

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

4. NRCHA OH: Open Hackamore Go: C (Composite) - Shown: 32

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$1191.40	1	185	Badddazzzzzz Stevie	Ben Baldus	289.50	Aaron D Muehlstein/William D
\$854.70	2T	175	Suprise Bullet	Garrett Cooper	287.00	Emily Catherine Boldt
\$854.70	2T	567	CR Tuff Smoothe King	M. Wade Meador	287.00	Matacorp LTD
\$569.80	4	585	Stevie On Crack	M. Wade Meador	286.00	Clyde Metzler
\$440.30	5T	431	Lovely Blind	Aaron P (AJ) Black	285.00	Jenifer Ingram
\$440.30	5T	376	Stevies Miss Rey	Robert Chown	285.00	L&K Barker Family Trust
\$362.60	7	396	Shuga With A Twist	Danielle Lybbert	279.50	Brooke Carpenter
\$233.10	8T	472	RBS Sugar Rush	Taylor Carlile Gillespie	279.00	William H. McElligott Sr.
\$233.10	8T	377	DF Gun Heir	Stefan Heim	279.00	Jody Brooks
	10	537	Razor Scooter	Russell A. Dilday	278.50	Russell A. Dilday
	11T	450	Oh Cay Smarty Pants	Dustin Mills	276.00	Hope Miller Mills
	11T	427	RB Peek a Cat	Wilson McCray	276.00	Rafter B Performance Horses
	11T	399	KK Turbo Rey	Danielle Lybbert	276.00	KK Performance Horses
	14	235	Super Kwik	Katie Dove	267.50	Julie Kent
	15	317	Vincent Rey Van Gogh	Ashley M Deacon	262.00	Joey And LeeAnn Slipher
	16	400	Seven S War Paint	Christian K Lybbert	254.50	Kelsey And Kayla Lee
	17	147	A Shot Full Of Shine	Ben Baldus	143.50	Karla Steckel
	18	296	Reyd Bull	Corey D. Cushing	130.50	Heather J Vatcher
	19	566	Sticky Kat	M. Wade Meador	126.50	Matacorp LTD
	20	542	Magnum Red Ryder	Kyle L Noyce	124.50	Candice Noyce
	21	295	ARA Rebel King	Corey D. Cushing	120.50	Aldo Ramon
	22T	186	Gunna Be Smokin Hot	Garrett Cooper	120.00	Travis And Rene David
	22T	149	Ohcaywannatalkaboutme	Todd Crawford	120.00	Monica Duflock

5. NRCHA IOH: Int Open Hackamore Classic (replaced with IOHC) Go: C (Composite) - Shown: 19

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$258.00	1	567	CR Tuff Smoothe King	M. Wade Meador	287.01	Matacorp LTD
\$206.40	2	175	Suprise Bullet	Garrett Cooper	287.00	Emily Catherine Boldt
\$154.80	3	585	Stevie On Crack	M. Wade Meador	286.00	Clyde Metzler
\$103.20	4	376	Stevies Miss Rey	Robert Chown	285.00	L&K Barker Family Trust
\$77.40	5	396	Shuga With A Twist	Danielle Lybbert	279.50	Brooke Carpenter
\$30.10	6T	472	RBS Sugar Rush	Taylor Carlile Gillespie	279.00	William H. McElligott Sr.
\$30.10	6T	377	DF Gun Heir	Stefan Heim	279.00	Jody Brooks
	8	537	Razor Scooter	Russell A. Dilday	278.50	Russell A. Dilday
	9T	450	Oh Cay Smarty Pants	Dustin Mills	276.00	Hope Miller Mills
	9T	427	RB Peek a Cat	Wilson McCray	276.00	Rafter B Performance Horses
	9T	399	KK Turbo Rey	Danielle Lybbert	276.00	KK Performance Horses
	12	235	Super Kwik	Katie Dove	267.50	Julie Kent
	13	317	Vincent Rey Van Gogh	Ashley M Deacon	262.00	Joey And LeeAnn Slipher
	14	400	Seven S War Paint	Christian K Lybbert	254.50	Kelsey And Kayla Lee
	15	566	Sticky Kat	M. Wade Meador	126.50	Matacorp LTD
	16	542	Magnum Red Ryder	Kyle L Noyce	124.50	Candice Noyce

6. NRCHA LOH: Limited Open Hackamore Go: C (Composite) - Shown: 5

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$212.50	1	389	Lucky Little Mitch	Jon Geil	282.50	JG Livestock

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

\$127.50	2	531	Mighty Fine Steve	Jon Geil	278.00	Sarah Deane
\$85.00	3	413	Jakes Tiger Bar	Logan Afshar	254.50	Logan Afshar
	4	274	Kind Little Pistol	Brady Collup	133.50	Daryld Or Barbara Pottorff
	5	221	Purrrfect Pepto	Jeffrey Gettys	132.00	Trevor Gettys

7. AQHA 116100: Junior Working Cow Horse Go: C (Rein) - Shown: 17

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
	1	185	Badddazzzzzz Stevie	Ben Baldus	289.50	Aaron D Muehlstein/William D
	2T	175	Suprise Bullet	Garrett Cooper	287.00	Emily Catherine Boldt
	2T	567	CR Tuff Smoothe King	M. Wade Meador	287.00	Matacorp LTD
	4	585	Stevie On Crack	M. Wade Meador	286.00	Clyde Metzler
	5	336	Stone Kold Stevie	Abbie Phillips	285.50	Abbie Phillips
	6	427	RB Peek a Cat	Wilson McCray	276.00	Rafter B Performance Horses
	7	485	Rock And Roll Train	Abigayle A Mixon	261.50	Andrea Luce
	8	565	Truly A Bad B	M. Wade Meador	260.00	Chris & Jessie Nance
	9	147	A Shot Full Of Shine	Ben Baldus	143.50	Karla Steckel
	10	479	Holly Jonez	Abigayle A Mixon	129.00	Paige Brummund
	11	465	Ya Reckon	Daniel Sanchez	127.00	Robert Shockley
	12	566	Sticky Kat	M. Wade Meador	126.50	Matacorp LTD
	13T	186	Gunna Be Smokin Hot	Garrett Cooper	120.00	Travis And Rene David
	13T	149	Ohcaywannatalkaboutme	Todd Crawford	120.00	Monica Duflock

8. NRCHA SB: SNAFFLE BIT Go: C (Composite) - Shown: 14

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$144.00	1	394	HSR Metalic Icon	Danielle Lybbert	135.00	Rogers Heaven Sent Ranch
\$120.00	2	571	Divas Stevie	EJ Laubscher	128.00	T-Heart Ranch LLC
\$96.00	3	343	Stratocaster One	Abigayle A Mixon	125.00	Kendra Suhling
\$72.00	4	468	Lighttrip	Erin L Taormino	123.50	Pamela S. Bailey
\$48.00	5	437	Rey Von Wave	Erin L Taormino	123.00	Aledo Horses LLC

CLASS #4 - NRCHA OH - Open Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com

NRCHA

REINED WORK JUDGE CARD

Effective November 16, 2024

POINT PENALTIES:

Not changing leads within the same stride
Logging first two strides

- Over or under spin 1/8 turn

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

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.

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	1	2	3	4	5	6	7	8	Penalty Total	SCORE
399	KK Turbo Rey	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	+1/2	0	+1/2	0	-1/2			70.5
343	Stratocaster One	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		2	1	0					3	0
		SCORE	-1/2	-1								0
298	Tuff Tobe Woody	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY			2,3,2	0					7	0
		SCORE	0	-1/2	-1	-1/2						0
450	Oh Cay Smarty Pants	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	0	0	0	+1/2	0			70.5
537	Razor Scooter	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY						2			2	67.5
		SCORE	0	0	0	0	0	-1/2	0			
413	Jakes Tiger Bar	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		1	2						3	63
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1			
317	Vincent Rey Van Gogh	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	+1/2	-1/2	-1/2	0	0	-1/2	0			69
186	Gunna Be Smokin Hot	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		2	0							0
		SCORE	0	-1/2								
496	Metallic Talks	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		1	0							0
		SCORE	0	-1/2								
124	Aint Karma A Hitch	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		0								0
		SCORE	0									
445	Smartlookinmercedes	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		-1	0							0
		SCORE	0	-1/2								
567	CR Tuff Smoothe King	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	0	0	+1/2	0	+1/2			71

Judge's Signature:

Frank Craighead

CLASS #4 - NRCHA OH - Open Hackamore

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

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

POINT PENALTIES
 - Loss of working advantage
 - Cow's head breaks the plane of the 1 point marker
 - Changing sides of arena to turn cow
 - For each length horse runs past cow
 - Working out of position
 - Slipping rein
 - Failure to drive cow past middle marker on first run before initiating the turn
 - Excessive hollering

POINT PENALTIES
 - Going around corner of arena before turning cow
 - In an open field turn animal gets within 3 feet of the end fence before being turned
 - Failure to change sides after a circling turn prior to the first circle

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

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COW WORK JUDGE CARD
 Effective November 16, 2024

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-L 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
 ✓- Poor = -1/2
 - Very Poor = -1
 -- Extremely Poor = -2

#	HORSE	RUN CONTENT ++/+/-/✓+/✓-/✓-/-/--- & 1 POINT PENALTIES								2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE
		MANEUVER	Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal					
399	KK Turbo Rey	PENALTY				P								
		CONTENT	✓	✓	- ✓ ✓ -	✓ ✓	✓	✓	✓				1	68
343	Stratocaster One	PENALTY	P		CC	P				A			6	61.5
		CONTENT	-	-	✓+ ✓ ✓	✓ ✓	-	✓	✓					
298	Tuff Tobe Woody	PENALTY												H 0
		CONTENT	✓-											
450	Oh Cay Smarty Pants	PENALTY				P								
		CONTENT	✓	✓	✓+ ✓ - ✓	✓ ✓	✓	✓	✓				1	67.5
537	Razor Scooter	PENALTY												
		CONTENT	✓	✓	✓+ ✓ ✓	✓ ✓	✓+ ✓	✓	✓					72
413	Jakes Tiger Bar	PENALTY			CC									
		CONTENT	✓	-	✓- ✓ -	✓ ✓	-	✓	-				2	64
317	Vincent Rey Van Gogh	PENALTY			CCC					BA				
		CONTENT	✓+ ✓	-	✓+ ✓ ✓	✓ ✓	-	✓+ ✓	✓				7	60
186	Gunna Be Smokin Hot	PENALTY			CC	P				BA				
		CONTENT	✓-	-	✓- ✓ ✓	✓ ✓	-	✓+ ✓	✓				7	60
496	Metallic Talks	PENALTY												H 0
		CONTENT												
124	Aint Karma A Hitch	PENALTY	A		CCC					BB				H 0
		CONTENT	-		✓+ ✓									
445	Smartlookinmercedes	PENALTY			C					A				A 0
		CONTENT	✓		✓+ ✓									
567	CR Tuff Smoothe King	PENALTY												
		CONTENT	✓	✓	✓+ ✓ ✓	✓ ✓	✓	✓+ ✓	✓					71.5

CLASS #4 - NRCHA OH - Open Hackamore

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NRCHA

REINED WORK JUDGE CARD

Effective November 16, 2024

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 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 lugging, 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	5+B 1/4 LC 0 0 0 stop 3 1/2 R stop 3 1/2 L									
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
399	KK Turbo Rey	PENALTY										
		SCORE	0	0	0	0	0	-1/2	-1/2			69
343	Stratocaster One	PENALTY		2	0							
		SCORE	0	-1/2	0							0
298	Tuff Tobe Woody	PENALTY			2 2 2 2 0							
		SCORE	0	-1/2	1		0					0
450	Oh Cay Smarty Pants	PENALTY										
		SCORE	0	0	0	0	0	-1/2	0			69 1/2
537	Razor Scooter	PENALTY						2				
		SCORE	0	0	0	+1/2	+1/2	0	0		2	69
413	Jakes Tiger Bar	PENALTY		1/2		2						
		SCORE	-1	-1/2	-1/2	-1	-1/2	-1	-1/2		2 1/2	62 1/2
317	Vincent Rey Van Gogh	PENALTY										
		SCORE	+1/2	0	-1/2	0	0	+1/2	0			70 1/2
186	Gunna Be Smokin Hot	PENALTY			0							
		SCORE	0	0	0							0
496	Metallic Talks	PENALTY			1 0							
		SCORE	0	-1/2	0							0
124	Aint Karma A Hitch	PENALTY		2 0								
		SCORE	0	-1 0								0
445	Smartlookinmercedes	PENALTY		1 0								
		SCORE	0	0								0
567	CR Tuff Smoothe King	PENALTY										
		SCORE	+1/2	0	0	+1/2	+1/2	0	+1/2			72

Judge's Signature:

L. Baker

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
 - Exhibiting superior cow sense and natural ability without excessive reining or spurring
 - Degree of difficulty
 - Eye Appeal

- POINT PENALTIES
- Loss of working advantage
 - Cow's head breaks the plane of the 1 point marker
 - Changing sides of arena to turn cow
 - For each length horse runs past cow
 - Working out of position
 - Slipping rein
 - Failure to drive cow past middle marker on first run before initiating the turn
 - Excessive hollering

- POINT PENALTIES
- Going around corner of arena before turning cow
 - In an open field turn animal gets within 3 feet of the end fence before being turned
 - Failure to change sides after a circling turn prior to the first circle

- POINT PENALTIES
- Dangerous Position
 - Exhausting or overworking before circling cow
 - Hanging up on fence (refusing to turn)
 - 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 in subordinate

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-L ameness
- 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					
399	KK Turbo Rey	PENALTY												
		CONTENT	✓	✓	✓- ✓- (A)	✓- ✓-	✓-	✓	✓					68½
343	Stratocaster One	PENALTY			E		A							
		CONTENT	✓-	-	✓ ✓ (A)	✓- ✓-	✓-	✓	✓	A			4	63½
298	Tuff Tobe Woody	PENALTY	0											
		CONTENT												0
450	Oh Cay Smarty Pants	PENALTY												
		CONTENT	✓	✓	✓ ✓ (A)	✓- ✓-	✓	✓	✓					68½
537	Razor Scooter	PENALTY												
		CONTENT	✓	✓	✓ ✓ (A)	✓+ ✓-	✓	✓	✓					70
413	Jakes Tiger Bar	PENALTY			CC									
		CONTENT	✓-	✓-	✓- (A)	✓- ✓-	✓-	✓	✓				2	65
317	Vincent Rey Van Gogh	PENALTY			CAEA									
		CONTENT	✓	✓-	✓ ✓ (A)	✓- ✓-	✓-	✓	✓				4	62½
186	Gunna Be Smokin Hot	PENALTY	A		ACE	AA								
		CONTENT	=	-	✓ ✓ (A)	✓- ✓-	✓-	✓	✓				6	60
496	Metallic Talks	PENALTY	0											
		CONTENT												0
124	Aint Karma A Hitch	PENALTY	A		OEAC									
		CONTENT	✓-	-	✓ ✓					A				0
445	Smartlookinmercedes	PENALTY			E	0								
		CONTENT	✓		✓	0				A			A	0
567	CR Tuff Smoothe King	PENALTY												
		CONTENT	✓	✓+	✓+ ✓ ✓ (A)	✓+ ✓-	✓+	✓	✓					72½

Judge's Signature: _____

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, 2021

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.
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		
471	High Hazard	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		0								
		SCORE	0									0
376	Stevies Miss Rey	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	+1/2	0	-1/2	0	+1/2			70.5
431	Lovely Blind	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	-1/2	0	0	0	+1/2	+1/2	+1/2			71
464	Hott And Juicy	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	-1/2	-1/2							1	0
397	Boon Snap	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		2	4	2						
		SCORE	0	-1/2	-1	-1/2					8	0
245	HSR Dualing Meteles <i>Scratch</i>	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE										
221	Purfect Pepto	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	-1/2	-1/2	0	-1/2	0					0
315	Rebel Wth A Cause	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	+1/2	0								0
344	Boss Laydee <i>Scratch</i>	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE										
467	Stevie Rey Wright	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		0								
		SCORE	0									0
337	Stevie Rey Moon	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE										
122	Katies Kat	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		2	2							
		SCORE	-1/2	-1/2	-1	-1/2	0					0

Judge's Signature:

Frank Craighead

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
 - 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
 - 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



COW WORK
JUDGE CARD

Effective November 16, 2024

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
- ✓- 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										
471	High Hazard	PENALTY			PCC					BB							7	#0	
		CONTENT	✓-	-	✓✓		✓-												
376	Stevies Miss Rey	PENALTY																	
		CONTENT	✓+	✓+	✓✓✓✓	✓+	✓✓	✓	✓	✓								72	
431	Lovely Blind	PENALTY																	
		CONTENT	✓+	✓+	✓+✓+✓	✓+	✓	✓	✓	✓								72.5	
464	Hott And Juicy	PENALTY			PECCCC					AA							16	#0	
		CONTENT	✓		✓					AA AA B									
397	Boon Snap	PENALTY			CCC					AA							7	#0	
		CONTENT	✓	-	✓✓														
245	HSR Dualing Meteles <i>Scratch</i>	PENALTY																	
		CONTENT																	
221	Purrfect Pepto	PENALTY			T												1	66	
		CONTENT	✓	-	✓-	✓	✓	✓	✓	✓									
315	Rebel Wth A Cause	PENALTY			CPC					AA							7	#0	
		CONTENT	✓-																
344	Boss Laydee <i>SCR</i>	PENALTY																	
		CONTENT																	
467	Stevie Rey Wright	PENALTY			CPP					AA							7	#0	
		CONTENT	✓-	-	✓✓		✓												
337 SCR	Stevie Rey Moon	PENALTY																	
		CONTENT																	
122	Katies Kat	PENALTY								B							2	#0	
		CONTENT	✓-	-															

CLASS #4 - NRCHA OH - Open Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2024

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 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.

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		
471	High Hazard	PENALTY										0
		SCORE	0	0								0
376	Stevies Miss Rey	PENALTY										
		SCORE	+1/2	0	0	0	0	-1/2	0			70
431	Lovely Blind	PENALTY										
		SCORE	0	0	0	0	0	+1/2	+1/2			71
464	Hott And Juicy	PENALTY										
		SCORE	-1	-1/2	0							0
397	Boon Snap	PENALTY										
		SCORE	-1/2	-1/2	24	2	0					0
245	HSR Dualing Meteles	PENALTY										
		SCORE										SCR
221	Purrfect Pepto	PENALTY										
		SCORE	0	-1/2	0	-1	0					0
315	Rebel Wth A Cause	PENALTY										
		SCORE	+1/2	0	0							0
344	Boss Laydee	PENALTY										
		SCORE										SCR
467	Stevie Rey Wright	PENALTY										
		SCORE	0									0
337	Stevie Rey Moon	PENALTY										
		SCORE										SCR
122	Katies Kat	PENALTY										
		SCORE	0	2	-1	-1/2	-1/2	0				0

Judge's Signature: Lance Baker

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
 - B- Cow's head breaks the plane of the 1 point marker
 - C- Changing sides of arena to turn cow
 - D- For each length horse runs past cow
 - E- Working out of position
 - F- Slipping rein
 - G- Failure to drive cow past middle marker on first run before initiating the turn
 - H- 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
- A- Dangerous Position
 - B- Exhausting or overworking before circling cow
 - C- Hanging up on fence (refusing to turn)
 - D- 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

✓- 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					
471	High Hazard	PENALTY	A		A EA									
		CONTENT	-		- - -					AA				0
376	Stevies Miss Rey	PENALTY												
		CONTENT	✓	✓	✓ ✓ ✓	✓ ✓	✓	✓	✓					72 1/2
431	Lovely Blind	PENALTY												
		CONTENT	✓	✓	✓ ✓ ✓	✓ ✓	✓	✓	✓					70 1/2
464	Hott And Juicy	PENALTY	A		A EE									
		CONTENT	-							AAA				0
397	Boon Snap	PENALTY			EAA	0								
		CONTENT	✓		✓ ✓ ✓	0				A				0
245	HSR Dualing Meteles	PENALTY												
		CONTENT												SCR
221	Purrfect Pepto	PENALTY			T									
		CONTENT	✓ -	-	- ✓ -	✓ -	✓ -	✓	✓				1	66
315	Rebel With A Cause	PENALTY			A E A E 0									
		CONTENT	✓ -							AA				0
344	Boss Laydee	PENALTY												
		CONTENT												SCR
467	Stevie Rey Wright	PENALTY	A		A EA		0							
		CONTENT	-		✓	✓ -	0			A				0
337 SCR	Stevie Rey Moon	PENALTY												
		CONTENT												SCR
122	Katies Kat	PENALTY	A	0										
		CONTENT	-											0

CLASS #4 - NRCHA OH - Open Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2024

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
- 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.
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		
566	Sticky Kat	PENALTY					0					
		SCORE	0	0	+1/2	0						0
149	Ohcaywannatalkaboutme	PENALTY		1	-1/2		0					
		SCORE	0	-1/2	-1/2	-1/2						0
479	Holly Jonez	PENALTY							0			
		SCORE	0	0	0	-1/2	0	-1				0
295	ARA Rebel King	PENALTY		2	1		0					
		SCORE	0	-1/2	-1/2	-1/2						0
571	Divas Stevie	PENALTY					0					
		SCORE	-1/2	-1/2	0	-1/2						0
531	Mighty Fine Steve	PENALTY										
		SCORE	-1/2	0	0	-1/2	+1/2	0	0			69.5
335	Shesa Shiner	PENALTY										
		SCORE										
121	Metallic Lightning	PENALTY		2	0							
		SCORE	0	-1/2								0
394	HSR Metalic Icon	PENALTY										
		SCORE	0	0	-1/2	-1/2	-1/2	0	0			68.5
389	Lucky Little Mitch	PENALTY										
		SCORE	0	0	0	0	+1/2	0	+1/2			71
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:

Frank Craighead

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)

++ 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					
566	Sticky Kat	PENALTY			CP					BA				
		CONTENT	✓	-	✓✓(✓-)	✓-	-	✓	✓				6	64
149	Ohcaywannatakboutme	PENALTY	A		LC	P				AB			8	60
		CONTENT	-	-	✓✓+	✓-	-	✓	✓					
479	Holly Jonez	PENALTY			CC					AA				
		CONTENT	✓+	-	✓+✓(✓+)	✓-	-	✓+	✓				6	63
295	ARA Rebel King	PENALTY			CC					AAB				
		CONTENT	✓	-	✓✓(✓)	✓-	-	✓+	✓+				8	60
571	Divas Stevie	PENALTY			CP					A				
		CONTENT	✓+	-	✓+✓(✓)	✓-	-	✓	✓				4	65
531	Mighty Fine Steve	PENALTY												
		CONTENT	✓	✓	✓-✓(✓)	✓-	✓	✓+	✓					70.5
335 SCR	Shesa Shiner	PENALTY												
		CONTENT												
121	Metallic Lightning	PENALTY			PCCP					AB				
		CONTENT	✓	-	✓✓(✓)	✓-	-	✓	✓	A			10	G
394	HSR Metallic Icon	PENALTY			PP					B				
		CONTENT	✓		✓+									H
389	Lucky Little Mitch	PENALTY			C									
		CONTENT	✓	✓-	✓+✓(✓)	✓-	✓-	✓+	✓				1	69.5
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

1/2 POINT PENALTIES:

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



REINED WORK JUDGE CARD

Effective November 16, 2024

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.
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		
566	Sticky Kat	PENALTY										
		SCORE	0	-1/2	0	+1/2	0					0
149	Ohcaywannatalkaboutme	PENALTY		1	1							
		SCORE	+1/2	0	0	-1	0					0
479	Holly Jonez	PENALTY										
		SCORE	0	0	-1	0	0	-1/2	0			0
295	ARA Rebel King	PENALTY			2	1						
		SCORE	-1/2	0	-1/2	-1/2	0					0
571	Divas Stevie	PENALTY										
		SCORE	-1/2	-1/2	-1/2	0	0					0
531	Mighty Fine Steve	PENALTY						1/2				
		SCORE	-1/2	0	0	0	+1	-1/2	0		1/2	69 1/2
335	Shesa Shiner	PENALTY										
		SCORE										SCR
121	Metallic Lightning	PENALTY			20							
		SCORE	0	0	0						20	0
394	HSR Metalic Icon	PENALTY										
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			66 1/2
389	Lucky Little Mitch	PENALTY										
		SCORE	0	0	0	+1/2	+1/2	0	+1/2			71 1/2
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:

Lance Baker

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
 - B- Cow's head breaks the plane of the 1 point marker
 - C- Changing sides of arena to turn cow
 - D- For each length horse runs past cow
 - E- Working out of position
 - F- Slipping rein
 - G- Failure to drive cow past middle marker on first run before initiating the turn
 - H- Excessive hollering

- 3 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
- 5 POINT PENALTIES
- D- Dangerous Position
 - E- Exhausting or overworking before circling cow
 - F- Hanging up on fence (refusing to turn)
 - G- 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
✓- Poor = -1/2
- Very Poor = -1
-- Extremely Poor = -2

#	HORSE	RUN CONTENT (++) (+) (✓+) (✓) (✓-) (-) (0) & 1 POINT PENALTIES								2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE
		MANEUVER	Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal					
566	Sticky Kat	PENALTY			AE									
		CONTENT	✓	-	✓- ✓- ✓- ✓-	✓- ✓-	-	✓	✓	A			4	62 1/2
149	Ohcaywannatalkaboutme	PENALTY	AA		AA									
		CONTENT	✓-	✓-	- ✓- ⊖	✓- ✓-	-	✓	✓	A			6	60
479	Holly Jonez	PENALTY			E									
		CONTENT	✓	✓-	✓ ✓ ✓	✓ ✓	✓-	✓	✓	A			3	66
295	ARA Rebel King	PENALTY			AE									
		CONTENT	✓-	-	✓- ⊖	✓- ✓-	✓-	✓	✓	AA			6	60 1/2
571	Divas Stevie	PENALTY	A		EA									
		CONTENT	✓-	✓-	✓ ✓ ✓	✓ ✓	✓-	✓	✓	A			5	63
531	Mighty Fine Steve	PENALTY	A											
		CONTENT	✓-	✓	✓ ✓ ✓+	✓ ✓	✓	✓	✓				1	68 1/2
335 SCR	Shesa Shiner	PENALTY												
		CONTENT												scr
121	Metallic Lightning	PENALTY			AEA									
		CONTENT	✓	✓-	✓- ✓- ✓	✓- ✓-	✓-	✓	✓	AAA	E		12	60
394	HSR Metalic Icon	PENALTY			A	AA								
		CONTENT	✓	✓	✓- ✓-	✓				A				∅
389	Lucky Little Mitch	PENALTY			C									
		CONTENT	✓+	✓	✓+ ✓ ✓	✓ ✓	✓+	✓	✓				1	70 1/2
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

- 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.

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										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
296	Reyd Bull	PENALTY					0					0
		SCORE	0	-1/2	-1/2	-1						
336	Stone Kold Stevie	PENALTY										72.5
		SCORE	0	0	+1/2	+1/2	+1/2	+1/2	+1/2			
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
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		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature: F. J. (Jury) Printed from HSW

CLASS #4 - NRCHA OH - Open Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2024

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 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.

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		
296	Reyd Bull	PENALTY										0
		SCORE	0	-1/2	0	0	0					
336	Stone Kold Stevie	PENALTY										7 1/2
		SCORE	0	0	0	+1/2	0	+1/2	+1/2			
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
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		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:

L.A. Baker

NATIONAL REINED COWHORSE ASSOCIATION www.nrcha.com

NRCHA

COW WORK JUDGE CARD

Effective November 16, 2024

C-Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate.

with the romal or reins, in an abusive manner

NE - Failure of an exhibitor to attempt to work the pattern (fence work)

∴ Extremely Poor = -2

C - Failure to change sides after a circling turn prior to the first circle

X- Knocking down cow without having working advantage

Judge's Signature:

Printed from HSW

1/2 POINT PENALTIES:

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



REINED WORK JUDGE CARD

Effective November 16, 2024

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.

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
			1/4 L S/B	LL D	RL D	STOP	3/4 R S/B	3/4 L S/B	3/4 R S/B	3/4 L S/B		
493	One Piece At A Tyme	PENALTY		2	2		0					0
		SCORE	0	-1/2	-1/2	-1/2						
474	Droppitlikeitshott	PENALTY	0	0								0
		SCORE	0									
400	Seven S War Paint	PENALTY		1/2	1/2						2	67.5
		SCORE	0	-1/2	-1/2	0	0	0	+1/2			
476	Mia Shining Angel <i>scratch</i>	PENALTY										
		SCORE	0									
485	Rock And Roll Train	PENALTY		1/2					1/2			65
		SCORE	0	-1/2	-1/2	-1/2	0	0	0			
565	Truly A Bad B	PENALTY										70
		SCORE	0	-1/2	-1/2	-1/2	+1/2	+1/2	+1/2			
477	Happened In Denver	PENALTY		0	0							0
		SCORE	-1/2									
253	Hot Time Tonight	PENALTY		2	0							0
		SCORE	0	-1/2								
377	DF Gun Heir	PENALTY							1/2			71.5
		SCORE	+1/2	0	0	+1/2	+1/2	+1/2	0			
187	Tommie Shelby	PENALTY					0					0
		SCORE	0	+1/2	+1/2	0						
465	Ya Reckon	PENALTY			2 2							62.5
		SCORE	+1/2	-1/2	-1/2	-1	-1/2	-1/2	0			
468	Lighttrip	PENALTY	0									0
		SCORE	0									

Judge's Signature:

Frank Craighead

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
 - B- Cow's head breaks the plane of the 1 point marker
 - C- Changing sides of arena to turn cow
 - D- For each length horse runs past cow
 - E- Working out of position
 - F- Slipping rein
 - G- Failure to drive cow past middle marker on first run before initiating the turn
 - H- 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
 - F- Hanging up on fence (refusing to turn)
 - G- 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
✓- 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									
493	One Piece At A Tyme	PENALTY			CPC									AB AA				H0
		CONTENT	✓		✓-													
474	Droppitlikeitshott	PENALTY			C									AA A				H0
		CONTENT	✓															
400	Seven S War Paint	PENALTY			PCCP									AA AA		A	13	60
		CONTENT	✓		✓				✓									
476	Mia Shining Angel	PENALTY																
		CONTENT																
485	Rock And Roll Train	PENALTY				P								A			3	64.5
		CONTENT	✓+		✓✓	✓	✓	✓	✓	✓	✓	✓	✓					
565	Truly A Bad B	PENALTY			PC									A		A		60
		CONTENT	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓					
477	Happened In Denver	PENALTY			CP									AB B				H0
		CONTENT	✓		✓													
253	Hot Time Tonight	PENALTY			CPCC									AB AA				H0
		CONTENT	✓		✓+													
377	DF Gun Heir	PENALTY																69.5
		CONTENT	✓	✓	✓✓	✓	✓	✓	✓	✓	✓	✓	✓					
187	Tommie Shelby	PENALTY			PP									B				H0
		CONTENT	✓		✓													
465	Ya Reckon	PENALTY			PPCC									AA				H0
		CONTENT	✓-															
468	Lighttrip	PENALTY			CC									AA				
		CONTENT	✓-		✓✓		✓	✓	✓	✓	✓	✓	✓				6	62

Judge's Signature: *Frank Craighead*

EVENT Wild Rag Cattle Classic #2		GO-ROUND	1 Rein	DATE 5/11/2025	JUDGE Lance Baker																																																																																																																																																																																																																																																																																																																																																									
CLASS #4 - NRCHA OH - Open Hackamore			NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com																																																																																																																																																																																																																																																																																																																																																											
1/2 POINT PENALTIES: - Not changing leads within the same stride - Jogging first two strides			NRCHA REINED WORK JUDGE CARD Effective November 16, 2024																																																																																																																																																																																																																																																																																																																																																											
1 Point Penalties - Out of Lead - Slipping rein in the bridle - Over or under spin 1/4 turn			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																																																																																																																																																																																																																																																																																																																																																											
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.			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																																																																																																																																																																																																																																																																																																																																																														
<table border="1"><thead><tr><th colspan="2">MANEUVER DESCRIPTION</th><th>5+6</th><th>4L</th><th>LC</th><th>00</th><th>RC</th><th>00</th><th>Stop</th><th>3/2R</th><th>Stop</th><th>3/2L</th><th></th></tr></thead><tbody><tr><td>#</td><td>HORSE</td><td>MANEUVER</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>Penalty Total</td><td>SCORE</td></tr><tr><td>493</td><td>One Piece At A Tyme</td><td>PENALTY</td><td></td><td></td><td>3</td><td>1</td><td>0</td><td></td><td></td><td></td><td></td><td>0</td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>-1/2</td><td>-1</td><td>-1/2</td><td>0</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>474</td><td>Droppitlikeitshott</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0</td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>0</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>400</td><td>Seven S War Paint</td><td>PENALTY</td><td></td><td>1</td><td></td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>-1/2</td><td>-1/2</td><td>-1/2</td><td>0</td><td>0</td><td>+1/2</td><td></td><td>2</td><td>67</td></tr><tr><td>476</td><td>Mia Shining Angel</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>SCR</td></tr><tr><td></td><td></td><td>SCORE</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>485</td><td>Rock And Roll Train</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1/2</td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>-1/2</td><td>0</td><td>-1</td><td>0</td><td>-1/2</td><td>-1/2</td><td></td><td>1/2</td><td>67</td></tr><tr><td>565</td><td>Truly A Bad B</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>0</td><td>-1/2</td><td>0</td><td>+1/2</td><td>0</td><td>0</td><td></td><td></td><td>70</td></tr><tr><td>477</td><td>Happened In Denver</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>-1</td><td>0</td><td></td><td></td><td></td><td></td><td></td><td></td><td>0</td></tr><tr><td>253</td><td>Hot Time Tonight</td><td>PENALTY</td><td></td><td></td><td>20</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>-1/2</td><td>0</td><td></td><td></td><td></td><td></td><td></td><td></td><td>0</td></tr><tr><td>377</td><td>DF Gun Heir</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>+1/2</td><td>0</td><td>+1/2</td><td>0</td><td>+1/2</td><td>+1/2</td><td>0</td><td></td><td>1</td><td>71</td></tr><tr><td>187</td><td>Tommie Shelby</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>+1/2</td><td>0</td><td>+1/2</td><td>+1/2</td><td>0</td><td></td><td></td><td></td><td></td><td>0</td></tr><tr><td>465</td><td>Ya Reckon</td><td>PENALTY</td><td></td><td></td><td></td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td>-1/2</td><td>-1/2</td><td>-1</td><td>-1</td><td>-1/2</td><td>0</td><td></td><td>1</td><td>64 1/2</td></tr><tr><td>468</td><td>Lighttrip</td><td>PENALTY</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>SCORE</td><td>0</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0</td></tr></tbody></table>													MANEUVER DESCRIPTION		5+6	4L	LC	00	RC	00	Stop	3/2R	Stop	3/2L		#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE	493	One Piece At A Tyme	PENALTY			3	1	0					0			SCORE	0	-1/2	-1	-1/2	0						474	Droppitlikeitshott	PENALTY										0			SCORE	0	0									400	Seven S War Paint	PENALTY		1		1									SCORE	0	-1/2	-1/2	-1/2	0	0	+1/2		2	67	476	Mia Shining Angel	PENALTY										SCR			SCORE											485	Rock And Roll Train	PENALTY								1/2					SCORE	0	-1/2	0	-1	0	-1/2	-1/2		1/2	67	565	Truly A Bad B	PENALTY													SCORE	0	0	-1/2	0	+1/2	0	0			70	477	Happened In Denver	PENALTY													SCORE	0	-1	0							0	253	Hot Time Tonight	PENALTY			20										SCORE	0	-1/2	0							0	377	DF Gun Heir	PENALTY								1					SCORE	+1/2	0	+1/2	0	+1/2	+1/2	0		1	71	187	Tommie Shelby	PENALTY													SCORE	+1/2	0	+1/2	+1/2	0					0	465	Ya Reckon	PENALTY				1									SCORE	0	-1/2	-1/2	-1	-1	-1/2	0		1	64 1/2	468	Lighttrip	PENALTY													SCORE	0									0
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Judge's Signature: <u>Lance Baker</u>																																																																																																																																																																																																																																																																																																																																																														

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
 - B- Cow's head breaks the plane of the 1 point marker
 - C- Changing sides of arena to turn cow
 - D- For each length horse runs past cow
 - E- Working out of position
 - F- Slipping rein
 - G- Failure to drive cow past middle marker on first run before initiating the turn
 - H- 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
- A- Dangerous Position
 - B- Exhausting or overworking before circling cow
 - C- Hanging up on fence (refusing to turn)
 - D- 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
✓- 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					
493	One Piece At A Tyme	PENALTY	AAA			0								0
		CONTENT	=		✓									
474	Droppitlikeitshott	PENALTY	0											0
		CONTENT												
400	Seven S War Paint	PENALTY	A		EEAA					AA		A	19	60
		CONTENT	✓			✓-	✓-							
476	Mia Shining Angel	PENALTY												SCR
		CONTENT												
485	Rock And Roll Train	PENALTY			A					A			3	65
		CONTENT	✓	✓	✓- ✓	✓-	✓-	✓	✓					
565	Truly A Bad B	PENALTY	A		AA							A	8	60
		CONTENT	✓-	-	✓	✓-	✓-	✓	✓					
477	Happened In Denver	PENALTY			EAC					A				0
		CONTENT	✓	✓	✓									
253	Hot Time Tonight	PENALTY			EAAE					AA				0
		CONTENT	✓		✓ ✓									
377	DF Gun Heir	PENALTY												67
		CONTENT	✓-	✓	✓- ✓	✓-	✓-	✓	-	✓				
187	Tommie Shelby	PENALTY			AAEA					A				0
		CONTENT	✓		✓									
465	Ya Reckon	PENALTY			AEAAA					A				0
		CONTENT	✓-											
468	Lighttrip	PENALTY	A		AE					A			5	61 1/2
		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
- 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.
- 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

- 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.
- 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 Corred , -1/2 Poor, -1 Very Poor, -1 1/2 Extremely Poor

		MANEUVER DESCRIPTION										Penalty Total	SCORE
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8			
227	Moon Reyzin	PENALTY											
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		PENALTY											
		SCORE											
		PENALTY											

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
 - B- Cow's head breaks the plane of the 1 point marker
 - C- Changing sides of arena to turn cow
 - D- For each length horse runs past cow
 - E- Working out of position
 - F- Slipping rein

- F- Failure to drive cow past middle marker on first run before initiating the turn
 - G- 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
 - F- Hanging up on fence (refusing to turn)
 - G- 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.

6- 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
✓- 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						
227	Moon Reyzin	PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
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		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		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
- 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 Corred , -1/2 Poor, -1 Very Poor, -1 1/2 Extremely Poor										
		MANEUVER DESCRIPTION	<div>StB 1/4 L 00 RC 00 Stop 3/4 R Stop 3/4 L</div>									
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
227	Moon Reyzin	PENALTY										SCR
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

CLASS #4 - NRCHA OH - Open Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2024

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
- 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.

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
			1/4 L S+B	1/4 L O	1/4 L O	1/4 L O	1/4 L O	1/4 L O	1/4 L O	1/4 L O		
542	Magnum Red Ryder	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		3	2		0					0
		SCORE	0	-1/2	-1/2	-1/2						0
303	Memreyble	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY	0									0
		SCORE										0
427	RB Peek a Cat	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	+1/2	0	-1/2	+1/2	0			70.5
396	Shuga With A Twist	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	+1/2	+1/2	-1/2	+1/2	-1/2	+1/2			71
472	RBS Sugar Rush	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY				2						
		SCORE	0	0	+1/2	-1/2	0	0	0		2	68
585	Stevie On Crack	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	-1/2	-1	0	+1/2	+1/2	+1/2			70
274	Kind Little Pistol	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		0	0							
		SCORE	0	0								0
147	A Shot Full Of Shine	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	+1/2	0	+1/2	+1/2	+1/2			72
235	Super Kwik	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	-1/2	0	0	-1/2	-1/2	-1/2	0			68
120	Paint It Blak	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		0								
		SCORE	-1/2									0
175	Suprise Bullet	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2			72
297	Smart Dressed Dude	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY	0									
		SCORE										0

Judge's Signature:

Frank Craighead

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)

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

#	HORSE	MANEUVER	RUN CONTENT (++)/+/+/-/-/0/-/-/ & 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					
542	Magnum Red Ryder	PENALTY			P	P				A				61.5
		CONTENT	✓	—	✓-✓+✓-	✓-✓-	—	—	✓					
303	Memreyble	PENALTY			PP									#0
		CONTENT	✓		✓✓✓-	✓-								
427	RB Peek a Cat	PENALTY												67.5
		CONTENT	✓	✓	✓-✓+✓-	✓-	—	✓+	✓-					
396	Shuga With A Twist	PENALTY												71
		CONTENT	✓	✓	✓-✓+✓-	✓-	✓	✓+	✓					
472	RBS Sugar Rush	PENALTY												71.5
		CONTENT	✓+	✓	✓✓✓-	✓-	✓	✓+	✓					
585	Stevie On Crack	PENALTY												72
		CONTENT	✓	✓	✓+✓-✓-	✓+	✓+	✓+	✓					
274	Kind Little Pistol	PENALTY	P											1 60.5
		CONTENT	✓-	✓-	✓-✓-✓-	✓-	✓	✓	✓-					
147	A Shot Full Of Shine	PENALTY	A		PC					AB				#0
		CONTENT	✓-		✓+✓-	—				B				
235	Super Kwik	PENALTY								A				65
		CONTENT	✓	✓	✓✓✓-	✓-	✓	✓	✓-					
120	Paint It Blak	PENALTY			CCPCC					AA				40
		CONTENT	✓	—	✓	—	—	—	—	AB				
175	Suprise Bullet	PENALTY												72
		CONTENT	✓	✓	✓+✓+✓-	✓-	✓+	✓+	✓+					
297	Smart Dressed Dude	PENALTY	A		C					A				#0
		CONTENT	✓	✓	✓✓	—	—	—	—					



REINED WORK JUDGE CARD

Effective November 16, 2024

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 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

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE
			1	2	3	4	5	6	7	8		
542	Magnum Red Ryder	PENALTY			3	2	0					0
		SCORE	0	-1/2	-1	-1/2	0					
303	Memreyble	PENALTY										0
		SCORE	0									
427	RB Peek a Cat	PENALTY										70 1/2
		SCORE	0	0	0	+1/2	-1/2	0	+1/2			
396	Shuga With A Twist	PENALTY										69 1/2
		SCORE	0	0	0	-1/2	+1/2	-1/2	0			
472	RBS Sugar Rush	PENALTY				2					2	67
		SCORE	0	0	0	-1/2	0	-1/2	0			
585	Stevie On Crack	PENALTY										71
		SCORE	+1/2	-1/2	-1/2	0	+1/2	+1/2	+1/2			
274	Kind Little Pistol	PENALTY			0							0
		SCORE	0	0	0							
147	A Shot Full Of Shine	PENALTY										71 1/2
		SCORE	0	+1/2	+1/2	0	0	0	+1/2			
235	Super Kwik	PENALTY										67 1/2
		SCORE	-1/2	-1/2	0	-1/2	-1	0	0			
120	Paint It Blak	PENALTY	0									0
		SCORE	0									
175	Suprise Bullet	PENALTY										71
		SCORE	0	0	0	+1/2	+1/2	0	0			
297	Smart Dressed Dude	PENALTY	0									0
		SCORE	0									

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
- B- Cow's head breaks the plane of the 1 point marker
- C- Changing sides of arena to turn cow
- D- For each length horse runs past cow
- E- Working out of position
- F- Slipping rein
- G- Failure to drive cow past middle marker on first run before initiating the turn
- H- 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
- F- Hanging up on fence (refusing to turn)
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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.

8- 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
 ✓ - 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					
542	Magnum Red Ryder	PENALTY			A									
		CONTENT	✓	-	- ✓ ✓	✓	✓	-	✓	A			3	63
303	Memreyble	PENALTY			A C A									
		CONTENT	✓		- - -	0								0
427	RB Peek a Cat	PENALTY				A								
		CONTENT	✓	✓	✓ ✓ ✓	✓	✓	✓	✓				1	67 1/2
396	Shuga With A Twist	PENALTY												
		CONTENT	✓	✓	✓ ✓ ✓	✓	✓	✓	✓					68
472	RBS Sugar Rush	PENALTY												
		CONTENT	✓	✓ +	✓ + ✓	✓	✓ +	✓ +	✓					72 1/2
585	Stevie On Crack	PENALTY												
		CONTENT	✓	✓	✓ ✓ ✓	✓	✓ +	✓	✓					73
274	Kind Little Pistol	PENALTY	A											
		CONTENT	✓	✓	✓ ✓ ✓	✓	✓	✓	✓				1	67
147	A Shot Full Of Shine	PENALTY	A		A A	A 0								
		CONTENT	✓		- ✓									0
235	Super Kwik	PENALTY												
		CONTENT	✓	✓	✓ ✓ ✓	✓	✓	✓	✓	A			2	67
120	Paint It Blak	PENALTY			E A E									
		CONTENT	✓	✓	-	0				A A A				0
175	Suprise Bullet	PENALTY												
		CONTENT	✓	✓	✓ + ✓	✓	✓ +	✓ +	✓					72
297	Smart Dressed Dude	PENALTY	A		E	A	0							
		CONTENT	✓		✓ ✓ ✓					A				0

- 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.

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	14L	LL	RL	stop	3/2 R	stop	3/2 L			
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
185	Badddazzzzzz Stevie	PENALTY										
		SCORE	0	+1/2	+1/2	0	+1/2	+1/2	+1/2			72.5
437	Rey Von Wave	PENALTY		0								
		SCORE	-1/2									0
		PENALTY										
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		PENALTY										
		SCORE										

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
- 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.



REINED WORK JUDGE CARD

Effective November 16, 2024

- 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	MANEUVER SCORES								Penalty Total	SCORE
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8		
185	Baddazzzzzz Stevie	PENALTY										
		SCORE	-1/2	0	+1/2	0	0	+1/2	0			70 1/2
437	Rey Von Wave	PENALTY	0									
		SCORE										0
		PENALTY										
		SCORE										
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Judge's Signature: Lance Baker

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
 - 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
 - N- 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)

++ 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					
185	Badddazzzzzz Stevie	PENALTY												73 1/2
		CONTENT	✓+	✓	✓	✓	✓	+	✓	✓				
437	Rey Von Wave	PENALTY	A		CAE									6 63
		CONTENT	✓	✓	✓	✓	✓	✓	✓	A				
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