

Cutting Judges Sheet

Novice/Intermediate

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, .5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5 Amost Excellent, +3=Excellent, -.5=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
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 scatterd
- 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					TOTAL
		1 PT	N/A	3 PT	5 PT	10 PT	
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: _____