

RANCH CUTTING

Division: Independa de

Show: Harrest VChallenge

Date:

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

Mike Z

- 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 Judges 70 Points +/- Maneuver Total less Penalty Points = Total Score 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 **RUN CONTENT** Penatly OP Score Control of Degree of Eye Total Control of Degree of Eye Courage Back # W/O Herd Work Herd Work Appeal Difficulty Cow **Appeal** Difficulty 4 1st Tie Breaker → 56 A5L 60 206 Content enalty 210 Content Content Content Content Content

Judges Signature:

Intermediate



RANCH REINED WORK

Pattern # 7

Show	Larvest V Chall	îva(.
Judge	Mukelund	9
Date	Illiolis	

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- 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

Judges Signature:

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

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- 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 # RUN CONTENT 1 Penalty 5 6 7 *8* 9 10 Score OP Total 500 Maneuver Description Shop Stop 3128 3/22 Tie Breaker → Content 210 Content Content enalty 311 Content 1/20 enalty Content Content Penalty Content



RANCH COW WORK INTERMDIATE

Date

1 POINT PENALTY

A. Loss of working Advantage

P. Working out of position

S. Slipping Rein

T. Cow and/or Horse stopping before the mid marker

3 POINT PENALTY

E. Exhausting or overworking K. Knock down cow w/out working advantage

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 - Comme RUN CONTENTS Back Boxing W/O Roping Penalty Box Score OP Drive Stop Total Degree of Position & Control) (Position & Control) Track Cow Rope Handling (Form & quality) Eye Appeal (Form & quality) Difficulty Tie Breaker → 1st Content 200 Content + Penalty 311 Content enalty Content enalty Content Content Content

Judges Signature: Mine



RANCH RIDING

Division Intermedia

Show ! Judge Date

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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

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RANCH TRAIL

Division Intermedia

Show Judge

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- 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 cummulative
- 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

Date

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

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