

Working Ranch Horse - All Reining Patterns

Cow Work ~ Amateur and Open Divisions

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
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 appeal.		
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

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	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	10 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: _____