	PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

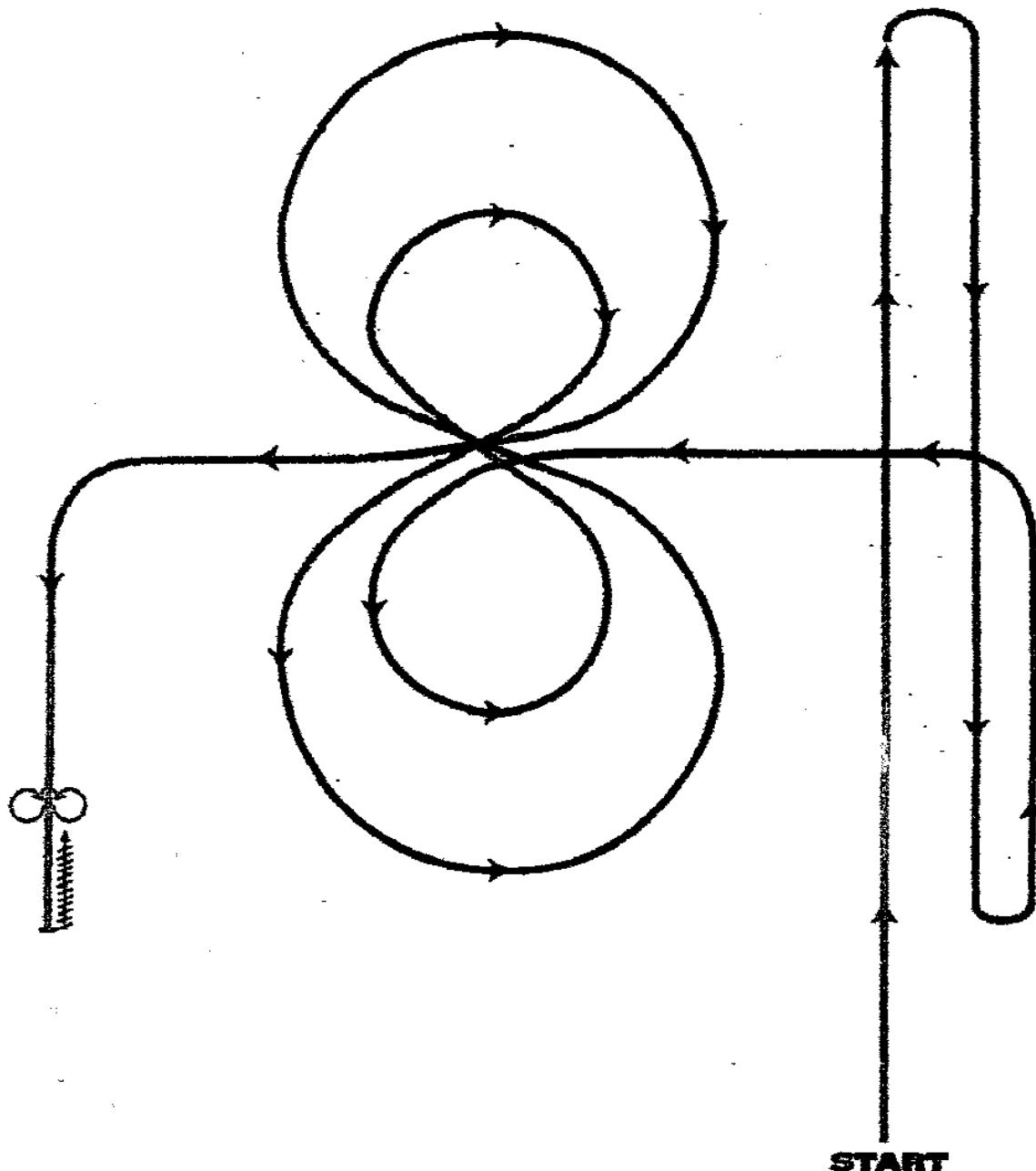
Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score.

Comments:

Judge's Signature:

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14. Working Ranch Horse (#2) Working Ranch Horse Pattern II



1. Start on the right side of the arena and lope to the far end of the arena.
2. Stop and rollback to the right. Continue to the other end of the arena.
3. Stop and rollback to the left. Continue to the center of the arena.
4. Lope a small, slow circle to the left. Change leads.
5. Lope a small, medium speed circle to the right. Change Leads.
6. Lope a large, fast circle to the left. Change Leads.
7. Lope a large, fast circle to the right. Change Leads.
8. Continue down the arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin right or left.
11. Do a 360 degree spin in the opposite direction.
12. Hesitate to show completion of the pattern.

Reined Work (Pattern 2)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- H. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & and one finger (index) allowed in split reins**
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
1. Rundown, stop, right roll back							
2. Rundown, stop, left roll back							
3. Lope small left circle, slow change leads							
4. Lope right medium circle, medium speed change leads							
5. Lope fast, large, left circle, change leads							
6. Lope fast, large right circle change leads							
7. Continue around arena, stop, back							
8. One 360 degree spin both directions, hesitate to show completion							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

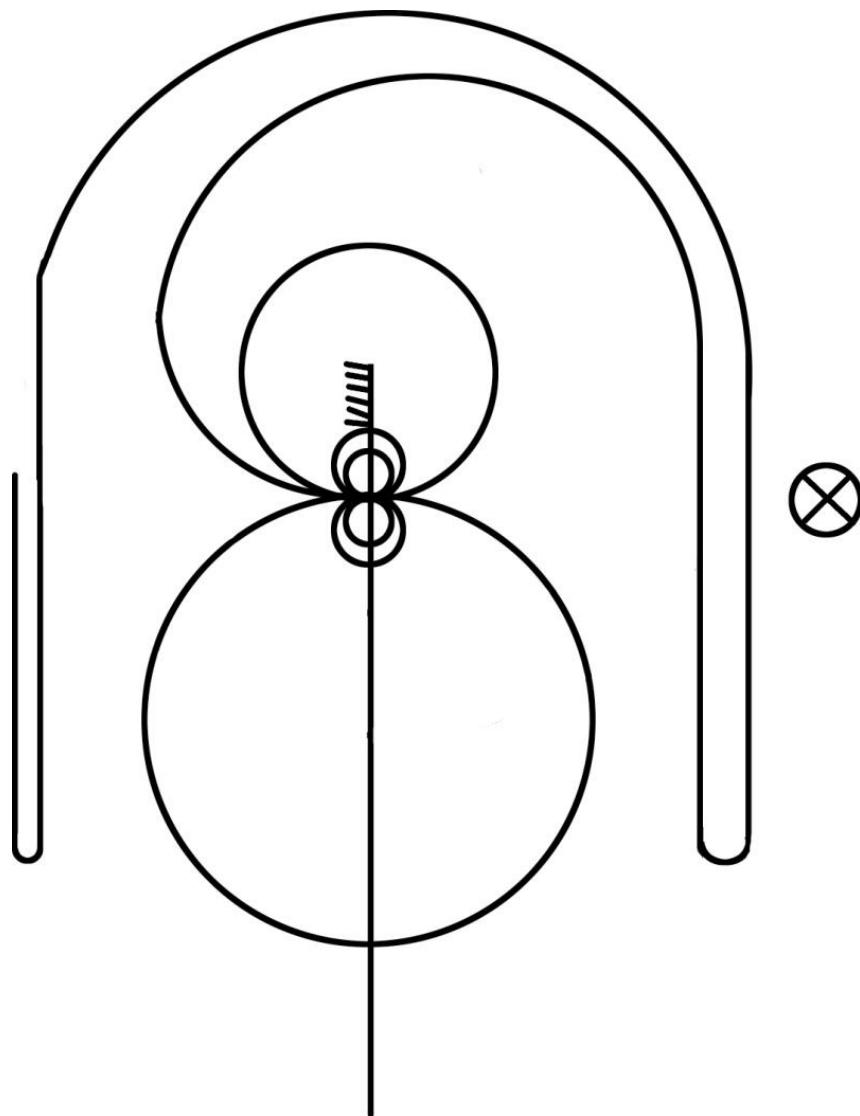
Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

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15. Working Ranch Horse (#3) Working Ranch Horse Pattern III



Mandatory marker along Fence or Wall. Ride Pattern Follows:

1. Start at end of arena. Run past the center marker and do a square, sliding stop.
2. Back approximately 10 to 15 feet to center.
3. Do 2 spins to the right
4. Do 2 1/4 spins to the left
5. Begin on right lead and complete one right circle, small and slow.
Change leads in the center of arena.
6. Complete one large, fast circle to the left. Change leads in the center of arena.
7. Continue loping around the end of the arena without breaking gate. Run straight down the right side of arena past the center marker. Stop and do a left roll back.
8. Continue back around the previous circle but do not close this circle.
Run down the left side of the arena past the center marker. Stop and do a right roll back.
9. Continue past the center marker and do a square, sliding stop.
10. Hesitate to complete the pattern.

Reined Work (Pattern 3)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY		5 POINT PENALTY		10 POINT PENALTY	
J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides		S. Spurring in front of cinch			
L. Delay lead change 1 stride		D. Blatant Disobedience			
O. Over/Under spin up to 1/8		F. Instill fear or praise			
F. Failure to remain 20' from fence on approach to stops and roll backs		H. Holding saddle with either hand			
1 POINT PENALTY					
L. Out of lead each 1/4 of a circle, cumulative		A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides			
O. Over/Under spin between 1/8 & 1/4		H. Use of 2 hands on the reins in a bridle or two rein			
2 POINT PENALTY		10 POINT PENALTY			
F. Fail to lope before first marker		C. Fingers between the reins in a bridle class			
P. Fail to lope past marker before stop is initiated		**except the two rein, & and one finger (index) allowed in split reins**			
J. Jog over 2 strides but less than 1/2 circle		K. Fall to the ground of rider or horse			
G. Break of gait		I. Illegal or failed equipment			
S. On walk in patterns, failure to stop or walk before canter departure		J. Jog over 1/2 circle or 1/2 length of arena			
S. On trot in patterns, failure to stop before lope departure		M. Misuse of Romal			
S. On run-in patterns, failure to be in a canter prior to first marker		P. Touching horse with free hand.			
R. Freezing up in spin or roll back					



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Start at end of arena, run down middle past center marker, do a square sliding stop							
2. Back to center, approx. 10-15 feet							
3. 2 spins right and 2 1/4 spins left							
4. On right lead do 1 small, slow circle right, change leads							
5. On left lead do 1 large, fast circle left, change leads							
6. Continue loping around end of arena without breaking gait. Run down right side of arena, past center marker, Stop, do a left rollback.							
7. Continue back around previous circle, run down left side of arena past the center marker, Stop & do a right roll back.							
8. Continue past the center marker and do a sliding stop. Hesitate to show end of pattern.							
JUDGE'S SCORE							PENALTY TOTAL

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____
 Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

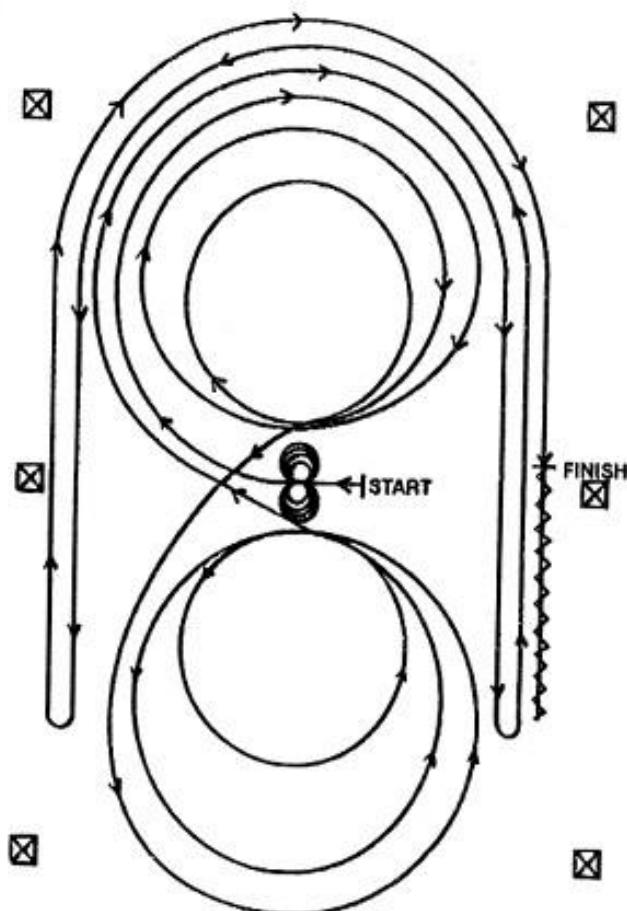
Comments: _____

Judge's Signature: _____

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16. Working Ranch Horse (#4)

Working Ranch Horse Pattern IV



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence.
8. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Reined Work (Pattern 4)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- F. Instill fear or praise
- H. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & and one finger (index) allowed in split reins**
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
1. Four 360 degree spins left, four 360 degree spins right							
2. Begin right lead, complete three circles, one large fast, one small slow, one large fast							
3. Change leads							
4. Begin left circles, complete three, one large fast, one small slow, one large fast							
5. Change Leads							
6. Continue loping around end of arena without breaking gait, run down right side of arena past center marker, stop, do a left rollback.							
7. Continue back around previous circle, rundown left side of arena past the center marker, stop & do a right rollback.							
8. Continue back around previous circle, rundown right side past center marker 10 to 15 feet. Stop & back to center marker.							
JUDGE'S SCORE							PENALTY TOTAL

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

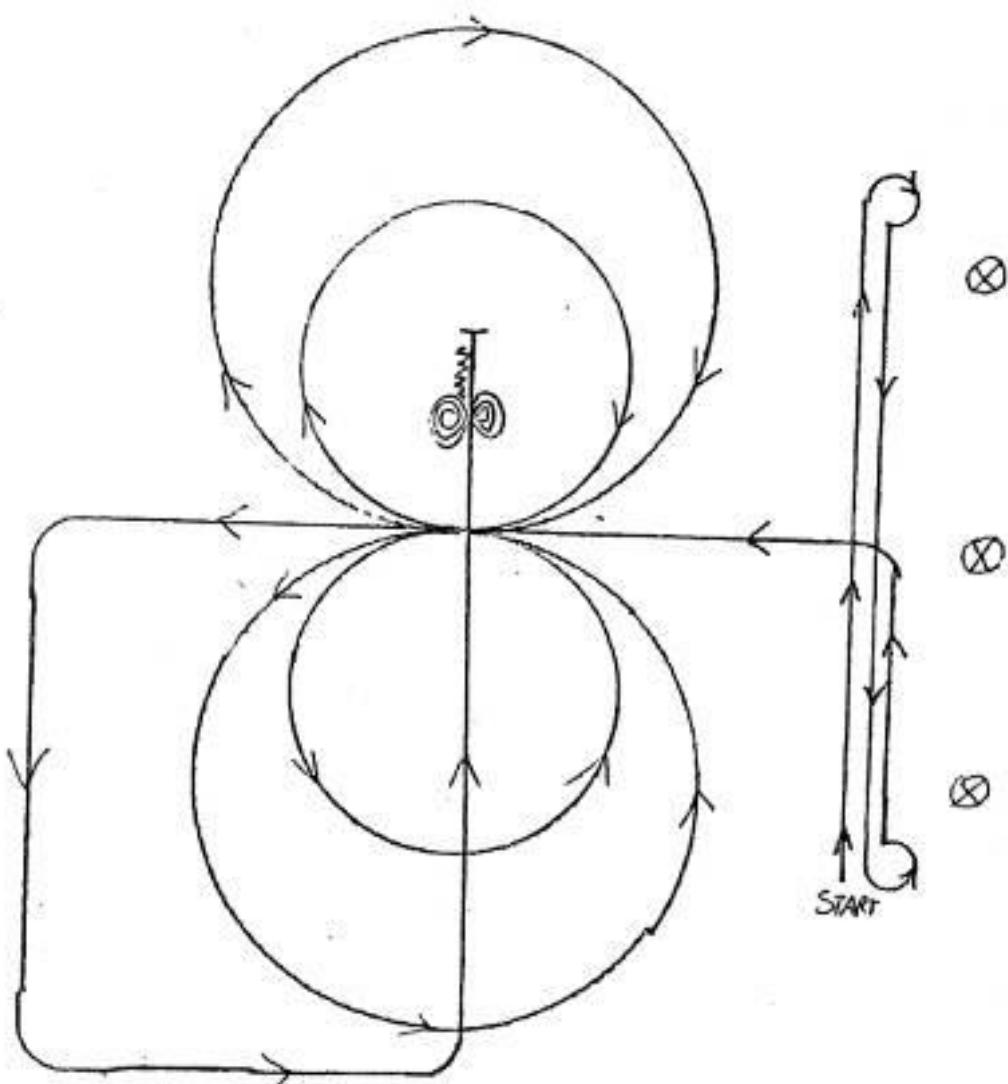
Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

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17. Working Ranch Horse (#5) Working Ranch Horse Pattern V



Start at the right side of the arena (At least 20 feet from the fence)

1. Run past end marker - Stop - Rollback right - Go to other end of arena.
2. Run past end marker - Stop - Rollback left - Go to center of arena.
3. Lope large fast circle to the left.
4. Lope small slow circle to the left.
5. Change lead.
6. Lope small slow circle to the right.
7. Lope large fast circle to the right.
8. Change lead.
9. Continue around end of arena and begin rundown past center - Stop - Back at least 10 feet.
10. Spin either direction 3 times.
11. Spin opposite direction 3 $\frac{1}{2}$ times.

Reined Work (Pattern 5)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- F. Instill fear or praise
- H. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & and one finger (index) allowed in split reins**
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
1. Start on the right side of the arena. Rundown the right side, stop, right rollback.							
2. Rundown the right side of the arena, stop, left rollback.							
3. Continue to the center of the arena, lope a large, fast circle left, lope a small, slow circle left.							
4. Change lead							
5. Lope small, slow circle right, lope a large, fast circle right.							
6. Change leads							
7. Continue around arena rundown center of arena past center marker, Stop, Back							
8. Do three, 360 degree spins either direction, and three and one-half spins the opposite direction. Hesitate to show end of pattern.							
	JUDGE'S SCORE						PENALTY TOTAL

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

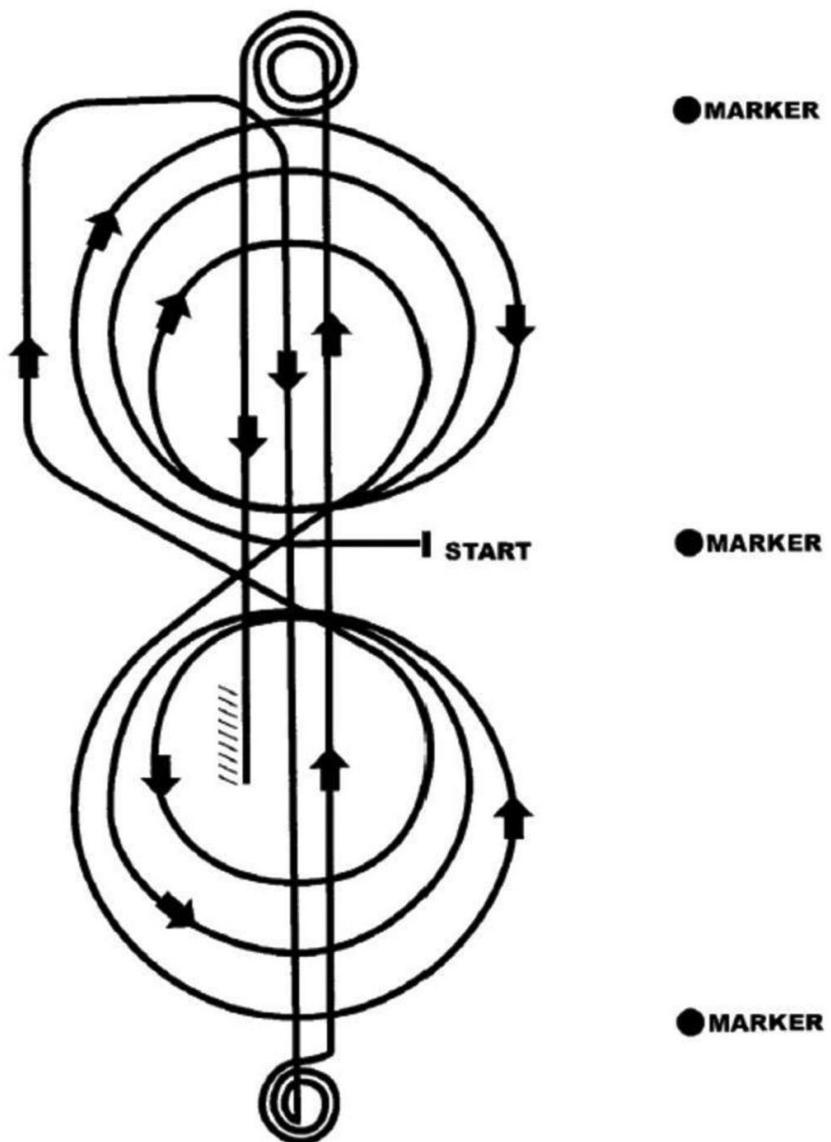
Comments: _____

Judge's Signature: _____

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18. Working Ranch Horse (#6)

Working Ranch Horse Pattern VI (AQHA approved pattern)



Start by trotting into center of arena and stop.

1. Start Pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Run up center of arena to far end past the end marker and come to a sliding stop
5. Complete 3 1/2 spins to the right
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left.
8. Run back to the middle of the arena past the center marker and come to a sliding stop.
9. Back at least 10 feet in a straight line.

Reined Work (Pattern 6)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- E. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & and one finger (index) allowed in split reins**
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Trot to center							
2. Depart right, 2 large Fast, 1 small slow, change leads							
3. Left 3 large, 2 large fast circles, 1 small slow, change leads							
4. Rundown center & stop							
5. 3 1/2 Spins right							
6. Rundown center & stop							
7. 3 1/2 spins left							
8. Rundown to center, stop & back							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = Total Reining Score: _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

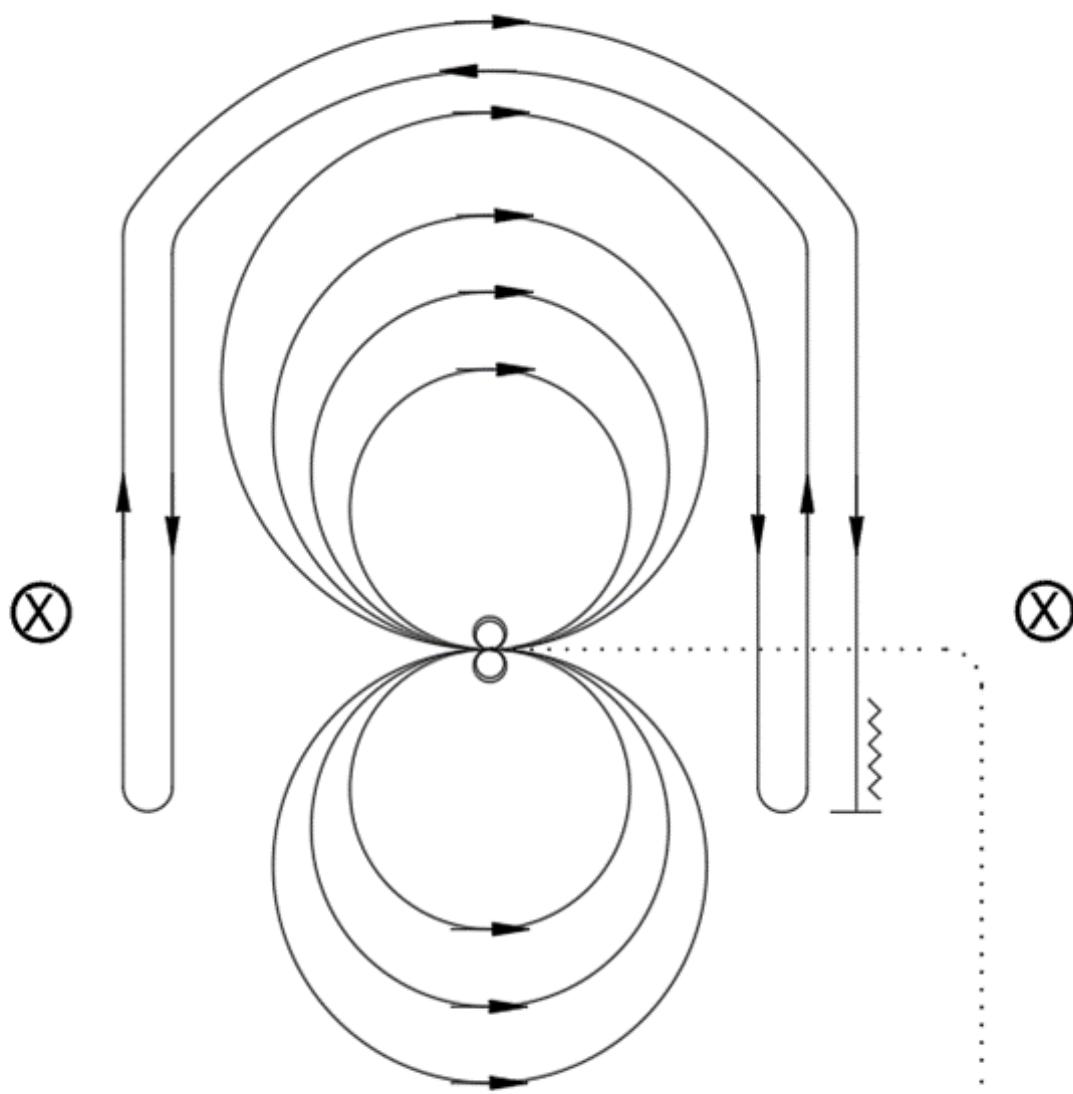
Comments: _____

Judge's Signature: _____

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19.

Working Ranch Horse Pattern (#7) (NVRHA, AQHA, VRH)



Mandatory Markers along Fence or Wall – The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride Pattern as follows: Trot to center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right – the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left – the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

Reined Work (Pattern 7)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		

Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

1/2 POINT PENALTY		5 POINT PENALTY		10 POINT PENALTY	
J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides		S. Spurring in front of cinch			
L. Delay lead change 1 stride		D. Blatant Disobedience			
O. Over/Under spin up to 1/8		I. Instill fear or praise			
F. Failure to remain 20' from fence on approach to stops and roll backs		E. Holding saddle with either hand			
1 POINT PENALTY		10 POINT PENALTY		10 POINT PENALTY	
L. Out of lead each 1/4 of a circle, cumulative		A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides		A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides	
O. Over/Under spin between 1/8 & 1/4		H. Use of 2 hands on the reins in a bridle or two rein		H. Use of 2 hands on the reins in a bridle or two rein	
2 POINT PENALTY		C. Fingers between the reins in a bridle class		C. Fingers between the reins in a bridle class	
F. Fail to lope before first marker		**except the two rein, & and one finger (index) allowed in split reins**		**except the two rein, & and one finger (index) allowed in split reins**	
P. Fail to lope past marker before stop is initiated		K. Fall to the ground of rider or horse		K. Fall to the ground of rider or horse	
J. Jog over 2 strides but less than 1/2 circle		I. Illegal or failed equipment		I. Illegal or failed equipment	
G. Break of gait		J. Jog over 1/2 circle or 1/2 length of arena		J. Jog over 1/2 circle or 1/2 length of arena	
S. On walk in patterns, failure to stop or walk before canter departure		M. Misuse of Romal		M. Misuse of Romal	
S. On trot in patterns, failure to stop before lope departure		P. Touching horse with free hand.		P. Touching horse with free hand.	
S. On run-in patterns, failure to be in a canter prior to first marker					
R. Freezing up in spin or roll back					

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.							
2. Complete 4 spins to the right. Hesitate.							
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at							
4. Complete 4 spins to the left. Hesitate							
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.							
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back.							
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker and do a right roll back.							
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop. Back up at lease 10 feet. Hesitate to show completion of pattern.							
JUDGE'S SCORE		PENALTY TOTAL					

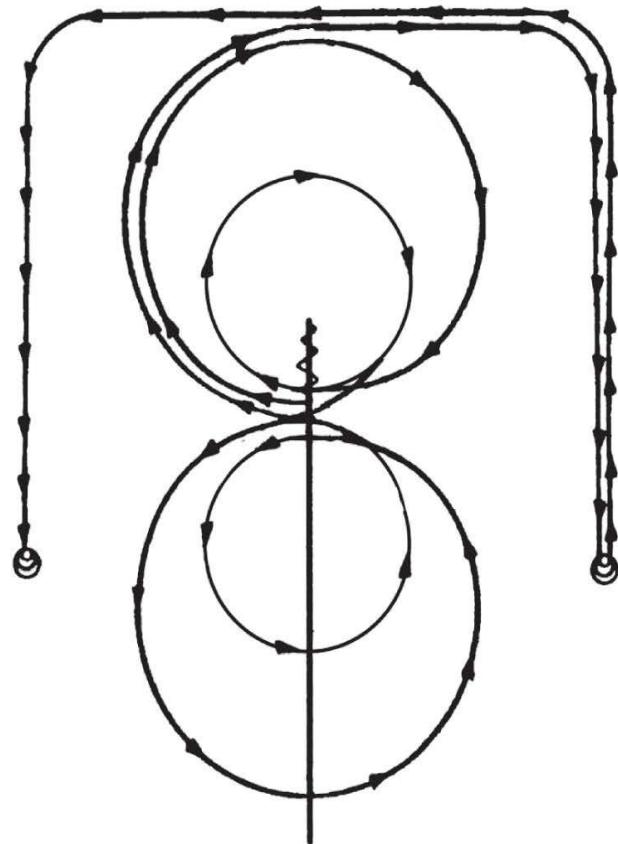
56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = Total Reining Score: _____
Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____ Copyright © 2017 by NVRHA

20. Working Ranch Horse Pattern (#8)

Working Ranch Horse Pattern VIII



Mandatory Markers along Fence or Wall The judge shall indicate with markers on arena fence or wall the center of pattern.

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. $\frac{1}{4}$ turn left.
3. Beginning on the right lead, complete 2 circles to the right. The first one large and fast, the second small and slow. Change leads at the center of arena.
4. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
5. Continue around end of arena without breaking gait or changing leads, run down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
6. Complete $3\frac{1}{2}$ spins to the right.
7. Continue back down side and end of arena to other side
8. Complete $3\frac{1}{2}$ spins to the left. Hesitate to complete pattern.

Reined Work (Pattern 8)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, .5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5=Almost Excellent, +3=Excellent, -.5=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		

Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & and one finger (index) allowed in split reins**
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Roma!
- P. Touching horse with free hand.

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
1. Start at end of arena. Run down middle past center marker to a sliding stop.							
2. Back at least 10 feet to center. 1/4 turn Left.							
3. Beginning on right lead, complete 2 circles to the right. First one, large and fast. Second one, small and slow. Change leads at the center of arena.							
4. Complete 2 circles to the left. First circle, large and fast. Second circle, small and slow. Change leads at the center of arena.							
5. Continue around end of arena w/o breaking gait or changing leads, run down the side (approx. 20 feet from fence) past center marker and come to a sliding stop.							
6. Complete 3 1/2 spins to the right.							
7. Continue back down side and end of arena to other side (Approx. 20 feet from fence) go past center marker and come to a sliding stop.							
8. Complete 3 1/2 Spins to the left. Hesitate to complete pattern.							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = Total Reining Score: _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

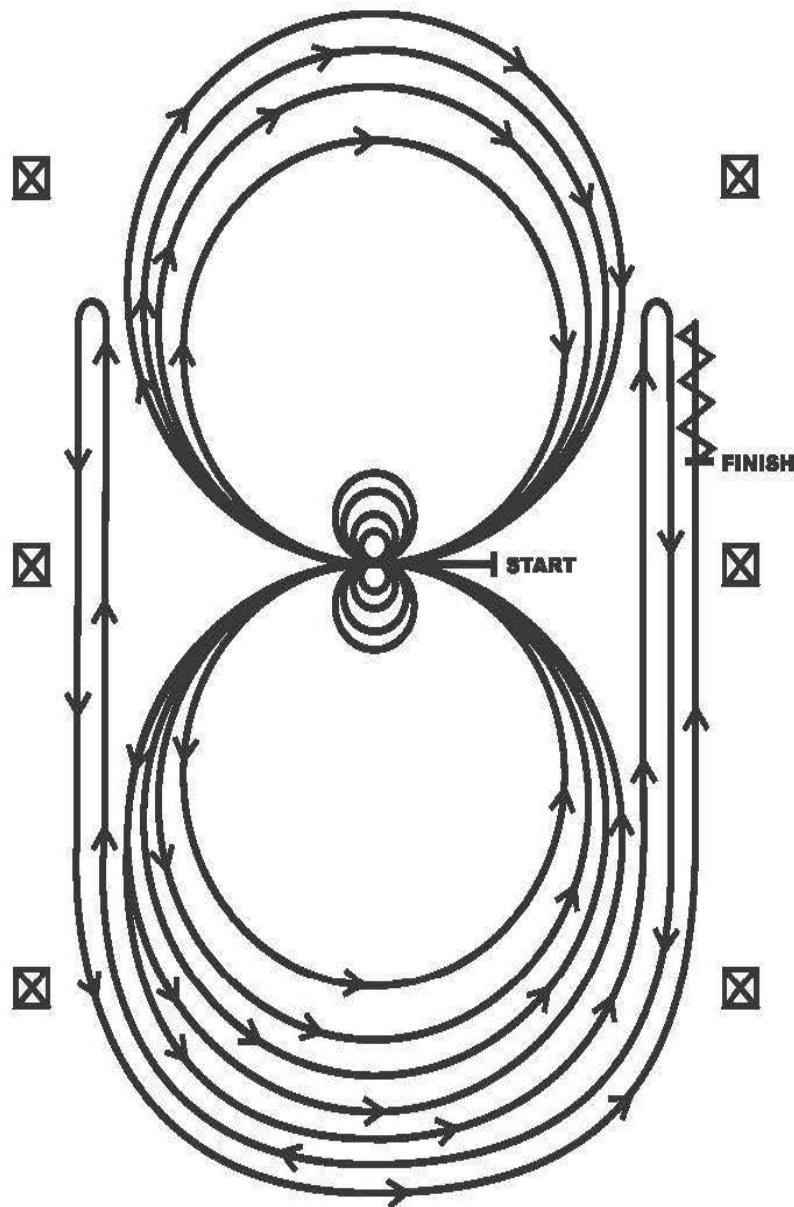
Comments: _____

Judge's Signature: _____

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21. Working Ranch Horse Pattern (#9)

Working Ranch Horse Pattern IX



Mandatory Markers along Fence or Wall The judge shall indicate with markers on arena fence or wall the center of pattern. Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Reined Work (Pattern 9)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, 5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5=Almost Excellent, +3=Excellent, -5=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		

Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
**Novice Excluded - Can use 2 hands
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.							
2. Complete four spins to the left. Hesitate.							
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.							
4. Complete four spins to the right. Hesitate.							
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)							
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.							
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.							
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.							
	JUDGE'S SCORE	PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = Total Reining Score: _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

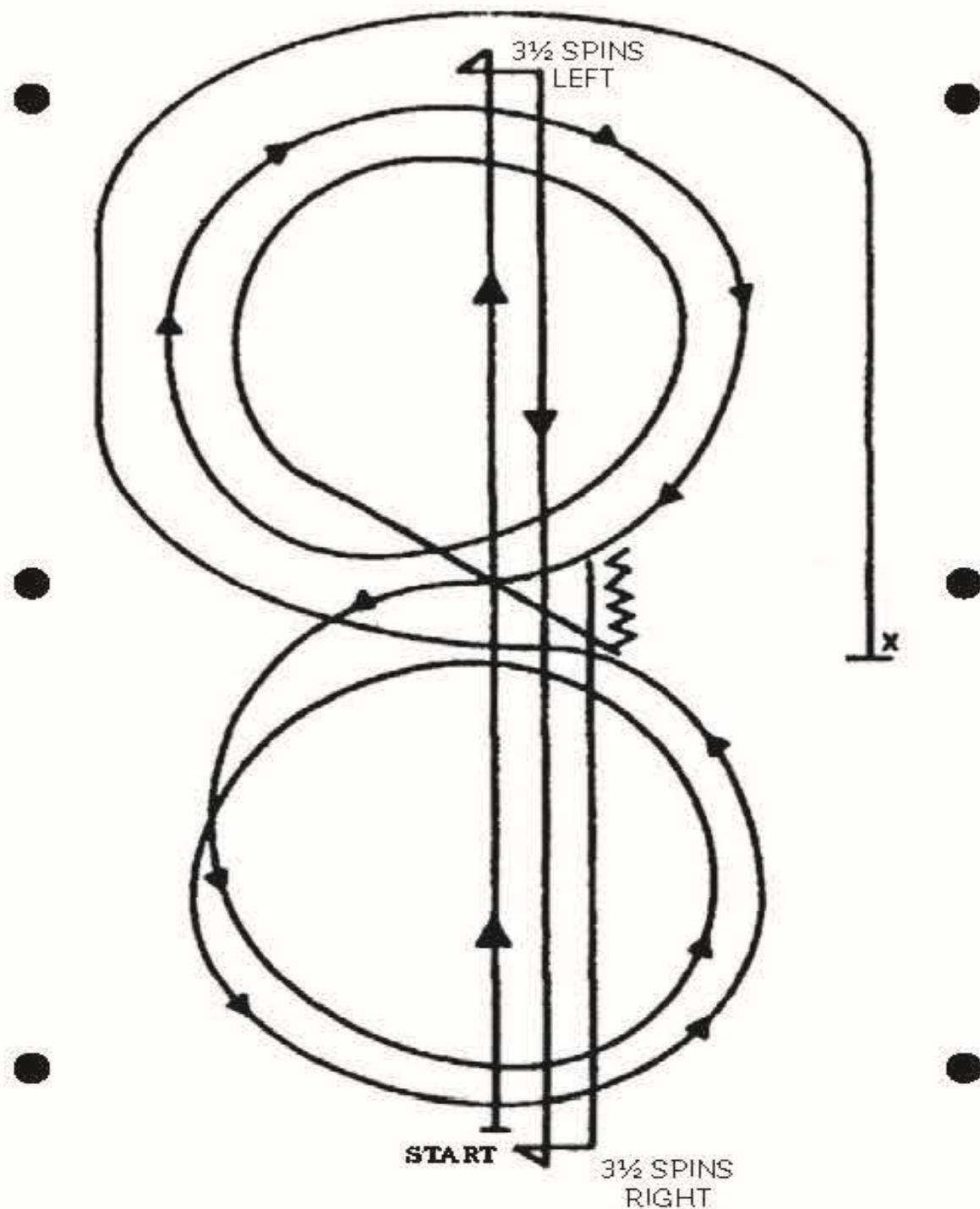
Comments: _____

Judge's Signature: _____

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22. Working Ranch Horse Pattern (#10)

Working Ranch Horse Pattern X



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete $3\frac{1}{2}$ spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a $\frac{1}{4}$ turn to the left.
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small and slow circle and one large and fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

Reined Work (Pattern 10)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, .5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5 Almost Excellent, +3=Excellent, -.5=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
**Novice Excluded - Can use 2 hands
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.							
2. Complete 3½ spins to the left.							
3. Run to other end of arena past the end marker and stop.							
4. Complete 3½ spins to the right.							
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a 1/4 turn to the left.							
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.							
7. Complete one small and slow circle and one large and fast circle. Change leads to the right.							
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = Total Reining Score: _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

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23. Working Ranch Horse (Cow Work)

Working Ranch Horse - All Reining Patterns

Cow Work ~ Novice Amateur, Intermediate Amateur and Limited Amateur Divisions

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Maintain control of the cow at all times, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.		
Guideline for a new cow: Cow won't run - Cow that doesn't respect the horse - When cow leaves arena		

1 POINT PENALTY

- W. Loss of working Advantage
- L. For each length horse runs past the cow
- S. Slipping Rein
- A. Changing sides of Arena

3 POINT PENALTY

- B. Biting or Striking the cow
- E. Exhausting or overtaking
- H. Hanging up on fence (refusing to turn)
- K. Knocking down cow without having working advantage
- A. Cow leave end of arena
- W. Loss of working advantage

5 POINT PENALTY

- S. Spurring in front of the cinch
- D. Blatant Disobedience
- F. Instilling fear/praise after calling for cow

10 POINT PENALTY

- A. Turn tail to the cow
- H. Use of two hands on reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & one finger (index) allowed in split reins**
- I. Illegal or failed equipment
- J. Schooling between rein work and cow work
- K. Schooling between cows, if new cow awarded
- M. Misuse of Romal
- P. Touching horse with free hand.

D SCORE

- E. Out of control, endangering the rider
- H. Leaving working area before pattern is complete
- I. Running over cow causing fall of horse and/or rider
- J. Judge may blow whistle at any time to end work
- L. Abuse



**** INTERMEDIATE & LIMITED AMATEUR DIVISION ****

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
Box cow, position cow, drive to opposite end of arena							
Box on opposite end of arena then drive cow to original end until whistle is blown							
JUDGE'S TOTAL		PENALTY TOTAL					

10 Points +/- Judge's Score: _____ - Less Total Penalty Points: _____ = Total LIMITED Cow Work Score: _____

**** NOVICE AMATEUR DIVISION ****

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
Box Cow							
JUDGE'S TOTAL		PENALTY TOTAL					

7 Points +/- Judge's Score: _____ - Less Total Penalty Points: _____ = Total NOVICE Cow Work Score: _____

Reining Score: _____ + Cow Work Score: _____ = Total Novice or Limited Working Ranch Horse Score: _____

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: _____

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Working Ranch Horse - All Reining Patterns

Cow Work ~ Amateur and Open Divisions

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Maintain control of the cow at all times, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.		
Guide for a new cow: Cow won't run - Cow that doesn't respect the horse - When cow leaves arena		

1 POINT PENALTY

- W. Loss of working Advantage
- C. Using corner or the end of the arena to turn cow
- E. Changing sides of the arena to turn the cow
- L. For each length horse runs past the cow
- S. Slipping Rein
- T. Turning cow before the center marker on first turn

5 POINT PENALTY

- A. Not getting a turn each way (5 pts each way)
- S. Spurring in front of the cinch
- D. Blatant Disobedience
- I. Illegal catch - ROPING
- N. No catch - ROPING
- S. Did not stop - ROPING
- F. Instilling fear/praise after calling for cow

0 SCORE

- E. Out of control, endangering the rider
- H. Leaving working area before pattern is complete
- I. Running over cow causing fall of horse and/or rider
- J. Judge may blow whistle at any time to end work
- L. Abuse

2 POINT PENALTY

- A. Going around the corner of arena before turning cow

10 POINT PENALTY

- A. Turn tail to the cow
- H. Use of two hands on reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & one finger (index) allowed in split reins**
- I. Illegal or failed equipment
- J. Schooling between rein work and cow work
- K. Schooling between cows, if new cow awarded
- M. Misuse of Romal
- T. Tying Hard and Fast - ROPING
- P. Touching horse with free hand.

Z. Choose not to rope: 7 point penalty



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES							TOTAL
		1 PT	2 PT	3 PT	5 PT	7 PT	10 PT		
1. Box cow, position cow for drive, and drive cow through the corner									
2. First Turn									
3. Second Turn									
MANEUVER SCORE									PENALTY TOTAL

21 Points +/- Judges Score: _____ Less Penalty Total: _____ = Total Cow Work Score: _____

CIRCLE	MANEUVER	JUDGE'S SCORE	PENALTIES							TOTAL
			1 PT	2 PT	3 PT	5 PT	7 PT	10 PT		
	1. 1st Circle								2 (automatic)	
	2. Switch									
	3. 2nd Circle									
ROPE	1. Track cow									
	2. Rope & Rope Handling									
	3. Stop Cow									
MANEUVER SCORE										PENALTY TOTAL

21 Points +/- Maneuver Score: _____ x 1.1 = _____ less Penalty Total: _____ = Total Roping/Circling Score: _____

Reining Score: _____ + Cow Work Score: _____ + Roping/Circling Score: _____ = Total Working Ranch Horse Score: _____

Reining Score from the Reining Score Sheet

Comments: _____

Judge's Signature: _____

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C. APPLICATION FOR EVENT SPONSORSHIP

NATIONAL VERSATILITY RANCH HORSE ASSOCIATION

5925 Omaha Blvd., Colorado Springs, Colorado 80915
Phone 719-550-0189 or Fax: 719-550-0194
www.NVRHA.org ~ Facebook



APPLICATION FOR EVENT SPONSORSHIP

1. Date of Event: _____
2. Registration Date: _____
Staff Cost: _____
Participant Cost: _____
Clinicians: _____
Location: _____
Event Manager Name: _____
Email: _____
Telephone No: _____
4. Expected Attendance: _____
2. Recommended Advertising Media:
Name: _____
Address: _____
Telephone Number: _____

5. BUDGET ATTACHED!

6. PROPOSED FLYER ATTACHED!

Please provide as much detail information as possible to give NVRHA confidence to support EVENT SPONSORSHIP request. Call Dave Currin (719-641-9191 or dcurrin@msn.com) or Bill Hauschmidt (719-499-1666 or billh@centralstatesroofing.com) with any questions.

NVRHA Sponsorship Approval

By: _____
NVRHA OFFICIAL REPRESENTATIVE
Approval Date: _____

D. AFFILIATE AGREEMENTS

STANDARD AFFILIATION AGREEMENTS LEVEL 1 & LEVEL 2

LEVEL 1 AFFILIATE AGREEMENT

• NVRHA ROLE	❖ AFFILIATE ROLE
7. Advertisement and Promotion	
<ul style="list-style-type: none">One full page flyer will be included in the Rundown for each Affiliate.Include complete list of Events in the Rundown.NVRHA will provide assistance to maximize the effectiveness of the NVRHA and Affiliate advertising.	<ul style="list-style-type: none">❖ Event schedules and a draft flyer for all events will be provided, meeting publication deadlines listed in the Rules and Regulations.❖ Will advertise/submit articles in local area publications assisted by National.❖ Affiliate will actively advertise Events held in the Affiliate region and NVRHA Events in bordering states.
8. Website and Social Media	
<ul style="list-style-type: none">NVRHA will maintain the NVRHA.ORG website keeping current the event schedules, event flyers, Champion Points, Judge's List, Membership List, Rules and Regulations, etc.The National website will be linked to Affiliates.NVRHA will keep current any social media accounts with upcoming events, results, and organization notifications.	<ul style="list-style-type: none">❖ Provide updates in accordance with the requirements defined in the Rules and Regulations.❖ Affiliate will maintain its own website and Facebook page.❖ Affiliate and National websites must be linked.❖ Link the Affiliate website to the NVRHA Rules and Regulations.
9. Articles for Rundown	
<ul style="list-style-type: none">Maintain schedule of Events for each Affiliate.	<ul style="list-style-type: none">❖ Provide articles and flyers of Event with digital photos for inclusion in NVRHA's Rundown magazine by deadlines (see advertising or promotion for deadlines).❖ Affiliate to pay market rates for additional Event flyer.
10. Insurance	
<ul style="list-style-type: none">Approved events will be covered under the NVRHA blanket Insurance Policy on a fee basis, per day, per Event.Fees will be negotiated by NVRHA and adjusted annually or on an "as needed" basis.	<ul style="list-style-type: none">❖ Obtain a signed and dated waiver for each rider at an Event (participants, clinicians if mounted, and other mounted attendees).
11. Financial	
<ul style="list-style-type: none">National receives a participant fee of \$40.00 per participant per Schooling Competition. Participant fees may be adjusted on an annual basis.Provide financial management assistance.Provide banking assistance, pay bills, and provide financial summary recap of Event Income and Expenses.NVRHA will process payment of all Event fees and manage all IRS interface.	<ul style="list-style-type: none">❖ Affiliate pays \$40.00 per participant, per Schooling Competition. Participant fees are for management of registrations and support of the NVRHA expenses (website, Rundown magazine, Rulebooks, Awards, National Championship, expansion expenses, promotion, etc).❖ By December 31 of each calendar year, any event profits shall be split 50/50 between Affiliate and National.❖ National shall hold profits in account for Affiliate expenses.❖ Fees may be adjusted on an annual basis.
12. Event Budgets	
<ul style="list-style-type: none">NVRHA will underwrite all approved Events with approved budgets.Will provide an Excel template budget for Affiliate to complete and submit 60 days prior to Event.	<ul style="list-style-type: none">❖ Prior to flyers being posted on the website or in the Rundown, an NVRHA Budget will be completed and approved.❖ No Event will be held without an NVRHA Approved Budget.
13. Event Registration	
<ul style="list-style-type: none">Assist in the development of a budget and event flyer.Assist in the submission of the Event Application for Approval to the NVRHA President or designated Director for Event Sponsorship.Will process and manage all Event Registrations.Will process and collect payment of all Event fees.Assist Event Managers to navigate the Event Manager Guide and help follow its timeline.Assist Event Manager in developing Vendor check requests for submittal to NVRHA Treasurer for approval and processing in a timely manner.Submit to the Affiliate and Event Manager a detailed, unit cost, invoice for participant fees.	<ul style="list-style-type: none">❖ Target of \$400.00 profit per Event to provide a positive financial position.❖ Will pay necessary approved fees for NVRHA management and Awards currently determined to be \$40.00 per participant plus Event insurance.❖ Affiliate will collect at the Event NVRHA membership and judge renewal fees if unpaid prior to event.❖ Affiliate will utilize the scorekeeping program developed by Jeffrey Heyer.❖ Provide accurate Event competition results no later than ten days after each Event.

LEVEL 1 AFFILIATE AGREEMENT

14. **Sponsorship Donations**

- Seek National Sponsorships for National Finals, Regional Events, and National office overhead.
- ❖ All sponsorships and donations will be held on behalf of the Affiliate in National checking account unless specifically designated as a National Sponsor.
- ❖ Will actively seek National sponsorships and donations.

NVRHA:

AFFILIATE: _____

By: _____
Dave Currin, President

By: _____
(Print)

Dated

Dated

NATIONAL VERSATILITY RANCH HORSE ASSOCIATION

P.O. Box 10035, Colorado Springs, Colorado 80932
Phone 719-550-0189 or Fax: 719-550-0194 ~ www.NVRHA.org



LEVEL 2 AFFILIATE AGREEMENT Between NVRHA and Versatility Ranch Horse Affiliate

This agreement outlines the working relation between the two organizations. It is not designed to cover all situations – only to provide a general outline. The concept of operation is to establish a “win-win” situation in which each organization compliments each other and that by working as a “team” the resulting activities are more productive than had they been performed without the association.

• NVRHA ROLE

❖ AFFILIATE ROLE

1. Organizational Goals

- Provide a professional National office, website, and National Events and Awards to draw interest from regions and Affiliates.
- Support Affiliate organizational goals.

- ❖ Ensure that focus on education, fun, and safety is fully achieved at all events.
- ❖ Ensure that all events produced will promote the Versatility Ranch Horse.
- ❖ To ensure quality, Affiliate will maintain 8:1 participant/clinician ratio or less at all events.
- ❖ Affiliate will establish and maintain a legal organizational structure such as a Corporation with a Board of Directors and Officers.

2. NVRHA Rules and Regulations

- Maintain well developed Rules and Regulations.
- Board will be proactive and consider all suggestions, comments, and concerns.
- Board will seek out and recognize areas needing improvement.
- The Rules and Regulations will be posted on the website.

- ❖ All NVRHA approved Events will be held in accordance with the Rules and Regulations.
- ❖ Provide information, statistics, and suggestions to help further refine the Rules and Regulations.

3. Board of Director Representation

- At least one voting National Board Member slot will be afforded to Affiliate.

- ❖ Affiliate will designate a director to represent the organization as a voting member of the NVRHA Board of Directors and attend at least two Board meetings each year.
- ❖ Affiliate Director or Representative will provide, prior to the NVRHA Board meetings, a one page or less report on Affiliate business, comments, concerns and suggestions for inclusion in the minutes and will give an oral report during the NVRHA Board of Directors’ Meeting of the same.

4. Membership

- Affiliate members of NVRHA will be afforded full privileges of Association membership.

- ❖ Affiliate will pay an annual membership fee of \$100.00 at the time this Agreement is submitted.
- ❖ Participants in their second sanctioned Schooling Competition must become members of NVRHA.
- ❖ Affiliate will collect at the event NVRHA membership and judge renewal fees if unpaid prior to Event.

5. NVRHA Placement and Champion Points

- Maintain points for all events approved by NVRHA.
- Update the points status on the website on a monthly basis (Apr-Sept) by horse/rider team.
- Provide Affiliate points in a useable format.
- Provide training to Affiliates on the calculation of Champion Points so to answer questions posed by their members.
- Assist Affiliate in responding to Member questions.

- ❖ Provide accurate Schooling Competition results no later than ten days after each event.
- ❖ Affiliate Board Member will insure the 10-day deadline is met to allow points update.
- ❖ Affiliate to provide two Points Contact People to respond to questions posed by their Affiliate Members. If Affiliate is unable to answer question, will work with National to respond Member’s question.

LEVEL 2 AFFILIATE AGREEMENT

• NVRHA ROLE	❖ AFFILIATE ROLE
6. Year End Awards and NVRHA Champion Awards	
<ul style="list-style-type: none">• NVRHA will make all Affiliate members eligible for Year End Awards.• NVRHA Year End Awards won by Affiliate members will be funded by NVRHA.	<ul style="list-style-type: none">❖ Affiliate will promote participation in Year End Awards and encourage members to participate in National Championships and attend National Awards Ceremonies in person.
7. Advertisement and Promotion	
<ul style="list-style-type: none">• One full page flyer will be included in the Rundown for each Affiliate.• Include complete list of Events in the Rundown.• NVRHA will provide assistance to maximize the effectiveness of the NVRHA and Affiliate advertising.	<ul style="list-style-type: none">❖ Affiliate will actively advertise Events held in the Affiliate region and submit articles in local area publications and underwritten by Affiliate.
8. Website and Social Media	
<ul style="list-style-type: none">• NVRHA will maintain the NVRHA.ORG website keeping current the event schedules, event flyers, Champion Points, Judge's List, Membership List, Rules and Regulations, etc.• The National website will be linked to Affiliates.• NVRHA will keep current any social media accounts with upcoming events, results, and organization notifications.	<ul style="list-style-type: none">❖ Provide updates in accordance with the requirements defined in the Rules and Regulations.❖ Affiliate will maintain its own website and Facebook page.❖ Affiliate and National websites must be linked.❖ Link the Affiliate website to the NVRHA Rules and Regulations.
9. Articles for Rundown	
<ul style="list-style-type: none">• Will maintain schedule of Events for each Affiliate.	<ul style="list-style-type: none">❖ Provide articles and flyers of Events with digital photos for inclusion in NVRHA's Rundown magazine by deadlines (see advertising or promotion for deadlines).❖ Affiliate to pay market rates for additional Event flyers.
10. Insurance	
	<ul style="list-style-type: none">❖ Affiliate will procure its own insurance.❖ Provide NVRHA an Event certificate listing NVRHA as additional insured 5 days prior to first Event.
11. Financial	
<ul style="list-style-type: none">• Provide financial management consultation upon request.	<ul style="list-style-type: none">❖ Application and Participant fees are due to NVRHA within ten days after completion of Event.❖ Fees may be adjusted on an annual basis.
12. Event Budgets	
	<ul style="list-style-type: none">❖ Affiliate will underwrite its own Events.❖ Affiliate will provide accounting of approved NVRHA Events to National upon request.
13. Event Registration	
<ul style="list-style-type: none">• NVRHA will provide updated member information: Participant's Division, Membership status, Horse Identification Numbers, Judge's Lists, etc.	<ul style="list-style-type: none">❖ Event management provided by Affiliate.❖ Affiliate will utilize the scorekeeping program developed by NVRHA.❖ Affiliate will pay a \$25.00 application fee per Schooling Competition.❖ Affiliate will pay \$35.00 fee per participant/per Schooling Competition for National office overhead and Awards.❖ Affiliate will pay Open fees as follows (\$15 1st class, \$5 each addl. class,)❖ Affiliate will collect at the event NVRHA membership and judge renewal fees if unpaid prior to event.❖ Will develop and submit to the National office a Statement of Event listing the Event application fee, participant fees and any NVRHA membership/judge renewal fees collected.❖ Provide accurate Schooling Competition results no later than ten days after each Event.

LEVEL 2 AFFILIATE AGREEMENT

• <u>NVRHA ROLE</u>	❖ <u>AFFILIATE ROLE</u>
14. Sponsorship Donations	
• Seek National Sponsorships for National Finals, Regional Events, and National office overhead.	❖ All sponsorships and donations will remain with the Affiliate unless specifically designated as National sponsor.
	❖ Will actively seek National sponsorships and donations.

NVRHA:

AFFILIATE: _____

By: _____
Jay Henson, President

By: _____
(Print)

Dated

Dated

I. **EXHIBITOR'S INDEX**

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