

**WORKING COW HORSE REINED WORK
 SCORE SHEET**

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| JUDGE |
| CLASS |
| DATE |

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

| WORKING ORDER | ENTRY NUMBER | MANEUVER DESCRIPTION | | | | | | | | PENALTY TOTAL | FINAL SCORE | |
|---------------|--------------|----------------------|---|---|---|---|---|---|---|---------------|-------------|--|
| | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
| | | PENALTY | | | | | | | | | | |
| | | MANEUVRE SCORE | | | | | | | | | | |
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| | | MANEUVRE SCORE | | | | | | | | | | |

 JUDGES SIGNATURE

WORKING COW HORSE REINED WORK

OBSTACLE SCORES: EXCELLENT:+11/2 VERY GOOD:+1 GOOD:+1/2 CORRECT:0 POOR:-1/2 VERY POOR:-1 EXTREMELY POOR:-11/2

PENALTY 1/2:

Not changing leads simultaneously; Over or under spin 1/8 turn; Jogging first two strides

PENALTY 1:

Out of lead; Out of lead each 1/4 circle; Slipping rein in the bridle; Scorching or anticipating stop; Over or under spin 1/4 turn

PENALTY 2:

Lead missed around end of arena second corner; Not ever changing lead in patterns where there is only 1/2 circle;

Failure to run past marker before stop is initiated; Freezing up in turn or rollback; Breaking gait; Jogging beyond two strides; On trot in patterns, failure to stop before executing a canter departure; A stop in the first 1/4 of the circle, after a lope departure, is a break of gate

N-E:

Failure of an exhibitor to attempt to complete the pattern arena
Not following pattern (i.e. over or under spin more than 1/4); Two hands on the reins in a bridle or two-reins class; Fingers between the reins in a bridle class, except the two-reins class; Horse balking; Bloody mouth inside; Illegal equipment; Leaving working area before pattern is complete; Fall of horse or rider; Backing more than two strides when no back up is called for in the pattern; Jogging in excess of one-half circle or one-half the length of the arena

PENALTY SCORE 0:

Spurring or hitting in front of cinch; Blatant disobedience including kicking, biting, bucking, rearing and striking

PENALTY 5: