



COWHORSE SCORE SHEET

Judge:	0
Division:	Novice Cowhorse
Date:	1/0/1900

MANEUVER SCORES: 8-10 Excellent, (High Quality Execution, Cadenced, Efficient, Responsive); 5-7, Average (Minor or No Faults, Average Execution with Willingness and Efficiency); 1-4 Poor, (Lack of Control, Major Faults, Poor Movement).

		Boxing (1-60)										
MANEUVER DESCRIPTION	SCORE	Control and Position (1-20)	Eye Appeal and Cow Sense (1-20)	Degree of Difficulty and Amount of Work Done (1-20)					Subtotal Score	PENALTY TOTAL	Total Score	

Five Point Penalties
All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time

- Using two hands on a curb bit, using more than one finger between split reins or any finger between romal reins. Penalty will be applied for each infraction. The free hand may be used to straighten excess rein at any place a horse is allowed to be completely stopped during a pattern.
- Blatant disobediences, including kicking, bucking or rearing (first incident).
- Spurring in front of cinch or the use of either hand to instill fear or praise (upon completion of the final maneuver, contestants are allowed to praise their horse with a free hand).

Zero Maneuver Score

- Repeated blatant disobedience (bucking, rearing, etc.)
- Failing to perform or skipping an obstacle/maneuver (this includes performing a maneuver backwards from what is indicated on the pattern).
- Turning tail to a cow – scoring will cease and the exhibitor will be given credit for the run up to that point (excluding the maneuver in which the infraction occurred).
- Fall of horse/rider – scoring will cease and the exhibitor will be given credit for the run up to that point.

Judges Signature