

**First Tie Breaker is Penalty Points - The one with the lowest penalty points**

**Ranch Riding**

1. Extended Trot
2. Transition down lope/walk/stop
3. Transition lope/lope
4. Lope departure and lope
5. Trot reverse
6. Stop and back
7. Extend Trot to Jog

	Pattern 1	Pattern 2	Pattern 3	Pattern 4	Pattern 5	Pattern 6	Pattern 7	Pattern 8	Pattern 9	Pattern 10
	3	3	3	3	7	3	5	4	10	10
	9	9	9	9	8	1	12	7	5	8
	12	12	5	7	3	6	4	8	6	2
	8	6	11	6	4	9	9	9	8	11
	11	11	X	11	12	12	6	5	11	7
	14	14	13	14	14	14	13	14	13	12
	4	4	2	13	6	13	3	12	3	9

**Working Ranch**

1. Stop Cow
2. Box Cow
3. Stop back or Stop rollback depending on pattern
4. First lead change or first lope circle and lead change
5. First Turn
6. Rope Handling

	Pattern 1	Pattern 2	Pattern 3	Pattern 4	Pattern 5	Pattern 6	Pattern 7	Pattern 8	Pattern 9	Pattern 10
X	X	X	X	X	X	X	X	X	X	X
CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)	CW#1 (9)
	5	2	2	6	1	8	6	2	8	5
	2	3	4	3	4	2	3	3	5	6
	1	1	3	1	1	3	1	5	7	8
CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)	CW#2 (10)

**Cutting**

1. Penning (only if all novice)
2. Driving to pen btw marker and
3. Set up for Cutting
4. Courage and Cow Sense
5. Eye Appeal
6. Working center of arena
7. Degree of Difficulty
8. Drive cow from Herd
9. Herd Entry
10. Control of Cow

Novice/Int
10
9
3
5
7
4
6
2
1
8

**Cutting**

1. Herd Work Cow #2
2. Courage
3. Control of Cow #2
4. Time Worked
5. Herd Work Cow #1
6. Eye Appeal Cow #2
7. Degree of Difficulty Cow #1
8. Control of Cow #1
9. Eye Appeal Cow #1
10. Degree of Difficulty Cow #2

**L/A/O**

5
9
6
10
1
8
3
2
4
7

**Ranch Trail**

1. Drag Log
2. Dismount, drop bridle, ground
3. Open, walk through, close gate
4. Lope
5. Trot
6. Walk

Depends on Pattern Layout

**Ranch Conformation**

1. Working Ranch Score
2. Ranch Riding Score
3. Cutting Score
4. Overall Balance Score
5. Ranch Trail Score
6. Fitness & Condition