



WSSH REINED CUTTING RULES

DESCRIPTION

Reined Cutting is meant to simulate a working ranch situation in which the rider must be ready at all times to change directions, to direct and aid the horse, and to redirect the horse as needed.

Therefore it is required that the rider maintain rein contact with the horse. A rider may drop their hand to allow the horse to work but may not give the horse more than 3 inches slack. The rider must be able to gather the reins by raising their hand to a comfortable working position quickly and without adjusting rein length. 'Thrown' away horses will not receive extra points for style.

Horse will not be marked down for direction and help from the rider.

Horses may be shown in split reins or romals.

All riders in the cutting pen shall wear a long sleeve shirt, cowboy hat or helmet, belt and cowboy boots at all times.

GENERAL RULES

1) Reined Cutting is a two and a half minute contest, with a 30 second warning called at two minutes into the work.

2) Directing horse shall not reduce score.

3) Rein contact shall be maintained without excessive slack in the reins. Slack should be able to be removed by picking up the rein hand to a normal riding position.

4) Each cutter shall attempt to work (3) cows.

5) A contestant will be awarded a complete rework if there are excessive disturbances and the judge has stopped the time. Such factors would include gates coming open, fences falling down and objects entering or falling into the working portion of the arena, but would not apply to cattle scattering through wildness or normal arena activities.

6) Any rework must take place within the group of cattle drawn by the contestant and must occur before a change of cattle is executed. At the contestant's option the rework may occur immediately or as the last work in that set of cattle.

7) Use of hands will not be penalized (riding one or two handed with appropriate bit as described in the General Rules).

CUTTING WORK

1) At the beginning of the work, the cutter shall approach the herd with no hesitation, weaving, or reluctance on the part of the horse to enter the herd.

2) Horse should enter the herd quietly with very little disturbance to the herd or to the cow brought out.

3) During one of the cuts, the horse should enter the herd deep enough to show his/her ability to walk into the herd.

4) When cow is cut from the herd, it should be taken toward the center of the arena.

5) Cow should be driven a sufficient distance from the herd to assure that the herd will not be disturbed by his/her work; thereby showing his/her ability to drive a cow.

6) Cow should be held away from the herd for sufficient time to demonstrate working ability and control over the cow.

7.) Competitor must stay in working area until final buzzer or whistle is sounded.

DESIRABLE (+) Points

1) Relaxed, willing horse

2) Willing response to rider's cues

3) Natural ability and cow sense

4) Not disturbing herd

5) Quitting a cow while under control

6) Maintaining working advantage

7) Excellent overall appearance of run

8) Light rein contact without obvious slack

UNDESIRABLE (-) Points

ONE POINT PENALTIES

- Excessive herd work
- Losing working advantage over cow
- Working out of position

TWO POINT PENALTIES

- Cattle picked up or scattered
- Hot quit
- Back fence
- Failure to make at least one deep cut
- Changing cattle after a specific commitment

THREE POINT PENALTIES

- Biting, striking, or kicking the cow
- Losing a cow
- Refusing or resisting rider cues such as running off, freeze ups etc.

SCORING FOR REINED CUTTING

Scoring shall be 0 to 10 on the following:

- 1) 1st Herd Work
- 2) 1st Cut
- 3) Difficulty of 1st cow
- 4) 2nd Herd Work
- 5) 2nd Cut
- 6) Difficulty of 2nd cow
- 7) 3rd Herd Work
- 8) 3rd Cut
- 9) Difficulty of 3rd cow
- 10) Run Content – Responsiveness of horse to rider, consider the degree of difficulty of the run, natural ability and cow sense of horse.

ZERO SCORES

Will be given on the portion of score sheet only for the following:

- 1) On cut if herd holder or turn back helpers interfere.
- 2) Turning tail

DISQUALIFICATIONS

- 1) Unnecessary roughness or running over the cow.**
- 2) Failure to leave cow when whistled off by judge.**
- 3) Illegal Equipment**
- 4) Unsportsman like conduct**
- 5) Fall to the ground by horse and or rider**
- 6) Horse Lameness**