

RANCH CUTTING
Division: Novice Am

2 Cows / 2 minutes, with a 1 minute warning. Do not have to work the full time

Show: Judge:

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
- L. Losing the cow back to the herd
- 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
- H. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between romal reins (except two rein)
- T. Failure to cut two cows

DISQUALIFIED - DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving the arena before the run is complete
- 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 **RUN CONTENT** Penatly W/O Back # OP Control of Degree of Herd Work Eye Control of Degree of Eye ExcessHe Score Herd Work Courage Difficulty Difficulty Cow Appeal Cow rd Help Appeal Tie Breaker → 1st ontent Content enalty Content Content IA enalty Content Content Content Content Content

Judges Signature:

Pamona

1062

Novice



RANCH REINED WORK

Pattern #

No Penalty in WT for using 2 hands

Show Harvest VC
Judge Paynona Koch
Date \\\ 4 9

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

- B. Over bridled per maneuver
- C. Out of lead each 1/4 of a circle, and around
- the end of the arena cumulative
- F. Out of frame per maneuver
- 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
- S. Holding saddle when not working cow

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- D. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- I. Inclusion of a maneuver (over/under spin more than $\frac{1}{4}$ and backing more than 2 strides)
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- P. Missed Pattern
- T. Trotting in excess of 1/2 circle or 1/2 length of arena

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- D. Disrespect or misconduct
- F. Fall of horse/rider
- G. Illegal Equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire

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

						Penalty	,								
			1	2	3	4	5	6	7	8	9	10	Penalty Total	Score	OI
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	47 Pena Cont		2 b 21 - +12	0	0	-112	+112	0	+110				5	65	
R	42 Pena Con		25	20	-112	0	0	-19	0				6	63	
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Judges Signature:

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Novice



RANCH REINED WORK

Pattern #

Judge

Show

No Penalty in WT for using 2 hands

Date

1/2	POINT	DEN	ITV

- 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

- B. Over bridled per maneuver
- C. Out of lead each 1/4 of a circle, and around
- the end of the arena cumulative
- F. Out of frame per maneuver
- 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
- S. Holding saddle when not working cow

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly D. Repeated blatant disobedience

- H. Use of 2 hands (except in snaffle bit or hackamore)
- I. Inclusion of a maneuver (over/under spin more than 1/4 and backing more than 2 strides)
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- P. Missed Pattern
- T. Trotting in excess of 1/2 circle or 1/2 length of arena

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- D. Disrespect or misconduct
- F. Fall of horse/rider
- G. Illegal Equipment
- H. Leaving Arena before pattern is complete N. Improper Western Attire

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 Scor	e (Content	70 l): +1 1/2 l	Points +/- Excellent, +	Maneuve 1 Very Goo	r Total le od, +1/2 Ge	ess Penal ood, 0 Con	ty Points = rect, -1/2 No	= Total S eeds Impro	core ovement, -1	Poor, -1 1	/2 Very Poo	or	
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			1	2	3	4	5	6	7	8	9	10	Penalty Total	Score	OP
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Judges	oldilatale.

1051 of 2



RANCH COW WORK Novice

Judge Rayrona Koch

50 seconds when the gate closes behind the cow. No warning, must work to the buzzer

Date 11114/19

1 POINT PENALTY

A. Loss of working advantage

P. Working out of position

S. Slipping Rein

3 POINT PENALTY

K. Knock down cow w/out working advantage

L. Losing a cow while boxing

5 POINT PENALTY

Judges Signature:

Cir

B. Hitting or spurring in front of the cinch

C. Any blatant disobedience

E. Use of either hand to instill fear or praise

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

A. Turn Tail

E. Repeated blatant disobedience

H. Use of two hands

(except in the snaffle bit or hackamore)

M. More than one finger between split reins or any fingers between romal reins (except two rein)

J. Schooling before cow work begins

K. Schooling between cows, if new cow awarded

G. Illegal or failed equipment

DQ (score -0-)

A. Inhumane Treatment

B. Lameness

G. Illegal Equipment

H. Leave area before pattern complete

N. Improper Western Attire

D. Disrespect or misconduct

F. Fall of horse/rider

COW WORK SCORING GUIDELINES

75 & higher - Total control, excellent form & position on cow, high degree of difficulty, excellent eye appeal. 73-74 - Good form & position on cow, good control of cow, high degree of difficulty with good eye appeal 71-72 - A credit earning run with correct form and position, better than average control of cow with some degree of difficulty and eye appeal.

70 - Control, correct form, average dregree of difficulty. 68-69 - Slight loss of form or position on cow. Average degree of difficulty and eye appeal. good work with a major penalty (3 or 5) or average work with 1 point penalties.

66-67 - Trouble controlling cow and/or rider/horse is out

of position. Loss of eye appeal.

65 & below - Incurs major penalties, loss of control and position. Total lack of credit.

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 RUN CONTENT Penalty OP Back Score WIO Total Time Worked Comment Degree of Difficulty Courage Eye Appeal Position & Control 1st Tie Breaker → Penalty Leo Penalty -110 Content 1-117 12 +112 112 enalty Content

Py 2052



RANCH COW WORK Novice

Show	
Judge	
Judge	

50 seconds when the gate closes behind the cow. No warning, must work to the buzzer

Date

		Contract Con
1	DOINT	PENALTY
	PUNI	PENALIE

- A. Loss of working advantage
- P. Working out of position
- S. Slipping Rein

3 POINT PENALTY

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

5 POINT PENALTY

Judges Signature:

- B. Hitting or spurring in front of the cinch
- C. Any blatant disobedience
- E. Use of either hand to instill fear or praise

fingers between romal reins (except two rein) J. Schooling before cow work begins

A. Turn Tail

H. Use of two hands

G. Illegal or failed equipment DQ (score -0-)

MAJOR PENALTY - "OP":

E. Repeated blatant disobedience

(except in the snaffle bit or hackamore)

Cannot place above others who complete pattern correctly

M. More than one finger between split reins or any

K. Schooling between cows, if new cow awarded

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

COW WORK SCORING GUIDELINES

75 & higher - Total control, excellent form & position on cow, high degree of difficulty, excellent eye appeal.
73-74 - Good form & position on cow, good control of cow, high degree of difficulty with good eye appeal
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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 RUN CONTENT Penalty Back W/O Score OP Total Time Worked Comment Position & Control Degree of Difficulty Eye Appeal Courage 1st Tie Breaker → Penalty Content Penalty Content Penalty Content Penalty Content Penalty Content Penalty Content Content



RANCH RIDING Division Volle

No Penalty in WT for using 2 hands

Date 1

Judge

1 POINT PENALTY

- A. Too slow at any gait per maneuver G. Break of gait at walk or trot for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver

3 POINT PENALTY

- B. Break of gait at lope
- G. Break of Gait at walk or jog for MORE than (2) strides
 L. Wrong Lead, Out of lead, Cross Canter for MORE than (2) strides
- T. Trotting more than (3) Strides when making a simple change
- 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)

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness

Show

- G. Illegal Equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct F. Fall of horse/rider

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. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between romal reins (except two rein)

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 Signature:



RANCH RIDING Division

Nonce

Show

Date

No Penalty in WT for using 2 hands

Judge

1 POINT PENALTY

- A. Too slow at any gait per maneuver
 G. Break of gait at walk or trot for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver

3 POINT PENALTY

- B. Break of gait at lope
- G. Break of Gait at walk or jog for MORE than (2) strides
- L. Wrong Lead, Out of lead, Cross Canter for MORE than (2) strides
- T. Trotting more than (3) Strides when making a simple change
- 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)

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

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. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between romal reins (except two rein)

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

	-		Judge	es Sco	ore (Cont	ent): +1	1/2 Excelle	nt, +1 Ver	Good, +		0 Correct,	-1/2 Need	ds Improve	ement, -1 Po	or, -1 1/2	Very Poo	or .		_
W/O	Back #								RL	IN CONT							Penalty Total	Score	OP
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		Content																	

Judges Signature:

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RANCH TRAIL

Division Worce Am

Show Judge

No Penalty in WT for using 2 hands

Date

1 POINT PENALTY

- B. Over bridled per maneuver
- F. Out of frame per maneuver
- G. Break of Gait at walk or trot 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 or two steps, dismount/ground tie except to balance
- T. Both front and hind feet in a singled stride slot or space at

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. Unsafe Rope Handling
 Knock over, step out, or fall off of an obstacle L. Let go of gate
- O. Drop an object to be carried slicker, rope etc.
- R. First or Second refusal cummulative
- S. FIVE or more steps on dismount or ground tie

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- E. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- N. Failure to attempt an Obstacle
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- 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
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

100000	т -		Judges Sco	ore (Content): +	1 1/2 Excellent		MID OF BUILDING	SUSTEMATOR S	eeds Improvem	ent, -1 Poor, -1	1/2 Very Poor			
W/O	Back #				,		STACLE SC					Penalty		
Man	euver Desc			T1695	Rope	1-ack	5	12 he	Deal	8	Stop	Total	Score	OP
	Tie Breaker		GUZ	1000	Kabo	bash	DIF	DUS11-	2	1000	2100	1st		
	82	Penalty Content	+1	+1	+1/2	+1	+1/2	111		3,5	4/2	12	62.5	
	69	Penalty Content	+1	111	+1.5	+1/2	+1	+1	+/.5	+1.5	+1/2	3	76	
	74	Penalty Content	+ [+ /	41.5	+	+1.5	41	+1	3	+1	6	73	
	升	Penalty Content	+1/2	3	-1	3	41	N-W	-1.5	0R -1.5	+1/2	Ь	59	3 PS
	57	Penalty Content	+	1+1	-1/2	+	0P +1	11	<u> </u>	+1	+\		77.5	oΡ
	42	Penalty Content	+1	1,3	+1.5		+1.5	+1.5	+1.5	+	+12	+	73	
_	45	Penalty Content	+	1,1,1	+	+1	+1	111,	41.5	3	+1	8	67	
`	79	Penalty Content	+	3,1	0P	-1/2	+1	3+1/2	5+1	3	+1/2	16	57.5	op
	62	Penalty Content	+	1	-12	+1/2	1	1		3,3%		9	623	18
	72	Penalty Content	41/0			+16	N I	1	+1	34		4	74	

Pg 20 + 2



RANCH TRAIL Division Nouce Am

Show Harvest VC

Judge

No Penalty in WT for using 2 hands

Date

1	DOINT	PENALTY
-1	PULL	FERMULI

- B. Over bridled per maneuver
- F. Out of frame per maneuver
- G. Break of Gait at walk or trot 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)
- 1. Incorrect number of strides, if specified
- K. Skipping over or failing to step into required space
- P. Split pole in lope over
- S. One or two steps, 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

MAJOR PENALTY - "OP": Cannot place above others w

Cannot place above others who complete pattern correctly

- E. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- N. Failure to attempt an Obstacle
- M. More than one finger between split reins or any fingers
- between romal reins (except two rein)
- P. Missed Pattern
- R. Third refusal (Balk or evade), will be asked to move on

5 POINT PENALTY

- B. Spurring / hitting in front of cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- H. Unsafe Rope Handling
- Knock over, step out, or fall off of an obstacle
- L. Let go of gate
- O. Drop an object to be carried slicker, rope etc.
- R. First or Second refusal cummulative
- S. FIVE or more steps on dismount or ground tie

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

			Judges Sco	re (Content): +	70 Points 1 1/2 Excellent	+1 Very Good.	+1/2 Good, 0 0	alty Points = To Correct, -1/2 Ne	eds Improveme	nt, -1 Poor, -1	1/2 Very Poor			
N/O	Back #		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 OBSTACLE SCORES											
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