



RANCH CUTTING
Division: Adv 501

Show: Lincoln
Judge: S. Kennedy
Date: Su 9/30/18

1 POINT PENALTY

- A. Loss of working advantage
- C. Working out of position
- D. Toe, foot or stirrup on the shoulder

3 POINT PENALTY

- B. Cattle picked up or scattered
- D. Back Fence
- E. Biting or striking the cow
- H. Hot Quit

5 POINT PENALTY

- A. Quitting the cow
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant disobedience
- E. Use of either hand to instill fear or praise
- F. Failure to separate a single cow after clearing the herd
- H. Use of 2 hands (except in snaffle bit or hackamore) per cow
- L. Losing the cow back to the herd
- M. More than one Finger between split reins or any fingers between romal reins per cow
- S. Changing cattle after a specific commitment

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- A. Turn Tail
 - E. Repeated blatant disobedience
 - T. Failure to cut two cows (cutting begins when entering the herd).
 - H. Leaving the arena before the run is complete
- DISQUALIFIED - DQ (score -0-)**
- A. Inhumane Treatment
 - B. Lameness
 - G. Illegal Equipment
 - N. Improper Western Attire
 - D. Disrespect or misconduct
 - F. Fall of horse/rider

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score												Judges		
Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor														
W/O	Back #		RUN CONTENT								Penalty Total	Score	OP	
			Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal	Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal				Courage
Tie Breaker →											1st			
1	531	Penalty					A-5					-6	56 1/2	
		Content	—	—	✓	✓	—	—	—	—	—			
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Judges Signature: SK



RANCH REINED WORK
 Pattern # 1
 Adv 502

Show Lincoln
 Judge S. Kennedy
 Date Su 9/30/18

1/2 POINT PENALTY

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

1 POINT PENALTY

- C. Out of lead each 1/4 of a circle, and around the end of the arena cumulative
- O. Over/Underspin between 1/8 & 1/4
- L. Out of lead
- S. Slipping Rein

2 POINT PENALTY

- B. Break of gait
- F. Freezing up in spin or roll back
- J. Jog over 2 strides but less than 1/2 circle
- L. Fail to lope before first marker
- M. Fail to lope past marker before stop is initiated
- S. On trot in patterns failure to stop before lope depart

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- H. Use of 2 hands (except in snaffle bit or hackamore) per maneuver
- M. More than one finger between split reins or any fingers between romal reins per maneuver
- S. Holding saddle when not working cow

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- P. Missed Pattern
- M. Inclusion of a maneuver (over/under spin more than 1/4 and backing more than 2 strides)
- H. Leaving Arena before pattern is complete
- D. Repeated blatant disobedience
- DQ (score -0-)**
- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score

Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

W/O	Back #	Maneuver Description	RUN CONTENT										Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9	10				
			MM	MM	STOP	TURN	STOP	TURN	STOP	TURN	QR	QL				
Tie Breaker →													1st			
1	531	Penalty Content	0	0	-1/2	0	0	0	-1/2	0	0	0			69	①
2	533	Penalty Content	L-1	0	-1	0	-1/2	0	+1/2	0	+1/2			-1	68 1/2	②
		Penalty Content														
		Penalty Content														
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Judges Signature: *[Signature]*



RANCH COW WORK
Advanced & Open
503

Show Lincoln
Judge S. Kennedy
Date Su 9/30/18

1 POINT PENALTY

- A. Loss of working Advantage
- C. Using corner or end of arena to turn cow
- E. Changing sides of arena to turn the cow
- F. First missed loop (Advanced Am)
- L. For each Length horse runs past the cow
- P. Working out of position
- S. Slipping Rein
- T. Turning cow before the mid marker on first turn

2 POINT PENALTY

- A. Going around corner before turning cow
- B. In an open field turn animal gets within 3 feet of the end fence before being turned
- C. Failure to catch - Advanced Am.

3 POINT PENALTY

- E. Exhausting or overworking the cow
- F. Missed first loop - Open
- H. Hanging up on fence (refusing to turn)
- K. Knock down cow w/out working advantage

5 POINT PENALTY

- A. Not getting a turn each way
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- F. Missed both loops - Open
- H. Use of 2 hands (expt. in snaffle bit or hackamore) per maneuver
- M. More than one finger between split reins or any fingers between romal reins - per maneuver

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- A. Turn Tail
- E. Repeated blatant disobedience
- H. Leaving the arena before the run is complete
- I. Illegal catch at the end of the run
- J. Schooling btwn reining & cow work or before cow work
- K. Schooling between cows, if new cow awarded
- N. Failure to attempt any part of the class

DISQUALIFIED - DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score

Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

W/O	Back #		RUN CONTENT										Penalty Total	Score	OP		
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		Position & Control	Degree of Difficulty				Eye Appeal	
					1st	2nd	1st	2nd	TRACK & RATE	STOP & HOLD							
Tie Breaker ->													1st				
1	531	Penalty			C-1		A-1										
		Content	+	-	-	✓	✓	✓	✓	✓	✓	✓	✓	2	66 1/2		②
2	532	Penalty	A-1	A-1			A-1										
		Content	=	-	✓-	-	✓	✓	✓	✓	✓	✓	✓	4	59 1/2		③
3	533	Penalty					A-1										
		Content	✓-	✓+	-	✓-	✓-	✓	✓	✓	✓	✓	✓	1	68		①
		Penalty															
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Judges Signature: _____



RANCH RIDING

Division Adv 504

Show Lincoln

Judge S. Kennedy

Date Su 9/30/18

1 POINT PENALTY

- A. Too slow at any gait per maneuver
- G. Incorrect or break of gait for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver
- M. Gapping mouth

3 POINT PENALTY

- B. Break of gait at lope
- G. Incorrect or break of Gait at walk or jog for MORE than (2) strides
- L. Wrong Lead or Out of lead
- R. Draped Reins

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- D. Blatant disobedience
- F. Instill fear or praise
- R. First or Second refusal cumulative, (balk or evade)
- H. Use of 2 hands (except in snaffle bit or hackamore) per maneuver
- M. More than one Finger between split reins or any fingers between romal reins per maneuver

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- A. Missed Pattern
- D. Repeated Disobedience (Balk or evade), will be asked to move on
- H. Leaving Arena before pattern is complete

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score

Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

W/O	Back #	Maneuver Description	RUN CONTENT										Penalty Total	Score	OP				
			1	2	3	4	5	6	7	8	9	10							
		Tie Breaker →																	
<u>1</u>	<u>531</u>		<u>WALK</u>	<u>TROT</u>	<u>X TROT</u>	<u>STP SL/T</u>	<u>WALK</u>	<u>TROT</u>	<u>LOPE</u>	<u>X LOPE</u>	<u>COLLECT LOPE</u>	<u>TROT STBACK</u>							
		Penalty																	
		Content	<u>0</u>	<u>0</u>	<u>+1/2</u>	<u>+1/2</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>-1/2</u>	<u>0</u>	<u>+1/2</u>						<u>71</u>	
		Penalty																	
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Judges Signature: _____ 



1 POINT PENALTY

- G. Incorrect or break of Gait at walk or jog for two strides or LESS
- H. Each hit, bite, push or stepping on a log, cone, plant, gate or any component of the obstacle.
(Ticks through brush piles or jumbles will not be penalized)
- I. Incorrect number of strides, if specified
- K. Skipping over or failing to step into required space
- P. Split pole in lope over
- S. One step, dismount/ground tie except to balance
- T. Both front and hind feet in a singled stride slot or space at a walk or trot

3 POINT PENALTY

- G. Break of gait at walk or trot for MORE than (2) strides
- L. Wrong lead, out of lead, break of gait at lope
- R. Draped reins
- S. Two to Three Steps on dismount or ground tie

5 POINT PENALTY

- B. Spurring / hitting in front of cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- H. Use of 2 hands (except in snaffle bit or hackamore) per maneuver
- K. Knock over, step out, or fall off of an obstacle
- L. Let go of gate
- M. More than one finger between split reins or any fingers between romal reins per maneuver
- O. Drop an object to be carried slicker, rope etc.
- R. First or Second refusal cumulative
- S. FOUR or more steps on dismount or ground tie

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- E. Repeated blatant disobedience
- H. Leaving Arena before pattern is complete
- N. Failure to attempt an Obstacle
- P. Missed Pattern
- R. Third refusal (Balk or evade), will be asked to move on

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

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Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

W/O	Back #	Maneuver Description	OBSTACLE SCORES									Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9				
		Tie Breaker →											1st		
1	531	LL Box	+1	+2	+1	-3	-1/2	-1/2	0	+1	+1	-1/2	+4	70	①
		Penalty													
		Content													
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Judges Signature: _____