


# SAMPLE AND INSTRUCTIONS FOR SCORING

	<h2 style="margin: 0;">RANCH CUTTING</h2> <p style="color: red; margin: 0;"><u>Indicate the Division</u></p>	Show <i>Name of Show</i>
	Judge: <i>Name of Judge</i>	
	Date <i>Date of Show</i>	

### 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
- 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 - OFF PATTERN":

Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- T. Not working two cows
- 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 (working order)	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				
<b>Tie Breaker →</b>		<b>2nd</b>	<b>3rd</b>			<b>4th</b>					<b>1st</b>			
<b>#1</b>	<b>101</b>	Penalty	<b>1A, 5A</b>					<b>3D</b>						
		Content	<b>- 1/2</b>	<b>0</b>	<b>0</b>	<b>1/2</b>	<b>0</b>	<b>- 1/2</b>	<b>0</b>	<b>0</b>	<b>- 1/2</b>	<b>9</b>	<b>60</b>	
			70	69.5		70		69.5		69		69 minus 9		
<b>#2</b>	<b>102</b>	Penalty	<b>1C</b>	<b>3D</b>				<b>OP A</b>						
		Content	<b>- 1/2</b>	<b>- 1/2</b>	<b>0</b>	<b>0</b>	<b>- 1 1/2</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>4</b>	<b>63.5</b>	<b>OP</b>
			70	69.5	69		67.5					69 minus 4		
<b>#3</b>	<b>103</b>	Penalty												
		Content	<b>1/2</b>	<b>1/2</b>	<b>0</b>	<b>0</b>	<b>1/2</b>	<b>DQ F</b>	<b>0</b>	<b>0</b>	<b>0</b>		<b>DQ</b>	
			70	70.5	71		71.5	0						

**DRAWS - CATTLE CLASSES** should be by division with a separate score sheet for each Division, cattle classes should be run in order of the draw with exceptions for arena conflict made in the other arena. **ALL DRAWS** - should be by Division in All classes but exceptions can be made to accommodate multiple arenas and conflicts. **DO NOT PRE FILL** back numbers on Score Sheets if you are going to make exceptions to the draw order.

**MANEUVER DESCRIPTION** - Show manager or Judge will complete "Maneuver Description" on score sheets that require it, prior to the class beginning. All Divisions will have the same Maneuver Description. There may be more columns for "Maneuver Description" on the score sheet than is needed. Reined Work Pattern may only need 7-8 maneuvers. Ranch Riding will vary depending on the pattern. Trail will have no less than six and no more than nine.

In the event that more than one judge is used (ie. WS and AQHA) the "Maneuver Description" shall be same for **ALL** judges.

**JUDGES SCORE** - shall be indicated in the "Content" box under each element, every "Content" box should have a value (Except on Advanced Cow Work where rider will EITHER Circle or Rope.)

**PENALTIES** - shall be indicated on the sheet by including both the penalty value (1, 3, 5) and the letter (A, B, C...) designating the infraction

**PENALTY TOTAL** - Add numerical value of penalties together. (DK gray boxes do not have penalties associated with the element)

**SCORE** equals 70 minus Penalty Total

**OP** - Write "OP" in the box on the row of the participant that has a "Major Penalty"

**DQ** - shall be indicated in the "Score" box

**TIE BREAKER** - 1st Tie Breaker is total penalty points - Preferred tie breakers are found in "Breaking Ties" in the 2017 Official Handbook page 22.

\*\*The judge has the option of selecting tie breakers for each class, prior to the class being run or using "Preferred Tie Breakers". Tie breakers should be same for all Divisions and indicated on the score sheet in the row "Tie Breaker". Indicate 2nd, 3rd, 4th etc... (minimum of 3 tie breakers indicated)

**SCORING** - The scribe can total the scores for the judges approval if time allows as each run progresses.

Show Secretary shall **DOUBLE CHECK ALL** addition of scores and bring any questions concerning scoring to the Show Management or to the Judge for clarification.

Judges Signature: \_\_\_\_\_ John Wayne



# RANCH CUTTING

Division: \_\_\_\_\_

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

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	Excess Herd Help			
Tie Breaker →													1st		
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													

Judges Signature: \_\_\_\_\_



# RANCH COW WORK Advanced & Open

Show

Judge

3 min when the gate closes behind the cow. 1 min warning, judges whistle when circling is complete.

Date

### 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
- C. Failure to catch - Advanced Am.
- I. Illegal catch (Amateur)

### 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)
- I. Illegal catch (Open)

### MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- H. Use of 2 hands (expt. in snaffle bit or hackamore)
- 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
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- R. Complete loss of rope (falls completely to the ground)

### 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

W/O	Back #		RUN CONTENT										Penalty Total	Score	OP			
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		Position & Control	Degree of Difficulty				Eye Appeal		
					1st	2nd	1st	2nd	TRACK & RATE	STOP & HOLD								
		Tie Breaker →													1st			
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																

Judges Signature: \_\_\_\_\_



# RANCH COW WORK Limited

1 minute 45 seconds when the gate closes behind the cow.  
50 second warning, do not have to work the full time

Show

Judge

Date

**1 POINT PENALTY**

- A. Loss of working advantage
- E. Driving the cow down the opposite fence, changing sides
- 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

**MAJOR PENALTY - "OP":**

- Cannot place above others who complete pattern correctly
- A. Turn Tail
- E. Repeated blatant disobedience
- F. Failure to attempt any part of the class
- G. Illegal or failed equipment
- H. Use of two hands (except in the snaffle bit or hackamore)
- J. Schooling before cow work begins
- K. Schooling between cows, if new cow awarded
- M. More than one finger between split reins or any fingers between romal reins (except two rein)

**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

**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						
																		1st		
		Penalty																		
		Content																		
		Penalty																		
		Content																		
		Penalty																		
		Content																		
		Penalty																		
		Content																		
		Penalty																		
		Content																		

Judges Signature: \_\_\_\_\_



# RANCH COW WORK Novice

Show

Judge

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

Date

**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**

- 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 degree 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

W/O	Back #	RUN CONTENT						Penalty Total	Score	OP
		Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	Comment			
								1st		
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								

Judges Signature: \_\_\_\_\_



# RANCH COW WORK INTERMEDIATE

Show

Judge

2 Minutes when the gate closes behind the cow, 1 Minute warning, Do not have to work the full time

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

**MAJOR PENALTY - "OP":**

Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- G. Illegal or failed equipment
- H. Use of two hands (except in the snaffle bit or hackamore)
- J. Schooling before cow work begins
- K. Schooling between cows, if new cow awarded
- M. More than one finger between split reins or any fingers between romal reins (except two rein)

**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

**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
			Boxing			Roping						
			Box (Position & Control)	Drive (Position & Control)	Stop (Form & quality)	Track Cow	Rope Handling	Stop (Form & quality)	Degree of Difficulty			
Tie Breaker →										1st		
		Penalty										
		Content										
		Penalty										
		Content										
		Penalty										
		Content										
		Penalty										
		Content										
		Penalty										
		Content										
		Penalty										
		Content										
		Penalty										
		Content										

Judges Signature: \_\_\_\_\_



# RANCH REINED WORK

Pattern # \_\_\_\_\_

No Penalty in WT for using 2 hands

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**

- 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

**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)
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- P. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- 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

**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	
			1	2	3	4	5	6	7	8	9	10				
Maneuver Description																
Tie Breaker →														1st		
		Penalty														
		Content														
		Penalty														
		Content														
		Penalty														
		Content														
		Penalty														
		Content														
		Penalty														
		Content														
		Penalty														
		Content														
		Penalty														
		Content														

Judges Signature: \_\_\_\_\_



# RANCH TRAIL

Division \_\_\_\_\_

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 a walk or trot

### 3 POINT PENALTY

- B. Break of gait at lope, except when correcting an incorrect lead
- G. Break of gait at walk or trot for MORE than (2) strides
- L. Wrong lead, out of lead
- 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
- K. 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 cumulative
- 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 roman reins (except two rein)
- P. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- 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

**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		
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												

Judges Signature: \_\_\_\_\_





# RANCH RIDING Division

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 - except when correcting an incorrect lead
- 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)

**MAJOR PENALTY - "OP":**

- Cannot place above others who complete pattern correctly**
- A. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- 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)

**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

**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	11	12	13				
<b>Tie Breaker →</b>																<b>1st</b>			
		Penalty																	
		Content																	
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Judges Signature: \_\_\_\_\_



# RANCH COW WORK

## Walk Trot

Show

Judge

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

Date

**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

**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

**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

**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 degree 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

W/O	Back #	RUN CONTENT									Penalty Total	Score	OP
		Drive	Rate	Stop	Turn	Position and Control	Courage Cow Sense	Degree of Difficulty	Eye Appeal				
		Tie Breaker →									1st		
		Penalty											
		Content											
		Penalty											
		Content											
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Judges Signature: \_\_\_\_\_

# WSVRHA

Western States Versatility  
Ranch Horse Association



## RANCH CUTTING

Walk Trot

Show:

Judge:

Date:

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

### 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
- 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

W/O	Back #		RUN CONTENT											Eye Appeal	Penalty Total	Score	OP
			Herd Work	Drive	Set-Up	Tag-Off	Herd Work	Drive	Set-Up	Tag-Off	Courage Cow Sense	Degree of Difficulty					
Tie Breaker →															1st		
		Penalty															
		Content															
		Penalty															
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Judges Signature: \_\_\_\_\_