



RANCH CUTTING
Division: NOV 201

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	232	Penalty		A-1 E-S											
		Content	-	-	-	✓	✓+	✓	✓	✓	6	61 1/2			③
2	236	Penalty		A-1 E-S											
		Content	✓	-	✓	-	=	-	-	-	6	56			④
3	233	Penalty													
		Content	✓	✓	✓	✓	-	✓-	-	✓		67 1/2			②
4	234	Penalty		A-1 E-S											
		Content	-	-	✓-	-	-	-	-	-	18	43 1/2			⑤
5	231	Penalty													
		Content	✓	✓	✓	✓-	+	✓+	✓	✓		71			①
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													

Judges Signature: _____



RANCH REINED WORK
 Pattern # 1
NOV 202

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				
			Rmm	Lmm	Stop	turn	stop	turn	stop/back	2R	2L					
Tie Breaker ->												1st				
1	236	Penalty Content	B-2 0	B-2 -1/2	M-2 -1/2									6	59	3
2	234	Penalty Content	B-2 L-1 -1/2		L-1 -1/2						3 spins -1			.4	61	2
3	233	Penalty Content													70 1/2	1
4	231	Penalty Content	L-1 B-2 -1/2	L-1 B-2 -1/2	M-2 0									-10	58 1/2	4
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														

Judges Signature: [Signature]



RANCH COW WORK
Novice & Limited
203

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 #		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	2316	Penalty Content	-	-	✓												67 1/2	2	
2	233	Penalty Content	A-1 L-3 ✓	✓	+												4	67	3
3	234	Penalty Content	A-1 P-1 -	-	-												2	65	4
4	231	Penalty Content	✓	✓	✓													69 1/2	1
		Penalty Content																	
		Penalty Content																	
		Penalty Content																	
		Penalty Content																	
		Penalty Content																	

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

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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	RUN CONTENT										Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9	10				
			WALK	TROT	FROT	SIP/T WALK	TROT	LOPE	XLOPE	COWBOY LOPE	FROT ST/BIL					
Tie Breaker →														1st		
1	235	Penalty Content	+1	0	0	0	0	0	L-3 G-3 -1/2	0	0	0	-6	63 1/2		4
2	233	Penalty Content	0	-1/2	-1/2	-1/2	-1	-1/2	-1	-1	-1	-1/2		62 1/2		5
3	234	Penalty Content	0	0	-1/2	-1/2	0	-1/2	0	+1/2	-1	-1/2		65 1/2		2
4	236	Penalty Content	+1	-1/2	-1/2	-1/2	+1/2	+1/2	0	0	G-3 -1	-1/2	-3	66		1
5	231	Penalty Content	-1	0	0	-1	0	-1/2	0	-1	-1	-1/2		65		3
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														

Judges Signature: *[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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W/O	Back #	Maneuver Description	OBSTACLE SCORES									Penalty Total	Score	OP		
			1	2	3	4	5	6	7	8	9					
		Tie Breaker →										1st				
1	234	Penalty Content	-(-1) -1/2		-1 -1											
2	234	Penalty Content	-3-3 -1													
3	236	Penalty Content	-1-3 -1													
4	233	Penalty Content	-3- -1/2													
5	231	Penalty Content	-3-3 -1/2													
6	235	Penalty Content	-1-3 -1													
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														

Judges Signature: _____