

# Cutting Judges Sheet

Novice/Intermediate

Rider:	Back Number:	Horse:
<b>Judges Score:</b> +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
<b>NOTE:</b> Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
<b>NOTE:</b> Fall to ground of rider or horse - Team will be scored until the fall		
<b>Credit:</b> 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: \_\_\_\_\_