		AMA	ATEUR RANCH HO	RSE CONFORMATION				
Date:		Judge's Name:				Back No.		
Rider's Name:			Horse's Name:			Horse ID No.		
NVRHA Scorin	g Scale: Zero = A	verage, +1=Good, +2=Ve	ery Good, +3=Excellent, -1=Nee	ds Improvement, -2=Poor, -3=Very Poo	r			
FORM AND S	HOWMANSHIP	:Note to Judge: Only a p	partial listing of features are liste	ed. Write in additional			SCORE	
features as requ	ired. Judges are e	encouraged to circle dom	inant features, either + or					
Front Legs,	(+) Straight legs	; Good bone; Well define	d tendons;					
Feet	(-) Toe in; Toe o	out; Base wide; Base narro	ow; Steep pasterns;			1		
Chest &	(+) Well muscle	d; Deep V; Good neck tie	in;					
Pectoral V	(-) Insufficient n	nuscle; Excessive muscle;	<u> </u>			2		
Head	(+) Triangular, s	hort & broad; Large, wide	e set,soft eye; Big nostrils;					
			n nose; Pig eye; Oversize ears;			3		
Neck &		ng throat latch; Long neck						
Throat latch		Short neck; Ewe neck; Cre				4		
Shoulders								
& Withers	* *	er; Mutton withers; Withe				5		
Heart Girth			ong underline;					
& Barrel	.,	; Narrow sprung ribs; Sho				6		
Back &			rt, strong loin;			_		
Loin		back; Sway back; Weak m	•			7		
Hip &			-					
Croup		oose rump; Steep croup; S				8		
Stifle &	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view;							
Gaskin Hock, Hind	(-) Inadequate muscling; Weak inside gaskin muscle; 9 (-) Good bone: Low book: Good book angularity:							
· ·	(+) Good bone; Low hock; Good hock angularity; (-) Base wide; Base narrow; Sickle hock; Cow hock; Post leg;							
Legs, Feet Overall		l; Long; Smooth; Well att				10		
Muscling		uscling; Excessive muscl				11		
Tracking			; Sound;	Note to Scribe: Place X in box when				
Tracking	(-) Wing in; Pad	dling; Interfering; Poundi	ng stride;	Judge declares horse notably LAME	Г	12		
Balance	(+) Good blend of Good bones;	of all parts; Length of bac	k = 1/2 bottom line; Smooth line	es; -	***** Note to Scribe	13		
	(-) Unbalanced;	Thick neck; Short neck; S	Steep wither; Shallow heart girth	;	Judges Balance Sco	ore i		
			r that croup; Short hip; Inadequa	ate hip	in all 3 boxes	14		
	carry down; Ove	erall too small;						
						15		
Fitness &	(+) Good weight	t; Good muscle tone & fit	ness; Good grooming;					
Condition		; Poor hoof care; Unfit gre	•			16		
Participant		tation; Professional appea						
Showmanship		wareness; Poorly fitted ha				17		
Horse	()	, ,	11 7			10		
Showmanship		uare; Too stretched; Camp	ped; Inattentive;	momit (i)		18		
		JUDGE'S SCORE:		TOTAL (1)		L		
TOTAL (1)	X .33 =	+ 42 =	**Major Pen	alty = FORM and SHOWMANSHIP	JUDGE'S S	SCORE (2)		
**Major Penal	ty: A horse which	ch exhibits notable lame	eness in the Conformation jud	dging shall be penalized -10 points				
FUNCTION SO	CORE:							
Ranch Cutt	ing+	Ranch Riding	+ Working Ranch _	+ Ranch Trail =	=((3) Function	Total	
			Function Total (3) X	X .10 = FUNCTION SCORE (4)				
RANCH CONI	FORMATION SO	CORE:				_		
Form and Sl	-							
Juo	lge's Score (2)	+ Function	on Score (4) = I					
			CO	NFORMATION SCORE				

Cutting Judges Sheet

Limited/Amateur/Open

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	Cutting Judges 3	neet			LI	mitea/	Amateu	r/Open
Rider:	Back Number:			Horse:				
Judges Score: +3 Excellent, +2 Very G	l ood, +1 Good, 0 Correct, -1 Nee	ds Improvem	ent, -2 Poo	r, -3 Very Po	or, -7 does	not attempt	maneuver	
NOTE: Judge may blow whistle at any	time to end work and a -7 will b	oe given for a						
NOTE : Fall to ground of rider or horse Credit: Maintain control of the cow at			natural ahi	lity without	excessive re	eining or snu	ırring	
1 POINT PE						Γ PENALT		
W. Loss of working advantage			A. Turn t	tail to the				
T. Toe, foot or stirrup on the			E. Excess	sive distu	rbance of	f the herd	I	
V. Working out of position			H. Use o	f two har	nds on the	e reins in	a bridle o	r two rei
J. Excessive herd help			C. Finger	rs betwee	n the rei	ns in a bri	dle class	
			except t	he two rein,	& one finge	er (index) allo	owed in spli	t reins
3 POINT PE	NALTY		I. Illegal	or failed	equipme	nt		
B. Biting or Striking the Cow				_		er or hors	e	
E. Exhausting or overworking				e to work		le		
S. Spurring on the shoulder				se of Ron				
F. Back Fence				_		vs and / o	r events	
P. Cattle picked up or scatter	ed		P. Touch	ing horse	with fre	e hand.		
Q. Hot Quit					2			
F DOINT DE	-NIAI -T V							
5 POINT PE				#				
C. Changing cow after a speci D. Blatant Disobedience	nc commitment			NATIO	NAL VERSATILITY RANCH HORS	E ASSOCIATION		
L. Losing the cow back to the	hord				"Ride the Legi	end"		
Q. Quitting the cow	neru							
F. Failure to separate a single	COW							
Instructions: Enter the let	ter corresponding to the penal	ty in the appr	opriate PT	box, one ti		H occurance ALTIES	of penalty.	
MANEU	√ER	SCORE	1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
cow o	NE							
1. Herd Work								
2. Control of Cow								
Degree of Difficulty				1				
4. Eye Appeal								
COW TV	WO							
5. Herd Work	VO							
6. Control of Cow								
7. Degree of Difficulty								
8. Eye Appeal								
O Courage	ш							
9. Courage								
10. Time Worked								
	MANEUVER TOTAL:					PENA	ALTY TOTAL:	
70 Points +/- Maneuver Total:_					= Tot	al Score:_	_	
Comments		-,						

Judge's Signature:_

Cutting Judges Sheet

Novice/Intermediate

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 G	ood, 0 Correct, -1 Needs Improvement, -2 Poor	, -3 Very Poor, -7 does not attempt maneuver
NOTE: Judge may blow whistle at any time to e	nd work and a -7 will be given for any maneuve	ers remaining
NOTE: Fall to ground of rider or horse - Team v	vill be scored until the fall	
Credit: Maintain control of the cow at all times	, exhibiting superior cow sense and natural abil	ity without excessive reining or spurring.

1 POINT PENALTY

- W. Loss of working advantage
- S. Toe, foot or stirrup on the shoulder
- V. Working out of position
- J. Excessive assistance of turn back or herd help

3 POINT PENALTY

- B. Biting or Striking the Cow
- E. Exhausting or overworking
- S. Spurring on the shoulder
- F. Back Fence
- P. Cattle picked up or scatterd
- J. Excessive assistance of turn back

10 POINT PENALTY

- A. Turn tail to the cow
- E. Excessive disturbance of the herd
- H. Use of two hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
- **except the two rein, & one finger (index) allowed in split reins**
- I. Illegal or failed equipment
- K. Fall to the ground of rider or horse
- M. Misuse of Romel
- F. More than one cow remains in the pen after time has expired.
- T. Schooling horse btw cows and / or events
- P. Touching horse with free hand.

5 POINT PENALTY

- M. Not driving between cone and corner
- C. Changing cow after a specific commitment
- D. Blatant Disobedience
- L. Losing the cow back to the herd
- Q. Quitting the cow
- N. Not penning
- F. Failure to separate a single cow



Instructions: Enter the letter corresponding to the	e penalty in the app	ropriate PT	box, one ti	me for EACH	l occurance	of penalty.	
MANEUVER	JUDGE'S		PENALTIES				
WAREOVER	SCORE	1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
1. Herd Entry							
2. Drive Cow from the Herd							
3. Set up for Cutting							
4. Working center of Arena							
5. Courage/Cow Sense							
6. Degree of Difficulty							
7. Eye Appeal							
8. Setting up for the drive							
9. Driving to pen between marker and fence							
10. Penning the correct cow							
MANEUVER TOTA	AL:				PENA	LTY TOTAL:_	

N	//ANEUVER TOTAL:	PEN	ALTY TOTAL:_	
70 Points +/- Maneuver Total:	Less Penalty Total:	= Total Score:		
Comments				
Judge's Signature:		Сор	yright © 2015	by NVRHA

Ranch Riding (Patterns 1 & 2)

-		Kiding (Patte	<u> </u>					
Rider:	Back Num	ber:		Horse:				
Judges Score: +3 Excellent, +2 Very Good, +1 Good					oes not attempt m	naneuver		
NOTE: Judge may blow whistle at any time to end			manuevers	remaining				
NOTE : Fall to ground of rider or horse - Team will be Credit: Free flowing stride appropriate for conformation to cover gr			l have a halanced	I flowing motion while ex	hihiting correct gaits tha	t are of the		
proper cadence. Quality of movement, head and neck relaxed in a n		n, bright eyes, ears alert,	responsive and si	mooth.				
1 POINT PENALTY			POINT PENA	ALTY				
G. Incorrect or break of gait for two		A. Missed patter						
strides or less				ns in a bridle or t	wo rein			
3 POINT PENALTY		C. Fingers betwee		s in a bridle class iger(index) allowed	in calit roin**			
L. Out of lead		I. Illegal or failed			iii spiit reiii			
G. Incorrect or break of gait for MORE								
than two strides		Q. Riding outside of course area K. Fall to the ground of rider or horse						
		M. Misuse of Ro			43	70		
5 POINT PENALTY		O. Holding saddl	e except wh	nen working cow	or at	2		
D. Blatant Disobedience		the extended	trot		NATIONAL VERSATILITY RANCH H "Ride the Li	orse association egend"		
F. Instill fear or praise		P. Touching hors	e with free	hand.				
J. Use of spurs forward of the cinch								
Instructions: Enter the letter correspon	_	penalty in the approp	riate PT box, o		rance of penalty.			
MANEUVER	JUDGE'S SCORE	1 PT	3 PT	PENALTIES 5 PT	10 PT	TOTAL		
1. Walk	JOONE	2	3		2011	IOTAL		
2. Transition to trot, trot								
3. Transition to extended trot, extended trot								
4. Transition to regular trot and reverse								
5. Stop, settle and wait								
6. Lope departure and lope								
7. Transition to extended lope, extended lope								
8. Transition to regular lope, lope								
9. Transition to walk, walk								
10. Stop, settle and wait								
11. Trot, Reverse								
12. Transition to lope, lope								
13. Transition to trot, trot								
14. Stop, back								
MANEUVER TOTAL:				PE	NALTY TOTAL:			
100 Points +/- Maneuver Total:	x .70 =	Less	Penalty Tota	ıl:= To	tal Score:			
Comments:								

Ranch Riding (Pattern 3)

Rider:	Back Nun	nber:		Horse:			
Judges Score: +3 Excellent, +2 Very Good, +1 Good	, 0 Correct	, -1 Needs Improve	ment, -2 Po	or, -3 Very Poor, -7 d	oes not attempt m	aneuver	
NOTE: Judge may blow whistle at any time to end v			manuevers	remaining			
NOTE: Fall to ground of rider or horse - Team will b						6.1	
Credit: Free flowing stride appropriate for conformation to cover gro proper cadence. Quality of movement, head and neck relaxed in a n				-	hibiting correct gaits that	: are of the	
1 POINT PENALTY	•		POINT PEN				
G. Incorrect or break of gait for two		A. Missed patter	n				
strides or Less		H. Use of 2 hand	s on the re	ins in a bridle or t	wo rein		
		C. Fingers betwe	en the reir	ns in a bridle class			
3 POINT PENALTY		**except the two	ein & one f	inger(index) allowed	in split rein**		
L. Out of lead		I. Illegal or failed	equipmen	nt			
G. Incorrect or break of gait for MORE	Q. Riding outside of course area						
than two strides		K. Fall to the gro		er or horse		M-data	
		M. Misuse of Ro				70	
5 POINT PENALTY				hen working cow	or at	2	
D. Blatant Disobedience		the extended			NATIONAL VERSATILITY RANCH H "Ride the Le	arse Association gend"	
F. Instill fear or praise		P. Touching hors	e with free	e hand.			
J. Use of spurs forward of the cinch Instructions: Enter the letter correspond	dina ta tha	nonalty in the annual	rioto DT hav	and time for EACH again	wants of namelts.		
instructions: Enter the letter correspond	JUDGE'S		nate PT box,	PENALTIES	rance or penalty.		
MANEUVER	SCORE	1 PT	3 PT	5 PT	10 PT	TOTA	
1. Walk from Start to Cone A			-				
2. Transition to Jog, Jog - Cone A to B							
3. Transition to extended jog, extended jog - Cone B to C							
4. Collect back to regular jog, jog - Cone C to D							
5. Transition to lope (right lead), lope - Cone D to							
6. Transition to extended lope, extended lope - Cone B to D							
7. Collect back to regular lope, lope - Cone D to A							
8. Transition to jog, jog - Cone A to B							
9. Stop, settle and wait at Cone B							
10. Turn and jog - Cone B to A							
11. Transition to lope (left lead), lope - Cone A to F							
12. Transition to walk, walk - Cone F to G							
13. Stop and back - Cone G							
14. Stop, settle and wait at Cone G							
MANEUVER TOTAL:				PE	NALTY TOTAL:		
100 Points +/- Maneuver Total:	x .70 =	Less	Penalty Tot	:al:= To	tal Score:		
Comments:							
Judge's Signature:					Copyright © 2	015 by NIVE	
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	Rand	ch Riding (Pat	tern 4)						
Rider:	Back Num	ıber:	ŀ	Horse:					
Judges Score: +3 Excellent, +2 Very Good, +1 Good	d, 0 Correct	, -1 Needs Improve	ment, -2 Poo	r, -3 Very Poor, -7 d	oes not attempt m	naneuver			
NOTE: Judge may blow whistle at any time to end	work & -7 \	will be given for an	y manuevers	remaining					
NOTE: Fall to ground of rider or horse - Team will b			d have a hal	flowing moster with	hibiting correct 't- '	at are of the			
Credit: Free flowing stride appropriate for conformation to cover good proper cadence. Quality of movement, head and neck relaxed in a light					inipiting correct gaits tha	it are of the			
1 POINT PENALTY		10	POINT PENA	ALTY					
G. Incorrect or break of gait for two		A. Missed patter							
strides or Less				ns in a bridle or to	wo rein				
	C. Fingers between the reins in a bridle class								
3 POINT PENALTY	**except the two rein & one finger(index) allowed in split rein**								
L. Out of lead	I. Illegal or failed equipment								
G. Incorrect or break of gait for MORE	Q. Riding outside of course area								
than two strides		K. Fall to the gro		r or norse					
5 POINT PENALTY				nen working cow	or at				
D. Blatant Disobedience		the extended		ien working cow	JI al National Versatility Ranch "Ride the L	HORSE ASSOCIATION Legend"			
F. Instill fear or praise		P. Touching hors		hand					
J. Use of spurs forward of the cinch		1. Touching not	oc with free	nana.					
Instructions: Enter the letter correspon	ding to the	enalty in the approp	riate PT box, o	ne time for EACH occu	rance of penalty.				
MANEUVER	JUDGE'S			PENALTIES					
-	SCORE	1 PT	3 PT	5 PT	10 PT	TOTAL			
Walk from start to middle of arena									
2. Transition to trot, trot up middle of arena to									
Cone A	1								
3. Transition to extended trot, extended trot to end of arena									
4. Collect back to regular trot, trot to corner									
5. Stop at corner, make 1/4 turn to left									
6. Begin lope in left lead to Cone B									
7. Transition to extended lope, extended lope to									
Cone C									
8. Collect back to regular lope									
9. Transition to walk at corner									
10. Stop and make 1/4 turn to left									
11. Trot									
12. Lope right lead									
13. Transition to trot									
14. Stop and back									
MANEUVER TOTAL:			1	PE	NALTY TOTAL:				
100 Points +/- Maneuver Total:	x .70 =	Less	Penalty Tota	ıl:= To	tal Score:				
Comments:		<u></u>	-						
Commence.									
Judge's Signature:					Copyright © 2	015 by NVRHA			

Ranch Riding (Pattern 5)

Horse:

Back Number:

Rider:

Judges Score: +3 Excellent, +2 Very Good, +1 Goo	d, 0 Correct	t, -1 Needs Improve	ment, -2 Po	or, -3 Very Poor, -7	does not attempt r	naneuver			
NOTE: Judge may blow whistle at any time to end	work & -7	will be given for an	y manuever	s remaining					
NOTE: Fall to ground of rider or horse - Team will									
Credit: Free flowing stride appropriate for conformation to cover proper cadence. Quality of movement, head and neck relaxed in a	_			-	exhibiting correct gaits tl	nat are of the			
1 POINT PENALTY	natarar postra		POINT PEN						
G. Incorrect or break of gait for two		A. Missed patter	n						
strides or Less		•		eins in a bridle or t	wo rein				
		C. Fingers betwe	en the reir	ns in a bridle class					
3 POINT PENALTY		•		ne finger(index) all		n**			
L. Out of lead		I. Illegal or failed	equipmen	nt					
G. Incorrect or break of gait for MORE		Q. Riding outside of course area							
than two strides		K. Fall to the gro	und of ride	er or horse					
		M. Misuse of Ro	mel			\mathcal{L}			
5 POINT PENALTY		O. Holding saddl	e except w	hen working cow	or at "Ride the Le	irse Association gend"			
D. Blatant Disobedience		the extended	trot						
F. Instill fear or praise		P. Touching hors	e with free	e hand.					
J. Use of spurs forward of the cinch									
Instructions: Enter the letter correspon	ding to the p	enalty in the approp	riate PT box,	one time for EACH occ	urance of penalty.				
MANEUVER	JUDGE'S		, ,	PENALTIES					
	SCORE	1 PT	3 PT	5 PT	10 PT	TOTAL			
1. Walk									
2. Trot									
3. Extended lope in right lead									
4. Collect lope right lead									
5. Change leads									
6. Lope left lead									
7. Extend trot									
8. Stop									
9. Side pass left over pole & side pass right half									
way									
10. Walk over logs									
11. Walk									
12. Trot Square									
13. Stop									
14. 360° turn left & back									
MANEUVER TOTAL:				PEI	NALTY TOTAL:				
100 Points +/- Maneuver Total:	x .70 =	Less F	Penalty Tot	al:= To	tal Score:				
Comments:									
Judge's Signature:					Copyright © 20	115 by NVRHA			

	Kenica	Work (attern.	- /					
Rider:	Back Number:			Horse:					
ا Judges Score: +3 Excellent, +2 Very Good, +1 Go	ood, 0 Correct, -1 Need	ds Improvem	ent, -2 Poor	r, -3 Very Po	or, -7 does	not attempt m	aneuver		
NOTE: Judge may blow whistle at any time to e						·			
NOTE: Fall to ground of rider or horse - Team w									
Credit: Smoothness, finesse, attitude, quickness	s, and authority in perf	forming the v	arious man	euvers whil					
1/2 POINT PENALTY J. Exit roll back at jog up to 2 strides or			C Courring	in front of c		PENALTY			
start circle at jog up to 2 strides									
L. Delay lead change 1 stride			D. Blatant Disobedience I. Instill fear or praise						
D. Over/Under spin up to 1/8			saddle with	either hand					
F. Failure to remain 20' from fence on									
approach to stops and roll backs					10 POIN	Γ PENALTY			
						nder spin more	than 1/4		
1 POINT PENALTY				king more t					
L. Out of lead each 1/4 of a circle, cumulative O. Over/Under spin between 1/8 & 1/4						bridle or two	ein		
3. Over/Onder spin between 1/8 & 1/4			•	etween the		(index) allowed in s	enlit roinc**		
				e ground of	_		spiicreiiis		
2 POINT PENALTY				failed equip					
F. Fail to lope before first marker			_	1/2 circle or		of arena			
P. Fail to lope past marker before stop is initiate	ed		M. Misuse	of Romal	-	<0			
J. Jog over 2 strides but less than 1/2 circle			P. Touching	g horse with	free hand.				
G. Break of gait						T. C.	071		
5. On walk in patterns, failure to stop or walk be	•	}							
5. On trot in patterns, failure to stop before lope	•					200			
5. On run-in patterns, failure to be in a canter p R. Freezing up in spin or roll back	rior to first marker					NATIONAL VERSATILITY RA "Ride the	ich Horse Association Legend"		
t. Treezing up in spin or roll back									
Instructions: Enter the letter corres	sponding to the penal	ty in the app	ropriate PT	box, one ti	me for EAC	H occurance of	penalty.		
				1	PENALTIES				
MANEUVER	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL		
Depart, 2 right circles, moderate size and speed									
'									
2. Change Lead									
3. Two left circles, moderate size and speed									
4. Change lead									
5. Rundown, stop, hesitate, left turn									
5. Rundown, stop, hesitate, right turn									
7. Rundown, stop, back									
7. Rundown, stop, back									
7. Rundown, stop, back 3. Two right spins, Two left spins									
3. Two right spins, Two left spins									
					PEN	ALTY TOTAL			
3. Two right spins, Two left spins JUDGE'S SCORE									
3. Two right spins, Two left spins	oy 2 = I	ess Penalty	Fotal:	=			e:		
3. Two right spins, Two left spins JUDGE'S SCORE					Total Re	eining Scor	e: Vorking Ranch Horse So		

Judge's Signature:____

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Reined Work (Pattern 2)

Rider:	Back Number:			Horse:				
Judges Score: +3 Excellent, +2 Very Good, +1 (Good, 0 Correct, -1 Need	ds Improvem	ent, -2 Poo	r, -3 Very Po	or, -7 does	not attempt n	naneuver	
NOTE : Judge may blow whistle at any time to			ny maneuv	ers remainir	ng			
NOTE: Fall to ground of rider or horse - Team								
Credit: Smoothness, finesse, attitude, quickne	ss, and authority in perf	forming the v	arious mar	euvers whil				
1/2 POINT PENALTY			C Courring	in front of a		PENALTY		
J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides				in front of c Disobedienc				
L. Delay lead change 1 stride			I. Instill fea		C			
0. Over/Under spin up to 1/8				saddle with	either hand	l		
F. Failure to remain 20' from fence on				Citirer mane				
approach to stops and roll backs					10 POINT	PENALTY		
			A. Missed p	attern inclu	ides over/ui	nder spin mor	e than 1/4	
1 POINT PENALTY			and bac	king more t	han 2 stride	S		
L. Out of lead each 1/4 of a circle, cumulative		H. Use of 2	hands on th	ne reins in a	bridle or two	rein		
O. Over/Under spin between 1/8 & 1/4		C. Fingers b	etween the	reins in a b	ridle class			
						index) allowed in	split reins**	
				e ground of		rse		
2 POINT PENALTY		_	failed equip					
F. Fail to lope before first marker		_	1/2 circle or	1/2 length	of arena	-		
P. Fail to lope past marker before stop is initia	ted		M. Misuse					
J. Jog over 2 strides but less than 1/2 circle			P. Touching	g horse with	tree hand.		0)=1	
G. Break of gait						43		
 On walk in patterns, failure to stop or walk l On trot in patterns, failure to stop before lo 		:				3	TETT	
S. On run-in patterns, failure to stop before io						NATIONAL V	ERSATILITY RANCH HORSE ASSOCIATION	
R. Freezing up in spin or roll back	prior to mist marker					"K	ide the Legend"	
A. Freezing up in spin of roll back								
Instructions: Enter the letter corre	esponding to the penal	ty in the app	ropriate PT	box, one ti	me for EACI	l occurance o	f penalty.	
Instructions: Enter the letter corre	esponding to the penal	ty in the app	ropriate PT	box, one ti	me for EACI PENALTIES		f penalty.	
MANEUVER	JUDGE'S SCORE	ty in the app	1 PT	box, one ti			f penalty. TOTAL	
MANEUVER			-	ı	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back			-	ı	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back			-	ı	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads			-	ı	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads			-	ı	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads			-	ı	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads			-	ı	PENALTIES	1		
			-	T	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to			-	T	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to			-	T	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to			-	T	PENALTIES	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change eads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to show completion	JUDGE'S SCORE		-	T	5 PT	10 PT		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change eads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to	JUDGE'S SCORE		-	T	5 PT	1		
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to show completion JUDGE'S SCORE	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	PENALTIES 5 PT	ALTY TOTAL	TOTAL	
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change eads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to show completion JUDGE'S SCORE	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	PENALTIES 5 PT	ALTY TOTAL	TOTAL	
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change eads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to show completion JUDGE'S SCORE	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	PENALTIES 5 PT PEN	10 PT	TOTAL	
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to show completion JUDGE'S SCORE	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	PENALTIES 5 PT PEN	10 PT	TOTAL	
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to show completion JUDGE'S SCORE	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	PENALTIES 5 PT PEN	10 PT	TOTAL	
MANEUVER 1. Rundown, stop, right roll back 2. Rundown, stop, left roll back 3. Lope small left circle, slow change leads 4. Lope right medium circle, medium speed change leads 5. Lope fast, large, left circle, change leads 6. Lope fast, large right circle change leads 7. Continue around arena, stop, back 8. One 360 degree spin both directions, hesitate to show completion	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	PENALTIES 5 PT PEN	10 PT	TOTAL	

Reined Work (Pattern 3)

Rider:	Back Number:			Horse:				
Judges Score: +3 Excellent, +2 Very Good, +1 G	iood, 0 Correct, -1 Need	nent, -2 Poo	oor, -3 Very Poor, -7 does not attempt maneuver					
NOTE: Judge may blow whistle at any time to e								
NOTE: Fall to ground of rider or horse - Team v	vill be scored until the f	all						
Credit: Smoothness, finesse, attitude, quickness	ss, and authority in perf	orming the	various man	euvers whil	e using cont	rolled speed.		
1/2 POINT PENALTY					5 POINT	PENALTY		
J. Exit roll back at jog up to 2 strides or			S. Spurring	in front of o	inch			
start circle at jog up to 2 strides			D. Blatant I	Disobedienc	e			
L. Delay lead change 1 stride			F. Instill fea	r or praise				
O. Over/Under spin up to 1/8			H. Holding	saddle with	either hand			
F. Failure to remain 20' from fence on								
approach to stops and roll backs					10 POINT	PENALTY		
			A. Missed p	oattern inclu	ides over/ur	nder spin more	e than 1/4	
1 POINT PENALTY			and bac	king more t	han 2 stride	S		
Out of lead each 1/4 of a circle, cumulative			H. Use of 2	hands on th	ne reins in a	bridle or two	rein	
O. Over/Under spin between 1/8 & 1/4			C. Fingers b	etween the	reins in a b	ridle class		
			except th	ne two rein, & a	ind one finger (index) allowed in	split reins	
				-	rider or hor	rse		
2 POINT PENALTY			_	failed equip				
F. Fail to lope before first marker			_		1/2 length	of arena		
P. Fail to lope past marker before stop is initiat	ed		M. Misuse				2	
J. Jog over 2 strides but less than 1/2 circle			P. Touching	g horse with	free hand.		S. Consul	
G. Break of gait						M		
S. On walk in patterns, failure to stop or walk b		!				٧.	Miles II	
S. On trot in patterns, failure to stop before lop						-	VRHA	
S. On run-in patterns, failure to be in a canter p	orior to first marker					NATIONA 44	l Versatility Ranch Horse association Ride the Legend"	
R. Freezing up in spin or roll back								
Landania Maria Badan dha ladan anna				· · · · · · · · · · · · · · · · · · ·	f FACI	•	C Is	
Instructions: Enter the letter corre	sponding to the penal	ty in the app	ropriate Pi	box, one ti			r penaity.	
AAANEUVED.	ILIDOFIC COORE	4 /2 DT	1 A DT	2.07	PENALTIES		TOTAL	
MANEUVER 1. Start at end of arena, run down middle past center	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL	
marker, do a square sliding stop								
2. Back to center, approx. 10-15 feet								
3. 2 spins right and 2 1/4 spins left								
4. On right lead do 1 small, slow circle right, change leads								
5. On left lead do 1 large, fast circle left, change leads								
C Continue les in a constant								
Continue loping around end of arena without breaking gait. Run down right side of arena, past								
center marker, Stop, do a left rollback.								
·		-						
7. Continue back around previous circle, run down left side of arena past the center marker, Stop & do a								
right roll back.								
8. Continue past the center marker and do a sliding								
stop. Hesitate to show end of pattern.		-				<u> </u>		
##DOE!0 0000					DEM	ALTV TOTAL		
JUDGE'S SCORE		J			PEN	ALTY TOTAL		
56 Points +/- Judge's score: Divided Comments:						•	'e:	

Reined Work (Pattern 4)

Rider:	Back Number:			Horse:				
Judges Score: +3 Excellent, +2 Very Good, +1 G	Good, 0 Correct, -1 Need	ds Improvem	ent, -2 Poo	r, -3 Very Po	or, -7 does	not attempt n	naneuver	
NOTE: Judge may blow whistle at any time to	end work and a -7 will b	e given for a	iny maneuv	ers remainir	ng	·		
NOTE : Fall to ground of rider or horse - Team v	will be scored until the f	fall						
Credit: Smoothness, finesse, attitude, quickness	ss, and authority in perf	forming the	various mar	neuvers whil	e using cont	rolled speed.		
1/2 POINT PENALTY						PENALTY		
J. Exit roll back at jog up to 2 strides or				in front of o				
start circle at jog up to 2 strides				Disobedieno	e			
L. Delay lead change 1 stride			F. Instill fear or praise					
O. Over/Under spin up to 1/8			H. Holding saddle with either hand					
F. Failure to remain 20' from fence on					40 DOINT	DENIALTY		
approach to stops and roll backs			Λ Missad .	aattorn inclu		PENALTY	o than 1/1	
1 POINT PENALTY				king more t		nder spin mor	e tilali 1/4	
L. Out of lead each 1/4 of a circle, cumulative				ū		bridle or two	rein	
O. Over/Under spin between 1/8 & 1/4				petween the			Telli	
o. over, onder spin between 1/0 a 1/1			_			index) allowed in	split reins**	
				e ground of		•		
2 POINT PENALTY				failed equip				
F. Fail to lope before first marker			J. Jog over	1/2 circle or	1/2 length	of arena		
P. Fail to lope past marker before stop is initiat	ted		M. Misuse	of Romal			3	
J. Jog over 2 strides but less than 1/2 circle			P. Touching	g horse with	free hand.		S	
G. Break of gait						1	4.0	
S. On walk in patterns, failure to stop or walk b	•	<u> </u>				*	The state of the s	
S. On trot in patterns, failure to stop before lo						4	N V RT HE AL	
S. On run-in patterns, failure to be in a canter	prior to first marker					NATIO	nal Versatility Ranch Horse Association "Ride the Legend"	
R. Freezing up in spin or roll back							20 43 1 47	
Instructions: Enter the letter corre	esponding to the penal	ty in the app	ropriate PT	box, one ti	me for EACI	l occurance o	of penalty.	
		1	•	· · · · · · · · · · · · · · · · · · ·	PENALTIES		· · · ·	
MANEUVER	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL	
1. Four 360 degree spins left, four 360 degree spins								
right 2. Begin right lead, complete three circles, one large								
fast, one small slow, one large fast								
3. Change leads								
4. Begin left circles, complete three, one large fast,								
one small slow, one large fast 5. Change Leads								
3. G.								
6. Continue loping around end of arena without								
breaking gait, run down right side of arena past								
center marker, stop, do a left rollback. 7. Continue back around previous circle, rundown left								
side of arena past the center marker, stop & do a								
right rollback.								
8. Continue back around previous circle, rundown								
right side past center marker 10 to 15 feet. Stop & back to center marker.								
back to center marker.				<u> </u>				
JUDGE'S SCORE					PEN	ALTY TOTAL		
56 Points +/- Judge's score: Divided	by 2 = L	ess Penalty	Total:	=	Total Re	ining Sco	re:	
	Tr	ansfer the Tota	Reining Score	to the Cow Wo	ork Score Sheet	to be part of the	Working Ranch Horse Score	
Comments:								
Judge's Signature:						Convrie	ght © 2015 by NVRHA	

Reined Work (Pattern 5)

Rider:	Back Number:			Horse:			
ا Judges Score: +3 Excellent, +2 Very Good, +1 Go	and O Correct -1 Nee	ds Improvem	ent -2 Poo	r -3 Very Pr	nor -7 does	not attempt ma	aneuver
NOTE: Judge may blow whistle at any time to en						not attempt me	ancaver
NOTE: Fall to ground of rider or horse - Team w			,		0		
Credit: Smoothness, finesse, attitude, quickness			various man	euvers whi	le using con	trolled speed.	
1/2 POINT PENALTY	<u>, , , , , , , , , , , , , , , , , , , </u>					PENALTY	
J. Exit roll back at jog up to 2 strides or			S. Spurring	in front of	cinch		
start circle at jog up to 2 strides			D. Blatant [Disobediend	ce		
Delay lead change 1 stride			F. Instill fea	r or praise			
O. Over/Under spin up to 1/8			H. Holding	saddle with	either hand	i	
F. Failure to remain 20' from fence on							
approach to stops and roll backs						Γ PENALTY	
						nder spin more	than 1/4
1 POINT PENALTY				-	:han 2 stride		
Out of lead each 1/4 of a circle, cumulative						bridle or two re	ein
D. Over/Under spin between 1/8 & 1/4			_		e reins in a b		
					_	(index) allowed in sp	piit reins**
2 POINT PENALTY				_	f rider or ho	ise	
F. Fail to lope before first marker			I. Illegal or		ment r 1/2 length	of arena	
r. Fall to lope before first marker P. Fail to lope past marker before stop is initiate	d		M. Misuse		1/2 ICHBILI	oi ai cila	-
J. Jog over 2 strides but less than 1/2 circle	·u		P. Touching		free hand.		
G. Break of gait				,		4	
S. On walk in patterns, failure to stop or walk be	efore canter departure	e					
5. On trot in patterns, failure to stop before lop						,	TITLE
S. On run-in patterns, failure to be in a canter p						NATIONAL V	VERSATILITY RANCH HORSE ASSOCIATION
R. Freezing up in spin or roll back							Ride the Legend"
Instructions: Enter the letter corres	ponding to the penal	ty in the app	ropriate PT	box, one t	ime for EAC	H occurance of	penalty.
				ı	PENALTIES	1	
MANEUVER	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
L. Start on the right side of the arena. Rundown the ight sidek stop, right rollback.							
2. Rundown the right side of the arena, stop, left							
rollback.							
3. Continue to the center of the arena, lope a large,							
ast circle left, lope a small, slow circle left.							
I. Change lead							
5. Lope small, slow circle right, lope a large, fast circle							
right.							
5. Change leads							
7. Continue around arena rundown center of arena bast center marker, Stop, Back							
8. Do three, 360 degree spins either direction, and							
three and one-half spins the opposite direction.							
Hesitate to show end of pattern.							
0-10 00						ALTY - CT : .	
JUDGE'S SCORE		J			PEN	ALTY TOTAL	
66 Points +/- Judge's score: Divided b	y 2 =	Less Penalty	Total:	=	Total Re	ining Score	e:
. 5						•	/orking Ranch Horse
Comments:	,	1010				pare or the W	
							nt © 2015 by NV
Judge's Signature:						0 11	

Rider:	Back Number:			Horse:				
Judges Score: +3 Excellent, +2 Very Good, +1	Good, 0 Correct, -1 Nee	eds Improve	ment, -2 Po	I or, -3 Very F	Poor, -7 doe	s not attemp	ot maneuver	
NOTE: Judge may blow whistle at any time to	end work and a -7 will	be given for	any maneu	vers remain	ning			
NOTE: Fall to ground of rider or horse - Team	will be scored until the	fall						
Credit: Smoothness, finesse, attitude, quickn	ess, and authority in pe	rforming the	e various ma	aneuvers wh			ed.	
1/2 POINT PENALTY					5 POINT	PENALTY		
J. Exit roll back at jog up to 2 strides or				in front of o				
start circle at jog up to 2 strides				Disobedieno	ce			
L. Delay lead change 1 stride			I. Instill fea					
O. Over/Under spin up to 1/8			E. Holding	saddle with	either hand			
F. Failure to remain 20' from fence on								
approach to stops and roll backs						PENALTY		
			•		=	•	ore than 1/4	
1 POINT PENALTY				king more t				
L. Out of lead each 1/4 of a circle, cumulative	2					bridle or tw	o rein	
O. Over/Under spin between 1/8 & 1/4			U	oetween the				
						index) allowed	in split reins**	
				ne ground of		rse		
2 POINT PENALTY			_	failed equip		•		
F. Fail to lope before first marker	-41		•	1/2 circle or	r 1/2 length	of arena		
P. Fail to lope past marker before stop is initi	ated		M. Misuse					
J. Jog over 2 strides but less than 1/2 circle			P. Touching	g horse with	i tree nand.			
G. Break of gait								
 On walk in patterns, failure to stop or walk On trot in patterns, failure to stop before I 	•	16						
S. On that in patterns, failure to stop before in S. On run-in patterns, failure to be in a cante								
R. Freezing up in spin or roll back	r prior to first marker							
K. Treezing up in spin or foil back								
Instructions: Enter the letter corr	esponding to the penal	ty in the app	propriate P1	Γ box, one t	ime for EAC	H occurance	e of penalty.	
					PENALTIES			
MANEUVER	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL	
1. Trot to center								
2. Depart right, 2 large Fast, 1 small slow,								
change leads								
3. Left 3 large, 2 large fast circles, 1 small								
slow, change leads								
4. Rundown center & stop								
4. Randown center & stop								
E 2 1/2 Spins right								
5. 3 1/2 Spins right								
6. Rundown center & stop								
	1							

siow, change leads					
4. Rundown center & stop					
5. 3 1/2 Spins right					
6. Rundown center & stop					
7. 3 1/2 spins left					
8. Rundown to center, stop & back					
JUDGE'S SCOR	E		PEN <i>A</i>	ALTY TOTAL	
56 Points +/- Judge's score: Div					e Working Ranch Horse Score
Comments:		_			
Judge's Signature:		 		Copyr	ight © 2017 by NVRHA

Reined Work (Pattern 7)

Judge's Signature:_

Rider:	Back Number:			Horse:			
Judges Score: +3 Excellent, +2 Very Good, +1 (I Good, 0 Correct, -1 Nee	ds Improver	nent, -2 Poo	or, -3 Very P	oor, -7 does	not attemp	t maneuver
NOTE: Judge may blow whistle at any time to							
NOTE: Fall to ground of rider or horse - Team							
Credit: Smoothness, finesse, attitude, quickne	ss, and authority in per	forming the	various ma	neuvers wh			ed.
1/2 POINT PENALTY			C Courring	in front of		PENALTY	
J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides			g in front of o				
L. Delay lead change 1 stride			I. Instill fea				
O. Over/Under spin up to 1/8				saddle with	either hand		
F. Failure to remain 20' from fence on			Ü				
approach to stops and roll backs					10 POINT	PENALTY	
					-		ore than 1/4
1 POINT PENALTY				cking more t			
L. Out of lead each 1/4 of a circle, cumulative				2 hands on t			o rein
O. Over/Under spin between 1/8 & 1/4			_	between the			in calit rains**
				he ground o			in split reins**
2 POINT PENALTY				failed equip		130	
F. Fail to lope before first marker			U	1/2 circle or		of arena	
P. Fail to lope past marker before stop is initia	ted		M. Misuse		, ,		
J. Jog over 2 strides but less than 1/2 circle			P. Touchin	g horse with	free hand.		
G. Break of gait							
S. On walk in patterns, failure to stop or walk	•	e					
S. On trot in patterns, failure to stop before lo							
S. On run-in patterns, failure to be in a canter R. Freezing up in spin or roll back	prior to first marker						
Instructions: Enter the letter corre	sponding to the penal	ty in the apr	ropriate P1	box. one ti	me for EACH	d occurance	of penalty.
	- F	,		,	PENALTIES		or possessy:
MANEUVER	JUDGE'S SCORE	1/2 PT	1 PT	2 PT	5 PT	10 PT	TOTAL
1. Beginning on right lead, complete two							
circles to the right - the first one large and							
fast; the seond one small and slow. Stop at							
center.							
2. Complete 4 spins to the right. Hesitate.							
Beginning on left lead, complete two							
circles to the left - the first one large and fast;							
the second one small and slow. Stop at							
4. Complete 4 spins to the left. Hestitate							
5. Beginning on the right lead, complete a							
large fast circle to the right and changle leads							
at center of arena. Complete a large fast							
circle to the left and change leads at center of							
arena.							
6. Begin a large fast circle to the right, but do							
not close this circle. Run down the right side							
of the arena, past the center marker, and do a left roll back.							
7. Continue back around the previous circle,							
but do not close this circle. Run down the left							
side of the arena, past the center marker and							
do a right roll back.							
8. Continue back around previous circle, but		1					
do not close this circle. Run down right side							
of the arena, past the center marker, and do							
a sliding stop. Back up at lease 10 feet.							
Hesitate to show completion of pattern.							
JUDGE'S SCORE		J			PEN	ALTY TOTAL	
56 Points +/- Judge's score: Div	vided by 2 =	Less Pe	nalty Total:		= Total R	Reining Score	e:
	Tra	ansfer the Total	Reining Score	to the Cow Wo	rk Score Sheet t	o be part of the	e Working Ranch Horse S
Comments:							

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Working Ranch Horse - All Reining Patterns

	Cow Work ~ Amateur and Oper	n Divisions
Rider:	Back Number: Hor	se:
Judges Score: +3 Excellent, +2 Very Good, +1 Go	od, 0 Correct, -1 Needs Improvement, -2 Poor, -3 V	/ery Poor, -7 does not attempt maneuver
NOTE: Fall to ground of rider or horse - Team wi	ll be scored until the fall	
Credit: Maintain control of the cow at all times,	exhibit superior cow sense and natural ability with	out excessive reining or spurring, degree of difficulty, eye appeal.
Guide for a ne	w cow: Cow won't run - Cow that doesn't respect t	he horse - When cow leaves arena
1 POINT PENALTY	5 POINT PENALTY	0 SCORE
W. Loss of working Advantage	A. Not getting a turn each way (5 pts each	h way) E. Out of control, endangering the rider
C. Using corner or the end of the arena to	S. Spurring in front of the cinch	H. Leaving working area before pattern
turn cow	D. Blatant Disobedience	is complete
E. Changing sides of the arena to turn the cow	I. Illegal catch - ROPING	I. Running over cow causing fall of horse
L. For each length horse runs past the cow	N. No catch - ROPING	and/or rider
S. Slipping Rein	S. Did not stop - ROPING	J. Judge may blow whistle at any time to end work

2 POINT PENALTY

A. Going around the corner of arena before turning cow

T. Turning cow before the center marker

3 POINT PENALTY

B. Biting or Striking the cow

on first turn

- E. Exhausting or overtaking
- H. Hanging up on fence (refusing to turn)
- K. Knocking down cow without having working advantage
- A. Cow leave end of arena
- W. Loss of working advantage

- S. Did not stop ROPING
- F. Instilling fear/praise after calling for cow
- J. Judge may blow whistle at any time to end work
- L. Abuse

Z. Choose not to rope: 7 point penalty



"Ride the Legend"

10 POINT PENALTY

- A. Turn tail to the cow
- H. Use of two hands on reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
 - **except the two rein, & one finger (index) allowed in split reins**
- I. Illegal or failed equipment
- J. Schooling between rein work and cow work
- K. Schooling between cows, if new cow awarded
- M. Misuse of Romal
- T. Tying Hard and Fast ROPING
- P. Touching horse with free hand.

Instructions: Enter the le	ter corresponding	to the penalty in	the appropriate	PT box, one time	e for EACH occu	rance of penal	ty.	
MANEUVER	JUDGE'S SCORE	HIDGE'S SCORE PENALTIES						
MAREOVER	JODGE 3 SCORE	1 PT	2 PT	3 PT	5 PT	7 PT	10 PT	TOTAL
1. Box cow, position cow for drive, and								
drive cow through the corner								
2. First Turn								
3. Second Turn								
MANEUVER SCORE						PE	NALTY TOTAL	

21 F	oints +/- Judges Score	e: Less Penalty T	otal:=	Total Cow Work Score:	

	MANEUVER	JUDGE'S SCORE				PENALTIES			
	WANEOVER	JODGE 3 SCOKE	1 PT	2 PT	3 PT	5 PT	7 PT	10 PT	TOTAL
	1. 1st Circle						Z		
ш							(automatic)		
CIRCLE	2. Switch								
18									
0	3. 2nd Circle								
	1. Track cow								
ш									
ROPE	2. Rope & Rope Handling								
~									
	3. Stop Cow								
	I .			<u> </u>	<u> </u>	1	<u> </u>		
	MANEUVER SCORE						PE	NALTY TOTAL	
	21 Points +/- Maneuver Score:	x 1.1 =	less F	enalty Total:	=T	otal Roping	Z/Circling S	Score:	·

21 Points +/- Maneuver Score:	x 1.1 =	less Penalty Total:	=Total Roping/Circling Score:
Reining Score: + Cow Work	Score: + Rop	ing/Circling Score:	= Total Working Ranch Horse Score:
Comments:			

Judge's Signature:_

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Working Ranch Horse - All Reining Patterns

Cow Work ~ Novice Amateur, Intermediate Amateur and Limited Amateur Divisions

cow work - Novice Amateur, Intermediate Amateur and Limited Amateur Divisions							
Rider:	Back Number:	Horse:					
Judges Score: +3 Excellent, +2 Ver	y Good, +1 Good, 0 Correct, -1 Needs Improvement, -2	2 Poor, -3 Very Poor, -7 does not attempt maneuver					
NOTE: Fall to ground of rider or ho	orse - Team will be scored until the fall						
Credit: Maintain control of the cow at a	ll times, exhibit superior cow sense and natural ability without e	excessive reining or spurring, degree of difficulty, eye appeal.					
	Guide for a new cow: Cow won't run - Cow t	that doesn't respect the horse - When cow leaves arena					

1 POINT PENALTY

- W. Loss of working Advantage
- L. For each length horse runs past the cow
- S. Slipping Rein
- A. Changing sides of Arena

3 POINT PENALTY

- B. Biting or Striking the cow
- E. Exhausting or overtaking
- H. Hanging up on fence (refusing to turn)
- K. Knocking down cow without having working advantage
- A. Cow leave end of arena
- W. Loss of working advantage

5 POINT PENALTY

- S. Spurring in front of the cinch
- D. Blatant Disobedience
- F. Instilling fear/praise after calling for cow

0 SCORE

- E. Out of control, endangering the rider
- H. Leaving working area before pattern is complete
- I. Running over cow causing fall of horse and/or rider
- J. Judge may blow whistle at any time to end wo
- L. Abuse

10 POINT PENALTY

- A. Turn tail to the cow
- H. Use of two hands on reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
- **except the two rein, & one finger (index) allowed in split reins**
- I. Illegal or failed equipment
- J. Schooling between rein work and cow work
- K. Schooling between cows, if new cow awarded
- M. Misuse of Romal
- P. Touching horse with free hand.



miser decions. Enter the let	ter corresponding to	the penalty in	the appropriat	e PT box, one tin	ne for EACH oc	curance of penalty.		
MANEUVER	JUDGE'S SCORE	PENALTIES						
INAINEOVEN	JODGE 3 SCORE	1 PT	N/A	3 PT	5 PT	10 PT	TOTAL	
Box cow, position cow, drive to opposite			Ì					
end of arena								
PRODUCTOR SECURITORS								
Box on opposite end of arena then drive								
cow to original end until whistle is blown								
JUDGE'S TOTAL	l l				PE	NALTY TOTAL		

ter corresponding to	**** NOVICE AMATEUR DIVISION **** Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty.						
JUDGE'S SCORE -	PENALTIES						
	1 PT	N/A	3 PT	5 PT	10 PT	TOTAL	
				pp	NALTY TOTAL		
Less Total Pen	alty Points:_		_ = Total NC	VICE COW	Work Score:_		
Vork Score:	= To	tal Novice o	r Limited W	orking Rai	nch Horse Sco	re:	
	Less Total Pen	Less Total Penalty Points:	1PT N/A . Less Total Penalty Points:	1PT N/A 3 PT - Less Total Penalty Points: = Total NC	PE Less Total Penalty Points: = Total NOVICE Cow	1 PT N/A 3 PT 5 PT 10 PT	