

**Kristen Dascalos - #108**

Vons Wrangler

Age 6 - Horse ID# 814

Novice

**AMATEUR RANCH HORSE CONFORMATION**

Judge- Christy Steed

Ranch Cutting and #1 Working Ran

Judge- Russ Ratkowski Conformat

#4 Ranch Riding & Ranch Trai

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.	(+) 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 +1	
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 0	
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	<i>Note to Scribe: Place X in box when Judge declares horse notably LAME</i>	
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	

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*Note to Scribe  
Judges Balance Score 1  
in all 3 boxes*

**FORM AND SHOWMANSHIP JUDGE'S SCORE:** TOTAL (1) 410

TOTAL (1) 410 X .33 = 3.3 + 42 = 45.3 - 0 \*\*Major Penalty = FORM and SHOWMANSHIP

JUDGE'S SCORE (2) 45.3

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

**FUNCTION SCORE:**  
Ranch Cutting 44 + Ranch Riding 51.9 + Working Ranch 11 + Ranch Trail 65 = 171.9 (3) Function Total

Function Total (3) 171.9 X .10 = FUNCTION SCORE (4) 17.19

**RANCH CONFORMATION SCORE:**  
Form and Showmanship Judge's Score (2) 45.3 + Function Score (4) 17.19 = RANCH CONFORMATION SCORE 62.49

**Dawn Back - #107**

Lena

Age 7 - Horse ID#

Novice

**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.	(+) Straight legs; Good bone; Well defined tendons; _____	1 -1	
Feet	(-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____	2 0	
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 +1	
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 0	
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 +1	
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 0	
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	<i>Note to Scribe: Place X in box when Judge declares horse notably LAME</i>	
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 0	
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____	18 -1	

<b>FORM AND SHOWMANSHIP JUDGE'S SCORE:</b>	<b>TOTAL (1)</b>	+6
TOTAL (1) <u>6</u> X .33 = <u>1.98</u> + 42 = <u>43.98</u> <u>0</u> **Major Penalty = FORM and SHOWMANSHIP	<b>JUDGE'S SCORE (2)</b>	43.98

**FUNCTION SCORE:**

Ranch Cutting 25 + Ranch Riding 52.1 + Working Ranch 2 + Ranch Trail 48.5 = 127.6 (3) Function Total

Function Total (3) 127.6 X .10 = **FUNCTION SCORE (4)** 12.76

**RANCH CONFORMATION SCORE:**

Form and Showmanship Judge's Score (2) 43.98 + Function Score (4) 12.76 = **RANCH CONFORMATION SCORE** 56.74

**Tanya Borud - #119**

SH Red Berry Rose  
Age 4- Horse ID# 985  
Novice

**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	(+) Straight legs; Good bone; Well defined tendons; _____	1 0
Feet	(-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____	
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 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 +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 +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 +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 +1

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Note to Scribe  
Judges Balance Score i  
in all 3 boxes

FORM AND SHOWMANSHIP JUDGE'S SCORE: TOTAL (1) 19  
TOTAL (1) 9 X .33 = 2.97 + 42 = 44.97 0 \*\*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 25 + Ranch Riding 63.7 + Working Ranch 31 + Ranch Trail 72 = 191.7 (3) Function Total  
Function Total (3) 191.7 X .10 = FUNCTION SCORE (4) 19.17

RANCH CONFORMATION SCORE:  
Form and Showmanship Judge's Score (2) 44.97 + Function Score (4) 19.17 = RANCH CONFORMATION SCORE 64.14

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

**Charlene Waddell - #127**

Soothe

**AMATEUR RANCH HORSE CONFORMATION**

Age 6 - Horse ID# 1st

Novice

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 -1
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 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 +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 0
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) = 1

TOTAL (1) -1 X .33 = .33 + 42 = 41.67 \*\*Major Penalty = FORM and SHOWMANSHIP

JUDGE'S SCORE (2) 41.67

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

FUNCTION SCORE:  
 Ranch Cutting 76 + Ranch Riding 57.3 + Working Ranch 16 + Ranch Trail 62 = 211.30 (3) Function Total

Function Total (3) 211.3 X .10 = FUNCTION SCORE (4) 21.13

RANCH CONFORMATION SCORE:  
 Form and Showmanship Judge's Score (2) 41.67 + Function Score (4) 21.13 = RANCH CONFORMATION SCORE 62.80

Mary Fitch - #128

Style Smart

Age 8 - Horse ID#

Novice

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 -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 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 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 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 -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 0
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

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 65 + Ranch Riding 64.2 + Working Ranch 19.5 + Ranch Trail 67.5 = 216.2 (3) Function Total

Function Total (3) 216.2 X .10 = FUNCTION SCORE (4) 21.62

RANCH CONFORMATION SCORE:  
 Form and Showmanship Judge's Score (2) 43.32 + Function Score (4) 21.62 = RANCH CONFORMATION SCORE 64.94

4/13/2024

Marty Vita - #129

Larkin Coed Whiz

Age 10 - Horse ID#

Novice

**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 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 +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 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 +1
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 +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: Place X in box when Judge declares horse notably LAME*

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*Note to Scribe  
Judges Balance Score i  
in all 3 boxes*

FORM AND SHOWMANSHIP JUDGE'S SCORE:	TOTAL (1)	+11
TOTAL (1) <u>+11</u> X .33 = <u>3.63</u> + 42 = <u>45.63</u> **Major Penalty = FORM and SHOWMANSHIP	JUDGE'S SCORE (2)	45.63

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

FUNCTION SCORE:	Ranch Cutting <u>65</u> + Ranch Riding <u>58.4</u> + Working Ranch <u>5.5</u> + Ranch Trail <u>72</u> = <u>20.1</u> (3) Function Total
Function Total (3) <u>20.1</u> X .10 = FUNCTION SCORE (4)	<u>20.11</u>

RANCH CONFORMATION SCORE:	Form and Showmanship Judge's Score (2) <u>45.63</u> + Function Score (4) <u>20.11</u> = RANCH CONFORMATION SCORE	<u>65.74</u>
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4/13/2024

Deb Hall - #130

Gray Docs Fever

Age 13 - Horse ID#

Novice

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, 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 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 +1
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 +1
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) +13

TOTAL (1) +13 X .33 = 4.29 + 42 = 46.29 \*\*Major Penalty = FORM and SHOWMANSHIP

JUDGE'S SCORE (2) 46.29

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

FUNCTION SCORE:  
Ranch Cutting 61 + Ranch Riding 70.7 + Working Ranch 26 + Ranch Trail 70 = 227.7 (3) Function Total

Function Total (3) 227.7 X .10 = FUNCTION SCORE (4) 22.77

RANCH CONFORMATION SCORE:  
Form and Showmanship Judge's Score (2) 46.29 + Function Score (4) 22.77 = RANCH CONFORMATION SCORE 69.06

# Darby Johnson - #131

4/13/2024

Spartan

## AMATEUR RANCH HORSE CONFORMATION

Judge- Christy Steed

Ranch Cutting and #1 Working Ranch

Judge- Russ Ratkowski Conformation

#4 Ranch Riding & Ranch Trail

Age 6 - Horse ID#

Novice

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 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 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 -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 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 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) **-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 0 + Ranch Riding 38.1 + Working Ranch 0 + Ranch Trail 39 = 77.1 (3) Function Total

Function Total (3) 77.1 X .10 = FUNCTION SCORE (4) **7.71**

RANCH CONFORMATION SCORE:

Form and Showmanship Judge's Score (2) 41.01 + Function Score (4) 7.71 = RANCH CONFORMATION SCORE **48.72**

48.72



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

**Shannon Schlender #132**

Chillin with Charlie

Age 9 – Horse ID#

Novice

**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:** 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, 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 -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 -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; 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; _____	Note to Scribe: Place X in box when Judge declares horse notably LAME	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; _____	***** 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

<b>FORM AND SHOWMANSHIP JUDGE'S SCORE:</b>	<b>TOTAL (1)</b>	+1
TOTAL (1) <u>+1</u> X .33 = <u>.33</u> + 42 = <u>42.33</u> -- **Major Penalty = FORM and SHOWMANSHIP	<b>JUDGE'S SCORE (2)</b>	42.33

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

**FUNCTION SCORE:**  
 Ranch Cutting 0 + Ranch Riding 63.2 + Working Ranch 12.5 + Ranch Trail 121 = 139.7 (3) Function Total

Function Total (3) 139.7 X .10 = **FUNCTION SCORE (4)** 13.97

**RANCH CONFORMATION SCORE:**

Form and Showmanship Judge's Score (2) 42.33 + Function Score (4) 13.97 = **RANCH CONFORMATION SCORE** 56.30

**Lisa Gilk - #134**  
 Watch Red Driftwood  
 Age 10 - Horse ID#  
 Novice

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

**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 -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 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 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; 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 0
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones; _____	13 0
	(-) 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 0
		15 0
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming; _____ (-) Underweight; Poor hoof care; Unfit grooming; _____	16 0
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 73 + Ranch Riding 63.9 + Working Ranch 22 + Ranch Trail 72 = 230.9 (3) Function Total

Function Total (3) 230.9 X .10 = FUNCTION SCORE (4) **23.09**

**RANCH CONFORMATION SCORE:**  
 Form and Showmanship Judge's Score (2) 41.01 + Function Score (4) 23.09 = RANCH CONFORMATION SCORE **64.10**

# Dawn Back - #107

Lena

Age 7 - Horse ID#

Novice

## Cutting Judges Sheet

Novice/Intermediate

Back Number: \_\_\_\_\_ Horse: \_\_\_\_\_

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

### 1 POINT PENALTY

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

### 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 scatterd
- J. Excessive assistance of turn back

### 5 POINT PENALTY

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



### 10 POINT PENALTY

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

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	
1. Herd Entry	0					H	10
2. Drive Cow from the Herd	-3						
3. Set up for Cutting	-2						
4. Working center of Arena	-3				L		5
5. Courage/Cow Sense	-1						
6. Degree of Difficulty	0						
7. Eye Appeal	-3						
8. Setting up for the drive	-3				L		5
9. Driving to pen between marker and fence	-3						
10. Penning the correct cow	-7						

MANEUVER TOTAL: -25

PENALTY TOTAL: 20

70 Points +/- Maneuver Total: 45 - Less Penalty Total: -20 = Total Score: 25

Comments \_\_\_\_\_

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

**Kristen Dascalos - #108**

Vons Wrangler

Age 6 – Horse ID# 814

Novice

**Cutting Judges Sheet**

Novice/Intermediate

Back Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.

**1 POINT PENALTY**

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

**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 scatterd
- J. Excessive assistance of turn back

**5 POINT PENALTY**

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

**10 POINT PENALTY**

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



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
1. Herd Entry	0						
2. Drive Cow from the Herd	0						
3. Set up for Cutting	+1						
4. Working center of Arena	-1				LLL		15
5. Courage/Cow Sense	-1						
6. Degree of Difficulty	0						
7. Eye Appeal	-1						
8. Setting up for the drive	0						
9. Driving to pen between marker and fence	-1						
10. Penning the correct cow	-3				N		5

MANEUVER TOTAL: -6 PENALTY TOTAL: 30

70 Points +/- Maneuver Total: 64 - Less Penalty Total: 30 = Total Score: 44

Comments

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

**Tanya Borud - #119**

SH Red Berry Rose  
Age 4- Horse ID# 985

Novice

**Cutting Judges Sheet**

Novice/Intermediate

Back Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.

**1 POINT PENALTY**

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

**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 scatterd
- J. Excessive assistance of turn back

**5 POINT PENALTY**

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



**10 POINT PENALTY**

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

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	
1. Herd Entry	0				F		5
2. Drive Cow from the Herd	-2				L		5
3. Set up for Cutting	-7						
4. Working center of Arena	-7				LL		10
5. Courage/Cow Sense	0						
6. Degree of Difficulty	+2						
7. Eye Appeal	-2						
8. Setting up for the drive	-3						
9. Driving to pen between marker and fence	-3						
10. Penning the correct cow	-3						

MANEUVER TOTAL: 25

PENALTY TOTAL: 20

70 Points +/- Maneuver Total: 45 - Less Penalty Total: 20 = Total Score: 25

Comments

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

**Charlene Waddell - #127**

Soothe

Age 6 – Horse ID# 1st

Novice

**Cutting Judges Sheet**

Novice/Intermediate

Cow Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.

**1 POINT PENALTY**

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

**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 scatterd
- J. Excessive assistance of turn back

**5 POINT PENALTY**

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



NVRHA  
NATIONAL VERSATILITY RANCH HORSE ASSOCIATION  
"Ride the Legend"

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	
1. Herd Entry	0						
2. Drive Cow from the Herd	+1						
3. Set up for Cutting	0						
4. Working center of Arena	+1						
5. Courage/Cow Sense	0						
6. Degree of Difficulty	+1						
7. Eye Appeal	0						
8. Setting up for the drive	+1						
9. Driving to pen between marker and fence	+1						
10. Penning the correct cow	+1						

MANEUVER TOTAL: +6

PENALTY TOTAL: 0

70 Points +/- Maneuver Total: 6 - Less Penalty Total: 76 = Total Score: 76

Comments

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

Mary Fitch - #128

Style Smart

Age 8 - Horse ID#

Novice

Cutting Judges Sheet

Novice/Intermediate

Back Number:

Horse:

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.

1 POINT PENALTY

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

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 scatterd
- J. Excessive assistance of turn back

5 POINT PENALTY

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



10 POINT PENALTY

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

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	
1. Herd Entry	0						
2. Drive Cow from the Herd	-1						
3. Set up for Cutting	-2						
4. Working center of Arena	-3						
5. Courage/Cow Sense	0						
6. Degree of Difficulty	0						
7. Eye Appeal	0						
8. Setting up for the drive	0						
9. Driving to pen between marker and fence	0						
10. Penning the correct cow	+1						

MANEUVER TOTAL: -5

PENALTY TOTAL: 0

70 Points +/- Maneuver Total: 65 - Less Penalty Total: 0 = Total Score: 65

Comments

Judge's Signature:

Marty Vita - #129

Larkin Coed Whiz

Age 10 - Horse ID#

Novice

Cutting Judges Sheet

Novice/Intermediate

Penalty Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.

1 POINT PENALTY

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

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 scatterd
- J. Excessive assistance of turn back

5 POINT PENALTY

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



10 POINT PENALTY

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

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	
1. Herd Entry	0					H	10
2. Drive Cow from the Herd	+1						
3. Set up for Cutting	+1						
4. Working center of Arena	0						
5. Courage/Cow Sense	0						
6. Degree of Difficulty	0						
7. Eye Appeal	+1						
8. Setting up for the drive	0						
9. Driving to pen between marker and fence	+1						
10. Penning the correct cow	+1						

MANEUVER TOTAL: 75

PENALTY TOTAL: 10

70 Points +/- Maneuver Total: 75 - Less Penalty Total: 10 = Total Score: 65

Comments

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



# Deb Hall - #130

Gray Docs Fever  
Age 13 – Horse ID#

Novice

## Cutting Judges Sheet

Novice/Intermediate

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

### 1 POINT PENALTY

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

### 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 scatterd
- J. Excessive assistance of turn back

### 5 POINT PENALTY

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



### 10 POINT PENALTY

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

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
1. Herd Entry	0						
2. Drive Cow from the Herd	0						
3. Set up for Cutting	0						
4. Working center of Arena	0				L		5
5. Courage/Cow Sense	0						
6. Degree of Difficulty	0						
7. Eye Appeal	-1						
8. Setting up for the drive	-1						
9. Driving to pen between marker and fence	-1						
10. Penning the correct cow	-1						

MANEUVER TOTAL: -4

PENALTY TOTAL: 5

70 Points +/- Maneuver Total: 66 - Less Penalty Total: 5 = Total Score: 61

Comments

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

# Darby Johnson - #131

Spartan

Age 6 – Horse ID#

Novice

## Cutting Judges Sheet

Novice/Intermediate

Truck Number:

Horse:

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.

### 1 POINT PENALTY

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

### 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 scatterd
- J. Excessive assistance of turn back

### 5 POINT PENALTY

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



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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	
1. Herd Entry	-1					H	10
2. Drive Cow from the Herd	-3				F		5
3. Set up for Cutting	-7						
4. Working center of Arena	-7				LLL	A	25
5. Courage/Cow Sense	0						
6. Degree of Difficulty	0						
7. Eye Appeal	-3						
8. Setting up for the drive	-7						
9. Driving to pen between marker and fence	-7						
10. Penning the correct cow	-7						

MANEUVER TOTAL: 42

PENALTY TOTAL: 40

70 Points +/- Maneuver Total: 28 - Less Penalty Total: 40 = Total Score: 0 **A**

Comments

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

# Shannon Schlender #132

Chillin with Charlie

Age 9 – Horse ID#

Novice

## Cutting Judges Sheet

Novice/Intermediate

Book Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability without excessive reining or spurring.

### 1 POINT PENALTY

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

### 3 POINT PENALTY

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

### 5 POINT PENALTY

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

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



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	
1. Herd Entry	-1						
2. Drive Cow from the Herd	-3				LLL		15
3. Set up for Cutting	-7						
4. Working center of Arena	-7						
5. Courage/Cow Sense	-2						
6. Degree of Difficulty	0						
7. Eye Appeal	-3						
8. Setting up for the drive	-7			P		E	13
9. Driving to pen between marker and fence	-7						
10. Penning the correct cow	-7						

MANEUVER TOTAL: 44 PENALTY TOTAL: 28

70 Points +/- Maneuver Total: 26 - Less Penalty Total: 28 = Total Score: -2

Comments

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

**Lisa Gilk - #134**

Watch Red Driftwood

Age 10 - Horse ID#

Novice

### Cutting Judges Sheet

Novice/Intermediate

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

#### 1 POINT PENALTY

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

#### 3 POINT PENALTY

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

#### 5 POINT PENALTY

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



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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	
1. Herd Entry	0						
2. Drive Cow from the Herd	+1						
3. Set up for Cutting	+1						
4. Working center of Arena	+1						
5. Courage/Cow Sense	0						
6. Degree of Difficulty	0						
7. Eye Appeal	+1						
8. Setting up for the drive	-1						
9. Driving to pen between marker and fence	0						
10. Penning the correct cow	0						

MANEUVER TOTAL: +3

PENALTY TOTAL: 0

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

Comments

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

# Dawn Back - #107

Lena

Age 7 – Horse ID#

Novice

## 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				H	10
2. Transition to trot, trot up middle of arena to Cone A	-2					
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	0					
8. Collect back to regular lope	0					
9. Transition to walk at corner	+1					
10. Stop and make 1/4 turn to left	0					
11. Trot	-1					
12. Lope right lead	-3		L			3
13. Transition to trot	+1					
14. Stop and back	-1					
<b>MANEUVER TOTAL:</b>	<b>-7</b>					<b>13</b>
					<b>PENALTY TOTAL:</b>	<b>13</b>

100 Points +/- Maneuver Total: 93 x .70 = 65.1 - Less Penalty Total: 13 = Total Score: 52.1

Comments:

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

# Kristen Dascalos - #108

Vons Wrangler

Age 6 - Horse ID# 814

Novice

## 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	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	-3	G	L			4
7. Transition to extended lope, extended lope to Cone C	-3		L			3
8. Collect back to regular lope	0	G				1
9. Transition to walk at corner	0					
10. Stop and make 1/4 turn to left	0					
11. Trot	-1	G				1
12. Lope right lead	-1					
13. Transition to trot	-3					
14. Stop and back	-1					
<b>MANEUVER TOTAL:</b>	<b>-13</b>					<b>9</b>

PENALTY TOTAL: 9

100 Points +/- Maneuver Total: 87 x .70 = 60.9 - Less Penalty Total: 9 = Total Score: 51.9

### Comments:

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

# Tanya Borud - #119

SH Red Berry Rose

Age 4- Horse ID# 985

Novice

## 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	-0					
5. Stop at corner, make 1/4 turn to left	-1					
6. Begin lope in left lead to Cone B	-2					
7. Transition to extended lope, extended lope to Cone C	-1					
8. Collect back to regular lope	0					
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	0					
<b>MANEUVER TOTAL:</b>	<b>-9</b>					<b>0</b>

PENALTY TOTAL:

100 Points +/- Maneuver Total:

91

x .70 =

63.7

- Less Penalty Total:

0

= Total Score:

63.7

### Comments:

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

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# Charlene Waddell - #127

Soothe

Age 6 – Horse ID# 1st

Novice

## 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				M	10	
2. Transition to trot, trot up middle of arena to Cone A	0						
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	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	0						
9. Transition to walk at corner	+1						
10. Stop and make 1/4 turn to left	-1						
11. Trot	-1	G				1	
12. Lope right lead	-1	G				1	
13. Transition to trot	0						
14. Stop and back	0						
<b>MANEUVER TOTAL:</b>	<b>-1</b>					<b>12</b>	

100 Points +/- Maneuver Total: 99 x .70 = 69.3 - Less Penalty Total: 12 = Total Score: 57.3

Comments:

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



Mary Fitch - #128

Style Smart

Age 8 - Horse ID#

Novice

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.

MANEUVER TOTAL:

-4

PENALTY TOTAL:

3

100 Points +/- Maneuver Total: 96 x .70 = 67.2 Less Penalty Total: 3 = Total Score: 64.2

Comments:

Judge's Signature:

**Marty Vita - #129**

Larkin Coed Whiz

Age 10 – Horse ID#

Novice

**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				H	10
2. Transition to trot, trot up middle of arena to Cone A	0					
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	+1					
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	0					
9. Transition to walk at corner	0					
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	0					
<b>MANEUVER TOTAL:</b>	<b>-2</b>					<b>10</b>
					<b>PENALTY TOTAL:</b>	<b>10</b>

100 Points +/- Maneuver Total: 98 x .70 = 68.6 - Less Penalty Total: 10 = Total Score: 58.6

Comments:

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

# Deb Hall - #130

Gray Docs Fever  
Age 13 – Horse ID#  
Novice

## 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 orf 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	-1					
12. Lope right lead	-1					
13. Transition to trot	0					
14. Stop and back	0					
MANEUVER TOTAL:	+1					
						PENALTY TOTAL: 0

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

Comments:

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

# Darby Johnson - #131

Spartan

Age 6 - Horse ID#

Novice

## 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	-2					
2. Transition to trot, trot up middle of arena to Cone A	-2					
3. Transition to extended trot, extended trot to end of arena	-2					
4. Collect back to regular trot, trot to corner	-2					
5. Stop at corner, make 1/4 turn to left	-2					
6. Begin lope in left lead to Cone B	-3		L			3
7. Transition to extended lope, extended lope to Cone C	-3		L			3
8. Collect back to regular lope	-3		L			3
9. Transition to walk at corner	-2					
10. Stop and make 1/4 turn to left	0					
11. Trot	-1	G				1
12. Lope right lead	-3		L			3
13. Transition to trot	-3					
14. Stop and back	+1					
<b>MANEUVER TOTAL:</b>	<b>-27</b>					
						<b>PENALTY TOTAL: 13</b>

100 Points +/- Maneuver Total: 73 x .70 = 51.1 - Less Penalty Total: 13 = Total Score: 38.1

Comments:

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

# Shannon Schlender -#132

Chillin with Charlie

Age 9 – Horse ID#

Novice

## 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	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	0					
9. Transition to walk at corner	-1	G				1
10. Stop and make 1/4 turn to left	-1					
11. Trot	0					
12. Lope right lead	0					
13. Transition to trot	-1		G			3
14. Stop and back	-1					
<b>MANEUVER TOTAL:</b>	<b>-4</b>					<b>4</b>
					<b>PENALTY TOTAL:</b>	<b>4</b>

100 Points +/- Maneuver Total: 96 x .70 = 67.2 Less Penalty Total: 4 = Total Score: 63.2 *AT*

Comments:

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

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**Lisa Gilk - #134**  
 Watch Red Driftwood  
 Age 10 – Horse ID#  
 Novice

**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	0					
4. Collect back to regular trot, trot to corner	0					
5. Stop at corner, make 1/4 turn to left	0					
6. Begin lope in left lead to Cone B	-2	G	G			4
7. Transition to extended lope, extended lope to Cone C	0					
8. Collect back to regular lope	-1					
9. Transition to walk at corner	0					
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	0					
<b>MANEUVER TOTAL:</b>	<b>-3</b>					<b>4</b>

100 Points +/- Maneuver Total: 97 x .70 = 67.9 - Less Penalty Total: 4 = Total Score: 63.9

Comments:

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

# Dawn Back - #107

Lena  
Age 7 - Horse ID#  
Novice

## 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				G			3
3 Trot	0							
4. Drag Log (Walk)	-3							
5 Rope Dummy	+1					F		5
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	-1	H	H					1.5
8. Back Through L	-2		HH		H			5
9. Left Hand Push Rope Gate	-1							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	0							
<b>MANEUVER TOTAL</b>	<b>-7</b>							
								<b>PENALTY TOTAL: 14.5</b>

70 Points +/- Maneuver Total: 63

- Less Penalty Total: 14.5

= Total Score: 48.5

COMMENTS:

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

# Kristen Dascalos - #108

Vons Wrangler  
Age 6 – Horse ID# 814  
Novice

## 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		GG		G			5
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							
8. Back Through L	0							
9. Left Hand Push Rope Gate	+1							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	+1							
<b>MANEUVER TOTAL</b>	<b>0</b>							<b>5</b>
<b>PENALTY TOTAL:</b>								<b>5</b>

70 Points +/- Maneuver Total: 70 - Less Penalty Total: 5 = Total Score: 65 or 40

COMMENTS:

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



# Charlene Waddell - #127

Soothe  
Age 6 – Horse ID# 1st  
Novice

## 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	-2				9			-3
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	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>-5</b>							<b>-3</b>

70 Points +/- Maneuver Total: 65 - Less Penalty Total: 3 = Total Score: 62

COMMENTS:

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

Mary Fitch - #128

Style Smart

Age 8 - Horse ID#

Novice

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	-7							Did not attempt
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	0	#						.50
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							
<b>MANEUVER TOTAL</b>	<b>-2</b>							<b>.50</b>
<b>PENALTY TOTAL:</b>								<b>.50</b>

70 Points +/- Maneuver Total: 68 - Less Penalty Total: .50 = Total Score: 67.5 only

COMMENTS:

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

Marty Vita - #129

Larkin Coed Whiz  
Age 10 - Horse ID#

Novice

### 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							
3. Trot	0							
4. Drag Log (Walk)	+1							
5. Rope Dummy	+1							
6. Walk	0							
7. Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	-2		4					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>MANEUVER TOTAL</b>	<b>+3</b>							
		<b>PENALTY TOTAL:</b>						<b>-1</b>

70 Points +/- Maneuver Total: 73

- Less Penalty Total: -1

= Total Score: 72

COMMENTS:

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

**Deb Hall - #130**  
**Gray Docs Fever**  
**Age 13 – Horse ID#**

**Hinckley Ranch Trail**

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

70 Points +/- Maneuver Total: 72 - Less Penalty Total: 2 = Total Score: 70

COMMENTS:

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

Chillin with Charlie  
Age 9 – Horse ID#  
Novice

**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	0							
3 Trot	-1		GG				2	
4. Drag Log (Walk)	-1							
5 Rope Dummy	-2							
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	+1	H					.5	
8. Back Through L	0	H	H				1.5	
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>-2</b>						<b>4</b>	

70 Points +/- Maneuver Total: 68 - Less Penalty Total: 4 = Total Score: 64

COMMENTS:

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

**Lisa Gilk - #134**  
**Watch Red Driftwood**  
**Age 10 – Horse ID#**  
**Novice**

**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	-2		G		L			4
3 Trot	0							
4. Drag Log (Walk)	+1							
5 Rope Dummy	+2							
6. Walk	0							
7 Side Pass, Pick Up Slicker, Put Slicker Back, Side Pass Back	+2							
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							
<b>MANEUVER TOTAL</b>	<b>+10</b>							<b>14</b>
		<b>PENALTY TOTAL:</b>						<b>14</b>

70 Points +/- Maneuver Total: 710 - Less Penalty Total: 4 = Total Score: 72 *on*

COMMENTS:

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

Reined Work (Pattern 1)

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 and a -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: 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			GJ		H	14	
2. Change Lead	-1			GJ			4	
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							
JUDGE'S SCORE		-8					PENALTY TOTAL	
		22						

56 Points +/- Judge's score: 48 Divided by 2 = 24 - Less Penalty Total: 22 = **Total Reining Score:** 22

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

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

Judge's Signature: \_\_\_\_\_ Copyright © 2015 by NVRHA

# Kristen Dascalos - #108

Vons Wrangler

Age 6 – Horse ID# 814

## Reined Work (Pattern 1)

Novice

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							
3. Two left circles, moderate size and speed	-1							
4. Change lead	-1			3a			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 b	-1					A	10	
JUDGE'S SCORE		PENALTY TOTAL						
							-6	-14

56 Points +/- Judge's score: 50 Divided by 2 = 25 - Less Penalty Total: 14 = **Total Reining Score:** 11

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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Kristen Dascalos - #108

Vons Wrangler

Age 6 - Horse ID# 814

Novice

# Working Ranch Horse - All Reining Patterns Cow Work ~ Novice Amateur, Intermediate Amateur and Limited

Rider: \_\_\_\_\_ Back Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.

Guide for a new cow: Cow won't run - Cow that doesn't respect the horse - When cow leaves arena

### 1 POINT PENALTY

- W. Loss of working Advantage
- 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					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box cow, position cow, drive to opposite end of arena							
Box on opposite end of arena then drive cow to original end until whistle is blown							
JUDGE'S TOTAL							PENALTY TOTAL

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

## \*\*\*\* NOVICE AMATEUR DIVISION \*\*\*\*

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

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow	-2			AA			-6
JUDGE'S TOTAL	-2						-6

7 Points +/- Judge's Score: 5 - Less Total Penalty Points: -6 = Total NOVICE Cow Work Score: 0

Reining Score: 11 + Cow Work Score: 0 = Total Novice or Limited Working Ranch Horse Score: 11

Reining Score from the Reining Score Sheet

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

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

# Tanya Borud - #119

SH Red Berry Rose  
Age 4- Horse ID# 985

## Reined Work (Pattern 1)

Novice

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

56 Points +/- Judge's score: 56 Divided by 2 = 28 - Less Penalty Total: 0 = **Total Reining Score: 28** *JK*

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

Comments:

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

**Tanya Borud - #119**  
 SH Red Berry Rose  
 Age 4- Horse ID# 985  
 Novice

**Working Ranch Horse - All Reining Pattern**  
**Cow Work ~ Novice Amateur, Intermediate Amateur and Limited Amateur**

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

**1 POINT PENALTY**

- W. Loss of working Advantage
- 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 work
- L. Abuse



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

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

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

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

**\*\*\*\* NOVICE AMATEUR DIVISION \*\*\*\***

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

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

7 Points +/- Judge's Score: 6 - Less Total Penalty Points: 3 = **Total NOVICE Cow Work Score:** 3

Reining Score: 28 + Cow Work Score: 3 = **Total Novice or Limited Working Ranch Horse Score:** 31

Reining Score from the Reining Score Sheet

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

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

# Charlene Waddell - #127

Soothe

Age 6 – Horse ID# 1st

Novice

## Reined Work (Pattern 1)

Truck 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		LLL	9J			7
2. Change Lead	-1			9J			4
3. Two left circles, moderate size and speed	-1						
4. Change lead	-1			9J			4
5. Rundown, stop, hesitate, left turn	-2						
6. Rundown, stop, hesitate, right turn	-1						
7. Rundown, stop, back	-2						
8. Two right spins, Two left spins	-2						
<b>JUDGE'S SCORE</b>	<b>-12</b>	<b>PENALTY TOTAL</b>					<b>-15</b>

56 Points +/- Judge's score: 44 Divided by 2 = 22 - Less Penalty Total: 15 = **Total Reining Score: 7\***

Comments: \_\_\_\_\_ Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

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

**Charlene Waddell - #127**

Soothe

Age 6 - Horse ID# 1st

Novice

**Working Ranch Horse - All Reining Pattern:  
Cow Work ~ Novice Amateur, Intermediate Amateur and Limited**

Rider: \_\_\_\_\_ Back Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.

Guide for a new cow: Cow won't run - Cow that doesn't respect the horse - When cow leaves arena

**1 POINT PENALTY**

- W. Loss of working Advantage
- 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					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box cow, position cow, drive to opposite end of arena							
Box on opposite end of arena then drive cow to original end until whistle is blown							
JUDGE'S TOTAL		PENALTY TOTAL					

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

**** NOVICE AMATEUR DIVISION ****							
Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow	+2						0
JUDGE'S TOTAL	+2	PENALTY TOTAL					0

7 Points +/- Judge's Score: 9 - Less Total Penalty Points: 0 = Total NOVICE Cow Work Score: 9

Reining Score: 7 + Cow Work Score: 9 = Total Novice or Limited Working Ranch Horse Score: 16

Reining Score from the Reining Score Sheet

Comments:

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

# Mary Fitch - #128

Style Smart

Age 8 – Horse ID#

Novice

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

56 Points +/- Judge's score: 49 Divided by 2 = 24.5 - Less Penalty Total: 8 = **Total Reining Score: 16.5** *MF*

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

Comments:

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

# Working Ranch Horse - All Reining Patterns

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

**Mary Fitch - #128**  
 Style Smart  
 Age 8 - Horse ID#  
 Novice

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

### 1 POINT PENALTY

- W. Loss of working Advantage
- 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							
Box on opposite end of arena then drive cow to original end until whistle is blown							
JUDGE'S TOTAL							
						PENALTY TOTAL	

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

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

7 Points +/- Judge's Score: 6 - Less Total Penalty Points: 3 = Total NOVICE Cow Work Score: 3

Reining Score: 16.5 + Cow Work Score: 3 = Total Novice or Limited Working Ranch Horse Score: 19.5 *HH*

Reining Score from the Reining Score Sheet

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

\_\_\_\_\_

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

# Marty Vita - #129

Larkin Coed Whiz  
Age 10 – Horse ID#  
Novice

## Reined Work (Pattern 1)

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			AJ			4
3. Two left circles, moderate size and speed	-1						
4. Change lead	-2		L	AJ		H	15
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							19
		PENALTY TOTAL					

56 Points +/- Judge's score: 49 Divided by 2 = 24.5 - Less Penalty Total: 19 = **Total Reining Score: 5.5**

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

Comments:

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



**Marty Vita - #129**  
 Larkin Coed Whiz  
 Age 10 - Horse ID#  
 Novice

**Working Ranch Horse - All Reining Pattern:  
 Cow Work ~ Novice Amateur, Intermediate Amateur and Limited**

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

**1 POINT PENALTY**

- W. Loss of working Advantage
- 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					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box cow, position cow, drive to opposite end of arena							
Box on opposite end of arena then drive cow to original end until whistle is blown							
JUDGE'S TOTAL							
						PENALTY TOTAL	

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

**\*\*\*\* NOVICE AMATEUR DIVISION \*\*\*\***

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

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow	-2			A		A	13
JUDGE'S TOTAL							13
						PENALTY TOTAL	13

7 Points +/- Judge's Score: 5 - Less Total Penalty Points: 13 = Total NOVICE Cow Work Score: 0

Reining Score: 5.5 + Cow Work Score: 0 = Total Novice or Limited Working Ranch Horse Score: 5.5

Reining Score from the Reining Score Sheet

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

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

# Deb Hall - #130

Gray Docs Fever  
Age 13 – Horse ID#

## Reined Work (Pattern 1)

Novice

rk 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	0							
2. Change Lead	-1			JA			4	
3. Two left circles, moderate size and speed	0							
4. Change lead	-1			JA			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							-6	
								PENALTY TOTAL 8

56 Points +/- Judge's score: 50 Divided by 2 = 25 - Less Penalty Total: 8 = **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: \_\_\_\_\_

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**Deb Hall - #130**  
 Gray Docs Fever  
 Age 13 - Horse ID#  
 Novice

**Working Ranch Horse - All Reining Patterns**  
**Cow Work ~ Novice Amateur, Intermediate Amateur and Limited**

Rider: \_\_\_\_\_ Back Number: \_\_\_\_\_ Horse: \_\_\_\_\_

**Judges Score:** +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

**NOTE:** Fall to ground of rider or horse - Team will be scored until the fall

**Credit:** Maintain control of the cow at all times, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.

**Guide for a new cow:** Cow won't run - Cow that doesn't respect the horse - When cow leaves arena

**1 POINT PENALTY**

- W. Loss of working Advantage
- 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					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box cow, position cow, drive to opposite end of arena							
Box on opposite end of arena then drive cow to original end until whistle is blown							
<b>JUDGE'S TOTAL</b>							<b>PENALTY TOTAL</b>

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

**\*\*\*\* NOVICE AMATEUR DIVISION \*\*\*\***

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

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow	+2						
<b>JUDGE'S TOTAL</b>	+2						<b>PENALTY TOTAL</b>

7 Points +/- Judge's Score: 9 - Less Total Penalty Points: 0 = **Total NOVICE Cow Work Score:** 9

Reining Score: 17 + Cow Work Score: 9 = **Total Novice or Limited Working Ranch Horse Score:** 26

Reining Score from the Reining Score Sheet

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

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

# Darby Johnson - #131

Spartan  
Age 6 – Horse ID#  
Novice

## 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	-3		Lx8			HA	28	
2. Change Lead	-3			AJ		A	4	
3. Two left circles, moderate size and speed	-3		Lx8			A	8	
4. Change lead	-3			AJ		A	4	
5. Rundown, stop, hesitate, left turn	-3				I	A	5	
6. Rundown, stop, hesitate, right turn	-3				I	A	5	
7. Rundown, stop, back	-3					AJ	10	
8. Two right spins, Two left spins	-3					A	0	
JUDGE'S SCORE		-24	Trotted pattern, rode w/ Ann.?			PENALTY TOTAL		

56 Points +/- Judge's score: 32 Divided by 2 = -16 - Less Penalty Total: 124 = Total Reining Score: 108

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

**Working Ranch Horse - All Reining Patterns**  
**Cow Work ~ Novice Amateur, Intermediate Amateur and Limited**

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> Fall to ground of rider or horse - Team will be scored until the fall		
<b>Credit:</b> 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.		
<b>Guide for a new cow:</b> 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 work
- L. Abuse



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

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

**** NOVICE AMATEUR DIVISION ****							
Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow	-3			A		H	13
JUDGE'S TOTAL		-3					PENALTY TOTAL 13

7 Points +/- Judge's Score: 4 - Less Total Penalty Points: -13 = Total NOVICE Cow Work Score: 0

Reining Score: 0 + Cow Work Score: 0 = Total Novice or Limited Working Ranch Horse Score: 0

Reining Score from the Reining Score Sheet

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

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

# Shannon Schlender #132

Chillin with Charlie

Age 9 – Horse ID#

Novice

## 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

### 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		LL	GJ GJ			10
2. Change Lead	-1			GJ			4
3. Two left circles, moderate size and speed	0						
4. Change lead	-1			GJ			4
5. Rundown, stop, hesitate, left turn	-2						
6. Rundown, stop, hesitate, right turn	-1						
7. Rundown, stop, back	-1						
8. Two right spins, Two left spins	-1						
JUDGE'S SCORE							-9
		PENALTY TOTAL					18

56 Points +/- Judge's score: 47 Divided by 2 = 23.5 - Less Penalty Total: 18 = **Total Reining Score: 5.5** *AD*

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

Comments:

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

Shannon Schlender #132

Chillin with Charlie  
Age 9 - Horse ID#  
Novice

Working Ranch Horse - All Reining Patterns  
Cow Work ~ Novice Amateur, Intermediate Amateur and Limited

Rider: \_\_\_\_\_ Back Number: \_\_\_\_\_ Horse: \_\_\_\_\_

Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver

NOTE: Fall to ground of rider or horse - Team will be scored until the fall

Credit: Maintain control of the cow at all times, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.

Guide for a new cow: Cow won't run - Cow that doesn't respect the horse - When cow leaves arena

**1 POINT PENALTY**

- W. Loss of working Advantage
- 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					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box cow, position cow, drive to opposite end of arena							
Box on opposite end of arena then drive cow to original end until whistle is blown							
JUDGE'S TOTAL							PENALTY TOTAL

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

\*\*\* NOVICE AMATEUR DIVISION \*\*\*

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

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow	0						
JUDGE'S TOTAL	0						PENALTY TOTAL

7 Points +/- Judge's Score: 7 - Less Total Penalty Points: 0 = Total NOVICE Cow Work Score: 7

Reining Score: 5.5 + Cow Work Score: 7 = Total Novice or Limited Working Ranch Horse Score: 12.5

Reining Score from the Reining Score Sheet

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

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

# Lisa Gilk - #134

Watch Red Driftwood

Age 10 – Horse ID#

Novice

## 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 trot in patterns, failure to stop before lope departure
- 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



**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	0						
2. Change Lead	=1			aj			4
3. Two left circles, moderate size and speed	-1						
4. Change lead	-1			aj			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	-2						
	<b>-8</b>						<b>8</b>

JUDGE'S SCORE

PENALTY TOTAL

56 Points +/- Judge's score:

48 Divided by 2 = 24

- Less Penalty Total:

8

= **Total Reining Score:**

16

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

**Lisa Gilk - #134**  
 Watch Red Driftwood  
 Age 10 – Horse ID#  
 Novice

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> Fall to ground of rider or horse - Team will be scored until the fall		
<b>Credit:</b> 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.		
<b>Guide for a new cow:</b> Cow won't run - Cow that doesn't respect the horse - When cow leaves arena		

- |  |  |   |
|--|--|---|
| <p><b>1 POINT PENALTY</b></p> <ul style="list-style-type: none"> <li>W. Loss of working Advantage</li> <li>L. For each length horse runs past the cow</li> <li>S. Slipping Rein</li> </ul> <p><b>3 POINT PENALTY</b></p> <ul style="list-style-type: none"> <li>B. Biting or Striking the cow</li> <li>E. Exhausting or overtaking</li> <li>H. Hanging up on fence (refusing to turn)</li> <li>K. Knocking down cow without having working advantage</li> <li>A. Cow leave end of arena</li> <li>W. Loss of working advantage</li> </ul> | <p><b>5 POINT PENALTY</b></p> <ul style="list-style-type: none"> <li>S. Spurring in front of the cinch</li> <li>D. Blatant Disobedience</li> </ul> <p><b>10 POINT PENALTY</b></p> <ul style="list-style-type: none"> <li>A. Turn tail to the cow</li> <li>H. Use of two hands on reins in a bridle or two rein</li> <li>C. Fingers between the reins in a bridle class<br/>**except the two rein, &amp; one finger (index) allowed in split reins**</li> <li>I. Illegal or failed equipment</li> <li>J. Schooling between rein work and cow work</li> <li>K. Schooling between cows, if new cow awarded</li> <li>M. Misuse of Romal</li> </ul> | <p><b>0 SCORE</b></p> <ul style="list-style-type: none"> <li>E. Out of control, endangering the rider</li> <li>H. Leaving working area before pattern is complete</li> <li>I. Running over cow causing fall of horse and/or rider</li> <li>J. Judge may blow whistle at any time to end work</li> <li>L. Abuse</li> </ul> |
|--|--|---|



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

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

**** NOVICE AMATEUR DIVISION ****							
Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow	0	W					1
<b>JUDGE'S TOTAL</b>		0					<b>PENALTY TOTAL</b>

7 Points +/- Judge's Score: 7 - Less Total Penalty Points: -1 = **Total NOVICE Cow Work Score:** 6

Reining Score: 16 + Cow Work Score: 6 = **Total Novice or Limited Working Ranch Horse Score:** 22

Reining Score from the Reining Score Sheet

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

\_\_\_\_\_

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