



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	436	Penalty														
		Content	-	√-	√	√	√	√	√	√	√			68 1/2		5
2	434	Penalty														
		Content	√	√	√	√	√-	√	√	√+	√			70		4
3	437	Penalty														
		Content	-	C-1 H-3 √-	√	√	-	C+1 H-1 A-1 √-	√	√	√	11		57		3
4	432	Penalty														
		Content	√	A-1 √-	√+	√	√+	√+	√	+	√	1		71		2
5	433	Penalty														
		Content	+	√+	√	√+	√	√+	√	√	√			72 1/2		1
6	431	Penalty														
		Content	√	√	√	√-	√+	A-1 H-3 √	+	√-	√	6		64 1/2		6
7	435	Penalty														
		Content	√+	√-	√	√	√	√	√	√	√+			70 1/2		3
8	438	Penalty														
		Content	-	H-3 A-1 √-	-	√	-	√+	√	√	√+	4		63		7
		Penalty														
		Content														
		Penalty														
		Content														

Judges Signature: [Signature]



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				
			Rm	mm	stop	turn	stop	turn	stop	back	2R	2L				
			Tie Breaker →										1st			
1	437	Penalty Content				J-1/2								-1/2	72	2
			+1/2	+1/2	+1	-1/2	+1/2	0	0	0	0	+1/2				
2	434	Penalty Content	D-1/2									2 Right turns		-1/2		67
			0	0	+1/2	0	-1/2	-1/2	-1/2	0		-1/2				
3	432	Penalty Content			M-2									-2	71 1/2	3
			+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					
4	436	Penalty Content													75	1
			+1/2	+1/2	+1	0	+1	0	+1	+1/2	+1/2					
5	433	Penalty Content			M-2							3 spins Both ways		-2		67 1/2
			0	0	0	0	+1/2	0	0	-1	0					
6	438	Penalty Content		L-1										-1	69	4
			+1/2	0	+1/2	0	0	0	0	0	-1/2	-1/2				
7	435	Penalty Content		C-3	M-2									-7	63 1/2	7
			+1/2	0	-1	0	-1/2	0	+1/2	+1/2	+1/2					
8	431	Penalty Content		L-1										-3	64 1/2	6
			0	0	-1/2	0	0	0	0	0	-1	-1				
9	439	Penalty Content													68	5
			0	0	-1/2	0	-1/2	0	-1/2	-1/2	0					

Judges Signature: _____



RANCH COW WORK

Novice & Limited 403

Show **Lincoln**

Judge **S. Kennedy**

Date **Su 9/30/18**

1 POINT PENALTY

- A. Loss of working advantage
- P. Working out of position
- S. Slipping Rein
- T. Failure to drive cow passed mid marker on the second drive before time expires

3 POINT PENALTY

- K. Knock down cow w/out working advantage
- L. Losing a cow while boxing

5 POINT PENALTY

- B. Hitting or spurring in front of the cinch
- C. Any blatant disobedience
- E. Use of either hand to instill fear or praise
- H. Use of two hands (except in the snaffle bit or hackamore) per cow
- M. More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- J. Schooling before cow work begins
- K. Schooling between cows, if new cow awarded
- G. Illegal or failed equipment
- H. Leave area before pattern 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 #	Penalty	RUN CONTENT											Penalty Total	Score	OP		
			Box			Drive			Box			Drive						
			Position & Control	Eye Appeal	Degree of Difficulty	Position & Control	Eye Appeal	Degree of Difficulty	Position & Control	Eye Appeal	Degree of Difficulty	Position & Control	Eye Appeal				Degree of Difficulty	
Tie Breaker →															1st			
1	433	Content	✓-	✓-	+	✓-	✓	✓	✓	✓	✓	✓	✓	✓	✓-		69	6
2	435	Penalty P-1	✓-	✓	✓	P-1	✓	✓	✓	✓	✓	✓	✓	✓	3	62	9	
3	437	Content	✓-	✓	✓	✓+	✓+	✓+	✓	✓	✓-	✓	✓+	✓		70	4	
4	434	Content	✓	✓	✓	✓	✓	✓+	✓-	✓	✓	✓	✓	✓		68	7	
5	432	Content	✓	✓+	✓+	✓	✓	✓	✓	✓	✓	✓+	✓+	✓		72	3	
6	431	Content	✓+	✓	+	✓+	✓	+	✓	✓	✓	✓	✓	✓		72	12	
7	436	Content	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	1	62	8	
8	438	Content	+	+	+	+	+	+	+	✓	✓	✓	✓	✓		77	1	
9	439	Content	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		70	13	

Judges Signature: _____



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 →													1st		
1	434	Penalty Content	WALK	TROT	X TROT	STOP SP/T	WALK	TROT	LOPE	X LOPE	COLLECT LOPE	TROT STOP BACK	-1		69 1/2	1	
2	432	Penalty Content											-3		71 1/2	5	
3	435	Penalty Content													74	4	
4	431	Penalty Content													66	6	
5	433	Penalty Content													75	2	
6	437	Penalty Content													77 1/2	1	
7	436	Penalty Content													74 1/2	3	
		Penalty Content															
		Penalty Content															
		Penalty Content															

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

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	OBSTACLE SCORES									Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9				
		Tie Breaker →											1st		
1	437	Penalty Content													
			LL box	bridge	sidepass gate	Rope	sprayer	log markers	log drag	water box	rope dummy				
			+1	+1/2	+1	+1/2	-1	+1/2	-1/2	-5	OP	-5	-9/2	64 1/2	OP (5)
2	434	Penalty Content													
			-1-3		-1-1				-1		-1		-8	59 1/2	3
			-1	+1	-1	0	0	-1/2	-1/2	-1	+1/2		-2 1/2		
3	433	Penalty Content													
			+1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2	+1	-1/2		-3	66 1/2	2
			+1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2	+1	-1/2		-1/2		
4	435	Penalty Content													
			-1-1						-1		OP	-3	-2	65	OP (4)
			-1/2	+1/2	+1	0	+1	-1	-1/2	-1	-1/2				
5	432	Penalty Content													
			+1/2	+1	-1	+1/2	+1/2	+1/2	+1/2	+1/2	+1		-1	75	1
			+1/2	+1	-1	+1/2	+1/2	+1/2	+1/2	+1/2	+1		+6		
6	436	Penalty Content													
			3-1		-1	-3			-1	OP	-1		-12	59	OP (7)
			0	+1/2	0	0	+1	-1/2	-1/2	+1	+1/2		+1		
7	431	Penalty Content													
			+1/2	+1/2	-1/2	-1/2	-1/2	-1/2	-1	+1/2	-1/2		-6	60	OP (6)
			+1/2	+1/2	-1/2	-1/2	-1/2	-1/2	-1	+1/2	-1/2		-4		
		Penalty													
		Content													
		Penalty													
		Content													

Judges Signature: _____