

4-H WORKING RANCH DUMMY ROPING JUDGES CARD

JUNIORS AND NOVICE

JUDGE _____
CLASS _____
DATE _____

1 POINT PENALTIES

A. Missed loop

5 POINT PENALTIES

A. Using inappropriate hand hold for tack used

B. Illegal equipment/attire

C. Blatant disobedience

-0- SCORE

A. Fall of horse or rider

B. Abuse of horse or cattle

C. Excessive/blatant disobedience

CREDITS

1. **Horsemanship:** Collected and quiet horse that offers little to no resistance to the rider, lightness of aids, willingness of horse, partnership between horse and rider.

2. **Roping Technique:** Positioning for chosen shot. Display of safe dallying techniques. Ability to efficient handle rope including coiling and building a loop.

3. **Degree of Difficulty:** Difficulty of loops thrown (non-traditional loops/difficult shots).

4. **Total Run Content:** Overall performance from start to finish.

Time limit of 3 minutes heading (3 head loops) and 3 minutes heeling (3 heel loops). Each rider begins with a score of 70.

Entry #	Penalties			Run Content: +1½ (excellent) to - 1½ (extremely poor) ½ increments				Score	Place
	1 PT		5 PT	Horse- manship	Roping Technique	Degree of Difficulty	Total Run Content		

Comment:

Entry #	Penalties			Run Content: +1½ (excellent) to - 1½ (extremely poor) ½ increments				Score	Place
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Comment:

Comment:

Entry #	Penalties			Run Content: +1½ (excellent) to - 1½ (extremely poor) ½ increments				Score	Place
	½ PT	2.5 PT	5 PT	Horse- manship	Stock- manship	Roping Technique	Degree of Difficulty		

Comment:

Entry #	Penalties			Run Content: +1½ (excellent) to - 1½ (extremely poor) ½ increments				Score	Place
	½ PT	2.5 PT	5 PT	Horse- manship	Stock- manship	Roping Technique	Degree of Difficulty		

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	½ PT	2.5 PT	5 PT	Horse- manship	Stock- manship	Roping Technique	Degree of Difficulty		

Comment:

4-H WORKING RANCH SORTING JUDGES CARD

JUDGE _____
CLASS _____
DATE _____

1 POINT PENALTIES
 A. Loss of working advantage
 B. Working out of position

50 SCORE
 A. Turn tail to cow

-0- SCORE
 A. Fall of horse or rider
 B. Abuse of horse or cattle

3 POINT PENALTIES
 A. Each cow not sorted
 B. Excessive disturbance of the herd

CREDITS

- Horsemanship:** Collected and quiet horse that offers little to no resistance to the rider, lightness of aids, willingness of horse, partnership between horse and rider.
- Stockmanship:** Slow and consistent quiet handling with cattle, efficient manner of sorting that reduces stress on the cattle, accurate and smooth sorting, calm and quiet herd entry and movement.
- Degree of Difficulty** i.e. cattle resistance
- Total Run Content:** Overall performance from start to finish including using gate help appropriately.

5 POINT PENALTIES
 A. Dirty Cows (wrong numbered cows)
 B. Blatant disobedience (biting/kicking)
 C. Using inappropriate hand hold for tack used
 D. Illegal equipment/attire
 E. Gate help aiding contestant inappropriately

Judge may blow his/her whistle at any time to terminate the work. A score of zero will be given, if the work is not complete at that time. Time limit of 2½ minutes to sort a maximum of 3 head of cattle. Each rider begins with a score of 70.

Entry #	Penalties			Run Content: +1½ (excellent) to - 1½ (extremely poor) ½ increments				Score	Place
	1 PT	3 PT	5 PT	Horse- manship	Stock- manship	Degree of Difficulty	Total Run Content		

Comment:

Entry #	Penalties			Run Content: +1½ (excellent) to - 1½ (extremely poor) ½ increments				Score	Place
	1 PT	3 PT	5 PT	Horse- manship	Stock- manship	Degree of Difficulty	Total Run Content		

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Comment:

EVENT	GO-ROUND	DATE	JUDGE
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CLASS _____

REINED WORK JUDGES CARD

1/2 POINT PENALTIES:

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

1 Point Penalties

- Out of Lead
- Slipping rein in the bridle
- Over or under spin 1/4 turn
- Out of lead each 1/4 circle
- Scotching or anticipating stop
- Excessive whipping or spurring

2 Point Penalties

- Lead missed around end of arena past second corner
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- Jogging beyond two strides
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.

3 Point Penalties

- Backing more than 2 strides when no back up is called for in the pattern.

5 Point Penalties

- Spurring or hitting in front of cinch at anytime
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.
- Illegal equipment/attire
- Inappropriate hand hold for the tack used (2 hands on the reins in a shank bit)

- 0 - Score

- Bloody mouth (inside)
- Leaving working area before pattern is complete
- Fall of horse or rider

60 Score

- Jogging In excess of one-half circle or one-half the length of the arena

50 Score

- Failure to complete the pattern as given (I.e. over under spin more than 1/4 turn)

NO SCORE:

- Abuse

NOTE: Judge may blow his/her whistle at anytime to terminate the work.
A score of zero will be given if the work is not complete at that time.

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

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES							Penalty Total	SCORE
			1	2	3	4	5	6	7		
		PENALTY									
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Judge's Signature: _____

CLASS: _____

**BOXING/PENNING - YOUTH
JUDGE CARD**

GUIDE FOR "NEW COW"

(At judges' discretion, rider will receive new cow(s) as necessary to show Horse)

- A - Cow that won't run
- B - Cow that doesn't respect horse
- C - When cow leaves arena

- PENALTIES**
- 1 POINT PENALTIES**
- A - Loss of working advantage
 - P - Working out of Position
 - E-Excessive whipping or spurring

50 Score
- Turn tail

- 0- SCORE**
- Balking
 - Extremely Out of Control
 - Bloody Mouth(Inside)
 - Leaving working area before pattern or work is complete
 - Fall of horse or rider
 - Schooling of the horse between entering arena and cow work
 - Schooling between cows, If new cow is awarded.
 - Failure to work in the proper working order

- CREDITS**
- A - Maintaining control of the cow at all times
 - B - Maintaining Proper Position
 - C - Degree of difficulty
 - D - Eye Appeal
 - E - Time Worked

- 3 POINT PENALTIES**
- A-Failed 1st attempt to pen
 - K-Knocking down the cow without having a working advantage
 - L-Loss of Control and cow leaves end of arena

- NO SCORE:**
- A - Abuse

- 5 POINT PENALTIES**
- A-Failure to pen cow on 2nd attempt
 - B-Spurring or hitting in front of cinch at anytime
 - C-Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate
 - X-Running cow into back fence with force
 - D-Inappropriate hand hold for the tack used (2 hands on the reins in a shank bit)
 - E-Illegal equipment/attire

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

NE - Failure of an exhibitor to attempt to complete the work
(+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

#	HORSE	RUN CONTENT (+ / ✓ + / ✓ / ✓ - / -)							PENALTIES			SCORE	
		Boxing	Drive (Run & Rate)	Penning	Position	Control	Degree of Difficulty	Eye Appeal	Time Worked	3 Point	5 Point		Total Penalties
	PENALTY												
	CONTENT												
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