

# OFFICIAL JUDGES CARD



Show: \_\_\_\_\_  
 Class: \_\_\_\_\_  
 Date: \_\_\_\_\_ Go Round Number: \_\_\_\_\_

## RUN CONTENT:

- Herd Work—Driving a cow (+/-) ✓
- Setting Up a Cow—Working in center of arena (+/-) ✓
- Degree of Difficulty (+/-) ✓
- Eye Appeal (+/-) ✓
- Time Worked (+/-) ✓
- Amount of Courage (+/-) ✓
- Loose Reins (+/-) ✓
- Horse Charging (-)
- Forced Off a Cow (-)
- Excessive Herdholder Help (-)

## Penalties

### One Point:

- (A) Loss of working advantage—11
- (B) Reining or visibly cueing—8
- (C) Noise directed toward cattle—5a
- (D) Toe, foot or stirrup on shoulder—8d
- (E) Hold on too long on a cut—8a
- (F) Working out of position

### Three Point:

- (A) Hot quit—13
- (B) Cattle picked up or scattered—5b
- (C) Second hand on the reins—8b
- (D) Spur in the shoulder—8c
- (E) Pawing or biting cattle—12
- (F) Failure to make a deep cut—1
- (G) Back Fence—6

### Five Point:

- (A) Horse quitting a cow—14
- (B) Losing a cow—9
- (C) Changing cattle after a specific commitment—10
- (D) Failure to separate a single animal after leaving the herd—15

- 60—If horse turns tail—7
- 60—If horse falls to ground—17

**Disqualification** (score 0) - illegal equipment, or leaving working area before time expires

HORSE	SCORE	PENALTIES			RUN CONTENT												
		1 PT	3 PTS		5 PTS	Herd Work	Setting up a cow	Degree of Difficulty	Eye Appeal	Time Worked	Amount of courage	Loose Reins	Horse Charging	Forced off a cow	Excessive Herd-holder help		

Divisions within the penalty box represent 1st, 2nd or 3rd cow worked.