

# RANCH REINED WORK

Pattern #

Show	
Judge	
Date	

# 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  $\frac{1}{4}$  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

	J	udges Sco	re (Conten	70 ] (t): +1 1/2 ]	Points +/- Excellent, -	Maneuv	er Total	less Penal	ty Points	= Total S	core				
W/O	Back #			RUN CONTENT											
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Judges Signature:	Kamona	Koch



# RANCH COW WORK Advanced & Open

Show	2
Judge	
Data	2/4/2018

### 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

NOTE. The Judge was bloods

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

	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															
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Judges Signature:

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# **RANCH CUTTING**

Division: Adv Am

G	Show:
_	Judge:
#501	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
- 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

	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													
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# **RANCH RIDING**

Division ADV AM

	Show	
<b>V</b>	Judge	
#504	Date	The second secon

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	PO	INT	PEN	A	I	TV

- 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

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 so

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Judges Signature:



# RANCH TRAIL

Division Adv Am

I	Show	
	Judge	
	Date	

# 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**

Judges Signature:\_\_

- 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
- R. Third refusal (Balk or evade), will be asked to move on

# DQ (score -0-)

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

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 #		OBSTACLE SCORES											
			1	2	3	4	5	6	7	8	9	Penalty	Score	OP
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