

Dayworking Derby Results

Name	Horse	Herd score	rein score	cow score	rope score	Total
Jerrod Sparks	Bones	68.5	60.5	69	73	271
Aldyn Ashton	Dutton	70	59.5	68.5	71	269
Zman	Baydar	64	65.5	66.5	72	268
Bobby Lott	Dual	72.5	63	71	71.5	278
Aldyn Ashton	Murray	68	59.5	66	69.5	263
jerrod Sparks	sparkles	0	62.5	67	75	204.5
Jerrod Sparks	Snazzy	0	59	72.5	71	202.5
Hoot Worley	Hot rey and a cat	0	58	65	59	182

ARHA Ranch Cutting Score Sheet

Judge's Signature _____ Date: _____

Class #: _____ Class Name: _____

**Must be signed and dated by judge.*

CREDITS +/-

- A. Quiet in the herd & smoothness of cut
- B. Degree of difficulty
- C. Time spent working
- D. Driving & controlling cow
- E. Softness/willingness of horse
- F. Natural cow ability
- G. Horse & Rider ability to work together
- H. Working on loose or light rein

AUTOMATIC DISQUALIFICATION

- Allowing the cow to return to the herd after it is clearly separated OR crosses back over the time/foul line when attempting to be penned
- Turn Tail
- Fall To Ground
- Penning trash cow

0- SCORE

- A. Illegal equipment
- B. Excessive disturbance of herd to the point that the exhibitor is asked to leave the arena

PENALTIES 1 point

- A. Loss of working advantage by more than 1 horse length
- B. Gapping mouth when reined
- C. Excessive spurring or cuing
- D. Working out of position
- E. Toe, foot, or stirrup on the shoulder

PENALTIES 3 point

- A. Cattle picked up or scattered (when working cow)
- B. Pawing or biting cattle
- C. Back Fence
- D. Excessive herd help driving cow by turn back beyond time/foul line per discretion of the judge.

PENALTIES 5 point

- A. Blatant Disobedience
- B. Spurring in front of cinch
- C. Excessive herd help when help is keeping cow from returning to herd.

SCORING

- + = +1/2 = Good
- ++ = +1 = Very Good
- +++ = +1 1/2 = Excellent
- √ = 0 = Correct
- = -1/2 = Poor
- = -1 = Very Poor
- = -1 1/2 = Extremely Poor

WHISTLES OR HORN TO BE BLOWN AT:

- A) One minute mark
- B) Cow crosses back over time line after attempting to pen
- C) Losing the cow back to herd
- D) 2 1/2 minute at end of time
- E) Completion of run (judges discretion)

It is the exhibitor's responsibility to keep engaging the cow until judge's whistle is blown.

Exhibitor #	Herd Work √/+-	Time Spent Working √/+-	Driving Control of Cow √/+-	Degree of Difficulty √/+-	Eye Appeal √/+-	Loose Rein √/+-	5	3	1	SCORE 70 AVG
1	Jerrad - Smazy	√+	√	√	+	√				DQ
2	Bobby 2ct	√	+	√+	√+	√				72 1/2
3	2man	√-	√	√-	√	-		C	A	64
4	Aldyn	√-	√-	√	√-	√-				68
5	Jerrad - Bones	√	√-	√-	√-	√				68 1/2
6	Heet Wotley	+	√				Cow returned to herd			DQ
7	Aldyn	√-	√+	√	√	√				70
8	Jerrad - Sparkies	√					Cow returned to herd			DQ

1st
2nd
3rd
4th
5th
6th
7th
8th

ARHA REV 2021

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SCORECARD

Contestant: <u>Aldyn</u>	Class:	Score:
Horse Name: <u>Dutton</u>	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1 1/2: Extremely Poor, -1: Very Poor, -1/2: Poor, 0: Correct, +1/2: Good, +1: Very Good, +1 1/2: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	L	R	L	R				
Penalty			2	2,2,2,1				9	59 1/2	
Score	0	0	-1/2	-1	0	0	0			

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
Penalty									68 1/2	
Score	0	-1/2	-1/2	-1/2	0	0	0			

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
Score	0	0	0	0	0	+1/2	+1/2			

REINING PENALTIES

1/2 Point Penalties

Over / under spin (1/8)
 Startline rattle at a trot to first quarter of circle
 Excessive stops past 10 ft
 Exiting rollback at a trot
 Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

Out of lead each quarter circle, figure eight or a round end of run down
 Scratch or hesitation in run down to a stop

2 Point Penalties

Break of gait
 Freeze up in spins/rollbacks
 Failure to run by marker before stop is initiated

5 Point Penalties

Spurring ahead of cinch
 Blatant disobedience

Disqualifications - Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Failure to perform required maneuvers: cannot place

COW WORK PENALTIES

1 Point Penalties

(A) Loss of working advantage
 (M) Failure to drive cow past middle marker on first turn
 (C) Using the corner or end of arena to turn cow
 (L) Each length past cow on fence turns
 (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

(E) Exhausting cow before roping
 (-H) Hanging up on fence turn
 (K) Knocking down cow without having working advantage

5 Point Penalties

(T) Failure to get a fence turn each direction
 (B) Spurring ahead of cinch
 (D) Blatant disobedience

Disqualifications - Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Turn tail to cow
 Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

(T) Trailing or working out of position
 (R) Not rating
 (P) Not pulling straight

3 Point Penalties

(L) First missed loop
 (K) Knocking down cow
 (E) Exhausting cow before roping

5 Point Penalties

(B) Spurring ahead of cinch
 (D) Blatant disobedience
 (S) Second missed loop (cancelling 3 point penalty)

Disqualifications - Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse
 Pulling animal that is down by the neck

Off Pattern

Loss of rope after catch or rope comes off saddle horn
 Two missed loops



SCORECARD

Contestant: <u>Heat</u>	Class:	Score:
Horse Name: <u>Warley</u>	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	L	R	L	R				
Penalty			4	1233	1	OP		12	(58)	✓
Score	-½	-1	-1	-1	-½	0	0			

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
Penalty				CC				2	65	
Score	0	-½	-½	-1	-½	0	-½			

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
Score	-1	-1	-½	-½	-1	0	0			

REINING PENALTIES

½ Point Penalties

- Over / under spin (1/8)
- Startline rattle at a trot to first quarter of circle
- Excessive stops past 10 ft
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

- Out of lead each quarter circle, figure eight or a round end of run down
- Scotch or hesitation in run down to a stop

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers: cannot place

COW WORK PENALTIES

1 Point Penalties

- (A) Loss of working advantage
- (M) Failure to drive cow past middle marker on first turn
- (C) Using the corner or end of arena to turn cow
- (L) Each length past cow on fence turns
- (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

- (E) Exhausting cow before roping
- (H) Hanging up on fence turn
- (K) Knocking down cow without having working advantage

5 Point Penalties

- (T) Failure to get a fence turn each direction
- (B) Spurring ahead of cinch
- (D) Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Turn tail to cow
- Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

- (T) Tracking or working out of position
- (R) Not rating
- (P) Not pulling straight

3 Point Penalties

- (L) First missed loop
- (K) Knocking down cow
- (E) Exhausting cow before roping

5 Point Penalties

- (B) Spurring ahead of cinch
- (I) Blatant disobedience
- (S) Second missed loop (cancelling 3 point penalty)

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse
- Pulling animal that is down by the neck

Off Pattern

- Loss of rope after catch or rope comes off saddle horn
- Two missed loops



SCORECARD

Contestant: <u>Aldyn</u>	Class:	Score:
Horse Name: <u>Murry</u>	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1 1/2: Extremely Poor, -1: Very Poor, -1/2: Poor, 0: Correct, +1/2: Good, +1: Very Good, +1 1/2: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	L	R	L	R				
Penalty										
Score	-1/2	-1/2	+1/2	-1/2	-1/2	-1/2	-1/2	6	59 1/2	✓

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
Penalty										
Score	0	0	-1	-1	-1/2	+1/2	0	2	66	

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
Score	+1	+1/2	3	0	0	+1	0	3	69 1/2	

REINING PENALTIES

1/2 Point Penalties

Over / under spin (1/8)
 Starting circle at a trot to first quarter of circle
 Excessive stops past 10 ft
 Exiting rollback at a trot
 Being less than 20 ft from wall/fence during stop or rollback.

1 Point Penalties

Out of lead each quarter circle, figure eight or a round end of run down
 Scratch or hesitation in run down to a stop

2 Point Penalties

Break of gait
 Freeze up in spins/rollbacks
 Failure to run by marker before stop is initiated

5 Point Penalties

Spurring ahead of cinch
 Blatant disobedience

Disqualifications - Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Failure to perform required maneuvers; cannot place

COW WORK PENALTIES

1 Point Penalties

(A) Loss of working advantage
 (M) Failure to drive cow past middle marker on first turn
 (C) Using the corner or end of arena to turn cow
 (L) Each length past cow on fence turns
 (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

(E) Exhausting cow before roping
 (-H) Hanging up on fence turn
 (K) Knocking down cow without having working advantage

5 Point Penalties

(T) Failure to get a fence turn each direction
 (B) Spurring ahead of cinch
 (D) Blatant disobedience

Disqualifications - Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Turn tail to cow
 Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

(T) Tracking or working out of position
 (R) Not rating
 (P) Not pulling straight

3 Point Penalties

(L) First missed loop
 (K) Knocking down cow
 (E) Exhausting cow before roping

5 Point Penalties

(B) Spurring ahead of cinch
 (D) Blatant disobedience
 (S) Second missed loop (cancelling 3 point penalty)

Disqualifications - Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse
 Pulling animal that is down by the neck

Off Pattern

Loss of rope after catch or rope comes off saddle horn
 Two missed loops



SCORECARD

Contestant: Z-Man	Class:	Score:
Horse Name:	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	⑦	⑥	①	②	③	④				
	L	R	L	R	L	R	⑤			
Penalty			2	2						
Score	+½	+½	-1	-1	0	0	+½	4	65½	

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
			Penalty			A	CA			
Score	0	0	0	-½	-½	+½	0	3	66½	

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN										
											Penalty									
											Score	+½	+½	-½	0	+½	+½	+½		72

REINING PENALTIES

½ Point Penalties

- Over / under spin (1/8)
- Starting circle at a trot to first quarter of circle
- Excessive stops past 10 ft
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

- Out of lead each quarter circle, figure eight or a round end of run down
- Scotch or hesitation in run down to a stop

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers; cannot place

COW WORK PENALTIES

1 Point Penalties

- (A) Loss of working advantage
- (M) Failure to drive cow past middle marker on first turn
- (C) Using the corner or end of arena to turn cow
- (L) Each length past cow on fence turns
- (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

- (E) Exhausting cow before roping
- (H) Hanging up on fence turn
- (K) Knocking down cow without having working advantage

5 Point Penalties

- (T) Failure to get a fence turn each direction
- (S) Spurring ahead of cinch
- (Z) Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Turn tail to cow
- Schodding between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

- (T) Tracking or working out of position
- (R) Not rating
- (P) Not pulling straight

3 Point Penalties

- (L) First missed loop
- (K) Knocking down cow
- (E) Exhausting cow before roping

5 Point Penalties

- (S) Spurring ahead of cinch
- (Z) Blatant disobedience
- (S) Second missed loop (cancelling 3 point penalty)

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse
- Pulling animal that is down by the neck

Off Pattern

- Loss of rope after catch or rope comes off saddle horn
- Two missed loops



SCORECARD

Contestant: <u>Jered</u>	Class:	Score:
Horse Name: <u>Bones</u>	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	L	R	L	R				
Penalty										
Score	0	+½	-½	-1	+½	-1	0	7	60½	

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
Penalty										
Score	+½	-½	+½	0	0	+½	0	2	69	

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
Score	+½	+½	+1	0	+½	0	+½		73	

REINING PENALTIES

½ Point Penalties

- Over / under spin (1/8)
- Starline ramble at a trot to first quarter of circle
- Excessive stops past 10 ft
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

- Out of lead each quarter circle, figure eight or a round end of run down
- Scratch or hesitation in run down to a stop

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience

Disqualifications – Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers: cannot place

COW WORK PENALTIES

1 Point Penalties

- (A) Loss of working advantage
- (M) Failure to drive cow past middle marker on first turn
- (C) Using the corner or end of arena to turn cow
- (L) Each length past cow on fence turns
- (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

- (E) Exhausting cow before roping
- (H) Hanging up on fence turn
- (K) Knocking down cow without having working advantage

5 Point Penalties

- (T) Failure to get a fence turn each direction
- (B) Spurring ahead of cinch
- (D) Blatant disobedience

Disqualifications – Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Turn tail to cow
- Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

- (T) Tracking or working out of position
- (R) Not rating
- (P) Not pulling straight

3 Point Penalties

- (L) First missed loop
- (K) Knocking down cow
- (E) Exhausting cow before roping

5 Point Penalties

- (B) Spurring ahead of cinch
- (D) Blatant disobedience
- (S) Second missed loop (cancelling 3 point penalty)

Disqualifications – Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse
- Pulling animal that is down by the neck

Off Pattern

- Loss of rope after catch or rope comes off saddle horn
- Two missed loops



SCORECARD

Contestant: <u>Jarred</u>	Class:	Score:
Horse Name: <u>Sparkles</u>	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1 1/2: Extremely Poor, -1: Very Poor, -1/2: Poor, 0: Correct, +1/2: Good, +1: Very Good, +1 1/2: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	L	R	L	R				
Penalty				2	2,2		OP			
Score	-1/2	-1/2	-1/2	-1/2	+1	+1	-1/2	6	67 1/2	✓

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
Penalty			C	CF						
Score	+1/2	0	+1/2	-1	-1/2	+1/2	⊙	3	67	

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
Score	+1	+1	+1	0	+1	+1/2	+1/2		75	

REINING PENALTIES

1/2 Point Penalties

- Over / under spin (1/8)
- Starts run at a trot to first quarter of circle
- Excessive stops past 10 ft
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

- Out of lead each quarter circle, figure eight or a round end of run down
- Scotch or hesitation in run down to a stop

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers; cannot place

COW WORK PENALTIES

1 Point Penalties

- (A) Loss of working advantage
- (M) Failure to drive cow past middle marker on first turn
- (C) Using the corner or end of arena to turn cow
- (L) Each length past cow on fence turns
- (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

- (E) Exhausting cow before roping
- (H) Hanging up on fence turn
- (K) Knocking down cow without having working advantage

5 Point Penalties

- (T) Failure to get a fence turn each direction
- (B) Spurring ahead of cinch
- (D) Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Turn tail to cow
- Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

- (T) Tracking or working out of position
- (R) Not rating
- (P) Not pulling straight

3 Point Penalties

- (L) First missed loop
- (Q) Knocking down cow
- (E) Exhausting cow before roping

5 Point Penalties

- (B) Spurring ahead of cinch
- (C) Blatant disobedience
- (S) Second missed loop (cancelling 3 point penalty)

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse
- Pulling animal that is down by the neck

Off Pattern

- Loss of rope after catch or rope comes off saddle horn
- Two missed loops



SCORECARD

Contestant: <u>Jerrold</u>	Class:	Score:
Horse Name: <u>SNAZZY</u>	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	①	②	①	②	③	④				
	L	R	L	R	L	R				
Penalty	09	04		1,2	2,2			7	59	✓
Score	+½	+½	0	-½	0	-½	0			

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
			Penalty							
Score	+½	+½	+½	0	+½	+½	0		72½	

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN										
											Penalty									
											Score	+½	0	+½	0	0	+½	+½		71

REINING PENALTIES

½ Point Penalties

- Over / under spin (1/8)
- Starting inside at a trot to first quarter of circle
- Excessive stops past 10 ft
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

- Out of lead each quarter circle, figure eight or a round end of run down
- Scotch or hesitation in run down to a stop

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers; cannot place

COW WORK PENALTIES

1 Point Penalties

- (A) Loss of working advantage
- (M) Failure to drive cow past middle marker on first turn
- (C) Using the corner or end of arena to turn cow
- (L) Each length past cow on fence turns
- (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

- (E) Exhausting cow before roping
- (H) Hanging up on fence turn
- (K) Knocking down cow without having working advantage

5 Point Penalties

- (T) Failure to get a fence turn each direction
- (B) Spurring ahead of cinch
- (D) Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Turn tail to cow
- Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

- (T) Tracking or working out of position
- (R) Not rating
- (P) Not pulling straight

3 Point Penalties

- (L) First missed loop
- (K) Knocking down cow
- (E) Exhausting cow before roping

5 Point Penalties

- (B) Spurring ahead of cinch
- (D) Blatant disobedience
- (S) Second missed loop (cancelling 3 point penalty)

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse
- Pulling animal that is down by the neck

Off Pattern

- Loss of rope after catch or rope comes off saddle horn
- Two missed loops



SCORECARD

Contestant: Bobby	Class:	Score:
Horse Name:	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: Excellent
 Judge may blow whistle at any time to terminate a run. A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes				Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	①	②	③	④	L	R				
Penalty			2	0/0/0					⑤	2	63	✓
Score	-½	-½	-½	-½	-½	+½			0			

COW WORK	Box	Rate	Fence Turns		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R						
Penalty				A				1	71	
Score	0	0	+½	+½	0	+½	+½			

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
Score	0	0	0	0	+½	+½	+½			

REINING PENALTIES

½ Point Penalties

- Over / under spin (1/8)
- Starting circle at a trot to first quarter of circle
- Excessive stops past 10 ft
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

- Out of lead each quarter circle, figure eight or a round end of run down
- Scotch or hesitation in run down to a stop

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers: cannot place

COW WORK PENALTIES

1 Point Penalties

- (A) Loss of working advantage
- (M) Failure to drive cow past middle marker on first turn
- (C) Using the corner or end of arena to turn cow
- (L) Each length past cow on fence turns
- (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

- (E) Exhausting cow before roping
- (H) Hanging up on fence turn
- (K) Knocking down cow without having working advantage

5 Point Penalties

- (T) Failure to get a fence turn each direction
- (B) Spurring ahead of cinch
- (C) Blatant disobedience

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Turn tail to cow
- Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

- (T) Tracking or working out of position
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- (L) First missed loop
- (K) Knocking down cow
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5 Point Penalties

- (S) Spurring ahead of cinch
- (B) Blatant disobedience
- (S) Second missed loop (canceling 3 point penalty)

Disqualifications - Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse
- Pulling animal that is down by the neck

Off Pattern

- Loss of rope after catch or rope comes off saddle horn
- Two missed loops

