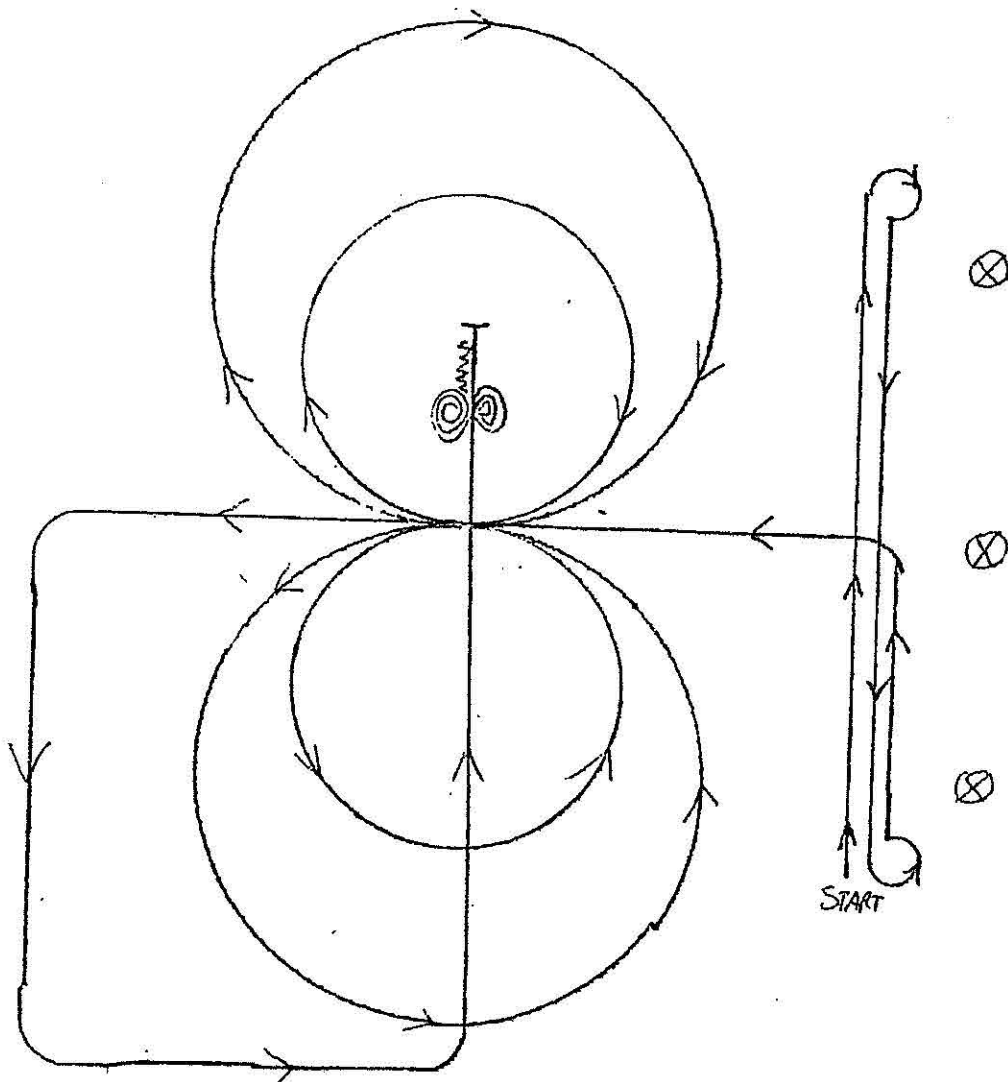


WORKING RANCH HORSE

REINING PATTERN #5



Start at right side of arena (At least 20 ft from fence)

1. Run past end marker-Stop-Rollback right-Go to other end of arena
2. Run past end marker-Stop-Rollback left-Go to center of arena
 3. Lope large fast circle to left
 4. Lope small slow circle to left
 5. Change lead
 6. Lope small slow circle to right
 7. Lope large fast circle to right
 8. Change lead
9. Continue around end of arena and begin rundown past center-Stop-Back at least 10 feet (Not required to rundown middle of arena, but rundown must be at least 20ft from fence)
10. Spin either direction 3X
11. Spin opposite direction 3 ½ X

WORKING RANCH HORSE - PATTERN NO. 5

Rider _____	Back Number: _____	Horse: _____
-------------	--------------------	--------------

Goal: This class combines the reining ability, cow sense and roping ability of the horse and will be judged accordingly.

Scoring Scale: A zero score equals a correct performance. +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 needs improvement, -2 poor, -3 Very Poor, -7 Does not attempt maneuver.

REINING	JUDGE'S SCORE +/-	PENALTIES	PENALTY POINTS
1. Start on the right side of the arena. Rundown the right side, stop, right rollback		RUNDOWN, STOP, ROLLBACK/TURNS ___ Within 20 feet of fence -1 ___ Failure to canter before first marker -2 ___ Failure to pass marker before stop -2 ___ Holding saddle when not working cow -2 ___ Exit rollback at jog up to 2 strides -1/2 ___ Over 2 strides but less than 1/2 the circle or arena -2 ___ Over 1/2 the arena -10* ___ Backing more than 2 strides -10	
2. Rundown the right side of the arena, stop, left rollback			
3. Continue to the center of the arena, lope a large, fast circle left, lope a small, slow circle left		CIRCLES ___ Delay lead change 1 stride -1/2, ___ Out of lead -1 each time	
4. Change leads		___ Out of lead -1 each 1/4 circle, cumulative	
5. Lope small, slow circle right, lope a large, fast circle right		___ Start circle at jog up to 2 strides -1/2 ___ Over 2 strides but less than 1/2 circle -2	
6. Change leads		___ Over 1/2 circle -10*	
7. Continue loping around arena rundown left side, stop, back			
8. Do three, 360 degree spins either direction, and three and one-half spins the opposite direction. Hesitate to show end of pattern		SPINS ___ Over/under spin 1/8 turn -1/2 ___ Over/under 1/4 turn -10* ___ Over/under between 1/8 & 1/4 -1 ___ (Major Penalty (_____))	
		GENERAL PENALTIES ___ Break of gate -2 ___ Fails to walk/stop before lope departure -2 ___ Freeze up -5 ___ Blatant disobedience -5 ___ Spur in front of cinch -5 ___ Instill fear or praise with hand -5	

56 Points +/- Judge's score _____ Divided by 2 = Maneuver Score _____ Total penalty points _____
 Maneuver Score _____ Less Total Penalty Points _____ = Reining Score _____

WORKING COW HORSE	JUDGE'S SCORE +/-	WORKING COW HORSE PENALTIES	PENALTY POINTS
1. Box cow		___ Loss of working advantage -1 ___ Loss of working advantage -3 ___ Exhausting/overworking cow -3 ___ Cow leaves end of arena -3	
2. First turn		___ Failure to pass middle marker on first turn -1 ___ Using corner to turn cow -1 ___ Running past cow -1 per each horse length ___ Turning cow past corner -2	
3. Second turn		___ Hanging up on fence -3 ___ Not getting one turn each way -5 ___ Cross arena to opposite fence for turn -1 ___ Major Penalty (_____)	

GENERAL PENALTIES
 ___ Slipping rein -1 ___ Loss of working advantage -1 ___ Biting or striking cow -3 ___ Exhausting/overworking cow -3
 ___ Knocking down cow w/o working advantage -3 ___ Spur or use of romal forward of cinch -5 ___ Blatant disobedience -5

21 points +/- Judge's score _____ = Maneuver score _____ Total penalty points _____
 Maneuver score _____ Less total penalty points _____ = Cattle score _____

ROPING	JUDGE'S SCORE +/-	ROPING PENALTIES	PENALTY POINTS
1. Track cow		___ Spur in front of cinch -3 ___ Blatant disobedience -5 ___ Use of hand to instill fear/praise -5	
2. Rope (rope handling)		___ Major Penalty (_____)	
3. Stop cow		___ Illegal catch -5 ___ No catch -5 ___ Did not stop cow -5	

21 points +/- Judge's score _____ X 1.1 = Maneuver score _____ Total penalty points _____
 Maneuver score _____ Less total penalty points _____ = Roping score _____

***MAJOR PENALTIES = MINUS 10 POINTS**
Major penalty points are to be placed in the appropriate box above and deducted from the score in which the penalty occurs.
 ___ Touch horse with free hand ___ More than one finger between reins ___ Illegal/failed equipment ___ Missed Pattern
 ___ Turn tail to cow ___ Fall to ground: rider and/or horse ___ Use of two hands on senior horse or junior horse in curb bit ___ Tying hard and fast
 ___ Schooling between cows or events ___ A horse out of control while working the cow thus endangering the rider, cattle abuse, or any action resulting in the Judge blowing the whistle will result in a ZERO (0) score.

Reining score _____ + Cattle score _____ + Roping score _____ = Total working score _____ **Score cannot exceed 100**

Judge's signature/comments _____