

## Show #512: Wild Rag Cattle Classic #2 (5/6/2024-5/13/2024)

### 48. SRCHA LBS: Little Big Shots Go: C (Composite) - Shown: 3

Place Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	914 Adrenaline Junky	Bree Shopbell	286.50	TLC Quarter Horses
2	804 Calvin (G)	Kaden Gillespie	275.00	
3	907 Plain And Neat	J.J. Green	270.00	TJ & Chelsey Green



**REINED WORK JUDGE CARD**

Effective November 16, 21

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

**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

**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.

**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	
			1	2	3	4	5	6	7	8			
907	Plain And Neat												70
		PENALTY											
		SCORE	+1/2	+1/2	-1/2	0	-1/2	+1/2	-1/2				
804	Calvin (G)							2				2	69 1/2
		PENALTY											
		SCORE	+1/2	+1/2	0	+1/2	0	0	0				
914	Adrenaline Junky												71 1/2
		PENALTY											
		SCORE	0	+1/2	0	+1/2	0	+1/2	0				
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature: Lyn Anderson





**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)

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

**CREDITS**

- Maintaining control of the cow at all times
- Maintaining Proper Position
- Degree of difficulty
- Eye Appeal
- Time Worked

**POINT PENALTIES**

- Loss of working advantage
- Working out of Position
- Excessive hollering

**POINT PENALTIES**

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

**POINT PENALTIES**

- Spurring or hitting in front of cinch. at anytime or excessively whipping or spurring the horse.
- 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 = +1
- ✓+ 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	✓+	✓+	✓+	✓+	✓		LL		6	66
804	Calvin (G)	✓	✓	+	+	✓					72
914	Adrenaline Junky	✓+	✓	+	+	✓					72½

Judge's Signature: Lyn Anderson





**REINED WORK JUDGE CARD**

Effective November 16, 21

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

**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

**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.

**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
			1	2	3	4	5	6	7	8		
907	Plain And Neat	RC <sup>A</sup> LC <sup>A</sup> S RS <sup>2 1/2</sup> S LS <sup>2 1/2</sup> 9/18	0	0	0	-1/2	0	0	-1/2			69
804	Calvin (G)		0	0	-1	0	-1/2	0	-1/2			64
914	Adrenaline Junky		+1/2	+1/2	-1/2	0	-1/2	+1/2	0			70 1/2



GUIDE FOR "NEW COW"



BOXING JUDGE CARD

Effective November 16, 2023

(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 = +1
- ✓+ 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	✓	✓+	✓	✓	✓+		LL		6	65
804	Calvin (G)	✓-	✓	✓	✓	✓					69½
914	Adrenaline Junky	✓	✓+	✓+	✓+	✓+					72