

Ted Pogue - #400
 Poguesrosa Rompin Luna
 Age 13 - Horse ID#617
 Amateur

AMATEUR RANCH HORSE CONFORMATION

Judge- Christy Steed
 Ranch Cutting and #1 Working Ranch
Judge- Russ Ratkowski Conformation
 #4 Ranch Riding & Ranch Trail

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: <i>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 -.</i>		SCORE
Front Legs, Feet	(+) Straight legs; Good bone; Well defined tendons; _____ (-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____	1 0
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in; _____ (-) Insufficient muscle; Excessive muscle; _____	2 -1
Head	(+) Triangular, short & broad; Large, wide set, soft eye; Big nostrils; _____ (-) Parrot mouth; Under slung jaw; Roman nose; Pig eye; Oversize ears; _____	3 -1
Neck & Throat latch	(+) Clean, arching throat latch; Long neck; Good tie in; _____ (-) Thick neck; Short neck; Ewe neck; Crested neck; Low tie in; _____	4 -1
Shoulders & Withers	(+) Long, 45 degree shoulder; Prominent withers; Adequate muscle; _____ (-) Steep shoulder; Mutton withers; Withers lower than croup; _____	5 0
Heart Girth & Barrel	(+) Deep, thick girth; Well sprung ribs; Long underline; _____ (-) Shallow girth; Narrow sprung ribs; Short underline; _____	6 +1
Back & Loin	(+) Short, strong, well muscled back; Short, strong loin; _____ (-) Long, weak back; Sway back; Weak muscling; _____	7 -1
Hip & Croup	(+) Long, sloping hip; Deep carry down; Smooth tie with hip; _____ (-) Short hip; Goose rump; Steep croup; Shallow hip carry down; _____	8 0
Stifle & Gaskin	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view; _____ (-) Inadequate muscling; Weak inside gaskin muscle; _____	9 0
Hock, Hind Legs, Feet	(+) Good bone; Low hock; Good hock angularity; _____ (-) Base wide; Base narrow; Sickle hock; Cow hock; Post leg; _____	10 0
Overall Muscling	(+) Well defined; Long; Smooth; Well attached; _____ (-) Inadequate muscling; Excessive muscling; _____	11 -1
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	12 -1
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones; _____ (-) 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 -1
		14 -1
		15 -1
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming; _____ (-) Underweight; Poor hoof care; Unfit grooming; _____	16 -1
Participant Showmanship	(+) Good presentation; Professional appearance; _____ (-) Poor judge awareness; Poorly fitted halter; _____	17 0
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____	18 0

 Note to Scribe
 Judges Balance Score i
 in all 3 boxes

FORM AND SHOWMANSHIP JUDGE'S SCORE: TOTAL (1) -9

TOTAL (1) -9 X .33 = -2.97 + 42 = 39.03 -- **Major Penalty = FORM and SHOWMANSHIP

JUDGE'S SCORE (2) 39.03

**Major Penalty: A horse which exhibits notable lameness in the Conformation judging shall be penalized -10 points

FUNCTION SCORE:
 Ranch Cutting 66 + Ranch Riding 67 + Working Ranch 45.3 + Ranch Trail 70 = 248.30 (3) Function Total

Function Total (3) 248.3 X .10 = FUNCTION SCORE (4) 24.83

RANCH CONFORMATION SCORE:

Form and Showmanship Judge's Score (2) 39.03 + Function Score (4) 24.83 = RANCH CONFORMATION SCORE 63.86

#

Vicky Henderson - #404

DJ Joe De Boon

Age 9 - Horse ID#606

Amateur

AMATEUR RANCH HORSE CONFORMATION

Judge- Christy Steed
Ranch Cutting and #1 Working Ranch
Judge- Russ Ratkowski Conformation
#4 Ranch Riding & Ranch Trail

Horse's Name:

NVRHA Scoring Scale: Zero = Average, +1=Good, +2=Very Good, +3=Excellent, -1=Needs Improvement, -2=Poor, -3=Very Poor

FORM AND SHOWMANSHIP: <i>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 -.</i>		SCORE
Front Legs, Feet	(+) Straight legs; Good bone; Well defined tendons; _____ (-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____	1 +1
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in; _____ (-) Insufficient muscle; Excessive muscle; _____	2 +1
Head	(+) Triangular, short & broad; Large, wide set, soft eye; Big nostrils; _____ (-) Parrot mouth; Under slung jaw; Roman nose; Pig eye; Oversize ears; _____	3 +1
Neck & Throat latch	(+) Clean, arching throat latch; Long neck; Good tie in; _____ (-) Thick neck; Short neck; Ewe neck; Crested neck; Low tie in; _____	4 +1
Shoulders & Withers	(+) Long, 45 degree shoulder; Prominent withers; Adequate muscle; _____ (-) Steep shoulder; Mutton withers; Withers lower than croup; _____	5 +1
Heart Girth & Barrel	(+) Deep, thick girth; Well sprung ribs; Long underline; _____ (-) Shallow girth; Narrow sprung ribs; Short underline; _____	6 0
Back & Loin	(+) Short, strong, well muscled back; Short, strong loin; _____ (-) Long, weak back; Sway back; Weak muscling; _____	7 0
Hip & Croup	(+) Long, sloping hip; Deep carry down; Smooth tie with hip; _____ (-) Short hip; Goose rump; Steep croup; Shallow hip carry down; _____	8 0
Stifle & Gaskin	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view; _____ (-) Inadequate muscling; Weak inside gaskin muscle; _____	9 +1
Hock, Hind Legs, Feet	(+) Good bone; Low hock; Good hock angularity; _____ (-) Base wide; Base narrow; Sickie hock; Cow hock; Post leg; _____	10 0
Overall Muscling	(+) Well defined; Long; Smooth; Well attached; _____ (-) Inadequate muscling; Excessive muscling; _____	11 0
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	12 0
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones; _____ (-) 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 0
		14 0
		15 0
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming; _____ (-) Underweight; Poor hoof care; Unfit grooming; _____	16 +1
Participant Showmanship	(+) Good presentation; Professional appearance; _____ (-) Poor judge awareness; Poorly fitted halter; _____	17 +1
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____	18 +1

Note to Scribe: Place X in box when Judge declares horse notably LAME

Note to Scribe Judges Balance Score i in all 3 boxes

FORM AND SHOWMANSHIP JUDGE'S SCORE: TOTAL (1) +9
 TOTAL (1) +9 X .33 = 2.97 + 42 = 44.97 **Major Penalty = FORM and SHOWMANSHIP
 JUDGE'S SCORE (2) 44.97

**Major Penalty: A horse which exhibits notable lameness in the Conformation judging shall be penalized -10 points
 FUNCTION SCORE:
 Ranch Cutting 74' + Ranch Riding 68.1' + Working Ranch 62.3' + Ranch Trail 73' = 277.4 (3) Function Total
 Function Total (3) 277.4 X .10 = FUNCTION SCORE (4) 27.74

RANCH CONFORMATION SCORE:
 Form and Showmanship Judge's Score (2) 44.97 + Function Score (4) 27.74 = RANCH CONFORMATION SCORE 72.71

Judge- Christy Steed
 Ranch Cutting and #1 Working Ranch
Judge- Russ Ratkowski Conformation
 #4 Ranch Riding & Ranch Trail

Cody Hendrickson - #405

Whizkey N Ginger

Age 7 - Horse ID# 684

AMATEUR RANCH HORSE CONFORMATION

Amateur

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; _____	1 0
Feet	(-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____	1 0
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in; _____ (-) Insufficient muscle; Excessive muscle; _____	2 0
Head	(+) Triangular, short & broad; Large, wide set, soft eye; Big nostrils; _____ (-) Parrot mouth; Under slung jaw; Roman nose; Pig eye; Oversize ears; _____	3 +1
Neck & Throat latch	(+) Clean, arching throat latch; Long neck; Good tie in; _____ (-) Thick neck; Short neck; Ewe neck; Crested neck; Low tie in; _____	4 +1
Shoulders & Withers	(+) Long, 45 degree shoulder; Prominent withers; Adequate muscle; _____ (-) Steep shoulder; Mutton withers; Withers lower than croup; _____	5 0
Heart Girth & Barrel	(+) Deep, thick girth; Well sprung ribs; Long underline; _____ (-) Shallow girth; Narrow sprung ribs; Short underline; _____	6 +1
Back & Loin	(+) Short, strong, well muscled back; Short, strong loin; _____ (-) Long, weak back; Sway back; Weak muscling; _____	7 0
Hip & Croup	(+) Long, sloping hip; Deep carry down; Smooth tie with hip; _____ (-) Short hip; Goose rump; Steep croup; Shallow hip carry down; _____	8 -1
Stifle & Gaskin	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view; _____ (-) Inadequate muscling; Weak inside gaskin muscle; _____	9 0
Hock, Hind Legs, Feet	(+) Good bone; Low hock; Good hock angularity; _____ (-) Base wide; Base narrow; Sickie hock; Cow hock; Post leg; _____	10 -1
Overall Muscling	(+) Well defined; Long; Smooth; Well attached; _____ (-) Inadequate muscling; Excessive muscling; _____	11 0
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	12 +1
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones; _____ (-) 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 0
		14 0
		15 0
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming; _____ (-) Underweight; Poor hoof care; Unfit grooming; _____	16 +1
Participant Showmanship	(+) Good presentation; Professional appearance; _____ (-) Poor judge awareness; Poorly fitted halter; _____	17 0
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____	18 -1

Note to Scribe: Place X in box when Judge declares horse notably LAME

 Note to Scribe
 Judges Balance Score 1
 in all 3 boxes

FORM AND SHOWMANSHIP JUDGE'S SCORE: TOTAL (1) +2
 TOTAL (1) +2 X .33 = .66 + 42 = 42.66 **Major Penalty = FORM and SHOWMANSHIP
JUDGE'S SCORE (2) 42.66

**Major Penalty: A horse which exhibits notable lameness in the Conformation judging shall be penalized -10 points
FUNCTION SCORE:
 Ranch Cutting 79 + Ranch Riding 74.2 + Working Ranch 64.1 + Ranch Trail 78.56 = 295.8 (3) Function Total
 Function Total (3) 295.8 X .10 = **FUNCTION SCORE (4)** 29.58

RANCH CONFORMATION SCORE:
 Form and Showmanship Judge's Score (2) 42.66 + Function Score (4) 29.58 = **RANCH CONFORMATION SCORE** 72.24

Sue Eisenman - #406

Peppys Lil Beggar

Age 10 - Horse ID#499

Amateur

AMATEUR RANCH HORSE CONFORMATION

Judge- Christy Steed

Ranch Cutting and #1 Working Ranch

Judge- Russ Ratkowski Conformation

#4 Ranch Riding & Ranch Trail

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; _____		1 0
Feet	(-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____		2 +1
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in; _____ (-) Insufficient muscle; Excessive muscle; _____		3 +1
Head	(+) Triangular, short & broad; Large, wide set, soft eye; Big nostrils; _____ (-) Parrot mouth; Under slung jaw; Roman nose; Pig eye; Oversize ears; _____		4 0
Neck & Throat latch	(+) Clean, arching throat latch; Long neck; Good tie in; _____ (-) Thick neck; Short neck; Ewe neck; Crested neck; Low tie in; _____		5 +1
Shoulders & Withers	(+) Long, 45 degree shoulder; Prominent withers; Adequate muscle; _____ (-) Steep shoulder; Mutton withers; Withers lower than croup; _____		6 +1
Heart Girth & Barrel	(+) Deep, thick girth; Well sprung ribs; Long underline; _____ (-) Shallow girth; Narrow sprung ribs; Short underline; _____		7 +1
Back & Loin	(+) Short, strong, well muscled back; Short, strong loin; _____ (-) Long, weak back; Sway back; Weak muscling; _____		8 0
Hip & Croup	(+) Long, sloping hip; Deep carry down; Smooth tie with hip; _____ (-) Short hip; Goose rump; Steep croup; Shallow hip carry down; _____		9 0
Stifle & Gaskin	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view; _____ (-) Inadequate muscling; Weak inside gaskin muscle; _____		10 0
Hock, Hind Legs, Feet	(+) Good bone; Low hock; Good hock angularity; _____ (-) Base wide; Base narrow; Sickie hock; Cow hock; Post leg; _____		11 +1
Overall Muscling	(+) Well defined; Long; Smooth; Well attached; _____ (-) Inadequate muscling; Excessive muscling; _____		12 -3
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	Note to Scribe: Place X in box when Judge declares horse notably LAME	
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones; _____ (-) 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; _____	***** Note to Scribe Judges Balance Score i in all 3 boxes	13 0
			14 0
			15 0
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming; _____ (-) Underweight; Poor hoof care; Unfit grooming; _____		16 +1
Participant Showmanship	(+) Good presentation; Professional appearance; _____ (-) Poor judge awareness; Poorly fitted halter; _____		17 0
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____		18 0

FORM AND SHOWMANSHIP JUDGE'S SCORE: TOTAL (1) +4

TOTAL (1) +4 X .33 = 1.32 + 42 = 43.32 **Major Penalty = FORM and SHOWMANSHIP

JUDGE'S SCORE (2) 43.32

**Major Penalty: A horse which exhibits notable lameness in the Conformation judging shall be penalized -10 points

FUNCTION SCORE:

Ranch Cutting 73 + Ranch Riding 70.7 + Working Ranch 32.4 + Ranch Trail 76 = _____ (3) Function Total

Function Total (3) _____ X .10 = FUNCTION SCORE (4) 25.21

RANCH CONFORMATION SCORE:

Form and Showmanship Judge's Score (2) 43.32 + Function Score (4) _____ = RANCH CONFORMATION SCORE 68.53

4/10

Ann Goebel - #407

Judge- Christy Steed
 Ranch Cutting and #1 Working Ranch
Judge- Russ Ratkowski Conformation
 #4 Ranch Riding & Ranch Trail

SDP Ruby Blue Sue
 Age 15 – Horse ID#514
 Amateur

AMATEUR RANCH HORSE CONFORMATION

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: <i>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 -.</i>		SCORE
Front Legs, Feet	(+) Straight legs; Good bone; Well defined tendons; _____ (-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____	1 0
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in; _____ (-) Insufficient muscle; Excessive muscle; _____	2 0
Head	(+) Triangular, short & broad; Large, wide set, soft eye; Big nostrils; _____ (-) Parrot mouth; Under slung jaw; Roman nose; Pig eye; Oversize ears; _____	3 0
Neck & Throat latch	(+) Clean, arching throat latch; Long neck; Good tie in; _____ (-) Thick neck; Short neck; Ewe neck; Crested neck; Low tie in; _____	4 +1
Shoulders & Withers	(+) Long, 45 degree shoulder; Prominent withers; Adequate muscle; _____ (-) Steep shoulder; Mutton withers; Withers lower than croup; _____	5 0
Heart Girth & Barrel	(+) Deep, thick girth; Well sprung ribs; Long underline; _____ (-) Shallow girth; Narrow sprung ribs; Short underline; _____	6 0
Back & Loin	(+) Short, strong, well muscled back; Short, strong loin; _____ (-) Long, weak back; Sway back; Weak muscling; _____	7 -1
Hip & Croup	(+) Long, sloping hip; Deep carry down; Smooth tie with hip; _____ (-) Short hip; Goose rump; Steep croup; Shallow hip carry down; _____	8 -1
Stifle & Gaskin	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view; _____ (-) Inadequate muscling; Weak inside gaskin muscle; _____	9 -1
Hock, Hind Legs, Feet	(+) Good bone; Low hock; Good hock angularity; _____ (-) Base wide; Base narrow; Sickie hock; Cow hock; Post leg; _____	10 -1
Overall Muscling	(+) Well defined; Long; Smooth; Well attached; _____ (-) Inadequate muscling; Excessive muscling; _____	11 -1
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	12 +1
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones; _____ (-) 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 0
		14 0
		15 0
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming; _____ (-) Underweight; Poor hoof care; Unfit grooming; _____	16 -1
Participant Showmanship	(+) Good presentation; Professional appearance; _____ (-) Poor judge awareness; Poorly fitted halter; _____	17 +1
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____	18 0

Note to Scribe: Place X in box when Judge declares horse notably LAME

Note to Scribe Judges Balance Score i in all 3 boxes

FORM AND SHOWMANSHIP JUDGE'S SCORE: TOTAL (1) **-3**

TOTAL (1) -3 X .33 = -.99 + 42 = 41.01 -- **Major Penalty = FORM and SHOWMANSHIP

JUDGE'S SCORE (2) **41.01**

**Major Penalty: A horse which exhibits notable lameness in the Conformation judging shall be penalized -10 points

FUNCTION SCORE:
 Ranch Cutting 77 + Ranch Riding 75.6 + Working Ranch 30 + Ranch Trail 68 = 250.6 (3) Function Total

Function Total (3) 250.6 X .10 = FUNCTION SCORE (4) **25.06**

RANCH CONFORMATION SCORE:
 Form and Showmanship Judge's Score (2) 41.01 + Function Score (4) 25.06 = RANCH CONFORMATION SCORE **66.07**

Ted Pogue - #400
 Poguearosa Rompin Luna
 Age 13 – Horse ID#617
 Amateur

Cutting Judges Sheet

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	0						
2. Control of Cow	0			Q			3
3. Degree of Difficulty	0						
4. Eye Appeal	0						
COW TWO							
5. Herd Work	-1						
6. Control of Cow	-1						
7. Degree of Difficulty	+1						
8. Eye Appeal	0						
OVERALL							
9. Courage	0						
10. Time Worked	0						3

MANEUVER TOTAL: -1 PENALTY TOTAL: 3
 70 Points +/- Maneuver Total: 69 - Less Penalty Total: 3 = Total Score: 66

Comments

 Judge's Signature: _____ Copyright © 2015 by NVRHA

Vicky Henderson - #404

DJ Joe De Boon

Age 9 - Horse ID#606

Amateur

Cutting Judges Sheet

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	0						
2. Control of Cow	+1						
3. Degree of Difficulty	+1						
4. Eye Appeal	+1						
COW TWO							
5. Herd Work	0						
6. Control of Cow	0						
7. Degree of Difficulty	0						
8. Eye Appeal	0						
OVERALL							
9. Courage	0						
10. Time Worked	+1						

MANEUVER TOTAL: +4

PENALTY TOTAL: 0

70 Points +/- Maneuver Total: 74 - Less Penalty Total: 0 = Total Score: 74

Comments

Judge's Signature: _____

Cutting Judges Sheet

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	0						
2. Control of Cow	+1						
3. Degree of Difficulty	+1						
4. Eye Appeal	+1						
COW TWO							
5. Herd Work	0						
6. Control of Cow	+1						
7. Degree of Difficulty	+2						
8. Eye Appeal	+1						
OVERALL							
9. Courage	+1						
10. Time Worked	+1						

MANEUVER TOTAL: +9

PENALTY TOTAL: 0

70 Points +/- Maneuver Total: 79 - Less Penalty Total: 0 = Total Score: 79

Comments

Judge's Signature: _____

Cutting Judges Sheet

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	0						
2. Control of Cow	0						
3. Degree of Difficulty	0						
4. Eye Appeal	+1						
COW TWO							
5. Herd Work	0						
6. Control of Cow	0						
7. Degree of Difficulty	0						
8. Eye Appeal	0						
OVERALL							
9. Courage	+1						
10. Time Worked	+1						

MANEUVER TOTAL: +3

PENALTY TOTAL: 0

70 Points +/- Maneuver Total: 73 - Less Penalty Total: 0 = Total Score: 73

Comments

Judge's Signature: _____

Ann Goebel - #407

SDP Ruby Blue Sue

Age 15 – Horse ID#514

Amateur

Cutting Judges Sheet

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	0						
2. Control of Cow	+1						
3. Degree of Difficulty	0						
4. Eye Appeal	+1						
COW TWO							
5. Herd Work	0						
6. Control of Cow	+1						
7. Degree of Difficulty	+1						
8. Eye Appeal	+1						
OVERALL							
9. Courage	+1						
10. Time Worked	+1						

MANEUVER TOTAL: +7

PENALTY TOTAL: 0

70 Points +/- Maneuver Total: 77 - Less Penalty Total: 0 = Total Score: 77

Comments

Judge's Signature: _____

Copyright © 2015 by NVRHA

Ted Pogue - #400
 Poguearosa Rompin Luna
 Age 13 – Horse ID#617
 Amateur

Ranch Riding (Pattern 4)

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				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk from start to middle of arena	0					
2. Transition to trot, trot up middle of arena to Cone A	0					
3. Transition to extended trot, extended trot to end of arena	+1					
4. Collect back to regular trot, trot to corner	-1					
5. Stop at corner, make 1/4 turn to left	0					
6. Begin lope in left lead to Cone B	0					
7. Transition to extended lope, extended lope to Cone C	0					
8. Collect back to regular lope	0					
9. Transition to walk at corner	+1					
10. Stop and make 1/4 turn to left	+1					
11. Trot	-1					
12. Lope right lead	-3		G			
13. Transition to trot	0					
14. Stop and back	+2					
MANEUVER TOTAL:	0	PENALTY TOTAL:				3

100 Points +/- Maneuver Total: 100 x .70 = 70 - Less Penalty Total: 3 = Total Score: 67 (63)

Comments: _____

Judge's Signature: _____

Vicky Henderson - #404

DJ Joe De Boon

Age 9 - Horse ID#606

Amateur

Ranch Riding (Pattern 4)

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.

Table with columns: MANEUVER, JUDGE'S SCORE, PENALTIES (1 PT, 3 PT, 5 PT, 10 PT), TOTAL. Contains handwritten scores for 14 maneuvers and a total score of 4.

MANEUVER TOTAL:

PENALTY TOTAL:

100 Points +/- Maneuver Total: 103 x .70 = 72.1 - Less Penalty Total: 4 = Total Score: 68.1

Comments:

Judge's Signature:

Cody Hendrickson - #405

Whiskey N Ginger

Age 7 – Horse ID# 684

Amateur

Ranch Riding (Pattern 4)

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				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk from start to middle of arena	0					
2. Transition to trot, trot up middle of arena to Cone A	0					
3. Transition to extended trot, extended trot to end of arena	+1					
4. Collect back to regular trot, trot to corner	+1					
5. Stop at corner, make 1/4 turn to left	-1					
6. Begin lope in left lead to Cone B	+1					
7. Transition to extended lope, extended lope to Cone C	+1					
8. Collect back to regular lope	0					
9. Transition to walk at corner	+2					
10. Stop and make 1/4 turn to left	0					
11. Trot	-1					
12. Lope right lead	-1					
13. Transition to trot	+2					
14. Stop and back	+1					
MANEUVER TOTAL:	+6					
						PENALTY TOTAL: 0

100 Points +/- Maneuver Total: 106 x .70 = 74.2 - Less Penalty Total: 0 = Total Score: 74.2

Comments:

Judge's Signature: _____

Sue Eisenman - #406

Peppys Lil Beggar
Age 10 - Horse ID#499
Amateur

Ranch Riding (Pattern 4)

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				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk from start to middle of arena	0					
2. Transition to trot, trot up middle of arena to Cone A	-1					
3. Transition to extended trot, extended trot to end of arena	-1					
4. Collect back to regular trot, trot to corner	+1					
5. Stop at corner, make 1/4 turn to left	0					
6. Begin lope in left lead to Cone B	+1					
7. Transition to extended lope, extended lope to Cone C	0					
8. Collect back to regular lope	+1					
9. Transition to walk at corner	+1					
10. Stop and make 1/4 turn to left	-1					
11. Trot	0					
12. Lope right lead	0					
13. Transition to trot	+1					
14. Stop and back	-1					
MANEUVER TOTAL:	+1					
						PENALTY TOTAL: 0

100 Points +/- Maneuver Total: 101 x .70 = 70.7 - Less Penalty Total: 0 = Total Score: 70.7 *PA*

Comments:

Judge's Signature: _____

Ann Goebel - #407
 SDP Ruby Blue Sue
 Age 15 – Horse ID#514
 Amateur

Ranch Riding (Pattern 4)

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	0					
2. Transition to trot, trot up middle of arena to Cone A	+1					
3. Transition to extended trot, extended trot to end of arena	0					
4. Collect back to regular trot, trot to corner	0					
5. Stop at corner, make 1/4 turn to left	+1					
6. Begin lope in left lead to Cone B	+1					
7. Transition to extended lope, extended lope to Cone C	+1					
8. Collect back to regular lope	+1					
9. Transition to walk at corner	+1					
10. Stop and make 1/4 turn to left	0					
11. Trot	+1					
12. Lope right lead	+1					
13. Transition to trot	+1					
14. Stop and back	-1					
MANEUVER TOTAL:	+8					
						PENALTY TOTAL: 0

100 Points +/- Maneuver Total: 108 x .70 = 75.6 - Less Penalty Total: 0 = Total Score: 75.6

Comments:

Judge's Signature: _____

Ted Pogue - #400
Poguearosa Rompin Luna
Age 13 – Horse ID#617
Amateur

Hinckley Ranch Trail

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 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						TOTAL
		1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT	
1. Walk Over Cross Bucks	+1							
2. Lope Left Lead	+1							
3 Trot	+1							
4. Drag Log (Walk)	+2							
5 Rope Dummy	-1							
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	+1							
8. Back Through L	-1		H		H			-4
9. Left Hand Push Rope Gate	0							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	+1							
MANEUVER TOTAL	+4							
								PENALTY TOTAL: -4

70 Points +/- Maneuver Total: 74 - Less Penalty Total: -4 = Total Score: 70

COMMENTS:

Judge's Signature: _____

Vicky Henderson - #404

DJ Joe De Boon

Age 9 - Horse ID#606

Amateur

Hinckley Ranch Trail

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 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						TOTAL
		1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT	
1. Walk Over Cross Bucks	+1							
2. Lope Left Lead	0		G					1
3 Trot	+1							
4. Drag Log (Walk)	+1							
5 Rope Dummy	-1							
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	-1							
8. Back Through L	+1							
9. Left Hand Push Rope Gate	+1							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	+1							
MANEUVER TOTAL	+4							
								PENALTY TOTAL: 1

70 Points +/- Maneuver Total: 74 - Less Penalty Total: 1 = Total Score: 73

COMMENTS:

Judge's Signature: _____

Cody Hendrickson - #405

Whiskey N Ginger
Age 7 - Horse ID# 684
Amateur

Hinckley Ranch Trail

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 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						TOTAL
		1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT	
1. Walk Over Cross Bucks	+1							
2. Lope Left Lead	+1							
3 Trot	+1							
4. Drag Log (Walk)	+1							
5 Rope Dummy	+1							
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	0	H						.50
8. Back Through L	+1							
9. Left Hand Push Rope Gate	+2							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	+1							
MANEUVER TOTAL	+9							.50

70 Points +/- Maneuver Total: 79 - Less Penalty Total: .50 = Total Score: 78.50

COMMENTS:

Judge's Signature: _____

Sue Eisenman - #406

Peppys Lil Beggar
Age 10 – Horse ID#499
Amateur

Hinckley Ranch Trail

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 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						TOTAL
		1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT	
1. Walk Over Cross Bucks	0							
2. Lope Left Lead	+1							
3 Trot	+1							
4. Drag Log (Walk)	+1							
5 Rope Dummy	+1							
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	+1							
8. Back Through L	+1							
9. Left Hand Push Rope Gate	+1							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	0		B				-1	
MANEUVER TOTAL	+7							
PENALTY TOTAL:							-1	

70 Points +/- Maneuver Total: 77 - Less Penalty Total: -1 = Total Score: 76

COMMENTS:

Judge's Signature: _____

Ann Goebel - #407

SDP Ruby Blue Sue

Age 15 – Horse ID#514

Amateur

Hinckley Ranch Trail

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 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						TOTAL
		1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT	
1. Walk Over Cross Bucks	-1							
2. Lope Left Lead	+1							
3 Trot	+1							
4. Drag Log (Walk)	+1							
5 Rope Dummy	-1							
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	0	H			H			3.5
8. Back Through L	0	H						.5
9. Left Hand Push Rope Gate	+1							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	0							
MANEUVER TOTAL	+2							
								PENALTY TOTAL: -4

70 Points +/- Maneuver Total: 72

- Less Penalty Total: -4

= Total Score: 68

COMMENTS:

Judge's Signature: _____

Ted Pogue - #400

Pogearosa Rompin Luna

Age 13 - Horse ID#617

Amateur

Reined Work (Pattern 1)

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. Hqlding 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	-1						
2. Change Lead	-1			9J			4
3. Two left circles, moderate size and speed	0						
4. Change lead	-1			9J			4
5. Rundown, stop, hesitate, left turn	0						
6. Rundown, stop, hesitate, right turn	-1						
7. Rundown, stop, back	0						
8. Two right spins, Two left spins	+1						
JUDGE'S SCORE		PENALTY TOTAL					8

56 Points +/- Judge's score: 53 Divided by 2 = 26.5 - Less Penalty Total: 8 = **Total Reining Score: 18.5**

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

Comments: _____

Judge's Signature: _____

Ted Pogue - #400
 Poguearosa Rompin Luna
 Age 13 – Horse ID#617
 Amateur

Working Ranch Horse - All Reining Patterns
Cow Work ~ Amateur and Open Divisions

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	-1	W		A					4
2. First Turn	0								
3. Second Turn	+1								
MANEUVER SCORE	0	PENALTY TOTAL							4

21 Points +/- Judges Score: 21 Less Penalty Total: 4 = Total Cow Work Score: 17

	MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
			1 PT	2 PT	3 PT	5 PT	7 PT	
CIRCLE	1. 1st Circle						Z (automatic)	
	2. Switch							
	3. 2nd Circle							
ROPE	1. Track cow	+1						
	2. Rope & Rope Handling	-1						
	3. Stop Cow	-3				NS		10
MANEUVER SCORE	-3	PENALTY TOTAL					10	

21 Points +/- Maneuver Score: 18 x 1.1 = 19.8 less Penalty Total: 10 = Total Roping/Circling Score: 9.8

Reining Score: 18.5 + Cow Work Score: 17 + Roping/Circling Score: 9.8 = Total Working Ranch Horse Score: 45.3

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: _____

Vicky Henderson - #404

DJ Joe De Boon
Age 9 - Horse ID#606
Amateur

Reined Work (Pattern 1)

ack 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.

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.

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



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	-1	L		GJ			4.5
2. Change Lead	+1						
3. Two left circles, moderate size and speed	+1						
4. Change lead	+1						
5. Rundown, stop, hesitate, left turn	0						
6. Rundown, stop, hesitate, right turn	0						
7. Rundown, stop, back	-1						
8. Two right spins, Two left spins	+2						
	JUDGE'S SCORE: +3	PENALTY TOTAL					4.5

56 Points +/- Judge's score: 59 Divided by 2 = 29.5 - Less Penalty Total: 4.5 = Total Reining Score: 25

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

Comments:

Judge's Signature: _____

Vicky Henderson - #404

DJ Joe De Boon
Age 9 - Horse ID#606
Amateur

**Working Ranch Horse - All Reining Patterns
Cow Work ~ Amateur and Open Divisions**

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

2 POINT PENALTY

- A. Going around the corner of arena before turning cow

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

- 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

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.

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

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	0									
2. First Turn	0									
3. Second Turn	-1	0							1	
MANEUVER SCORE		-1								
21 Points +/- Judges Score: 20		Less Penalty Total: 1		= Total Cow Work Score: 19						

MANEUVER	JUDGE'S SCORE	PENALTIES							TOTAL	
		1 PT	2 PT	3 PT	5 PT	7 PT	10 PT			
CIRCLE	1. 1st Circle	0					Z (automatic)		7	
	2. Switch	+1								
	3. 2nd Circle	+1								
ROPE	1. Track cow									
	2. Rope & Rope Handling									
	3. Stop Cow									
MANEUVER SCORE		+2								
21 Points +/- Maneuver Score: 23		x 1.1 = 25.3		less Penalty Total: 7			= Total Roping/Circling Score: 18.3			

Reining Score: 25 + Cow Work Score: 19 + Roping/Circling Score: 18.3 = Total Working Ranch Horse Score: 62.3

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: _____

Cody Hendrickson - #405

Whizkey N Ginger
Age 7 - Horse ID# 684

Reined Work (Pattern 1)

Amateur

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						
2. Change Lead	+1						
3. Two left circles, moderate size and speed	0						
4. Change lead	-1						
5. Rundown, stop, hesitate, left turn	0						
6. Rundown, stop, hesitate, right turn	0						
7. Rundown, stop, back	-1						
8. Two right spins, Two left spins	+1						
	+2						0

JUDGE'S SCORE

PENALTY TOTAL

56 Points +/- Judge's score: 58 Divided by 2 = 29 - Less Penalty Total: 0 = **Total Reining Score: 29**

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

Comments:

Judge's Signature: _____

Cody Hendrickson - #405

Whiskey N Ginger
Age 7 - Horse ID# 684
Amateur

Working Ranch Horse - All Reining Patterns Cow Work ~ Amateur and Open Divisions

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	0								
2. First Turn	0								
3. Second Turn	-1	L						1	
MANEUVER SCORE	-1								PENALTY TOTAL

21 Points +/- Judges Score: 20 Less Penalty Total: 1 = **Total Cow Work Score: 19**

	MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
			1 PT	2 PT	3 PT	5 PT	7 PT	
CIRCLE	1. 1st Circle	0					Z (automatic)	7
	2. Switch	0						
	3. 2nd Circle	0						
ROPE	1. Track cow							
	2. Rope & Rope Handling							
	3. Stop Cow							
MANEUVER SCORE	0						PENALTY TOTAL	

21 Points +/- Maneuver Score: 21 x 1.1 = 23.10 less Penalty Total: 7 = **Total Roping/Circling Score: 16.10**

Reining Score: 29 + Cow Work Score: 19 + Roping/Circling Score: 16.10 = **Total Working Ranch Horse Score: 64.10**

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: _____

Sue Eisenman - #406

Peppys Lil Beggar
Age 10 - Horse ID#499
Amateur

Reined Work (Pattern 1)

ack 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	+1						
2. Change Lead	-1		L	JG			5
3. Two left circles, moderate size and speed	-1						
4. Change lead	-1			JG			4
5. Rundown, stop, hesitate, left turn	-1						
6. Rundown, stop, hesitate, right turn	-1						
7. Rundown, stop, back	-1						
8. Two right spins, Two left spins	+1						
JUDGE'S SCORE						-4	
PENALTY TOTAL							9

56 Points +/- Judge's score: 52 Divided by 2 = 26 - Less Penalty Total: 9 = **Total Reining Score: 17**

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

Comments: _____

Judge's Signature: _____

Sue Eisenman - #406

Peppys Lil Beggar

Age 10 - Horse ID#499

Amateur

Working Ranch Horse - All Reining Patterns

Cow Work ~ Amateur and Open Divisions

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

2 POINT PENALTY

- A. Going around the corner of arena before turning cow

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

- 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

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.

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

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	W		A					4	
2. First Turn	-2									
3. Second Turn	-3									
MANEUVER SCORE	-7								PENALTY TOTAL	4

21 Points +/- Judges Score: 14 Less Penalty Total: 4 = Total Cow Work Score: 10

	MANEUVER	JUDGE'S SCORE	PENALTIES							TOTAL
			1 PT	2 PT	3 PT	5 PT	7 PT	10 PT		
CIRCLE	1. 1st Circle							Z (automatic)		
	2. Switch									
	3. 2nd Circle									
ROPE	1. Track cow	-2								
	2. Rope & Rope Handling	-2				N				5
	3. Stop Cow	-3				S				5
MANEUVER SCORE	-7								PENALTY TOTAL	10

21 Points +/- Maneuver Score: 14 x 1.1 = 15.4 less Penalty Total: 10 = Total Roping/Circling Score: 5.4

Reining Score: 17 + Cow Work Score: 10 + Roping/Circling Score: 5.4 = Total Working Ranch Horse Score: 32.4

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature:

Ann Goebel - #407

SDP Ruby Blue Sue
Age 15 - Horse ID#514

Amateur

Reined Work (Pattern 1)

Jack 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

- 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	+1						
2. Change Lead	-1		L	GJ			5
3. Two left circles, moderate size and speed	+1						
4. Change lead	-1			GJ			4
5. Rundown, stop, hesitate, left turn	-1						
6. Rundown, stop, hesitate, right turn	-1						
7. Rundown, stop, back	-1						
8. Two right spins, Two left spins	-1						
	-4						9

JUDGE'S SCORE

PENALTY TOTAL

56 Points +/- Judge's score: 52 Divided by 2 = 26 - Less Penalty Total: 9 = **Total Reining Score: 17**

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

Comments:

Judge's Signature: _____

Ann Goebel - #407

SDP Ruby Blue Sue
Age 15 - Horse ID#514
Amateur

Working Ranch Horse - All Reining Patterns
Cow Work ~ Amateur and Open Divisions

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 inch
 - 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	0	C							1
2. First Turn	-1								
3. Second Turn	-3	W	A						3
MANEUVER SCORE	-4							PENALTY TOTAL	4

21 Points +/- Judges Score: 17 Less Penalty Total: 4 = Total Cow Work Score: 13

	MANEUVER	JUDGE'S SCORE	PENALTIES							TOTAL
			1 PT	2 PT	3 PT	5 PT	7 PT	10 PT		
CIRCLE	1. 1st Circle	-3	W					Z (automatic)		4
	2. Switch	-3			W					3
	3. 2nd Circle	-3			W					3
ROPE	1. Track cow									
	2. Rope & Rope Handling									
	3. Stop Cow									
MANEUVER SCORE		-9						PENALTY TOTAL	14	

21 Points +/- Maneuver Score: 12 x 1.1 = 13.2 less Penalty Total: 14 = Total Roping/Circling Score: 0

Reining Score: 17 + Cow Work Score: 13 + Roping/Circling Score: 0 = Total Working Ranch Horse Score: 30

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: _____