

Show #510: Wild Rag Cattle Classic #1 (5/6/2024-5/13/2024)

48. SRCHA LBS: Little Big Shots Go: C (Composite) - Shown: 2

Place Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	907 Plain And Neat	J.J. Green	277.50	TJ & Chelsey Green
2	914 Adrenaline Junky	Bree Shopbell	272.50	TLC Quarter Horses

1/2 POINT PENALTIES:
 - Not changing leads within the same stride - Over or under spin 1/8 turn
 - Jogging first two strides

1 Point Penalties
 - Out of Lead - Out of lead each 1/4 circle
 - Slipping rein in the bridle - Scooting or anticipating stop
 - Over or under spin 1/4 turn

2 Point Penalties
 - Lead missed around end of arena past second corner
 - Not ever changing leads in patterns where there is only 1/2 circle
 - Failure to run by marker before stop is initiated
 - Freezing up in turn
 - Breaking gait
 - Jogging beyond two strides
 - On trot in patterns, failure to stop before executing a lope departure
 - A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
 - At end of pattern, failure to hesitate to demonstrate completion of pattern.

5 Point Penalties
 - Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
 - Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

- 0- Score
- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
- Two hands on the reins in a bridle or two-rein class
- Fingers between the reins in a bridle class, except the two rein class
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back up is called for in the pattern.
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western Attire
- Failure to work in the proper working order

NO SCORE:
 - Abuse
 - Lameness
NE - Failure of an exhibitor to attempt to work the pattern.

NOTE: Judge may blow his/her whistle at anytime to terminate the work.
 A score of zero will be given if the work is not complete at that time.

MANEUVER SCORES: +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Poor, -1 Very Poor, -1 1/2 Extremely Poor

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE		
			LC	RC	S	SL	SR	3/2	5+B					
907	Plain And Neat	PENALTY												
		SCORE	0	0	+1/2	+1/2	0	-1/2	0					70 1/2
914	Adrenaline Junky	PENALTY	-1											
		SCORE	0	0	-1/2	+1/2	-1/2	+1/2	0				-1	69
		PENALTY												
		SCORE												
		PENALTY												
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		SCORE												
		PENALTY												
		SCORE												

Judge's Signature: _____

Dolly Chayer



BOXING JUDGE CARD

Effective November 16, 2023

GUIDE FOR "NEW COW"

(At Judges discretion, rider will receive new cow(s) as necessary to show Horse)

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

- A- Maintaining control of the cow at all times
- B- Maintaining Proper Position
- C- Degree of difficulty
- D- Eye Appeal
- E- Time Worked

1 POINT PENALTIES

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive hollering

3 POINT PENALTIES

D-Dangerous Position

- L- Loss of Control and cow leaves end of arena

5 POINT PENALTIES

- B- Spurring or hitting in front of cinch, at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

0- SCORE

- A- Turn tail
- B- Using two hands on the reins in a bridle or two-rein
- C- Fingers between the reins in a bridle class, except in the two-rein
- D- Balking
- E- Extremely out of control
- F- Bloody mouth (inside)
- G- Illegal equipment
- H- Leaving working area before pattern is complete
- I- Fall of horse or rider
- J- Schooling between rein work and cow work
- K- Schooling between cows, if new cow is awarded
- M- Improper Western Attire
- N- Failure to work in proper working order

NO SCORE:

- A- Abuse
- B- Lameness
- NE - Failure of an exhibitor to attempt to complete the work.

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

Each Work will be limited to 50 seconds

RUN CONTENT:

- + Very Good = +'
- ✓+ Good = +1/2
- ✓ Average = 0
- ✓- Poor = -1/2
- Very Poor = -1

#	HORSE	RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)					PENALTIES				SCORE
		Position & Control	Degree Of Difficulty	Eye Appeal	Courage	Time Worked	1 Point	3 Point	5 Point	Penalty Total	
907	Plain And Neat	✓-	✓+	✓	✓+	✓	AP			-2	68 1/2
914	Adrenaline Junky	✓-	✓-	✓	✓-	✓-					68

CLASS #48 - SRCHA LBS - Little Big Shots

NATIONAL REINED COWHORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 20

- 1/2 POINT PENALTIES:**
 - Not changing leads within the same stride - Over or under spin 1/8 turn
 - Jogging first two strides

- 1 Point Penalties**
 - Out of Lead - Out of lead each 1/4 circle
 - Slipping rein in the bridle - Scotching or anticipating stop
 - Over or under spin 1/4 turn

- 2 Point Penalties**
 - Lead missed around end of arena past second corner
 - Not ever changing leads in patterns where there is only 1/2 circle
 - Failure to run by marker before stop is initiated
 - Freezing up in turn
 - Breaking gait
 - Jogging beyond two strides
 - On trot in patterns, failure to stop before executing a lope departure
 - A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
 - At end of pattern, failure to hesitate to demonstrate completion of pattern.

- 5 Point Penalties**
 - Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
 - Bitant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

- 0- Score**
 - Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
 - Two hands on the reins in a bridle or two-rein class
 - Fingers between the reins in a bridle class, except the two rein class
 - Horse balking
 - Bloody mouth (inside)
 - Illegal equipment
 - Leaving working area before pattern is complete
 - Fall of horse or rider
 - Backing more than 2 strides when no back up is called for in the pattern.
 - Jogging in excess of one-half circle or one-half the length of the arena
 - Improper Western Attire
 - Failure to work in the proper working order

- NO SCORE:**
 - Abuse
 - Lameness
- NE - Failure of an exhibitor to attempt to work the pattern.**

NOTE: Judge may blow his/her whistle at anytime to terminate the work.
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MANEUVER SCORES: +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Poor, -1 Very Poor, -1 1/2 Extremely Poor

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			LC	RC	S	LS	S	RS	S/B					
907	Plain And Neat	MANEUVER												
		PENALTY												
		SCORE	-1/2	0	-1/2	0	0	-1/2	0				68 1/2	
914	Adrenaline Junky	MANEUVER												
		PENALTY	1									1	67	
		SCORE	-1/2	0	-1	+1/2	-1/2	0	-1/2					
		MANEUVER												
		PENALTY												
		SCORE												
		MANEUVER												
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		SCORE												
		MANEUVER												
		PENALTY												
		SCORE												

Judge's Signature: *Chele McGauly*



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3 POINT PENALTIES

- D-Dangerous Position
- L- Loss of Control and cow leaves end of arena

5 POINT PENALTIES

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0- SCORE

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		Position & Control	Degree Of Difficulty	Eye Appeal	Courage	Time Worked	1 Point	3 Point	5 Point	Penalty Total	
907	Plain And Neat	✓-	✓	✓-	✓+	✓+					70
914	Adrenaline Junky	✓-	✓	✓-	✓	✓-					68½

Judge's Signature: *Chele McGauly*