RANCH VERSATILITY PROGRAM
PILOT PROGRAM
Amended 10/20/2013

Ranch Versatility demonstrates the performance, versatility, and conformation of the stock horse as a working ranch horse. The horse and rider combination are judged on their ability to perform up to 5 classes. When cattle are not available the 4 classes will be, Ranch Riding, Ranch Trail, Working Ranch Dry Stock Horse and Conformation. When cattle are available the 5 classes will be Ranch Riding, Ranch Trail, Ranch Cutting, Working Ranch Horse and Conformation. CSHA rules will apply.

Judging
All State and/or Region approved Ranch Versatility horse show classes are governed by the applicable rules published by CSHA and the West Coast Horse Show (WCHS) Rulebook. Show managers are encouraged to obtain a current WCHS rulebook. All State and/or Region approved shows must be judged by a judge currently licensed in good standing by CSHA in the appropriate competition categories, or another organization recognized by the Judges Commission. Please refer to the Judges Commission for recognized criteria. Judges will be certified under the criteria set by the Judges Commission.

CSHA Amateur Certification
Definition of Amateur: regardless of one’s equestrian skills and/or accomplishments, a person is an amateur for competition who, after his/her 18th birthday has NOT ENGAGED in any of the following activities:
a) Rides, drives, shows in halter, schools, trains or assists in training a horse(s) for remuneration, monetary or otherwise (i.e. free horse boarding, free riding lessons, etc.).
b) Gives instructions in equitation or horse training for remuneration, monetary or otherwise.
c) Accepts prize money in equitation or showmanship classes.
d) Gives instruction to any person or rides, drives, shows in halter in competition or schools for competition any horse(s), for which activity another person in his/her family will receive remuneration, monetary or otherwise.
e) Amateur status may be Novice, Limited, Intermediate, and Advanced. Designation of Amateur status is determined by the skill level of the rider.

Applications for a CSHA amateur card are available by contacting the CSHA State office or on the CSHA Website. The Amateur level will be noted on the card. Amateur cards from other recognized Associations are accepted.

DIVISIONS:
There are 4 Divisions of Participation
1. Open
2. Amateur 18 and over (AA)
   Advanced, Intermediate, Limited, Novice - When cattle are used
3. Youth 17 and under
4. Walk/Jog (time limited to be determined) – Not used with cattle events

Open to any horse, any rider, any breed.
WESTERN ATTIRE:
1. Western Boots
2. Jeans
3. Belt
4. Western long sleeve button down shirt
5. Cowboy hat or helmet. (17 and under strongly recommend a helmet)
6. Chaps or chinks (are optional)
7. Spurs (are optional)

EQUIPMENT:
(Clean, well conditioned working equipment is recommended and excessive silver on equipment is highly discouraged)
1. Working Western Saddle
2. Breast Collar – (highly recommended)
3. Back Cinch – (highly recommended)
4. Bridle and bit (see definitions)
5. Reins – Split / Romal (see definitions)
6. Rope
7. Gloves – optional

Ranch Versatility classes defined:

Ranch Riding:
The class consists of a pattern that is ridden individually. These patterns are designed to evaluate the horse and rider's ability to smoothly execute a set of maneuvers with precision and confidence at three different gaits. The walk, trot and lope, and while showing these gaits in collection and extension as indicated by the pattern. Each maneuver will be executed with precision using subtle aids and cues to demonstrate the horse and riders ability to perform as a team. The horse's head and neck should be carried in a relaxed, natural position, with the poll level with or slightly above the withers. The horse and rider will be judged on the different elements of the patterns and for performing the maneuvers in the correct order.
Faults to be scored according to severity: Maneuver Scale: (-1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 average, +1/2 good, +1 very good, +1 1/2 excellent) Minor Penalties: (-1 to -3) Major Penalty (-5)

Ranch Riding
Minor Penalties:
1. Excessive speed (any gait) (-1 to -3)
2. Out of lead or break of gait at lope (-3)
3. Incorrect 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) (-1 to -3)
5. Head carried too high (-1 to -3)
6. Head carried too low (tip of ear below the withers) (-1 to -3)
Ranch Riding (cont.)

Minor Penalties:
7. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical (-1 to -3)
8. Excessive nosing out (-1 to -3)
9. Opening mouth excessively (-1 to -3)
10. Stumbling (-1 to -3) Excessively (-5)
11. If a horse appears (sullen, dull, lethargic, emaciated, drawn or overly tired or agitated) (-1 to -3)
12. Quick, choppy or pony – stride (1 to -3)
13. If reins are draped to the point that light contact is not maintained (-1 to -3)
14. Overly canted at the lope, (when the outside hind foot is further to the inside of the arena than the inside front foot) (-1 to -3)

Major Penalties
1. Touching horse or saddle with free hand (-1 to -3)
2. Use of spurs forward of the cinch (-5)
3. Use of either hand to instill fear or praise (-5)
4. Blatant disobedience (including kicking out, Bucking, rearing, striking) (-5)

Disqualification (-10 points includes):
1. Fall of the horse or rider (DQ)
2. Off pattern, incomplete Pattern (-10 overall)
3. Obvious Lameness (DQ)
4. Using two hands on the reins (unless riding with a snaffle) (-10)
5. More than one finger between the Split reins or any finger between romal reins (-10)
6. Illegal equipment, bloody mouth, or signs of abuse (DQ)

Ranch Trail:
This class contains a course with a minimum of six (6) and no more than nine (9) obstacles. The course will be designed in order to show a horse's ability and willingness to perform several tasks that might be asked of them during the course of normal ranch work. 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. 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. Credit should be given for willingly responding to the rider's cues on more difficult obstacles. Whenever possible, realistic or natural obstacles are encouraged. Gait maneuvers of walk, jog, lope or walk/jog as written within the course pattern will also be judged. A horse will be rewarded with higher maneuver scores for performing these gaits on the correct lead and with an alert attitude. Horses are to be shown at a natural walk, working trot and lope. A distance of at least 30 feet or more is mandatory between obstacles to evaluate the horse's way of going at each gait (walk, trot, lope). A combination of two or more obstacles is permissible. The judge can 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, and will incur a penalty.
Ranch Trail (cont.)
The judge will walk the course and has the right and duty to alter the course if unsafe or unreasonable. If at any time a trail obstacle is deemed unsafe by the judge, it shall be repaired or removed from the course. If the obstacle cannot be repaired, riders that have completed the course will have the score for that obstacle deducted from that class. The position of the obstacle will be therefore bypassed and not counted. All courses and obstacles will be constructed with safety in mind to eliminate any possibility of accidents.

1. Mandatory Obstacles:
   A. Opening and passing through and closing a 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. 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 shall be correctly dallied around the saddle horn to show the horse will pull. A hand held log pull without dallying/ incorrectly dallying shall be penalized. The rope shall not be tied hard and fast. (Exception: Youth / Novice AA) Substitution of another obstacle may be made by Show Management.
   C. Ride over at least four logs

2. Optional Obstacles:
   A. Water hazard - The horse should show willingness to cross a small ditch or shallow pond (or simulated water obstacle).
   B. Put on and remove a slicker - Rider approaches slicker, removes slicker from holder, puts on slicker and replaces slicker to the holder. The rider may be required to mount with the slicker on or to pick up the slicker while mounted as instructed by the pattern. (Should not be done by youth)
   C. Remove, carry and replace item - Requires the rider to carry or remove an item that is used every day on horseback such as mail from a mailbox, sack, rope, etc. Carried in the non-reining hand.
   D. Hobble, ground tie, or use of a get down rope (option) - The horse shall remain in place while the rider dismounts and performs a normal ranch task such as moving a rail, moving a bale of hay, or while picking up the hooves.
      (Split reins may hang to the ground as a ground tie technique. Romal reins may hang loosely at the saddle horn or brought over the horses head and dropped to the ground (Not recommended).
      A hobble may be used at the pasterns of the front or rear legs. A Get down rope may be tied at the throat latch and dropped to the ground as a ground tie. The get down rope may not be attached to any part of the bridle, but can be run thru the throat latch)
2. Optional Obstacles: (cont.)
E. Dismount - The horse shall remain quiet while the rider dismounts (hobbles are permitted), and removes the bit completely from the horse’s mouth and re-bridles (romal must show slack in rein). The rider may be required to individually pick up each hoof and return it to the ground before attempting to pick up the next hoof; continue until all four hoofs have been checked. The horse should remain still and quiet as the rider remounts, leaving a loose rein. The rider has the option of using a mounting block to remount. Once the rider is settled into the saddle and is still, the rider may then move the horse forward. NOTE: The horse may shift his weight during the process of dismounting and remounting.
F. Bridge – Simulate a bridge of not less than 3ft x 4ft
G. Other Obstacles - No more than 18" in height. Walk over’s measured 20” to 22” from center to center, jog/trot over’s measured 36” to 48” from center to center, lope over’s measured 6ft to 7ft from center to center.
H. Stationary roping 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 rider makes the swing and throws at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Correct rope handling including correct rein and coil placement, building of the loop, throw technique, recoil of rope.
I. Backing or Side pass

Minor 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) right and left somewhere between obstacles as a part of its work. The quality of movement and pace 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 and is subject to a penalty that should be subtracted. Each obstacle should be scored, ranging from minus 3 to a plus 3; extremely poor -3, very poor -2, poor -1, correct 0, good +1, very good +2, excellent +3. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
One / half (1/2) point: - Each tick of log pole, cone, plant, or any component of the obstacle - Each bite or hit of or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or jog for two strides or less
One (1) point:
- Both front or hind feet in a single stride slot or space
- Skipping over or failing to step into required space
- Split pole in lope over
- One Step - Ground Tie
Two (2) Points:
- Two Steps - Ground Tie
Minor Penalties: (cont.)

Three (3) Points:
- Incorrect or break of gait at walk or jog for more than 2 strides
- Out of lead or break of gait at lope
- Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle
- 3 Steps - Ground Tie
- 1st or 2nd cumulative refusal, balks, or evade at a single obstacle

Five (5) Points:
- Dropping slicker or object required to be carried on course
- First or second cumulative refusal, balk, or evading an obstacle by shying or backing
- Letting go of gate or dropping rope gate
- Use of either hand to instill fear or praise
- Blatant disobedience (including kicking out, bucking, rearing, striking)
- More than three steps at Ground Tie
- 3rd cumulative refusal, balks, or evade at a single obstacle and the judge asks the rider to move on, or the obstacle is unable to be completed due to equipment failure after a clear attempt to complete the obstacle is made
- Did not dally or made an incorrect dally of rope
- Failed equipment but a safe completion of the pattern is possible
- (in the instance that in the beginning of the course the riders rope falls to the ground and at the end of the course the rider is asked to rope the roping dummy: a (-5) penalty is incurred for failed equipment at the rope drop site, but the rider is able to safely commence the course, then at the roping dummy obstacle, the rider incurs a (-5) penalty for this particular obstacle).

Disqualifications -10 points / or -10 overall
- Use of two hands on senior horse or Junior Horse with Curb Bit (-10 or -10 overall)
- Misuse of Romal (-10)
- Off Pattern (-10 overall)
- Illegal or failed equipment that disallows the rider to safely complete the course as outlined (DQ)
- Excessive praise forward of the cinch or any form of punishment (DQ)
- More than one finger between split reins. (-10)
- Use of finger between Romal reins (10)
- Riding outside the course area (-10)
- Use of a halter over/under the bridle (DQ) (exception- Halter is required for the Confirmation Class)
Ranch Cutting:
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. A single numbered 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.

1. Minimum number of cattle in the herd will be ten.
2. Objective will be to cut one designated cow from the herd and work the cow with the assistance of two turn back riders.
3. 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.
4. All cattle will be clearly marked with numbers.
5. There is a two and one half minute (2 ½) time limit. 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 then quietly separate his/her numbered cow from the herd. Unnecessary roughness or disturbing the herd excessively will result in the judge terminating the run. A warning will be given at the one (1) minute remaining point in the run.
6. When satisfied that the horse has proven its cutting ability, the rider will signal his turn back riders off and they must move out of position, to the side opposite from the pin, and allow the rider to drive the cow by them. Turn back riders cannot assist the rider to pen the 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 re-cut. Show management may supply two turn back riders, or the rider may supply their own. If a rider is also a turn back rider, he or she may use the horse that they are competing on, or use a different horse. The rider must drive the cow between the marker and corner of the pen and continue to drive the cow into the pen.
7. Credit will be given to those horses who demonstrate excellence in their 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 ½ minutes. Horses will not be penalized for reining during the cutting portion, but should display natural ability.
8. Settling the herd: The first horse/rider to work a fresh herd will be responsible for selecting herd settlers 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.
9. 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.
10. A rider may hold the saddle horn at any time during the ranch cutting without penalty.
11. Herd settlers and turn back riders do not have to be participates.
12. During the drive to the pen, the horse is not required to pass between the cone and the fence, only the cow.
Cutting Penalties:

Minor Penalties:

**One (1) Point Penalty:**
1. Losing working advantage
2. Toe, foot or stirrup on the shoulder

**Three (3) Point Penalties:**
1. Cattle picked up or scattered
2. Spurring on shoulder
3. Pawing or biting cattle
4. Back Fence
5. Excessive assistance by the turn back riders during the drive (1 to 3 points)

**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 ½ minutes
5. Failure to separate a single cow after leaving the herd

**Disqualification / (-10):**
1. More than one cow remains in the pen after time has expired. (-10)
2. Illegal equipment, bloody mouth, or signs of abuse (DQ)
3. Excessive disturbance of herd to the point the judge blows the whistle and the rider is asked to leave the arena (DQ)
4. Using two hands on the reins (unless riding with a Snaffle or Bosal) (-10)
5. More than one finger between the Split reins or any finger between romal reins (-10)
6. Horse turning tail to cow (-10)
7. Misuse of romal (-10)

**Scoring:**
The judge may, at his/her discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:

a) The cow won't or can't run
b) The cow won't leave the end of the arena
c) The cow is blind or won't yield to the horse
d) The cow leaves the arena

**The Youth Division will consist of all the requirements except the following:**

a. When satisfied that the horse has proven its cutting ability; the turn back riders may remain to assist the rider in holding the herd, but cannot interfere with directing the rider.
Working Ranch Horse:
1. This class combines the reining ability, cow sense and roping ability of the horse. Each rider will perform individually, first with the reining pattern and then releasing one cow into the arena.
2. For the OPEN, ADVANCED AMATEUR, and INTERMEDIATE AMATEUR, there is a six (6) minute time limit to complete the class. At the four (4) minute mark there will be a two (2) minute warning whistle. When the six (6) minute time limit has expired the rider will be required to exit the arena.
3. The class will be judged in three parts; the reining, the cow work and the roping. At the end of the performance, the scores for the three portions will be added together for the final score.
4. First, the reining portion will be performed using one of the three approved patterns. Each contestant will perform the required reining pattern individually and separately, followed by working an individual cow by boxing, making at least two fence turns, the first turn executed past the designated middle marker, and when satisfied with the horses ability to control the cow to take down their rope to make a legal head catch, stop and turn the cow. In the roping, the horse will be judged on its ability to track, rate and stop the cow. It is not necessary that the roper catch for the contestant to receive a score in the roping. However, if there is no catch, a five point penalty must be subtracted from the roping score accumulated prior to the catch. The judge may blow the whistle at any time to terminate the work.
5. The LIMITED AND NOVICE AMATEURS will perform a reining pattern as designated by the show management and upon completion of the reining will call for a cow to (LIMITED) BOX and DRIVE TO THE OPPOSITE END OF ARENA AND BOX. The limited Cow Horse rider will have a 6 minute time (with a 2 minute warning whistle) to complete both phases of the class. (NOVICE) BOX ONLY. The NOVICE rider will have a 50 second time for the boxing after completing the reining pattern. There will be NO ROPING in the LIMITED OR NOVICE divisions. YOUTH riders will perform the Working Cow Horse class the same as the NOVICE.
6. Riders are not permitted to have their rope tied hard and fast onto the horn of the saddle.
7. The judge may, at his/her discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:
   a. The cow won't or can't run
   b. The cow won't leave the end of the arena
   c. The cow is blind or won't yield to the horse
   d. The cow leaves the arena
8. Ties will be broken by the placing in the Working Ranch Horse Class
9. A breakaway rope may be used in the roping portion of this class
Working Ranch Horse – Reining (Refer to Section on Working Ranch Dry Stock Horse)

Working Ranch Horse – Cow Work
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 the 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.
2. For an ideal cow work, each rider, 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. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence.
3. 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.
4. The judge may, at his discretion, award a new cow, based on the following criteria:
   a. The cow won't or can't run
   b. The cow won't leave the end of the arena
   c. The cow is blind or won't yield to the horse
   d. The cow leaves the arena

Cow Work: Penalties:

Minor Penalties:
One (1) Point Penalties:
1. Loss of working advantage
2. 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
3. Failure to drive cow past middle marker on first turn before turning cow
4. Using the corner or the end of the arena to turn the cow when going down the fence
5. Each time the arena is crossed to use the opposite fence to achieve a turn
6. Slipping a rein

Two (2) Point Penalties:
1. Going past the corner of the arena before turning the cow when going down the fence

Minor Penalties:

Three (3) Point Penalties:
1. Biting or striking the cow
2. Hanging up on the fence (Refusing to turn)
3. Exhausting or overworking the cow
4. Knocking down the cow without having a working advantage
Cow Work: Penalties: (cont.)

Major Penalties:

Five (5) Point Penalties:
1. Not getting one turn each way (5 points each way)
2. Blatant disobedience

0 score:
1. A score of zero will be charged if the work is not complete.
2. The judge may blow his whistle at any time to terminate the work
3. Tying rope hard and fast to saddle horn
4. 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
5. Any horse that runs over the cow thus causing the fall of horse and/or rider shall terminate the work at that time
6. Deliberate spurring or use of the romal forward of the cinch

Disqualification / -10 (-10 overall):
1. Turn tail -10
2. Using two hands on the reins (unless riding with a Snaffle or Bosal) (-10)
3. Schooling between cows if new cow is awarded – 10 overall
4. Schooling between rein work and cow work (Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing). -10 overall

Working Ranch Horse - Roping:
This class 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.

1. A legal catch is any holding catch in front of the shoulders (neck or horns).
2. 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.
3. 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.
4. A rider may use a second loop if he misses on the first.
5. Limited Amateur, Novice Amateur or Youth will not be allowed to rope due to the inherent dangers in this maneuver.
6. Limited Amateur and Novice Amateur Riders (classified by score) who wish to rope may be elevated to the Intermediate 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 Division during the event year.

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Working Ranch Horse - Roping: (cont.)
7. Open, Advanced and Intermediate Amateurs are expected to rope. Advanced and Intermediate Amateurs may use a Breakaway rope with associated penalties.
8. A rider may hold the saddle at any time during roping.

Penalties:
Three (3) Point Penalty:
1. Spur In Front of Cinch

Five (5) Point Penalties:
1. Blatant Disobedience
2. Lose of Rope after Catch
3. Use of Hand to Instill Fear or Praise
4. Failure to Catch or Illegal Catch
5. Did not stop

0 Score:
1. Leaving the work area before the pattern or work is complete
2. 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.
3. Any horse that runs over the cow thus causing the fall of horse and/or rider shall terminate the work at that time.
4. The judge may blow his whistle at any time to terminate the work.

Ranch Conformation
The purpose of this class is to individually select well-mannered, well-conditioned, and adequately muscled horses that are the most desirable combination of balance, and structural correctness, and sound movement with appropriate breed and sex characteristics.

The Ranch Conformation class is highly recommended to be held after the conclusion of the performance events. The horse will be shown in their respective divisions: in a good working halter. (No silver or chains will be allowed). Horses will be shown with their natural hair: a trimmed or clipped muzzle and short bridle path is acceptable. (No tail extensions or hoof polish). Trimming inside the ear is discouraged.

Ranch Conformation judging
1. Horses will be brought to the judge, individually at the walk.
2. At the judges mark, the horse will stop and set-up square to be inspected. (Handlers are not allowed to touch the horse).
3. The judge will assess a structure score: correctness of the legs for desirability of bone and foot. (Judged at chest down/ below the elbow/stifle)
Ranch Conformation

Ranch Conformation judging (cont.)

4. When dismissed, the horse will trot straight away from the judge around a cone set up approximately 50’ away to and line up head to tail. (*Horses showing obvious lameness will be scored as (-10 overall)*

5. The assessment of balance will be given to each horse in the line-up as well as desirable breed and sex traits.

POINTS:

SCORING: Points Keeper

1. The above is rated 20% for structure and 40% for balance as 60% of the future placing.
2. A 40% Performance (function score) of Ranch Versatility classes will be awarded to each animal based on those individual Performance scores and added to the conformation score.

Points will be awarded each class as follows:

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<th>placing</th>
<th>1st</th>
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<td>6</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
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<tr>
<td>5 or fewer</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>1</td>
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</tbody>
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DIVISION DEFINITIONS:

**Advanced Amateur** – A rider/horse combination that has acquired 750 points or more.

**Intermediate Amateur** – A rider/horse combination that has acquired 500 points but less than 750 points.

**Limited Amateur** – A rider/horse combination that has acquired 250 points but less than 500 points.

*The limited Amateur may petition to stay in this division until they chose to move to Intermediate Amateur. (This rider may never want to rope or turn a cow on the fence).*

**Novice Amateur** – A rider that is a beginning rider with less than 250 points.

**Youth will remain as defined.**
**Versatility Ranch Horse Overall Program Points:**
Points will be awarded based on the number of horses entered in the Versatility Ranch Horse Overall Competition (horse/rider teams entered in each class events), per show, with a maximum of 10 points awarded to the winner of each class. First place points awarded will receive 2 extra points more than the second place horse, with a maximum of 8 points being awarded to the second place horse, no matter the number of entrants per class. No more than 10 points will be awarded per class; however, every horse must be placed in each performance class, with the exception of the Confirmation Class, which said guidelines for placing and scoring must be followed. If less than 10 horses are entered, the first place horse will receive the same number of points as the number of horses entered in the class. The second place horse will receive 2 points less than the first place horse. The third place horse through the final placed horse will receive 1 point less than the previous horse consecutively. All qualified rides in the class must be placed in each performance class even if there are no points awarded. If there are 5 or fewer horses entered in the overall, a minimum of 5 points will be awarded to first place, seconded place will receive will receive 3 points. 1 point less will be awarded to the following placing respectively. The accumulation of points for the four classes will be credited for the overall winners per division, with overall placing 1-5 per division at the conclusion of the day’s event.

**Select Class Exhibitor Points:**
Exhibitors participating in the Select Classes, i.e.; not entered in the Versatility Ranch Horse Overall program, will compete for points separately from those entered in the Versatility Ranch Horse Overall Program, and against Select Class participants only. Points will be awarded in the same fashion as in the Overall Program description for awarded points and placing based on the number of Select Class exhibitors entered. These exhibitors will not, however be placed separately by the judge, as these points will be separated at the show and by the show points keeper. These points will be valid only when an entity, such as a proper CSHA State Program, CSHA Region or an independent horse show sponsor, offers a series or year-end high point awards. Gained points will be kept by the appropriate point keeper and/or by the entity offering the awards. No awards other than individual class awards should be offered at the conclusion of the day show.
Any CSHA State Program points for the Versatility Ranch Horse Overall, its divisions, and for the Select Class, will be kept by the CSHA point’s officials, and/or by Region discretion for year-end awards.

**The Ranch Trail Class will be used for all tie breakers – in overall standings**

In the Pilot Program the “Cutting” scores will all be “zero” unless shows are scheduled with “cattle classes” included.
RANCH VERSATILITY AWARD

Horse and Riders may enter individual classes, but in order to qualify for overall points awarded, the horse and rider must be pre-entered in all the classes. Cross entering into the Open Division in all 4 classes should be allowed. **Only one ride per class is allowed.** Points based on this ride will be separated by the show official for division placing and points, both by class and overall standings. The Walk/Trot Division should not be allowed to cross enter.

DEFINITIONS:

WCHS – West Coast Horse Show Rulebook. Rules apply where applicable

Bits will be of legal dimensions per CSHA Horse Show rules.

Horses 5yrs and under may be shown in a Snaffle, Hackamore, or Curb Bit. **If a junior horse is shown in a Curb Bit, it must be ridden one handed, or accept appropriate penalties.** All divisions that are showing a junior horse with a Curb Bit may option to change to a Snaffle Bit for the Dry Stock Horse class. *(This will be allowed for future cattle classes: Ranch Cutting and Working Ranch Horse.).*

Horses 6yrs and over must be in a Curb Bit of legal shank, bar and port.

5 and 6 year old horses may be shown in a two rein setup.

REINS:

**Split reins** may be held straight up with tail or bite held in the other hand. When held in the straight-up manner, there will be a connector located on the reins between the reining hand and the hand holding the tails. A distance of 16” shall be maintained between the hands. No finger between the reins. Split reins may also be held with index finger between reins and the tails to remain on the same side as the reining hand that holds them. Changing hands is permissible only when working a trail obstacle or when roping.

**Romal Reins** – are held straight up with no fingers between the reins and the Romal is held with the non-reining hand a minimum of 16 inches from the connector.

**Split Reins or Romal Reins may be folded over the hand holding the rope while roping.**

Mechanical Hackamores or Side pulls will not be allowed, nor will other bits or training devices considered illegal by our horse show western bit standards.

Optional Equipment – Protective boots, leg wraps, and bandages are allowed except in the Ranch Confirmation Class.
This program was developed with the major contribution from:

Chris Bugenig – Western and Ranch Versatility judge
Sarah Kennedy – Western and Ranch Versatility judge

NVRHA (National Versatility Ranch Horse Assoc.)