

AMATEUR RANCH HORSE CONFORMATION

Date:	Judge's Name:	Back No.
Rider's Name:	Horse's Name:	Horse ID No.

NVRHA Scoring Scale: Zero = Average, +1=Good, +2=Very Good, +3=Excellent, -1=Needs Improvement, -2=Poor, -3=Very Poor

FORM AND SHOWMANSHIP: <i>Note to Judge: Only a partial listing of features are listed. Write in additional features as required. Judges are encouraged to circle dominant features, either + or -.</i>		SCORE
Front Legs, Feet	(+) Straight legs; Good bone; Well defined tendons; _____ (-) Toe in; Toe out; Base wide; Base narrow; Steep pasterns; _____	1
Chest & Pectoral V	(+) Well muscled; Deep V; Good neck tie in; _____ (-) Insufficient muscle; Excessive muscle; _____	2
Head	(+) Triangular, short & broad; Large, wide set, soft eye; Big nostrils; _____ (-) Parrot mouth; Under slung jaw; Roman nose; Pig eye; Oversize ears; _____	3
Neck & Throat latch	(+) Clean, arching throat latch; Long neck; Good tie in; _____ (-) Thick neck; Short neck; Ewe neck; Crested neck; Low tie in; _____	4
Shoulders & Withers	(+) Long, 45 degree shoulder; Prominent withers; Adequate muscle; _____ (-) Steep shoulder; Mutton withers; Withers lower than croup; _____	5
Heart Girth & Barrel	(+) Deep, thick girth; Well sprung ribs; Long underline; _____ (-) Shallow girth; Narrow sprung ribs; Short underline; _____	6
Back & Loin	(+) Short, strong, well muscled back; Short, strong loin; _____ (-) Long, weak back; Sway back; Weak muscling; _____	7
Hip & Croup	(+) Long, sloping hip; Deep carry down; Smooth tie with hip; _____ (-) Short hip; Goose rump; Steep croup; Shallow hip carry down; _____	8
Stifle & Gaskin	(+) Gaskin, strong muscle in/out; Stifle, wide bell from rear view; _____ (-) Inadequate muscling; Weak inside gaskin muscle; _____	9
Hock, Hind Legs, Feet	(+) Good bone; Low hock; Good hock angularity; _____ (-) Base wide; Base narrow; Sickie hock; Cow hock; Post leg; _____	10
Overall Muscling	(+) Well defined; Long; Smooth; Well attached; _____ (-) Inadequate muscling; Excessive muscling; _____	11
Tracking	(+) Straight, true, long, swift elastic stride; Sound; _____ (-) Wing in; Paddling; Interfering; Pounding stride; _____	12
Balance	(+) Good blend of all parts; Length of back = 1/2 bottom line; Smooth lines; Good bones; _____ (-) Unbalanced; Thick neck; Short neck; Steep wither; Shallow heart girth; Back/bottom line imbalance; Wither lower than croup; Short hip; Inadequate hip carry down; Overall too small; _____	13
		14
		15
Fitness & Condition	(+) Good weight; Good muscle tone & fitness; Good grooming; _____ (-) Underweight; Poor hoof care; Unfit grooming; _____	16
Participant Showmanship	(+) Good presentation; Professional appearance; _____ (-) Poor judge awareness; Poorly fitted halter; _____	17
Horse Showmanship	(+) Willing, obedient; Leads straight; Sets up quickly; Trots well; _____ (-) Not set up square; Too stretched; Camped; Inattentive; _____	18

Note to Scribe: Place X in box when Judge declares horse notably LAME

*Note to Scribe
Judges Balance Score i
in all 3 boxes*

FORM AND SHOWMANSHIP JUDGE'S SCORE:	TOTAL (1)
TOTAL (1) _____ X .33 = _____ + 42 = _____ -- _____ **Major Penalty = FORM and SHOWMANSHIP	JUDGE'S SCORE (2)

****Major Penalty:** A horse which exhibits notable lameness in the Conformation judging shall be penalized -10 points

FUNCTION SCORE:

Ranch Cutting _____ + Ranch Riding _____ + Working Ranch _____ + Ranch Trail _____ = _____ (3) Function Total

Function Total (3) _____ X .10 = **FUNCTION SCORE (4)**

RANCH CONFORMATION SCORE:

Form and Showmanship

Judge's Score (2) _____ + **Function Score (4)** _____ = **RANCH CONFORMATION SCORE**

Cutting Judges Sheet

Limited/Amateur/Open

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

1 POINT PENALTY

- W. Loss of working advantage
- T. Toe, foot or stirrup on the shoulder
- V. Working out of position
- J. Excessive 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 scattered
- Q. Hot Quit

5 POINT PENALTY

- C. Changing cow after a specific commitment
- D. Blatant Disobedience
- L. Losing the cow back to the herd
- Q. Quitting the cow
- F. Failure to separate a single cow

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
- F. Failure to work two cattle
- M. Misuse of Romel
- T. Schooling horse btw cows and / or events
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					
		1 PT	N/A	3 PT	5 PT	10 PT	TOTAL
COW ONE							
1. Herd Work							
2. Control of Cow							
3. Degree of Difficulty							
4. Eye Appeal							
COW TWO							
5. Herd Work							
6. Control of Cow							
7. Degree of Difficulty							
8. Eye Appeal							
OVERALL							
9. Courage							
10. Time Worked							

MANEUVER TOTAL: _____ PENALTY TOTAL: _____

70 Points +/- Maneuver Total: _____ - Less Penalty Total: _____ = Total Score: _____

Comments

Judge's Signature: _____

Cutting Judges Sheet

Novice/Intermediate

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Maintain control of the cow at all times, exhibiting superior cow sense and natural ability 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 scattered
- J. Excessive assistance of turn back

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

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.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					
		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 TOTAL: _____

PENALTY TOTAL: _____

70 Points +/- Maneuver Total: _____ - Less Penalty Total: _____ = Total Score: _____

Comments

Judge's Signature: _____

Ranch Riding (Patterns 1 & 2)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 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 rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk						
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:

PENALTY TOTAL:

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

Comments:

Judge's Signature: _____

Ranch Riding (Pattern 3)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 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 rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				TOTAL
		1 PT	3 PT	5 PT	10 PT	
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 B						
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:		PENALTY TOTAL:				

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

Comments:

Judge's Signature: _____

Ranch Riding (Pattern 4)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 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 rein
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL	
		1 PT	3 PT	5 PT	10 PT			
1. Walk from start to middle of arena								
2. Transition to trot, trot up middle of arena to Cone A								
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:							PENALTY TOTAL:	

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

Comments:

Judge's Signature: _____

Ranch Riding (Pattern 5)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

1 POINT PENALTY

G. Incorrect or break of gait for two strides or Less

3 POINT PENALTY

L. Out of lead
G. Incorrect or break of gait for MORE than two strides

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise
J. Use of spurs forward of the cinch

10 POINT PENALTY

A. Missed pattern
H. Use of 2 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 rein****
I. Illegal or failed equipment
Q. Riding outside of course area
K. Fall to the ground of rider or horse
M. Misuse of Romel
O. Holding saddle except when working cow or at the extended trot
P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES				TOTAL
		1 PT	3 PT	5 PT	10 PT	
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:		PENALTY TOTAL:				

100 Points +/- Maneuver Total: _____ x .70 = _____ - Less Penalty Total: _____ = Total Score: _____

Comments:

Judge's Signature: _____

Reined Work (Pattern 1)

Rider:	Back Number:	Horse:
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Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining
NOTE: Fall to ground of rider or horse - Team will be scored until the fall
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- E. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. 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							
6. Rundown, stop, hesitate, right turn							
7. Rundown, stop, back							
8. Two right spins, Two left spins							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____
Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____ Copyright © 2015 by NVRHA

Reined Work (Pattern 2)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- H. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
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							PENALTY TOTAL

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

Reined Work (Pattern 3)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- F. Instill fear or praise
- H. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES						TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT		
1. Start at end of arena, run down middle past center 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								
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, 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.								
JUDGE'S SCORE		PENALTY TOTAL						

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

Reined Work (Pattern 4)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- F. Instill fear or praise
- H. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES						TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT		
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								
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.								
JUDGE'S SCORE		PENALTY TOTAL						

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

Reined Work (Pattern 5)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- F. Instill fear or praise
- H. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Start on the right side of the arena. Rundown the right 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, fast circle left, lope a small, slow circle left.							
4. Change lead							
5. Lope small, slow circle right, lope a large, fast circle right.							
6. Change leads							
7. Continue around arena rundown center of arena past 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.							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

Reined Work (Pattern 6)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise
- E. Holding saddle with either hand

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
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							
5. 3 1/2 Spins right							
6. Rundown center & stop							
7. 3 1/2 spins left							
8. Rundown to center, stop & back							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = Total Reining Score: _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

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Reined Work (Pattern 7)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

- 1/2 POINT PENALTY**
- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
 - L. Delay lead change 1 stride
 - O. Over/Under spin up to 1/8
 - F. Failure to remain 20' from fence on approach to stops and roll backs

- 1 POINT PENALTY**
- L. Out of lead each 1/4 of a circle, cumulative
 - O. Over/Under spin between 1/8 & 1/4

- 2 POINT PENALTY**
- F. Fail to lope before first marker
 - P. Fail to lope past marker before stop is initiated
 - J. Jog over 2 strides but less than 1/2 circle
 - G. Break of gait
 - S. On walk in patterns, failure to stop or walk before canter departure
 - S. On trot in patterns, failure to stop before lope departure
 - S. On run-in patterns, failure to be in a canter prior to first marker
 - R. Freezing up in spin or roll back

- 5 POINT PENALTY**
- S. Spurring in front of cinch
 - D. Blatant Disobedience
 - I. Instill fear or praise
 - E. Holding saddle with either hand

- 10 POINT PENALTY**
- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
 - H. Use of 2 hands on the reins in a bridle or two rein
 - C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
 - K. Fall to the ground of rider or horse
 - I. Illegal or failed equipment
 - J. Jog over 1/2 circle or 1/2 length of arena
 - M. Misuse of Romal
 - P. Touching horse with free hand.

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.							
MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.							
2. Complete 4 spins to the right. Hesitate.							
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.							
4. Complete 4 spins to the left. Hesitate							
5. Beginning on the right lead, complete a large fast circle to the right and change 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 do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.							
JUDGE'S SCORE		PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = Total Reining Score: _____


Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Working Ranch Horse - All Reining Patterns

Cow Work ~ Amateur and Open Divisions

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

- | | | |
|---|---|--|
| <p>1 POINT PENALTY</p> <ul style="list-style-type: none"> W. Loss of working Advantage C. Using corner or the end of the arena to turn cow E. Changing sides of the arena to turn the cow L. For each length horse runs past the cow S. Slipping Rein T. Turning cow before the center marker on first turn <p>2 POINT PENALTY</p> <ul style="list-style-type: none"> A. Going around the corner of arena before turning cow <p>3 POINT PENALTY</p> <ul style="list-style-type: none"> 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 | <p>5 POINT PENALTY</p> <ul style="list-style-type: none"> A. Not getting a turn each way (5 pts each way) S. Spurring in front of the cinch D. Blatant Disobedience I. Illegal catch - ROPING N. No catch - ROPING S. Did not stop - ROPING F. Instilling fear/praise after calling for cow <p>10 POINT PENALTY</p> <ul style="list-style-type: none"> 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. | <p>0 SCORE</p> <ul style="list-style-type: none"> 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 work L. Abuse <div style="border: 1px solid black; padding: 5px; text-align: center; margin-top: 10px;"> <p>Z. Choose not to rope: 7 point penalty</p> </div> <div style="text-align: right; margin-top: 20px;">  </div> |
|---|---|--|

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.									
MANEUVER	JUDGE'S SCORE	PENALTIES							TOTAL
		1 PT	2 PT	3 PT	5 PT	7 PT	10 PT		
1. Box cow, position cow for drive, and drive cow through the corner									
2. First Turn									
3. Second Turn									
MANEUVER SCORE		PENALTY TOTAL							

21 Points +/- Judges Score: _____ Less Penalty Total: _____ = **Total Cow Work Score:** _____

	MANEUVER	JUDGE'S SCORE	PENALTIES							TOTAL
			1 PT	2 PT	3 PT	5 PT	7 PT	10 PT		
CIRCLE	1. 1st Circle						Z (automatic)			
	2. Switch									
	3. 2nd Circle									
ROPE	1. Track cow									
	2. Rope & Rope Handling									
	3. Stop Cow									
	MANEUVER SCORE		PENALTY TOTAL							

21 Points +/- Maneuver Score: _____ x 1.1 = _____ less Penalty Total: _____ = **Total Roping/Circling Score:** _____

Reining Score: _____ + **Cow Work Score:** _____ + **Roping/Circling Score:** _____ = **Total Working Ranch Horse Score:** _____

Reining Score from the Reining Score Sheet

Comments: _____

Judge's Signature: _____

Working Ranch Horse - All Reining Patterns

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

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Maintain control of the cow at all times, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.		
Guide for a new cow: Cow won't run - Cow 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

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.

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 work
- L. Abuse



**** INTERMEDIATE & LIMITED AMATEUR DIVISION ****

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box cow, position cow, drive to opposite end of arena							
Box on opposite end of arena then drive cow to original end until whistle is blown							
JUDGE'S TOTAL							PENALTY TOTAL

10 Points +/- Judge's Score: _____ - Less Total Penalty Points: _____ = Total LIMITED Cow Work Score: _____

**** NOVICE AMATEUR DIVISION ****

Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
Box Cow							
JUDGE'S TOTAL							PENALTY TOTAL

7 Points +/- Judge's Score: _____ - Less Total Penalty Points: _____ = Total NOVICE Cow Work Score: _____

Reining Score: _____ + Cow Work Score: _____ = Total Novice or Limited Working Ranch Horse Score: _____

Reining Score from the Reining Score Sheet

Comments: _____

Judge's Signature: _____

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