

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

Peppys Lil Beggar

Age 10 – Horse ID#499

Open RC

Cutting Judges Sheet

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

1 POINT PENALTY

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

3 POINT PENALTY

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

5 POINT PENALTY

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

10 POINT PENALTY

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



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

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
COW ONE							
1. Herd Work	0						
2. Control of Cow	-1				Q		5
3. Degree of Difficulty	0						
4. Eye Appeal	-1						
COW TWO							
5. Herd Work	0						
6. Control of Cow	+1						
7. Degree of Difficulty	0						
8. Eye Appeal	+1						
OVERALL							
9. Courage	+1						
10. Time Worked	+1						

MANEUVER TOTAL: +2

PENALTY TOTAL: 5

70 Points +/- Maneuver Total: 72 - Less Penalty Total: 5 = Total Score: 67

Comments

Judge's Signature: _____

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Cutting Judges Sheet

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

1 POINT PENALTY

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

3 POINT PENALTY

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

5 POINT PENALTY

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

10 POINT PENALTY

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



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
COW ONE							
1. Herd Work	-1						
2. Control of Cow	-1				L		5
3. Degree of Difficulty	0						
4. Eye Appeal	-1						
COW TWO							
5. Herd Work	0				L		5
6. Control of Cow	-3				F		5
7. Degree of Difficulty	-2						
8. Eye Appeal	-3						
OVERALL							
9. Courage	-1						
10. Time Worked	-2						

MANEUVER TOTAL: 14 PENALTY TOTAL: 15
 70 Points +/- Maneuver Total: 56 - Less Penalty Total: 15 = Total Score: 41

Comments

Judge's Signature: _____

Lori Ricigliano - #513

Jessie Wild Tiger

Age 7 - Horse ID# 907

Open

Cutting Judges Sheet

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

1 POINT PENALTY

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

3 POINT PENALTY

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

5 POINT PENALTY

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

10 POINT PENALTY

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



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
COW ONE							
1. Herd Work	0						
2. Control of Cow	-1				L	5	
3. Degree of Difficulty	0						
4. Eye Appeal	-1						
COW TWO							
5. Herd Work	0						
6. Control of Cow	0						
7. Degree of Difficulty	0						
8. Eye Appeal	0						
OVERALL							
9. Courage	0						
10. Time Worked	0						

MANEUVER TOTAL: -2 PENALTY TOTAL: 5
 70 Points +/- Maneuver Total: 68 - Less Penalty Total: 5 = Total Score: 63

Comments

Judge's Signature: _____

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 maneuvers remaining

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

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

1 POINT PENALTY

- G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

- L. Out of lead
- G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

- D. Blatant Disobedience
- F. Instill fear or praise
- J. Use of spurs forward of the cinch

10 POINT PENALTY

- A. Missed pattern
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
- I. Illegal or failed equipment
- Q. Riding outside of course area
- K. Fall to the ground of rider or horse
- M. Misuse of Romel
- O. Holding saddle except when working cow or at the extended trot
- P. Touching horse with free hand.



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

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

100 Points +/- Maneuver Total: 99 x .70 = 69.3 - Less Penalty Total: 0 = Total Score: 69.3 *AA*

Comments:

Judge's Signature: _____

Viviane Bearbower - #508

Dun Shining Gun

Age 4 – Horse ID#887

Open

Ranch Riding (Pattern 4)

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 & -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	+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			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	G				1
14. Stop and back	0					
MANEUVER TOTAL:	+1					4
						PENALTY TOTAL:

100 Points +/- Maneuver Total: 101 x .70 = 70.7 - Less Penalty Total: 4 = Total Score: 66.7 *AT*

Comments:

Judge's Signature: _____

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Lori Ricigliano - #513

Jessie Wild Tiger

Age 7 – Horse ID# 907

Open

Ranch Riding (Pattern 4)

Back Number: _____ Horse: _____

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

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

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

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

1 POINT PENALTY

- G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

- L. Out of lead
- G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

- D. Blatant Disobedience
- F. Instill fear or praise
- J. Use of spurs forward of the cinch

10 POINT PENALTY

- A. Missed pattern
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
- I. Illegal or failed equipment
- Q. Riding outside of course area
- K. Fall to the ground of rider or horse
- M. Misuse of Romel
- O. Holding saddle except when working cow or at the extended trot
- P. Touching horse with free hand.



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

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

100 Points +/- Maneuver Total: 90 x .70 = 63 - Less Penalty Total: 1 = Total Score: 62 (52/100)

Comments: _____

Judge's Signature: _____

Cody Hendrickson - #521

Whiskey N Ginger

Age 7 – Horse ID# 684

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 maneuvers remaining

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

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

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead

G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience

F. Instill fear or praise

J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern

H. Use of 2 hands on the reins in a bridle or two rein

C. Fingers between the reins in a bridle class

except the two rein & one finger(index) allowed in split rein

I. Illegal or failed equipment

Q. Riding outside of course area

K. Fall to the ground of rider or horse

M. Misuse of Romel

O. Holding saddle except when working cow or at the extended trot

P. Touching horse with free hand.



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

MANEUVER	JUDGE'S SCORE	PENALTIES				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk from start to middle of arena	0					
2. Transition to trot, trot up middle of arena to Cone A	+1					
3. Transition to extended trot, extended trot to end of arena	+1					
4. Collect back to regular trot, trot to corner	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					
13. Transition to trot	0					
14. Stop and back	+1					
MANEUVER TOTAL:	+5					2
		PENALTY TOTAL:				

100 Points +/- Maneuver Total: 105 x .70 = 73.5 - Less Penalty Total: 0 = Total Score: 73.5

Comments:

Judge's Signature: _____

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

100 Points +/- Maneuver Total: 104 x .70 = 72.8 - Less Penalty Total: 0 = Total Score: 72.8

Comments:

Judge's Signature: _____

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 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 or break of gait at lope
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise

10 POINT PENALTY

A. Missed pattern
H. Use of 2 hands on the reins in a bridle or two rein
C. Fingers between the reins in a bridle class
except the two rein & one finger(index) allowed in split rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel



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

MANEUVER	JUDGE'S SCORE	PENALTIES				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk from start to middle of arena	0				A	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	0					
5. Stop at corner, make 1/4 turn to left	+1					
6. Begin lope in left lead to Cone B	-1	G				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	G				1
10. Stop and make 1/4 turn to left	0					
11. Trot	-1					
12. Lope right lead	+1					
13. Transition to trot	-3		G			3
14. Stop and back	-1					
MANEUVER TOTAL:	-4					15
					PENALTY TOTAL:	

100 Points +/- Maneuver Total: 96 x .70 = 67.2 - Less Penalty Total: 15 = Total Score: 52.2

Comments:

Judge's Signature: _____

Carol #2016 - Open

Ranch Riding (Pattern 4)

Rider:	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 & -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 or break of gait at lope
 G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY
 D. Blatant Disobedience
 F. Instill fear or praise

10 POINT PENALTY
 A. Missed pattern
 H. Use of 2 hands on the reins in a bridle or two rein
 C. Fingers between the reins in a bridle class
 except the two rein & one finger(index) allowed in split rein
 I. Illegal or failed equipment
 Q. Riding outside of course area
 K. Fall to the ground of rider or horse
 M. Misuse of Romel



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

MANEUVER	JUDGE'S SCORE	PENALTIES				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk from start to middle of arena	0				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				1
12. Lope right lead	-1					
13. Transition to trot	-1					
14. Stop and back	+1					

MANEUVER TOTAL: **-9** PENALTY TOTAL: **15**

100 Points +/- Maneuver Total: 91 x .70 = 63.7 - Less Penalty Total: 15 = Total Score: 48.7 *RA*

Comments: A

Judge's Signature: _____

Lori Ricigliano - #513

Jessie Wild Tiger

Age 7 – Horse ID# 907

Open

Hinckley Ranch Trail

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 & -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		G					1
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	-2							2
		PENALTY TOTAL:						2

70 Points +/- Maneuver Total: 68 - Less Penalty Total: 2 = Total Score: 66

COMMENTS:

Judge's Signature: _____

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	+2							
2. Lope Left Lead	+1							
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	0							
9. Left Hand Push Rope Gate	0							
10. Dismount, Drop Bridle, ReBridle, Ground Tie, Pick up LF & RH, Remount	0							
MANEUVER TOTAL	+7							
PENALTY TOTAL:							0	

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

COMMENTS:

Judge's Signature: _____

Lori Ricigliano - #513

Jessie Wild Tiger

Age 7 – Horse ID# 907

Reined Work (Pattern 1)

Open

Back Number:	Horse:
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Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining
NOTE: Fall to ground of rider or horse - Team will be scored until the fall
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- E. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



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

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Depart, 2 right circles, moderate size and speed	-1						
2. Change Lead	-1			JG			4
3. Two left circles, moderate size and speed	0						
4. Change lead	-1			JG G			6
5. Rundown, stop, hesitate, left turn	-2						
6. Rundown, stop, hesitate, right turn	-3						
7. Rundown, stop, back	-3						
8. Two right spins, Two left spins	0						
JUDGE'S SCORE		PENALTY TOTAL					10

56 Points +/- Judge's score: 45 Divided by 2 = 22.5 - Less Penalty Total: 10 = **Total Reining Score: 12.50**

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

Comments:

Judge's Signature: _____

Jessie Wild Tiger
Age 7 - Horse ID# 907
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

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

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

- 2 POINT PENALTY**
- A. Going around the corner of arena before turning cow

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

Z. Choose not to rope: 7 point penalty

- 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



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

MANEUVER	JUDGE'S SCORE	PENALTIES						TOTAL
		1 PT	2 PT	3 PT	5 PT	7 PT	10 PT	
1. Box cow, position cow for drive, and drive cow through the corner	-3			AA				6
2. First Turn	-7			W				3
3. Second Turn	-7			W				3
MANEUVER SCORE	-17	PENALTY TOTAL						12

21 Points +/- Judges Score: 4 Less Penalty Total: 12 = Total Cow Work Score: 0

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

21 Points +/- Maneuver Score: 12 x 1.1 = 13.2 less Penalty Total: 7 = Total Roping/Circling Score: 6.2

Reining Score: 12.50 + Cow Work Score: 0 + Roping/Circling Score: 6.2 = Total Working Ranch Horse Score: 18.70

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: _____

Viviane Bearbower - #508

Dun Shining Gun
Age 4 – Horse ID#887
Open

Reined Work (Pattern 1)

Back Number:	Horse:
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Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining
NOTE: Fall to ground of rider or horse - Team will be scored until the fall
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- E. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



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

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Depart, 2 right circles, moderate size and speed	+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	-1						
6. Rundown, stop, hesitate, right turn	0						
7. Rundown, stop, back	-1						
8. Two right spins, Two left spins	+2						
JUDGE'S SCORE	0	PENALTY TOTAL					8

56 Points +/- Judge's score: 56 Divided by 2 = 28 - Less Penalty Total: 8 = **Total Reining Score: 20**

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

Comments:

Judge's Signature: _____

Viviane Bearbower - #508

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

5 POINT PENALTY

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

0 SCORE

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

2 POINT PENALTY

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

10 POINT PENALTY

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

Z. Choose not to rope: 7 point penalty

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



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

21 Points +/- Judges Score: 15 Less Penalty Total: 6 = Total Cow Work Score: 9

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

21 Points +/- Maneuver Score: 16 x 1.1 = 17.6 less Penalty Total: 7 = Total Roping/Circling Score: 10.6

Reining Score: 20 + Cow Work Score: 9 + Roping/Circling Score: 10.6 = Total Working Ranch Horse Score: 39.6

Reining Score from the Reining Score Sheet

Comments:

Judge's Signature: _____

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