

Show #081124: 2024 August Pre-Futurity & Derby-Aged #2 (8/11/2024-8/12/2024)**26. NRCHA OH: Open Hackamore Go: C (Composite) - Shown: 6**

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$405.00	1	550	Shes Reys Cat	Clifton J (CJ) Shopbell	147.50	Michelle Shopbell
\$243.00	2	391	The Gamblerr	Emily Ann Kent	143.50	Emily Ann Kent
\$162.00	3	611	Lonng White Line	Abigayle Mixon	140.50	Judge Livestock
	4	527	SJR Diamond Tazman	Ricky Piggott	140.00	Bunt Thornton
	5	646	SJR Shiney Believer	Luke Hammerness	139.00	Jessy Meyer

27. NRCHA IOH: Int Open Hackamore Classic (replaced with IOHC) Go: C (Composite) - Shown: 5

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$150.00	1	550	Shes Reys Cat	Clifton J (CJ) Shopbell	147.50	Michelle Shopbell
\$90.00	2	391	The Gamblerr	Emily Ann Kent	143.50	Emily Ann Kent
\$60.00	3	611	Lonng White Line	Abigayle Mixon	140.50	Judge Livestock
	4	527	SJR Diamond Tazman	Ricky Piggott	140.00	Bunt Thornton
	5	646	SJR Shiney Believer	Luke Hammerness	139.00	Jessy Meyer

28. NRCHA LOH: Limited Open Hackamore Go: C (Composite) - Shown: 7

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$222.00	1	329	Reyzin A Ten	Cassie Jo Marshall	142.50	TGR Quarter Horses, LLC
\$166.50	2	836	Hard No	Clint Johnson	136.00	Clint & Jordan Johnson
\$111.00	3	784	Kind Little Pistol	Brady Collup	133.50	Daryld Or Barbara Pottorff
\$55.50	4	744	Gangsta Gunna Dual	Riley Kopischke	133.00	Paul Cotterill
	5	602	Im Q Blue	Samantha D Cheetham	127.00	STL Inc

29. NRCHA SB: SNAFFLE BIT Go: C (Composite) - Shown: 36

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$252.00	1	461	Blu Chip	Lee Deacon	143.00	Lucinda Rose David



REINED WORK JUDGE CARD

Effective November 16, 21

1/2 POINT PENALTIES:

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

1 Point Penalties

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

2 Point Penalties

- Lead missed around end of arena past second corner
- 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.
- Blatant 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		
			1	2	3	4	5	6	7	8				
333	Sally Rave On	PENALTY	0											0
		SCORE												
450	BMC Cattys Darla	PENALTY	0											0
		SCORE												
611	Lonng White Line	PENALTY												
		SCORE	0	0	-1/2	0	-1/2	0	0	0	0			69
591	Ima Jjs Hickory Rey	PENALTY	0											0
		SCORE												
783	One Blue Melody	PENALTY	0											0
		SCORE												
718	Cash Trades	PENALTY	0											0
		SCORE												
344	Stevies Lead Guitar	PENALTY	0											0
		SCORE												
633	Tattle Cat	PENALTY	0											0
		SCORE												
973	Seven S Vintage Miss	PENALTY	0											0
		SCORE												
744	Gangsta Gunna Dual	PENALTY				1/2							1/2	69
		SCORE	-1/2	0	0	0	0	0	0	0	0	0		
		PENALTY												
		SCORE												
		PENALTY												
		SCORE												

Judge's Signature: _____

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 holering

- 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 (+ / ✓+ / ✓ / ✓- / -)							5 & 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			
333	Sally Rave On	PENALTY	Ø												Ø
		CONTENT													
450	BMC Cattys Darla	PENALTY	Ø												Ø
		CONTENT													
611	Longg White Line	PENALTY													
		CONTENT	✓	✓+	✓	✓	✓	✓+	✓	✓+	✓				
591	Ima Jjs Hickory Rey	PENALTY	Ø												Ø
		CONTENT													
783	One Blue Melody	PENALTY	Ø												Ø
		CONTENT													
718	Cash Trades	PENALTY	Ø												Ø
		CONTENT													
344	Stevies Lead Guitar	PENALTY	Ø												Ø
		CONTENT													
633	Tattle Cat	PENALTY	Ø												Ø
		CONTENT													
973	Seven S Vintage Miss	PENALTY	Ø												Ø
		CONTENT													
744	Gangsta Gunna Dual	PENALTY					A								
		CONTENT	✓-	✓	✓	-	Ø	=	✓	✓	-				1
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

Judge's Signature: _____



REINED WORK JUDGE CARD

Effective November 16, 21

1/2 POINT PENALTIES:

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

1 Point Penalties

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

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			
305	One Piece At A Tyme	PENALTY	0										
		SCORE											
784	Kind Little Pistol	PENALTY											
		SCORE	0	-1/2	-1/2	0	0	0	0	0	0		69
315	Sliver Of Luna	PENALTY	0										
		SCORE											
661	Looked To Suen	PENALTY	0										
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature:

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

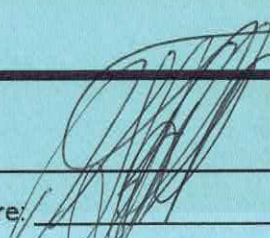
- N- Improper Western Attire
- O- Failure to work in the proper working order

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 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			
305	One Piece At A Tyme	PENALTY	Ø												Ø
		CONTENT													
784	Kind Little Pistol	PENALTY								A					
		CONTENT	✓	-	-	-	⊖	✓	-	✓	✓				2 1/2
315	Sliver Of Luna	PENALTY	Ø												Ø
		CONTENT													
661	Looked To Suen	PENALTY	Ø												Ø
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

Judge's Signature: 



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 - 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.
 - 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				
441	BMC Wild Girl	PENALTY	0											0
		SCORE												
335	Hot Metal Mister	PENALTY	0											0
		SCORE												
836	Hard No	PENALTY				1/2								
		SCORE	-1	+1/2	-1/2	+1/2	0	-1/2	0	0		1 1/2		6 1/2
615	Cookin With Flames	PENALTY				0								0
		SCORE	-1	-1/2	-1	-1	-1	-1/2	0	-1/2				
527	SJR Diamond Tazman	PENALTY								1				
		SCORE	0	+1/2	+1/2	+1/2	+1/2	0	-1/2	+1/2		1		7 1/2
391	The Gambler	PENALTY												
		SCORE	+1/2	+1/2	0	-1/2	0	0	0	0				7 1/2
877	Will Kane	PENALTY	0											0
		SCORE												
488	Goldie Von	PENALTY	0											0
		SCORE												
411	Time To Reyn	PENALTY	0											0
		SCORE												
1000	Hot Metallic Lights	PENALTY	0											0
		SCORE												
		PENALTY												
		SCORE												
		PENALTY												
		SCORE												

Judge's Signature:

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 holering

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 (+ / ✓ + / ✓ / ✓ - / -)							5 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									
441	BMC Wild Girl	PENALTY	Ø															Ø
		CONTENT																
335	Hot Metal Mister	PENALTY	Ø															Ø
		CONTENT																
836	Hard No	PENALTY																
		CONTENT	✓	✓	✓	✓	Ⓢ	✓	✓	✓	✓	✓						68 1/2
615	Cookin With Flames	PENALTY			Ø													Ø
		CONTENT	✓															
527	SJR Diamond Tazman	PENALTY																
		CONTENT	✓	✓	✓	✓	Ⓢ	✓	✓	✓	✓	✓						69
391	The Gambler	PENALTY																
		CONTENT	✓	✓	✓	+	Ⓢ	✓	✓	✓	✓	✓						73
877	Will Kane	PENALTY	Ø															Ø
		CONTENT																
488	Goldie Von	PENALTY	Ø															Ø
		CONTENT																
411	Time To Reyn	PENALTY	Ø															Ø
		CONTENT																
1000	Hot Metallic Lights	PENALTY	Ø															Ø
		CONTENT																
		PENALTY																
		CONTENT																

Judge's Signature: _____



REINED WORK JUDGE CARD

Effective November 16, 21

1/2 POINT PENALTIES:

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

1 Point Penalties

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

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			
343	Roan Jett	PENALTY	0										
		SCORE											
691	Paint It Blak	PENALTY	0										
		SCORE											
693	SHIVERZ	PENALTY	0										
		SCORE											
866	DT Hotlilshineyex	PENALTY	0										
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature: _____

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

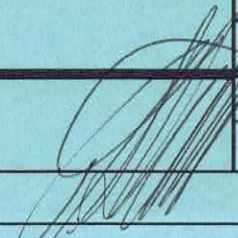
- N- Improper Western Attire
- O- Failure to work in the proper working order

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 (+ / ✓ / ✓ / ✓ / ✓ / -)							5 & 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				
343	Roan Jett	PENALTY	Ø												Ø	
		CONTENT														
691	Paint It Blak	PENALTY	Ø													Ø
		CONTENT														
693	SHIVERZ	PENALTY	Ø													Ø
		CONTENT														
866	DT Hotilshineyex	PENALTY	Ø													Ø
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

Judge's Signature: 



REINED WORK JUDGE CARD

Effective November 16, 21

1/2 POINT PENALTIES:

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

1 Point Penalties

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

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.
- Blatant 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								Penalty Total	SCORE	
			1	2	3	4	5	6	7	8			
329	Reyzin A Ten	PENALTY											
		SCORE	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0			72 1/2
316	Redd Neck Cowboy	PENALTY	0										0
		SCORE											
876	The Professor	PENALTY	0										0
		SCORE											
602	Im Q Blue	PENALTY					2						
		SCORE	-1/2	0	0	0	-1/2	0	0	0	2		67
303	Metallic Talks	PENALTY	0										0
		SCORE											
719	Venom Boonsmal	PENALTY	0										0
		SCORE											
550	Shes Reys Cat	PENALTY											
		SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2			73
342	Katies Kat	PENALTY											
		SCORE											
724	Nu Passport	PENALTY											
		SCORE											
690	Smokin Smooth Cat	PENALTY	0										0
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature:

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

NRCHA COW WORK JUDGE CARD
Effective November 16, 2023

- 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

- 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

#	HORSE	MANEUVER	RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)							& 1 POINT PENALTIES				SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	
329	Reyzin A Ten	PENALTY												
		CONTENT	✓	✓	✓ - (✓)	✓	✓+	✓	✓					70
316	Redd Neck Cowboy	PENALTY	∅											∅
		CONTENT												
876	The Professor	PENALTY	∅											∅
		CONTENT												
602	Im Q Blue	PENALTY			CEA						A			
		CONTENT	✓-	-	- ✓ (✓)	=	-	✓	✓-				5	60
303	Metallic Talks	PENALTY	∅											∅
		CONTENT												
719	Venom Boonsmal	PENALTY	∅											∅
		CONTENT												
550	Shes Reys Cat	PENALTY												
		CONTENT	✓	+	+	✓+ (✓)	✓+	✓+	✓+	✓+				74 1/2
342	Katies Kat	PENALTY												
		CONTENT												
724	Nu Passport	PENALTY												
		CONTENT												
690	Smokin Smooth Cat	PENALTY	∅											∅
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Signature: _____



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 - 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.
 - 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	SCOR	
			1	2	3	4	5	6	7	8			
816	Play Lil Cat	SCR											
		PENALTY											
		SCORE											
461	Blu Chip												
		PENALTY											
		SCORE	0	-1/2	0	+1/2	-1/2	0	0	0			69 1/2
692	Metallic Lightning												
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature:

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

- 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 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		
816	Play Lil Cat	PENALTY												
		CONTENT												
461	Blu Chip	PENALTY												
		CONTENT	✓	+	✓+	✓	✓+	✓+	✓					7 1/2
692	Metallic Lightning	PENALTY	Ø											Ø
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Signature: _____



REINED WORK JUDGE CARD

Effective November 16, 21

1/2 POINT PENALTIES:

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

1 Point Penalties

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

2 Point Penalties

- Lead missed around end of arena past second corner
- 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.
- Blatant 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								Penalty Total	SCORE		
			1	2	3	4	5	6	7	8				
875	Metallic Ruano	PENALTY	0											0
		SCORE												
720	Vince Von	PENALTY	0											0
		SCORE												
684	Crc 1942	PENALTY	0											0
		SCORE												
438	Sly Metal	PENALTY												
		SCORE												
538	Absolut Boon	PENALTY	0											0
		SCORE												
646	SJR Shiney Believer	PENALTY												
		SCORE	+1/2	+1/2	0	+1/2	0	-1	0	+1/2		1		70
725	Lectrifyn Metallic	PENALTY	0											0
		SCORE												
614	This Cat Is Shining	PENALTY	0											0
		SCORE												
649	Mo Talkin Smooth	PENALTY	0											0
		SCORE												
902	Fancy Wasnt My Name	PENALTY	0											0
		SCORE												
882	All Cat N No Play	PENALTY						12						0
		SCORE	-1	+1/2	0	0	-1/2							0
709	TCR Wild Cat	PENALTY	0											0
		SCORE												

Judge's Signature: _____

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 holering

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 POINT PENALTIES					SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total		
875	Metallic Ruano	PENALTY	Ø												Ø
		CONTENT													
720	Vince Von	PENALTY	Ø												Ø
		CONTENT													
684	Crc 1942	PENALTY	Ø												Ø
		CONTENT													
438	Sly Metal	PENALTY	Ø												Ø
		CONTENT													
538	Absolut Boon	PENALTY	Ø												Ø
		CONTENT													
646	SJR Shiney Believer	PENALTY									A				
		CONTENT	✓	✓	✓	✓	Ø	✓	✓	✓				2	69
725	Lectrifyn Metallic	PENALTY	Ø												Ø
		CONTENT													
614	This Cat Is Shining	PENALTY	Ø												Ø
		CONTENT													
649	Mo Talkin Smooth	PENALTY	Ø												Ø
		CONTENT													
902	Fancy Wasnt My Name	PENALTY	Ø												Ø
		CONTENT													
882	All Cat N No Play	PENALTY	Ø												Ø
		CONTENT													
709	TCR Wild Cat	PENALTY	Ø												Ø
		CONTENT													

Judge's Signature: _____



REINED WORK JUDGE CARD

Effective November 16, 20

1/2 POINT PENALTIES:

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

1 Point Penalties

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

2 Point Penalties

- Lead missed around end of arena past second corner
- 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	
			S	3/4	S	3/4	B+1/4	00	00	S			
447	Metallic Easter Star	SCR											
		PENALTY											
		SCORE											
406	Hashtag Fancy Like	SCR											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

Judge's Signature:

CLASS #26 - NRCHA OH - Open Hackamore

NATIONAL REINED COWHORSE ASSOCIATION www.nrcha.com

GUIDE FOR NEW COW: (At judges' discretion, rider will receive new cow(s) as necessary to show Horse)



COW WORK JUDGE CARD
Effective November 16, 2023

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- 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**
- 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

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
 - 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 holing

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

- 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

NO SCORE:

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

- 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

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

#	HORSE	MANEUVER	RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)				& 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					
447	Metallic Easter Star	SCR												
		CONTENT												
406	Hashtag Fancy Like	SCR												
		CONTENT												

Judge's Signature: _____