

# Working Ranch Horse - All Reining Patterns

## Cow Work ~ Amateur and Open Divisions

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> 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, exhibit superior cow sense and natural ability without excessive reining or spurring, degree of difficulty, eye appeal.		
<b>Guide for a new cow:</b> 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

- 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

- 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	7 PT	5 PT	10 PT	
1. Box cow, position cow for drive, and drive cow through the corner								
2. First Turn								
3. Second Turn								
<b>MANEUVER SCORE</b>		<b>PENALTY TOTAL</b>						

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

	MANEUVER	JUDGE'S SCORE	PENALTIES						TOTAL
			1 PT	2 PT	3 PT	7 PT	5 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								
<b>MANEUVER SCORE</b>		<b>PENALTY TOTAL</b>							

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: \_\_\_\_\_