


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		

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| <p>1 POINT PENALTY</p> <ul style="list-style-type: none"> 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 <p>2 POINT PENALTY</p> <ul style="list-style-type: none"> A. Going around the corner of arena before turning cow <p>3 POINT PENALTY</p> <ul style="list-style-type: none"> 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 | <p>5 POINT PENALTY</p> <ul style="list-style-type: none"> 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 <p>10 POINT PENALTY</p> <ul style="list-style-type: none"> 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. | <p>0 SCORE</p> <ul style="list-style-type: none"> 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 <div style="border: 1px solid black; padding: 5px; text-align: center; margin-top: 10px;"> <p>Z. Choose not to rope: 7 point penalty</p> </div> <div style="text-align: right; margin-top: 20px;">  </div> |
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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: _____