

Working Ranch Horse - All Reining Patterns

Cow Work ~ Amateur and Open Divisions

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, .5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5 Almost 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: 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		
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
 - 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

- 2 POINT PENALTY**
- A. Going around the corner of arena before turning cow

- 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**
- 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

- 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.

- 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

Z. Choose not to rope: 7 point penalty



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	
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: _____