Open Conformation

Placing	Back Number
1	508
2	522
3	521
4	513
5	506
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
	half the participants + 1

Sue Eisenman - #506

Cutting Judges Sheet

Peppys Lil Beggar Age 10 – Horse ID#499 Open RC

Rider:

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

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

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

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

1 POINT PENALTY

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

3 POINT PENALTY

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

5 POINT PENALTY

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

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



MANEUVER	JUDGE'S	he penalty in the appropriate PT box, one time for EACH occurant JUDGE'S PENALTIES						
MAKEOVEK	SCORE	1 PT	N/A	3 PT	5 PT	10 PT	TOTAL	
COW ONE		· Comment						
1. Herd Work	0							
2. Control of Cow	-1				Q		5	
3. Degree of Difficulty	0							
1. Eye Appeal	-1							
COW TWO		Total L					622	
5. Herd Work	0							
5. Control of Cow	+1							
7. Degree of Difficulty	0							
3. Eye Appeal	11							
OVERALL			•					
). Courage	1							
.0. Time Worked	+1							

	7	(
10. Time Worked	+	(
70 Points +/- Maneuver Total: Comments	MANEUVER TOTAL: +2 72 - Less Penalty T	otal:	PENALTY TOTAL = Total Score:6		5	of A
				1		
Judge's Signature:			Сор	yright © 2015	by NVRHA	

Cutting Judges Sheet

Dun Shining Gun Age 4 – Horse ID#887 Open

	Back Number:	Horse:	Open
Judges Score: +3 Excellent, +2 Very Good, +1 (Good O Correct 1 Noods Immunity 2.5		A STATE OF THE PARTY OF THE PAR
NOTE: Judge may blow whistle at any time to	Good, 0 Correct, -1 Needs Improvement, -2 Poo end work and a -7 will be given for any maneuv	r, -3 Very Poor, -7 doe	s not attempt maneuver
NOTE: Fall to ground of rider or horse - Team v	will be seemed with the fill	ers remaining	
Credit: Maintain control of the cow at all times	viii be scored until the fall		
4 DOINT DESIGN	, exhibiting superior cow sense and natural abi	lity without excessive	reining or spurring.

1 POINT PENALTY

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

3 POINT PENALTY

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

5 POINT PENALTY

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

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



MANEUVER	JUDGE'S	ropriate PT box, one time for EACH occurance of penalty. PENALTIES						
	SCORE	1 PT	N/A	3 PT	5 PT	10 PT	TOTAL	
COW ONE							Tarana and the	
1. Herd Work	-1							
2. Control of Cow	-1.				L		5	
3. Degree of Difficulty	0		100					
4. Eye Appeal	-1		24-42	Mosk				
COW TWO							200	
5. Herd Work	0				L		5	
5. Control of Cow	-3				F		6	
7. Degree of Difficulty	-2						-	
3. Eye Appeal	-3							
OVERALL								
9. Courage	-1							
10. Time Worked	-2						-	

		F (23) 25 25 26 1		
10. Time Worked	-2	39.60		
70 Points +/- Maneuver Total:	MANEUVER TOTAL:	15	PENAL = Total Score:	TY TOTAL: 15
Comments				X
Judge's Signature:			Copyri	ght © 2015 by NVRHA

Jessie Wild Tiger Age 7 – Horse ID# 907 Open

Cutting Judges Sheet

			0 1.0.00 10						
	Back Number:	Horse:	Open						
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 DOINT DESIGNATION OF THE COW AT AN UNITED	, exhibiting superior cow sense and natur	ral ability without excessive re	eining or spurring.						

1 POINT PENALTY

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

3 POINT PENALTY

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

5 POINT PENALTY

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

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



MANEUVER	JUDGE'S	ropriate PT box, one time for EACH occurance of penalty. PENALTIES						
	SCORE	1 PT	N/A	3 PT	5 PT	10 PT	TOTAL	
COW ONE		40.475			E 1200	San		
1. Herd Work	0							
2. Control of Cow	-1				4		5	
3. Degree of Difficulty	0							
4. Eye Appeal	1 -1							
COW TWO					100			
5. Herd Work	0							
6. Control of Cow	0							
7. Degree of Difficulty	0							
8. Eye Appeal	0							
OVERALL							7/400	
9. Courage	0							
10. Time Worked	0							

10. Time Worked		0			
70 Points +/- Maneuver Total:	MANEUVER TOTAL:	alty Total:	5	PENAL _ = Total Score:	TY TOTAL: 5
Comments					* TX
Judge's Signature:				Copyr	ight © 2015 by NVRHA

Sue # 506 open

Ranch Riding (Pattern 4) Rider: Back Number: Horse: Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining NOTE: Fall to ground of rider or horse - Team will be scored until the fall Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural postition, bright eyes, ears alert, responsive and smooth. 1 POINT PENALTY **10 POINT PENALTY** G. Incorrect or break of gait for two A. Missed pattern strides or Less H. Use of 2 hands on the reins in a bridle or two rein C. Fingers between the reins in a bridle class **3 POINT PENALTY** **except the two rein & one finger(index) allowed in split rein** L. Out of lead I. Illegal or failed equipment G. Incorrect or break of gait for MORE Q. Riding outside of course area than two strides K. Fall to the ground of rider or horse M. Misuse of Romel **5 POINT PENALTY** O. Holding saddle except when working cow or at D. Blatant Disobedience the extended trot F. Instill fear or praise P. Touching horse with free hand. J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. JUDGE'S **PENALTIES MANEUVER** SCORE 1 PT 3 PT 5 PT 10 PT TOTAL 1. Walk from start to middle of arena 2. Transition to trot, trot up middle of arena to 3. Transition to extended trot, extended trot to end of arena 4. Collect back to regular trot, trot to corner 5. Stop at corner, make 1/4 turn to left 6. Begin lope in left lead to Cone B 7. Transition to extended lope, extended lope to 8. Collect back to regular lope 1 9. Transition to walk at corner 10. Stop and make 1/4 turn to left 11. Trot 12. Lope right lead 1 13. Transition to trot 1 14. Stop and back MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: 99 x .70 = 693 - Less Penalty Total: Comments:

Dun Shining Gun

Age 4 – Horse ID#887 Open	Ranch Riding (Pattern 4)
Open	Back Number:

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

NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining

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

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

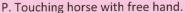
Judge's Signature:

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**

Horse:

- 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





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

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

777 1120 7211 1017 121				
100 Points +/- Maneuver Total: / 6	x .70 = Less Penalty Total:	4	= Total Score:	66.70-9
Comments:				at

Jessie Wild Tiger Age 7 - Horse ID# 907 Open

Ranch Riding (Pattern 4) Back Number:

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

NOTE: Judge may blow whistle at any time to end work & -7 will be given for any manuevers remaining

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

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

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

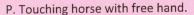
- D. Blatant Disobedience
- F. Instill fear or praise

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**

Horse:

- 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





J. Use of spurs forward of the cinch

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. PENALTIES MANEUVER A DT 10 PT TOTAL											
MANEUVER	SCORE	1 PT	3 PT	5 PT	10 PT	TOTAL					
. 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 .										
1. Collect back to regular trot, trot to corner	-1										
5. Stop at corner, make 1/4 turn to left	=2										
5. Begin lope in left lead to Cone B	0										
7. Transition to extended lope, extended lope to Cone C	0										
3. Collect back to regular lope	-1	6									
9. Transition to walk at corner	-	6				1					
10. Stop and make 1/4 turn to left	0										
11. Trot											
12. Lope right lead	-1										
13. Transition to trot	-1										
14. Stop and back	-1										
MANEUVER TOTAL:	10				PENALTY TOTAL:						
100 Points +/- Maneuver Total: 90	_ x .70 =	63.	Less Penalty To	otal:=	Total Score: 62	(53)					
Comments:					K						
ludge's Signature:					Copyright © 2	015 by NVRH					

Cody Hendrickson - #521

Whizkey N Ginger Age 7 – Horse ID# 684 Open RR, RT

Judge's Signature:_

Ranch Riding (Pattern 4)

	Back Numb		TUHUN TO SEE	Horse:							
Judges Score: +3 Excellent, +2 Very Good, +1 Good,	0 Correct,	-1 Needs Improveme	ent, -2 Poo	r, -3 Very Poor, -7 do	es not attempt man	euver					
NOTE: Judge may blow whistle at any time to end w	vork & -7 w	ill be given for any m	nanuevers	remaining							
- " I C. I - I Toom will be	a coored un	til the fall			Liking correct gaits that ar	e of the					
Condity Free flowing stride appropriate for conformation to cover gro	ound with little	effort. Ideally, he should ha	ave a balanced	f, flowing motion, while exhi	ibiting correct gaits that ar	eortic					
proper cadence. Quality of movement, head and neck relaxed in a na 1 POINT PENALTY	aturai postition	10 PC	DINT PEN	ALTY							
G. Incorrect or break of gait for two		A. Missed pattern									
strides or Less			on the rei	ins in a bridle or tw	o rein						
Strides of Less		C. Fingers between									
3 POINT PENALTY		**except the two re	in & one fir	nger(index) allowed i	n split rein**						
L. Out of lead		I. Illegal or failed e									
G. Incorrect or break of gait for MORE		Q. Riding outside			2						
than two strides K. Fall to the ground of rider or horse											
M. Misuse of Romel											
5 POINT PENALTY O. Holding saddle except when working cow or at "Sight the Legend"											
D. Blatant Disobedience		the extended to									
F. Instill fear or praise		P. Touching horse	with free	hand.							
I. Use of spurs forward of the cinch											
Instructions: Enter the letter correspon	ding to the p	enalty in the appropri	ate PT box, o	one time for EACH occur	rance of penalty.						
MANEUVER	JUDGE'S			PENALTIES	10 PT	TOTAL					
	SCORE	1 PT	3 PT	5 PT	1071	TOTAL					
Walk from start to middle of arena	0										
2. Transition to trot, trot up middle of arena to	+										
Cone A	11										
3. Transition to extended trot, extended trot to	+1										
end of arena 4. Collect back to regular trot, trot to corner	-										
	0										
5. Stop at corner, make 1/4 turn to left	-2										
6. Begin lope in left lead to Cone B	+1										
7. Transition to extended lope, extended lope to Cone C	+1										
8. Collect back to regular lope	+1										
9. Transition to walk at corner	+1										
10. Stop and make 1/4 turn to left	+1										
11. Trot	-1										
12. Lope right lead	0			and the same							
13. Transition to trot	0										
14. Stop and back	+1				No.						
MANEUVER TOTAL:	+5			PE	NALTY TOTAL:	-62					
100 Points +/- Maneuver Total: 105	_x .70 =	73, 5 - Less P	enalty Tot	tal:= Tot	tal Score: 73	500					
Comments:					#						

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Cody Hendrickson - #522

Whizkey N Dixie Age 5 - Horse ID#865 Open RR, RT

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 manuevers remaining

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

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

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.



J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. PENALTIES JUDGE'S MANEUVER 10 PT TOTAL 5 PT 1 PT 3 PT SCORE 1. Walk from start to middle of arena 2. Transition to trot, trot up middle of arena to Cone A 3. Transition to extended trot, extended trot to end of arena 4. Collect back to regular trot, trot to corner 5. Stop at corner, make 1/4 turn to left 6. Begin lope in left lead to Cone B 7. Transition to extended lope, extended lope to 8. Collect back to regular lope 9. Transition to walk at corner 10. Stop and make 1/4 turn to left 11. Trot 12. Lope right lead 13. Transition to trot 14. Stop and back

MANEUVER TOTAL:	14		PENALTY TOTAL:	
100 Points +/- Maneuver Total: 104	_x.70 = 72.8- Less Pe	enalty Total:	_= Total Score: 7 8	2.8 ml
omments:			4	1
udge's Signature:			Copyright © 2	015 by NVRHA

524 Orden

	Ran	ch Riding (Pa	ttern 4)			
Rider:	Back Nun	nber:		Horse:		
Judges Score: +3 Excellent, +2 Very Good, +1 Goo	d, 0 Correct	t, -1 Needs Improv	ement, -2 Po	or, -3 Very Poor, -7	does not attempt r	maneuver
NOTE: Judge may blow whistle at any time to end	l work & -7	will be given for ar	ny manuever	s remaining		
NOTE: Fall to ground of rider or horse - Team will	be scored u	intil the fall				
Credit: Free flowing stride appropriate for conformation to cover proper cadence. Quality of movement, head and neck relaxed in a	ground with litt	le effort. Ideally, he shou	ald have a balance	ed, flowing motion, while	exhibiting correct gaits th	at are of the
1 POINT PENALTY	Hatarar postiti		POINT PEN			
G. Incorrect or break of gait for two		A. Missed patte				
strides or Less				eins in a bridle or	two rein	
				ns in a bridle class		
3 POINT PENALTY				inger(index) allowe		
L. Out of lead or break of gait at lope		I. Illegal or faile			a m spire rem	
G. Incorrect or break of gait for MORE		Q. Riding outsic			2	
than two strides		K. Fall to the gr				
		M. Misuse of Ro		er or norse	3	
5 POINT PENALTY		WI. WIISUSE OF IN	Jillei		RAFICINAL VENCATERY RANCH HORES ASSOCIATED	
D. Blatant Disobedience					"Ride the Legend"	
F. Instill fear or praise						
Instructions: Enter the letter correspon	nding to the	penalty in the appro	oriate PT box.	one time for EACH oc	curance of penalty.	
MANEUVER	JUDGE'S			PENALTIES	The second of th	
	SCORE	1 PT	3 PT	5 PT	10 PT	TOTAL
1. Walk from start to middle of arena	0				A	10
2. Transition to trot, trot up middle of arena to	7					
Cone A	U					
3. Transition to extended trot, extended trot to end of arena	1+1					
1. Collect back to regular trot, trot to corner	0					
5. Stop at corner, make 1/4 turn to left	+1					
5. Begin lope in left lead to Cone B	-1	G				
7. Transition to extended lope, extended lope to	1					
Cone C 3. Collect back to regular lope	0					
	0					
9. Transition to walk at corner		G				
10. Stop and make 1/4 turn to left	0					
	-1					
2. Lope right lead	1+					
13. Transition to trot	-3		6			3
.4. Stop and back						
MANEUVER TOTAL:	-4				NALTY TOTAL:	15
100 Points +/- Maneuver Total: 96	x .70 =	57,2-Less	Penalty Tota	al: 15 = To	tal Score: 52	201
Comments:						A
						1-
udge's Signature:					Copyright © 20	15 by NVPH
					copyright @ 20	TO DY NOTH

Carol # Solp - Then

	Ran	ch Riding (P	attern 4)			
Rider:	Back Nun	nber:		Horse:		
Judges Score: +3 Excellent, +2 Very Good, +1 Good	d, 0 Correct	t, -1 Needs Impro	vement, -2 Po	or, -3 Very Poor, -7	7 does not attempt n	naneuver
NOTE: Judge may blow whistle at any time to end	work & -7	will be given for a				
NOTE: Fall to ground of rider or horse - Team will						
Credit: Free flowing stride appropriate for conformation to cover g proper cadence. Quality of movement, head and neck relaxed in a	round with little natural postition	le effort. Ideally, he sho on, bright eyes, ears ale	ould have a balance ert, responsive and	ed, flowing motion, while smooth.	e exhibiting correct gaits tha	at are of the
1 POINT PENALTY			O POINT PEN			
G. Incorrect or break of gait for two		A. Missed patt	ern			
strides or Less		H. Use of 2 har	nds on the re	eins in a bridle or	two rein	
		C. Fingers betw	veen the rein	ns in a bridle clas	is	
3 POINT PENALTY		**except the tw	o rein & one f	inger(index) allowe	ed in split rein**	
L. Out of lead or break of gait at lope		I. Illegal or faile	ed equipmer	nt		
G. Incorrect or break of gait for MORE		Q. Riding outsi	de of course	area	4	
than two strides		K. Fall to the g	round of ride	er or horse	1070	
		M. Misuse of F	Romel		Ment	
5 POINT PENALTY					"Ride the Legend"	
D. Blatant Disobedience						
F. Instill fear or praise Instructions: Enter the letter correspor	ding to the	nonalty in the anny	anriata DT hay	ano timo for EACH or	curance of nanalty	
	JUDGE'S		opriate PT box,	PENALTIES	curance or penaity.	
MANEUVER	SCORE	1 PT	3 PT	5 PT	10 PT	TOTAL
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	+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	-2	G	G			4
9. Transition to walk at corner	-2					
10. Stop and make 1/4 turn to left	-2					
11. Trot	-2	G				
12. Lope right lead	-1					
13. Transition to trot	-1					
14. Stop and back	+1					
MANEUVER TOTAL:	-9	127			ENALTY TOTAL:	15
100 Points +/- Maneuver Total:	x .70 =	60, / - Les	s Penalty Tota	al: <u>//</u> =T	otal Score: 48	1 00
Comments:					*	7
Judge's Signature:					Copyright © 20	015 by NVRHA

Jessie Wild Tiger Age 7 - Horse ID# 907 Open

Hinckley Ranch Trail

Horse: Back Number:

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 capabity 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 unneccesary 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

Judge's Signature:

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



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- 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 corect gait btw obstacles

Instructions: Enter the let		r corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. JUDGE'S PENALTIES									
MANEUVER	SCORE	1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT	TOTAL			
1.Walk Over Cross Bucks	41										
2. Lope Left Lead	-1		9								
3 Trot	-1										
4. Drag Log (Walk)	-2										
5 Rope Dummy	0										
6. Walk	0										
7 Side Pass,Pick Up Slicker,Put Slicker Back, Side Pass Back	+1										
8. Back Through L	+1										
9. Left Hand Push Rope Gate	0		B			1					
10. Dismount,Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	-1				•						
MANEUVER TOTAL	-5				PE	NALTY TOT	AL:	5			
70 Points +/- Maneuver Total:	68	Less	Penalty To	otal:	2	=1	Total Score	: 66 m/			

Dun Shining Gun Age 4 - Horse ID#887 Open

Hinckley Ranch Trail

Horse: Back Number

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 capabity 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 unneccesary 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

Judge's Signature:

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



- 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 corect gait btw obstacles

Instructions: Enter the let	JUDGE'S	la de la		app.op		PENALTIES		
MANEUVER	SCORE	1/2 PT	1 PT	2 PT	3 PT	5 PT	10 PT	TOTAL
Walk Over Cross Bucks	+2		* .					
. Lope Left Lead	+1					8		
Trot	+							
. Drag Log (Walk)	+2							
Rope Dummy	0				-			
5. Walk	0							
7 Side Pass,Pick Up Slicker,Put Slicker Back, Side Pass Back	+1							
B. Back Through L	0							
. Left Hand Push Rope Gate	0						1	
.0. Dismount,Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	0							
MANEUVER TOTAL	+7.				P	ENALTY TOT	AL:	0
70 Points +/- Maneuver Total:	77	Less F	Penalty To	tal:	0	=	Total Score:	77 05/

Jessie Wild Tiger

Judge's Signature:_

ge 7 – Horse ID# 907	Kemea	Work (I	attern	1)			
Open	Back Number:			Horse:			
Judges Score: +3 Excellent, +2 Very Good, +1 G	Good, 0 Correct, -1 Need	ds Improvem	ent, -2 Poc	r, -3 Very Po	or, -7 does r	not attempt m	naneuver
NOTE: Judge may blow whistle at any time to e	end work and a -7 will b	e given for a	ny maneu\	ers remaini	ng		
NOTE: Fall to ground of rider or horse - Team v							
Credit: Smoothness, finesse, attitude, quicknes	ss, and authority in perf	forming the v	arious ma	neuvers whil	The belleville and the second		
1/2 POINT PENALTY					5 POINT	PENALTY	
Exit roll back at jog up to 2 strides or			27	g in front of o			
start circle at jog up to 2 strides				Disobedieno	ce		
Delay lead change 1 stride				ar or praise			
D. Over/Under spin up to 1/8 F. Failure to remain 20' from fence on			E. Holding	saddle with	either hand		
approach to stops and roll backs					40 DOINT	DENIALTY	
approach to stops and roll backs			A 14:			PENALTY	a +h 1 / 1
1 POINT PENALTY					han 2 stride	ider spin mor	e than 1/4
L. Out of lead each 1/4 of a circle, cumulative				_		bridle or two	rein
D. Over/Under spin between 1/8 & 1/4					reins in a b		rem
,			-			index) allowed in	split reins**
					f rider or hor		
2 POINT PENALTY				failed equip			
F. Fail to lope before first marker			_		1/2 length	of arena	
P. Fail to lope past marker before stop is initiat	ted		M. Misuse		_	~ 6	
l. Jog over 2 strides but less than 1/2 circle			P. Touchin	g horse with	free hand.		
G. Break of gait						1	0-1
6. On walk in patterns, failure to stop or walk b		2	,			7	E.K.
 On trot in patterns, failure to stop before lop On run-in patterns, failure to be in a canter p 						22	111
R. Freezing up in spin or roll back	office to first marker					"Kide the	ucontense association : Legend"
ar recently up in spin or ren suck							
Instructions: Enter the letter corre	esponding to the penal	ty in the app	ropriate P	Γ box, one ti	me for EACH	l occurance o	f penalty.
AAANELD/ED		1/0.07			PENALTIES	10 PT	TOTAL
Depart, 2 right circles, moderate size and	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
peed	NAME OF THE PARTY						
	·	-		-			
2. Change Lead							.)
	7000	1 1		J6		1	L
	4			109			4
3. Two left circles, moderate size and speed	n			179			4
3. Two left circles, moderate size and speed	D			06			4
· ·	0						4
·	0 -1			J.G.			6
I. Change lead	0 -1						6
. Change lead	0 -1 -2						6
i. Change lead i. Rundown, stop, hesitate, left turn	0 -1 -2						6
i. Change lead i. Rundown, stop, hesitate, left turn	0 -1 -2						6
F. Change lead G. Rundown, stop, hesitate, left turn G. Rundown, stop, hesitate, right turn	0 -1 -2 -3						6
F. Change lead G. Rundown, stop, hesitate, left turn G. Rundown, stop, hesitate, right turn	1 -1 -2 -3						6
3. Two left circles, moderate size and speed 4. Change lead 5. Rundown, stop, hesitate, left turn 6. Rundown, stop, hesitate, right turn 7. Rundown, stop, back	1 -1 -2 -3 -3						6
. Change lead . Rundown, stop, hesitate, left turn . Rundown, stop, hesitate, right turn . Rundown, stop, back	1 -1 -2 -3 -3						6
. Change lead . Rundown, stop, hesitate, left turn . Rundown, stop, hesitate, right turn . Rundown, stop, back	1 -1 -2 -3 -3						6
6. Rundown, stop, hesitate, left turn 6. Rundown, stop, hesitate, right turn	0 -1 -2 -3 -3		,				6
Rundown, stop, hesitate, left turn Rundown, stop, hesitate, right turn Rundown, stop, back	0 -1 -2 -3 -3 -11						6
. Change lead . Rundown, stop, hesitate, left turn . Rundown, stop, hesitate, right turn . Rundown, stop, back	1 -1 -2 -3 -3 -11		•		PENA	ALTY TOTAL	6
. Change lead . Rundown, stop, hesitate, left turn . Rundown, stop, hesitate, right turn . Rundown, stop, back . Two right spins, Two left spins					PENA	ALTY TOTAL	10
. Change lead . Rundown, stop, hesitate, left turn . Rundown, stop, hesitate, right turn . Rundown, stop, back . Two right spins, Two left spins				JA			10
. Change lead . Rundown, stop, hesitate, left turn . Rundown, stop, hesitate, right turn . Rundown, stop, back . Two right spins, Two left spins	by 2 = 22.5 -L			J.G.	Total Re	ining Scor	. 7
Rundown, stop, hesitate, left turn Rundown, stop, hesitate, right turn Rundown, stop, back Two right spins, Two left spins JUDGE'S SCORE	by 2 = 22.5 -L			J.G.	Total Re	ining Scor	10 e: 12.50 Norking Ranch Horse Sco

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Jessie Wild Tiger Age 7 - Horse ID# 907

Open

Working Ranch Horse - All Reining Patterns

cow w	ork ~ A	Amateur	and O	pen	Divisions	

Back Number: Horse:

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

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

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

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

1 POINT PENALTY

- W. Loss of working Advantage
- C. Using corner or the end of the arena to
- E. Changing sides of the arena to turn the cow
- L. For each length horse runs past the cow
- S. Slipping Rein
- T. Turning cow before the center marker on first turn

2 POINT PENALTY

A. Going around the corner of arena before turning cow

3 POINT PENALTY

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

5 POINT PENALTY

- A. Not getting a turn each way (5 pts each way)
- S. Spurring in front of the cinch
- D. Blatant Disobedience
- I. Illegal catch ROPING
- N. No catch ROPING
- S. Did not stop ROPING
- F. Instilling fear/praise after calling for cow

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

Z. Choose not to rope: 7 point penalty



Ride the Legend

10 POINT PENALTY

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

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER JUDGE'S SCORE PENALTIES											
MANEUVER	JUDGE'S SCORE	1 PT	2 PT	3 PT	5 PT	7 PT	10 PT	TOTAL			
Box cow, position cow for drive, and drive cow through the corner	-3			AA				6			
2. First Turn	-7	a managamatan da ana		W				3			
3. Second Turn	-7			W				3			
MANEUVER SCORE	-17			1-		P	ENALTY TOTAL	12			

	MANEUVER	JUDGE'S SCORE				PENALTIES			THE STATE OF
	IVIANEOVER	JUDGE 3 SCORE	1 PT	2 PT	3 PT	5 PT	7 PT	10 PT	TOTAL
ш	1. 1st Circle	-3			22		Z (automatic)		7
CIRCLE	2. Switch	-3							
ō	3. 2nd Circle	-3				1			
	1. Track cow								
ROPE	2. Rope & Rope Handling	Annual Control		A CONTRACTOR OF THE PARTY OF TH	And the second				
	3. Stop Cow				The state of				
		-9		None Second		The state of the s			7

~			I de la companya del companya de la companya del companya de la co						
	3. Stop Cow								
	MANEUVER SCORE	-9		Section Section		And Daniel	PE	ENALTY TOTAL	7
	21 Points +/- Maneuver Score: 12	x 1.1 = 13	less P	enalty Total:	7_=Te	otal Roping	g/Circling S	Score: 6	2/
Re	eining Score: 12.50 + Cow Work Sc	ore: -O	+ Roping/0	Circling Scor	e:6.2=	Total Work	ing Ranch	Horse Scor	e: 18,7

Reining score from the Reining score sneet	
Comments:	

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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

Dun Shining Gun			
Age 4 – Horse ID#887	Reined W	ork (Pattern	1)
Open	Back Number:		Horse:
Judges Score: +3 Excellent, +2 Very Good	d, +1 Good, 0 Correct, -1 Needs	mprovement, -2 Poo	or, -3 Very Poor, -7 does not attempt maneuver
NOTE: Judge may blow whistle at any tir	me to end work and a -7 will be g	given for any maneuv	vers remaining
NOTE: Fall to ground of rider or horse - 7	Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, qu	uickness, and authority in perfor	ming the various man	neuvers while using controlled speed.
1/2 POINT PENALTY		A THE STATE OF THE	5 POINT PENALTY
J. Exit roll back at jog up to 2 strides or		S. Spurring	g in front of cinch
start circle at jog up to 2 strides		D. Blatant	Disobedience
L. Delay lead change 1 stride		1. Instill fea	ar or praise
O. Over/Under spin up to 1/8		E. Holding	saddle with either hand
F. Failure to remain 20' from fence on			
approach to stops and roll backs			10 POINT PENALTY
		A. Missed	pattern includes over/under spin more than 1/4
1 POINT PENALTY		and ba	cking more than 2 strides
L. Out of lead each 1/4 of a circle, cumu	lative	H. Use of 2	2 hands on the reins in a bridle or two rein
O. Over/Under spin between 1/8 & 1/4			between the reins in a bridle class the two rein, & and one finger (index) allowed in split reins**
		K. Fall to t	he ground of rider or horse
2 POINT PENALTY		I. Illegal or	r failed equipment
F. Fail to lope before first marker		J. Jog over	r 1/2 circle or 1/2 length of arena
P. Fail to lope past marker before stop is	s initiated	M. Misuse	e of Romal
J. Jog over 2 strides but less than 1/2 cir G. Break of gait	rcle	P. Touchir	ng horse with free hand.

R. Freezing up in spin or roll back

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

PENALTIES

		PENALTIES					
MANEUVER	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
Depart, 2 right circles, moderate size and speed	+1						
2. Change Lead	-1			JA			4
3. Two left circles, moderate size and speed	+ \		,				
4. Change lead	-1			Ja			4
5. Rundown, stop, hesitate, left turn	-						
6. Rundown, stop, hesitate, right turn	0						
7. Rundown, stop, back							
8. Two right spins, Two left spins	+2						
JUDGE'S SCORE	0		Annual Control of the		PEN	ALTY TOTAL	F

56 Points +/- Judge's score: 56 Divided by 2 = 28	Less Penalty Total: = Total Reining Score: = Total Reining Score: = Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Hors	e Score
Comments:		1
Judge's Signature:	Copyright © 2015 by N	IVRHA

Dun Shining Gun Age 4 – Horse ID#887 Open

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

Back Number: Horse:

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

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

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

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

1 POINT PENALTY

- W. Loss of working Advantage
- C. Using corner or the end of the arena to turn cow
- E. Changing sides of the arena to turn the cow
- L. For each length horse runs past the cow
- S. Slipping Rein
- T. Turning cow before the center marker on first turn

2 POINT PENALTY

A. Going around the corner of arena before turning cow

3 POINT PENALTY

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

Reining Score from the Reining Score Sheet

5 POINT PENALTY

- A. Not getting a turn each way (5 pts each way)
- S. Spurring in front of the cinch
- D. Blatant Disobedience
- I. Illegal catch ROPING
- N. No catch ROPING
- S. Did not stop ROPING
- F. Instilling fear/praise after calling for cow

0 SCORE

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

Z. Choose not to rope: 7 point penalty



"Ride the Legend"

10 POINT PENALTY

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

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. PENALTIES PENALTIES								
MANEUVER	JUDGE'S SCORE	1 PT	2 PT	3 PT	5 PT	7 PT	10 PT	TOTAL
Box cow, position cow for drive, and drive cow through the corner	-1			A				3
2. First Turn	-2	W						1
3. Second Turn	-3		A					2
MANEUVER SCORE 6								
21 Points +/- Judges Score:								

MANEUVER		JUDGE'S SCORE	PENALTIES								
	WANEOVER	JUDGE S SCORE	1 PT	2 PT	3 PT	5 PT	7 PT	10 PT	TOTAL		
	1. 1st Circle	-2					Z (automatic)		7		
CIRCLE	2. Switch	-1	Albany - Michael Maria	****					Access 1		
0	3. 2nd Circle	-2			No. of the second	100					
ROPE	1. Track cow	,			C 10						
	2. Rope & Rope Handling								and the second		
	3. Stop Cow	,			40,2						
MANEUVER SCORE		-5	PENALTY TOTAL						7		

MANEUVER SCORE	-5	The second secon	PENALTY TOTAL	7
21 Points +/- Maneuver Score: 16	x 1.1 =/	7.6 less Penalty Total:	=Total Roping/Circling Score:	2.60
Reining Score: 20 + Cow Work So	core:	+ Roping/Circling Score: 10.6	= Total Working Ranch Horse Score	e: 39,

Comments:

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