



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 Name of Show <hr/> Judge: Name of Judge <hr/> Date Date of Show
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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
Tie Breaker →			2nd	3rd			4th				1st			
#1	101	Penalty	1A, 5A					3D				9	60	
		Content	- 1/2	0	0	1/2	0	- 1/2	0	0	- 1/2			
			70	69.5		70		69.5		69	69 minus 9			
#2	102	Penalty	1C	3D			OP A					4	63.5	OP
		Content	- 1/2	- 1/2	0	0	- 1 1/2	0	0	0	0			
			70	69.5	69		67.5		69 minus 4					
#3	103	Penalty										DQ		
		Content	1/2	1/2	0	0	1/2	DQ F	0	0	0			
			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 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
- E. Excessive disturbance of the herd
- 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	ExcessHerd Help			
Tie Breaker →													1st		
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													
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		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
- 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 or failed 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				
Tie Breaker →															1st		
		Penalty															
		Content															
		Penalty															
		Content															
		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

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal or failed 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

RUN CONTENT

W/O	Back #	RUN CONTENT						Penalty Total	Score	OP
		Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	Comment			
		Tie Breaker →						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
- L. Losing 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
- 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 or failed 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			Degree of Difficulty				Eye Appeal	
			Box (Position & Control)	Drive (Position & Control)	Stop (Form & quality)	Track Cow	Rope Handling	Stop (Form & quality)						
Tie Breaker →											1st			
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
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		Content												
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		Content												
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		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
- F. Out of frame per maneuver
- O. Over/Underspin between 1/8 & 1/4
- L. Out of lead each 1/4 of a circle, and around the end of the arena cumulative
- 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 #	Maneuver Description	RUN CONTENT										Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9	10				
		Tie Breaker →														
		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

- D. Failure to dally and remain dallied during drag
- 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 - 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

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

Judges

W/O	Back #		OBSTACLE SCORES									Penalty Total	Score	OP
			1	2	3	4	5	6	7	8	9			
Maneuver Description														
Tie Breaker →												1st		
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
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		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																																																																																																																																																																																																																																																																																																																				
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Judges Signature: _____



RANCH COW WORK

Walk Trot

Show

Judge

Date

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

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													
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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						
															1st			
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Judges Signature: _____