


SAMPLE AND INSTRUCTIONS FOR SCORING

| | | |
|---|-----------------------|-----------------------------|
|  | RANCH CUTTING | Show <i>Name of Show</i> |
| | Indicate the Division | Judge: <i>Name of Judge</i> |
| | | Date <i>Date of Show</i> |

1 POINT PENALTY

- A. Loss of working advantage
- C. Working out of position
- D. Toe, foot or stirrup on the shoulder

3 POINT PENALTY

- B. Cattle picked up or scattered
- D. Back Fence
- E. Biting or striking the cow
- H. Hot Quit

5 POINT PENALTY

- A. Quitting the cow
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant disobedience
- E. Use of either hand to instill fear or praise
- F. Failure to separate a single cow
- H. Use of 2 hands (except in snaffle bit or hackamore) per cow
- L. Losing the cow back to the herd
- M. More than one Finger between split reins or any fingers between romal reins per cow
- S. Changing cattle after a specific commitment

MAJOR PENALTY - "OP - OFF PATTERN":

Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- T. Not working two cows
- H. Leaving the arena before the run is complete

DISQUALIFIED – DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

| 70 Points +/- Maneuver Total less Penalty Points = Total Score | | | | | | | | | | | | Judges | | |
|--|--------|-------------|-------------------|-------------------------|---------------|-----------|-------------------|-------------------------|---------------|---------|------------------|--------|----|---|
| Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor | | | | | | | | | | | | | | |
| W/O (working order) | Back # | RUN CONTENT | | | | | | | | | Penalty Total | Score | OP | |
| | | Herd Work | Control of Cow | Degree of Difficulty | Eye Appeal | Herd Work | Control of Cow | Degree of Difficulty | Eye Appeal | Courage | | | | |
| Tie Breaker → | | 2nd | 3rd | | | 4th | | | | | 1st | | | |
| #1 | 101 | Penalty | 1A, 5A | | | | | 3D | | | | 9 | 60 | |
| | | Content | - 1/2 | 0 | 0 | 1/2 | 0 | - 1/2 | 0 | 0 | - 1/2 | | | |
| | | 70 | 69.5 | | | 70 | | 69.5 | | 69 | 69 minus 9 | | | |
| #2 | 102 | Penalty | 1C | 3D | | | OP A | | | | 4 | 63.5 | OP | |
| | | Content | - 1/2 | - 1/2 | 0 | 0 | - 1 1/2 | 0 | 0 | 0 | | | | 0 |
| | | 70 | 69.5 | 69 | | 67.5 | | 69 minus 4 | | | | | | |
| #3 | 103 | Penalty | | | | | | | | | DQ | DQ | | |
| | | Content | 1/2 | 1/2 | 0 | 0 | 1/2 | DQ F | 0 | 0 | | | | 0 |
| | | 70 | 70.5 | 71 | | 71.5 | 0 | | | | | | | |

DRAWS - CATTLE CLASSES should be by division with a separate score sheet for each Division, cattle classes should be run in order of the draw with exceptions for arena conflict made in the other arena. **ALL DRAWS** - should be by Division in All classes but exceptions can be made to accommodate multiple arenas and conflicts. **DO NOT PRE FILL** back numbers on Score Sheets if you are going to make exceptions to the draw order.

MANEUVER DESCRIPTION - Show manager or Judge will complete "Maneuver Description" on score sheets that require it, prior to the class beginning. All Divisions will have the same Maneuver Description. There may be more columns for "Maneuver Description" on the score sheet than is needed. Reined Work Pattern may only need 7-8 maneuvers. Ranch Riding will vary depending on the pattern. Trail will have no less than six and no more than nine.

In the event that more than one judge is used (ie. WS and AQHA) the "Maneuver Description" shall be same for **ALL** judges.

JUDGES SCORE - shall be indicated in the "Content" box under each element, every "Content" box should have a value (Except on Advanced Cow Work where rider will EITHER Circle or Rope.)

PENALTIES - shall be indicated on the sheet by including both the penalty value (1, 3, 5) and the letter (A, B, C...) designating the infraction

PENALTY TOTAL - Add numerical value of penalties together. (DK gray boxes do not have penalties associated with the element)

SCORE equals 70 minus Penalty Total

OP - Write "OP" in the box on the row of the participant that has a "Major Penalty"

DQ - shall be indicated in the "Score" box

TIE BREAKER - 1st Tie Breaker is total penalty points - Preferred tie breakers are found in "Breaking Ties" in the 2017 Official Handbook page 22.

**The judge has the option of selecting tie breakers for each class, prior to the class being run or using "Preferred Tie Breakers". Tie breakers should be same for all Divisions and indicated on the score sheet in the row "Tie Breaker". Indicate 2nd, 3rd, 4th etc... (minimum of 3 tie breakers indicated)

SCORING - The scribe can total the scores for the judges approval if time allows as each run progresses.

Show Secretary shall **DOUBLE CHECK ALL** addition of scores and bring any questions concerning scoring to the Show Management or to the Judge for clarification.

Judges Signature: _____ John Wayne