

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

41. NRCHA NPTR: Non Pro Two Rein Go: C (Composite) - Shown: 5

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$175.00	1	810	Seven S Party Favor	Lynne Faust	270.00	Lynne Faust
\$105.00	2	662	Django Cat	Tyler Benson	269.00	Sydney Frames & Tyler
\$70.00	3	966	Sweet Lil Desire	Tracy Putnam Lynch	259.50	James Putman & Tracy Lynch
	4	467	John Wick	Roan West	139.50	Roan West
	5	491	Shiney Lil Tick Tock	Jens G Naglestad	135.50	Jens G Naglestad



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.

- 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.

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.

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	
			RC	LC	S	RS	S	LS	SB				
491	Shiney Lil Tick Tock	PENALTY	1	51	0								
		SCORE	-1/2	-1	0	0	0	0	0				
467	John Wick	PENALTY											
		SCORE	0	0	-1/2	+1/2	0	0	0				70
810	Seven S Party Favor	PENALTY		15									
		SCORE	0	-1	-1/2	0	0	+1/2	-1/2			6	62 1/2
662	Django Cat	PENALTY											
		SCORE	0	0	0	0	0	0	0				70
966	Sweet Lil Desire	PENALTY											
		SCORE	0	0	0	0	0	-1/2	0				69 1/2
		PENALTY											
		SCORE											
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		SCORE											
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		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature: Marilyn Peters

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- Exhibiting superior cow sense and natural ability without excessive reining or spurring
C- Degree of difficulty
D- Eye Appeal
- 1 POINT PENALTIES**
A- Loss of working advantage
C- Cow's head breaks the plane of the 1 point marker
E- Changing sides of arena to turn cow
L- For each length horse runs past cow
P- Working out of position
S- Slipping rein
T- Failure to drive cow past middle marker on first run before initiating the turn
W- Excessive hollering
- 2 POINT PENALTIES**
A- Going around corner of arena before turning cow
B- In an open field turn animal gets within 3 feet of the end fence before being turned
C- Failure to change sides after a circling turn prior to the first circle
- 3 POINT PENALTIES**
D- Dangerous Position
E- Exhausting or overworking before circling cow
H- Hanging up on fence (refusing to turn)
K- Knocking down cow without having working advantage

5 POINT PENALTIES

- A- Not getting a turn each way (5 points each way)**
B- Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse.
C- Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

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.

0- SCORE

- A- Turn tail**
B- Using two hands on the reins in a bridle or two rein class
C- Fingers between the reins in a bridle class except the two rein class
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 horse between cows, if new cow is awarded
L- If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner

- N- Improper Western Attire**
O- Failure to work in the proper working order

NO SCORE:

- A- Abuse**
B- Lameness
NE- Failure of an exhibitor to attempt to work the pattern (fence work)

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

#	HORSE	MANEUVER	RUN CONTENT (+1 ✓ +1/2 ✓ -1/2 -)							1 POINT PENALTIES			2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal								
491	Shiney Lil Tick Tock	PENALTY															
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓							1
467	John Wick	PENALTY															
		CONTENT	✓														0
810	Seven S Party Favor	PENALTY															
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓							1
662	Django Cat	PENALTY															
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓							2
966	Sweet Lil Desire	PENALTY															
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓							9
		PENALTY															
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		CONTENT															

Judge's Signature: *Marilyn Peters*

CLASS #41 - NRCHA NPTR - Non Pro Two Rein

NATIONAL REINED COWHORSE ASSOCIATION www.nrcha.com



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

- 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	
			1	2	3	4	5	6	7	8			
491	Shiney Lil Tick Tock	PENALTY	1/2	5	0								0
		SCORE	0	-1	0								
467	John Wick	PENALTY											69 1/2
		SCORE	0	0	-1/2	+1/2	-1/2	0	0				
810	Seven S Party Favor	PENALTY		5									65 1/2
		SCORE	0	-1/2	0	0	0	+1/2	+1/2			5	
662	Django Cat	PENALTY											70 1/2
		SCORE	0	0	0	+1/2	0	0	0				
966	Sweet Lil Desire	PENALTY											70
		SCORE	0	0	0	0	0	0	0				
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
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		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature:

COW WORK 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

5 POINT PENALTIES

- A-Not getting a turn each way (5 points each way)
- B-Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse.
- C-Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

CREDITS

- M- Maintaining control of the cow at all times
- E- Exhibiting superior cow sense and natural ability without excessive reining or spurring
- D- Degree of difficulty
- Eye Appeal

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.

1 POINT PENALTIES

- A- Loss of working advantage
- C- Cow's head breaks the plane of the 1 point marker
- E- Changing sides of arena to turn cow
- For each length horse runs past cow
- P- Working out of position
- S- Slipping rein
- T- Failure to drive cow past middle marker on first run before initiating the turn
- W- Excessive hollering

0- SCORE

- A- Turn tail
- B- Using two hands on the reins in a bridle or two rein class
- C- Fingers between the reins in a bridle class except the two rein class
- 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

- N- Improper Western Attire
- O - Failure to work in the proper working order.

NO SCORE:

- A- Abuse
- B- Lameness
- NE- Failure of an exhibitor to attempt to work the pattern (fence work)

2 POINT PENALTIES

- A- Going around corner of arena before turning cow
- B- In an open field turn animal gets within 3 feet of the end fence before being turned
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3 POINT PENALTIES

- D- Dangerous Position
- E- Exhausting or overworking before circling cow
- H- Hanging up on fence (refusing to turn)
- K- Knocking down cow without having working advantage

#	HORSE	MANEUVER	RUN CONTENT (+1/✓+1/✓1/✓-1-)							& 1 POINT PENALTIES				Penalty Total	SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY			
491	Shiney Lil Tick Tock	PENALTY			L										
		CONTENT	✓	✓-	✓	✓-	✓-	✓	✓-	✓	✓				1
467	John Wick	PENALTY			E										
		CONTENT	✓		✓+										
810	Seven S Party Favor	PENALTY													
		CONTENT	✓	✓	✓+	✓+	✓+	✓+	✓+	✓	✓				
662	Django Cat	PENALTY			CA		A								
		CONTENT	✓	✓-	✓	✓-	✓-	✓-	✓-	✓	✓				3
966	Sweet Lil Desire	PENALTY			ACPAE		A					A	D		
		CONTENT	✓	✓-	✓-	✓-	✓-	✓-	✓-	✓	✓-				11
		PENALTY													
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Judge's Signature: 