

**Lisa Butler - #331**  
 Corona Catt  
 Age 4 - Horse ID#  
 Limited

**AMATEUR RANCH HORSE CONFORMATION**

Judge- Christy Steed  
 Ranch Cutting and #1 Working Ra  
 Judge- Russ Ratkowski Conforma  
 #4 Ranch Riding & Ranch Tra

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.	(+) Straight legs; Good bone; Well defined tendons; _____	1 +1
Feet	(-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns: _____	1
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in; _____ (-) Insufficient muscle; Excessive muscle; _____	2 +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 0
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 +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 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; _____	13 +1
	(-) 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; _____	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 +1
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____	18 0

<b>FORM AND SHOWMANSHIP JUDGE'S SCORE:</b>	<b>TOTAL (1)</b>	<b>+13</b>
$TOTAL (1) \text{ } +13 \text{ } \times .33 = 4.29 + 42 = 46.29$		<b>JUDGE'S SCORE (2) 46.29</b>

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

<b>FUNCTION SCORE:</b>	Ranch Cutting <u>68</u> + Ranch Riding <u>70</u> + Working Ranch <u>37</u> + Ranch Trail <u>69</u> = <u>244</u> (3) Function Total
	Function Total (3) <u>244</u> X .10 = <b>FUNCTION SCORE (4) 24.40</b>

<b>RANCH CONFORMATION SCORE:</b>	Form and Showmanship Judge's Score (2) <u>46.29</u> + Function Score (4) <u>24.40</u> = <b>RANCH CONFORMATION SCORE 70.69</b>
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### 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 reir
- 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	
<b>COW ONE</b>							
1. Herd Work	0						
2. Control of Cow	-1				F		5
3. Degree of Difficulty	0						
4. Eye Appeal	-1						
<b>COW TWO</b>							
5. Herd Work	0						
6. Control of Cow	+1						
7. Degree of Difficulty	+1						
8. Eye Appeal	+1						
<b>OVERALL</b>							
9. Courage	+1						
10. Time Worked	+1						

MANEUVER TOTAL: +3

PENALTY TOTAL: 5

70 Points +/- Maneuver Total: 73 - Less Penalty Total: 5 = Total Score: 68

Comments \_\_\_\_\_

Judge's Signature: \_\_\_\_\_

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**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	0							
4. Drag Log (Walk)	0							
5. Rope Dummy	-1							
6. Walk	0							
7. Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	-1	HH						1
8. Back Through L	0							
9. Left Hand Push Rope Gate	0							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	+1							
<b>MANEUVER TOTAL</b>	<b>0</b>							<b>1</b>

70 Points +/- Maneuver Total: 70 - Less Penalty Total: 1 = Total Score: 69

COMMENTS:

Judge's Signature: \_\_\_\_\_

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**Reined Work (Pattern 1)**

Back Number:	Horse:
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**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			EJ			4
3. Two left circles, moderate size and speed	0						
4. Change lead	+1						
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	0	PENALTY TOTAL					4

56 Points +/- Judge's score: 56 Divided by 2 = 28 - Less Penalty Total: 4 = **Total Reining Score: 24** *on*

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

Comments: \_\_\_\_\_

Judge's Signature: \_\_\_\_\_

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**Working Ranch Horse - All Reining Patterns  
Amateur, Intermediate Amateur and Limited Amateur 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
- L. For each length horse runs past the cow
- S. Slipping Rein
- A. Changing sides of Arena

**3 POINT PENALTY**

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

**5 POINT PENALTY**

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

**10 POINT PENALTY**

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

**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 wo
- L. Abuse



**** INTERMEDIATE & LIMITED AMATEUR DIVISION ****							
Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					
		1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
Box cow, position cow, drive to opposite end of arena	+2						
Box on opposite end of arena then drive cow to original end until whistle is blown	+1						
<b>JUDGE'S TOTAL</b>	<b>+3</b>						
						<b>PENALTY TOTAL</b>	<b>0</b>

10 Points +/- Judge's Score: 13 - Less Total Penalty Points: 0 = **Total LIMITED Cow Work Score:** 13

**** NOVICE AMATEUR DIVISION ****							
Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					
		1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
Box Cow							
<b>JUDGE'S TOTAL</b>							
						<b>PENALTY TOTAL</b>	

7 Points +/- Judge's Score: \_\_\_\_\_ - Less Total Penalty Points: \_\_\_\_\_ = **Total NOVICE Cow Work Score:** \_\_\_\_\_

Reining Score: 24 + Cow Work Score: 13 = **Total Novice or Limited Working Ranch Horse Score:** 37

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: \_\_\_\_\_

Lisa Butter #331

### Ranch Riding (Pattern 4)

Rider:	Back Number:	Horse:
<b>Judges Score:</b> +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
<b>NOTE:</b> Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
<b>NOTE:</b> 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 or break of gait at lope  
G. Incorrect or break of gait for MORE than two strides

**5 POINT PENALTY**

D. Blatant Disobedience  
F. Instill fear or praise

**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



**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	0					
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	+1					
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	0					
14. Stop and back	0					
MANEUVER TOTAL:	0					0

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

**Comments:**

Judge's Signature: \_\_\_\_\_