

Maneuver Scores

Rating	Point Value
Excellent	+3
Correct	0
Exremely Poor	-3

In 1/2 point increments

Scoring

- Based on 0 to 100 scale
- Score of 70 denotes an average performance

One (1) point penalties

- Working out of positionLoss of working advantage
- Holding cut too long without roping
- Three (3) point penalties

• Picking up cattle in herd

• Breaking the honda without a dally

Five (5) point penalties

- 2 loop run (second loop)
- Loss of cow (re-cut in the herd)
- Excessive running/scattering of herd
- Blatant disobedience including kicking, biting, bucking, rearing or striking

• Horse turns tail

• Turning away from the cow to make the honda break quicker

Disqualifications:

- Running into or over cattle
- Schooling
- Whipping or hitting horse with rope
- Half of herd crossing starting line
- Thrown from horse
- Fall to ground horse and/or rider
- Loss of rope

Date:

- Failure to make a legal head catch
- Roping the wrong cow/number or multiple cows

Event: ____

Class:___

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Exhibitor Number		Manners/ Maneuvers	Quietness In Herd	Position	Degree of Difficulty	Eye Appeal	Quality of Loop	Score
	Penalty							
	Maneuver Score							
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