

## Show #512: Wild Rag Cattle Classic #2 (5/6/2025-5/11/2025)

### 10. NRCHA GH: GREEN HORSE Go: C (Composite) - Shown: 12

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$78.00	1	481	Bobby Shazzam	Abigayle A Mixon	291.50	Karla Leclair
\$65.00	2	621	Lil Blaze	William Fischer	288.00	Yvonne Koontz
\$52.00	3	292	Double R Steps	Daniel Oliveira	274.00	Steve G Crotser
\$39.00	4	422	Pph ReyZ N Shine	James N (Trey) Pool III	269.50	James N (Trey) Pool III
\$26.00	5	491	Boon Doc Bailey	Christian K Lybbert	268.50	Jennifeur Perry
	6	383	Sweet And Bossy	Andrew Deacon	262.50	Cowboy Ranch Aus
	7	461	Genuine As Helen	Luke Hammerness	258.50	Chasity Dekay
	8	544	One Time N The Woods	Lucy Rulon	256.50	Tamie Sue McElwee
	9	217	One Time On Hash	Nina Hammerness	121.00	Katlyn Raye Humphreys



- 1 Point Penalties**  
- Out of Lead  
- Slipping rein in the bridle  
- 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 up until one-half circle or one-half arena length  
- 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

		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										
		MANEUVER DESCRIPTION	1/4 L	LL	RL	STOP	R	STOP	3/4 L			
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
422	Pph Reyzy N Shine	PENALTY										68.5
		SCORE	-1/2	0	-1/2	-1/2	-1/2	+1/2	0			
163	Lenas Metallic Rey	PENALTY		0								0
		SCORE	-1									
217	One Time On Hash	PENALTY		2.2	2.2							8 60
		SCORE	-1/2	-1/2	-1	-1/2	0	0	+1/2			
461	Genuine As Helen	PENALTY		1								68.5
		SCORE	-1/2	-1/2	0	+1/2	-1/2	+1/2	0			
227	Moon Reyzin <i>Scratch</i>	PENALTY										
		SCORE										
383	Sweet And Bossy	PENALTY		1								66.5
		SCORE	-1/2	-1/2	0	-1/2	-1/2	-1/2	0			
491	Boon Doc Bailey	PENALTY										68.5
		SCORE	0	-1	0	0	-1/2	0	0			
544	One Time N The Woods	PENALTY										66.5
		SCORE	-1	-1/2	-1/2	-1/2	0	0	0			
621	Lil Blaze	PENALTY										71
		SCORE	0	-1	+1/2	0	+1/2	0	+1			
162	Jelly Shot	PENALTY		1	2.2	0						0
		SCORE	-1/2	-1/2	-1/2	-1						
481	Bobby Shazzam	PENALTY										73
		SCORE	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2			
292	Double R Steps	PENALTY						1/2				70.5
		SCORE	-1/2	0	+1/2	0	+1/2	+1/2	0			



Judge's Signature: F. M. [Signature] Printed from HSW




1/2 POINT PENALTIES:

- Not changing leads within the same stride

- Over or under spin 1/8 turn

- Jogging first two strides



REINED WORK JUDGE CARD

Effective November 16, 2024

- 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 up until one-half circle or one-half arena length

- 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												
MANEUVER DESCRIPTION		1/4 L LL RL S+OP 3/12 R S+OP 3 1/2 ✓										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
294	SJR Mists Bond	PENALTY	0									0
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
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		PENALTY										
		SCORE										



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



COW WORK JUDGE CARD

Effective November 16, 2024

- 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)

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

#	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								
294	SJR Mists Bond	PENALTY			CCC						BA						HO
		CONTENT	✓+		✓												
		PENALTY															
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- 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  
- Scooting 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 up until one-half circle or one-half arena length  
- 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.  
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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												
#	HORSE	MANEUVER DESCRIPTION	1	2	3	4	5	6	7	8	Penalty Total	SCORE
422	Pph Reyx N Shine	MANEUVER										
		PENALTY										
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	0			67 1/2
163	Lenas Metallic Rey	MANEUVER										
		PENALTY										
		SCORE	0									0
217	One Time On Hash	MANEUVER										
		PENALTY										
		SCORE	+1/2	-1/2	-1	-1/2	0	0	+1/2		8	61
461	Genuine As Helen	MANEUVER										
		PENALTY										
		SCORE	0	0	-1	0	-1/2	-1/2	0		1 1/2	66 1/2
227	Moon Reyzin	MANEUVER										
		PENALTY										
		SCORE										SCR
383	Sweet And Bossy	MANEUVER										
		PENALTY										
		SCORE	-1/2	0	-1/2	-1	-1/2	-1	-1/2		1 1/2	64 1/2
491	Boon Doc Bailey	MANEUVER										
		PENALTY										
		SCORE	0	-1	-1	0	-1/2	0	0			67 1/2
544	One Time N The Woods	MANEUVER										
		PENALTY										
		SCORE	-1	-1/2	-1/2	-1/2	-1/2	0	0			66
621	Lil Blaze	MANEUVER										
		PENALTY										
		SCORE	0	0	0	0	+1/2	0	+1/2			71
162	Jelly Shot	MANEUVER										
		PENALTY										
		SCORE	-1	-1	-1	-1						0
481	Bobby Shazzam	MANEUVER										
		PENALTY										
		SCORE	+1/2	0	+1/2	+1/2	0	+1/2	0			72
292	Double R Steps	MANEUVER										
		PENALTY										
		SCORE	0	0	0	+1/2	0	+1/2	0		1/2	70 1/2



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 holliering

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)

++ Excellent = +2  
+ Very Good = +1  
✓+ Good = +1/2  
✓ Average = 0  
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#	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									
422	Pph Rey N Shine	PENALTY			C												1	66 1/2
		CONTENT	✓	✓-	-	-	⊖	✓	✓	✓	✓	✓	✓					
163	Lenas Metallic Rey	PENALTY															J	∅
		CONTENT																
217	One Time On Hash	PENALTY			A		AA	⊖									A	∅
		CONTENT	✓	✓-	-	✓	⊖											
461	Genuine As Helen	PENALTY			EA									A			4	62
		CONTENT	✓-	-	✓-	✓-	⊖	✓	-									
227	Moon Reyzin	PENALTY																SCR
		CONTENT																
383	Sweet And Bossy	PENALTY			A A A												3	65
		CONTENT	✓	✓-	✓-	✓-	⊖	✓	-	✓	✓							
491	Boon Doc Bailey	PENALTY			C												1	66 1/2
		CONTENT	✓	✓	✓-	✓-	⊖	✓	✓	✓	✓							
544	One Time N The Woods	PENALTY			C C A	A											4	62
		CONTENT	✓	-	-	-	⊖	✓	✓									
621	Lil Blaze	PENALTY																73
		CONTENT	✓+	✓+	✓+	✓	⊖	✓+	✓	✓	✓							
162	Jelly Shot	PENALTY															JA	∅
		CONTENT																
481	Bobby Shazzam	PENALTY																72 1/2
		CONTENT	✓+	✓+	✓+	✓+	⊖	✓+	✓	✓	✓							
292	Double R Steps	PENALTY				A											1	66
		CONTENT	✓-	✓	✓	✓	⊖	✓	✓	✓	✓							



- 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  
- Scooting or anticipating stop
- 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

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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												
#	HORSE	MANEUVER DESCRIPTION	1	2	3	4	5	6	7	8	Penalty Total	SCORE
294	SJR Mists Bond	PENALTY	0									0
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
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		SCORE										

Judge's Signature: 

Printed from HSW



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  
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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

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- 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

NRCHA

COW WORK  
JUDGE CARD

Effective November 16, 2024

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)

++ Excellent = +2

+ Very Good = +1

✓+ Good = +1/2

✓ Average = 0

✓- Poor = -1/2

- Very Poor = -1

-- Extremely Poor = -2

#	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					
294	SJR Mists Bond	PENALTY			CAED					A				0
		CONTENT	✓		✓									
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