



REINED WORK JUDGE CARD

Effective November 16, 2022

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

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

- 2 Point Penalties
- Lead missed around end of arena past second corner
 - Not ever changing leads in patterns where there is only 1/2 circle
 - Failure to run by marker before stop is initiated
 - Freezing up in turn
 - Breaking gait
 - Jogging beyond two strides
 - On trot in patterns, failure to stop before executing a lope departure
 - A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
 - At end of pattern, failure to hesitate to demonstrate completion of pattern.

- 5 Point Penalties
- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
 - Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

- 0- Score
- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
 - Two hands on the reins in a bridle or two-rein class
 - Fingers between the reins in a bridle class, except the two rein class
 - Horse balking
 - Bloody mouth (inside)
 - Illegal equipment
 - Leaving working area before pattern is complete
 - Fall of horse or rider
 - Backing more than 2 strides when no back up is called for in the pattern
 - Jogging in excess of one-half circle or one-half the length of the arena
 - Improper Western Attire
 - Failure to work in the proper working order

- NO SCORE:
- Abuse
 - Lameness
- NE - Failure of an exhibitor to attempt to work the pattern.

NOTE: Judge may blow his/her whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		MANEUVER DESCRIPTION	stop	Back	1/4 turn	Right circles	Left circles	Stop	3/4 Right spin	Stop	3/4 Left spin	
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
430	Sophisticateddiamond <i>Scratch</i>	PENALTY										
		SCORE										
150	Great Big Boss	PENALTY						2,2				
		SCORE	-1/2	0	0	-1/2	0	-1/2	off pattern			0
289	Woody Be A Chic <i>Scratch</i>	PENALTY										
		SCORE										
152	A Lil Ruff N Spooky	PENALTY										
		SCORE	+1/2	0	0	0	0	0	-1/2			70
271	Metallic Master	PENALTY										
		SCORE	0	0	0	-1/2	0	0	0			69 1/2
106	TimeForLightening	PENALTY										
		SCORE	+1/2	0	0	+1/2	0	+1/2	0			71 1/2
146	WimpysDunOuttaStyle	PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature: Bozo Rogers

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

- 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)

RUN CONTENT:

(+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

#	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								
430	Sophisticateddiamond <i>Scratch</i>	PENALTY															
		CONTENT															
150	Great Big Boss	PENALTY			PAE						A						
		CONTENT	✓	✓-	✓✓	✓	✓-	✓-	✓	✓						5	63½
289	Woody Be A Chic <i>Scratch</i>	PENALTY															
		CONTENT															
152	A Lil Ruff N Spooky	PENALTY															
		CONTENT	✓	✓+	✓+	✓+	✓+	✓	✓	✓							71
271	Metallic Master	PENALTY					PP										
		CONTENT	✓	✓	✓+	✓-	✓	✓-	✓-	✓	✓-					2	63½
106	TimeForLightening	PENALTY															
		CONTENT	✓	✓	✓+	✓✓	✓+	✓+	✓	✓	✓						71
146	WimpysDunOuttaStyle <i>Scratch</i>	PENALTY															
		CONTENT															
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1/2 POINT PENALTIES:

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

1 Point Penalties

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

2 Point Penalties

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only 1/2 circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- Jogging beyond two strides
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
- At end of pattern, failure to hesitate to demonstrate completion of pattern.

5 Point Penalties

- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

0- Score

- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
- Two hands on the reins in a bridle or two-rein class
- Fingers between the reins in a bridle class, except the two rein class
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back up is called for in the pattern.
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western Attire
- Failure to work in the proper working order

NO SCORE:

- Abuse
- Lameness

NE - Failure of an exhibitor to attempt to work the pattern.

NOTE: Judge may blow his/her whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

and striking or obviously insubordinate.

A score of zero will be given if the work is not completed.

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#	HORSE	MANEUVER DESCRIPTION	1	2	3	4	5	6	7	8	Penalty Total	SCORE
297	TRR Billie Boon	PENALTY										69 1/4
		SCORE	0	0	0	0	0	0	-1/2			
192	Commanche	PENALTY										
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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

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

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

COW WORK JUDGE CARD

Effective November 16, 2022

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)

RUN CONTENT:

(+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

#	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									
297	TRR Billie Boon	PENALTY			A						A						3	66 1/2
		CONTENT	✓	✓	✓+ / ✓- / ✓	✓	✓	✓	✓	✓								
192	Commanche <i>Scratch</i>	PENALTY																
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CLASS #8 - NRCHA OTR - Open Two Rein

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2022

1/2 POINT PENALTIES:

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

1 Point Penalties

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

2 Point Penalties

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only 1/2 circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- Jogging beyond two strides
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
- At end of pattern, failure to hesitate to demonstrate completion of pattern.

5 Point Penalties

- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

-0- Score

- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
- Two hands on the reins in a bridle or two-rein class
- Fingers between the reins in a bridle class, except the two rein class
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back up is called for in the pattern.
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western Attire
- Failure to work in the proper working order

NO SCORE:

- Abuse
- Lameness

NE - Failure of an exhibitor to attempt to work the pattern.

NOTE: Judge may blow his/her whistle at anytime to terminate the work.
A score of zero will be given if the work is not complete at that time.

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#	HORSE	MANEUVER DESCRIPTION	<div> <div>Stop</div> <div>Back</div> <div>1/4 turn</div> <div>Right</div> <div>circles</div> <div>Left</div> <div>circles</div> <div>Stop</div> <div>3/4 Right spin</div> <div>Stop</div> <div>3/4 Left spin</div> </div>								Penalty Total	SCORE
			1	2	3	4	5	6	7	8		
150	Great Big Boss	PENALTY										
	OTR & AQHA	SCORE	-1/2	0	0	-1/2	0	-1/2	+1/2			69
		PENALTY										
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		SCORE										

Judge's Signature:

Printed from HSW

- 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
 - 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 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
#	HORSE	MANEUVER DESCRIPTION	Stop	Back	1/4 turn	right circles	left circles	Stop	3/4 R+ spins	Stop	3/4 L+ spins	Penalty Total	SCORE
		MANEUVER	1	2	3	4	5	6	7	8			
277	LT Cats Painted Lady	PENALTY											68 1/2
		SCORE	-1/2	0	0	-1/2	0	-1/2	0				
272	Spoonful Of Nic	PENALTY		1,1								2	67
		SCORE	-1/2	-1/2	0	0	+1/2	-1/2	0				
146	WimpysDunOuttaStyle OH + AQHA	PENALTY											67 1/2
		SCORE	-1/2	0	0	-1/2	-1/2	-1/2	-1/2				
		PENALTY											
		SCORE											
		PENALTY											
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		PENALTY											
		SCORE											
		PENALTY											
		SCORE											

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

A- Cow that won't run

B- Cow that doesn't respect horse

C- When cow leaves arena

CREDITS

A- Maintaining control of the cow at all times

B- Exhibiting superior cow sense and natural ability without excessive reining or spurring

C- Degree of difficulty

D- Eye Appeal

1 POINT PENALTIES

A- Loss of working advantage

C- Cow's head breaks the plane of the 1 point marker

E- Changing sides of arena to turn cow

L- For each length horse runs past cow

P- Working out of position

S- Slipping rein

T- Failure to drive cow past middle marker on first run before initiating the turn

W- Excessive hollering

2 POINT PENALTIES

A- Going around corner of arena before turning cow

B- In an open field turn animal gets within 3 feet of the end fence before being turned

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

3 POINT PENALTIES

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.

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)

RUN CONTENT:

(+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

K- Knocking down cow without having working advantage																
#	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							
277	LT Cats Painted Lady	PENALTY	A											A	6	60
		CONTENT	✓-	✓-	✓-	(✓-)	✓-	-	✓	✓-						
272	Spoonful Of Nic	PENALTY														71
		CONTENT	✓	✓+	✓+	✓	(✓)	✓	✓	✓						
146	WimpysDunOuttaStyle OH+AQHA	PENALTY					PA							2	65	
		CONTENT	✓	✓-	✓-	✓-	(✓-)	✓-	✓	✓						
		PENALTY														
		CONTENT														
		PENALTY														
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EVENT	GO-ROUND	1	DATE	4/14/2023	JUDGE	Boro Rogers
CLASS	#24 - NRCHA YCH - Youth Cow Horse					NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com

NRCHA

REINED WORK JUDGE CARD

Effective November 16, 2022

1/2 POINT PENALTIES:

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

1 Point Penalties

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

2 Point Penalties

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only 1/2 circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- Jogging beyond two strides
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
- At end of pattern, failure to hesitate to demonstrate completion of pattern.

5 Point Penalties

- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

0- Score

- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
- Two hands on the reins in a bridle or two-rein class
- Fingers between the reins in a bridle class, except the two rein class
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back up is called for in the pattern.
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western Attire
- Failure to work in the proper working order

NO SCORE:

- Abuse
- Lameness

NE - Failure of an exhibitor to attempt to work the pattern.

NOTE: Judge may blow his/her whistle at anytime to terminate the work.
A score of zero will be given if the work is not complete at that time.

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#	HORSE	MANEUVER DESCRIPTION	1	2	3	4	5	6	7	8	Penalty Total	SCORE
192	Commanche	PENALTY										
	Scratch	SCORE										
106	TimeForLightening	PENALTY										
		SCORE	-1/2	0	0	0	0	0	0			69 1/2
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
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		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature: Boro Rogers

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

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)

RUN CONTENT:

(+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

NRCHA

COW WORK JUDGE CARD

Effective November 18, 2022

#	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						
192	Commanche <i>Seraten</i>	PENALTY													
		CONTENT													
106	TimeForLightening	PENALTY					P								
		CONTENT	✓	✓	✓+ ✓	✓	✓ ✓	✓-	✓	✓				1	67
		PENALTY													
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CLASS

#18 - NRCHA NPB - Non Pro Bridle

NATIONAL REINED COW HORSE ASSOCIATION

www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2022

1/2 POINT PENALTIES:

- Not changing leads within the same stride

- Over or under spin 1/8 turn

- Jogging first two strides

1 Point Penalties

- Out of Lead

- Out of lead each 1/4 circle

- Slipping rein in the bridle

- Scotching or anticipating stop

- Over or under spin 1/4 turn

2 Point Penalties

- Lead missed around end of arena past second corner

- Not ever changing leads in patterns where there is only 1/2 circle

- Failure to run by marker before stop is initiated

- Freezing up in turn

- Breaking gait

- Jogging beyond two strides

- On trot in patterns, failure to stop before executing a lope departure

- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait

- At end of pattern, failure to hesitate to demonstrate completion of pattern

5 Point Penalties

- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse

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

- 0- Score

- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)

- Two hands on the reins in a bridle or two-rein class

- Fingers between the reins in a bridle class, except the two rein class

- Horse balking

- Bloody mouth (inside)

- Illegal equipment

- Leaving working area before pattern is complete

- Fall of horse or rider

- Backing more than 2 strides when no back up is called for in the pattern

- Jogging in excess of one-half circle or one-half the length of the arena

- Improper Western Attire

- Failure to work in the proper working order

NO SCORE:

- Abuse

- Lameness

NE - Failure of an exhibitor to attempt to work the pattern.

NOTE: Judge may blow his/her whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#	HORSE	MANEUVER DESCRIPTION	<div> <div>Stop</div> <div>Back</div> <div>1/4 turn</div> <div>Right</div> <div>Circles</div> <div>Left</div> <div>Circles</div> <div>Stop</div> <div>3/4 left spins</div> <div>Stop</div> <div>3/4 left spins</div> </div>								Penalty Total	SCORE
			1	2	3	4	5	6	7	8		
289	Woody Be A Chic	PENALTY			1						1	68 1/2
		SCORE	-1/2	0	0	+1/2	0	0	-1/2			
295	Cowboys Badge A 390	PENALTY										
	Scratch	SCORE										
		PENALTY										
		SCORE										
		PENALTY										
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		PENALTY										
		SCORE										

Judge's Signature:

Bazo Rogers

- 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
 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

 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)

RUN CONTENT:
 (+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

#	HORSE	MANEUVER	RUN CONTENT				5 & 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						
289	Woody Be A Chic	PENALTY													70
		CONTENT	✓-	✓	✓-	✓	✓	✓	✓	✓					
295	Cowboys Badge A 390 <i>Scratch</i>	PENALTY													
		CONTENT													
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		PENALTY													
		CONTENT													

- 1 Point Penalties

Out of Lead

Out of lead each 1/4 circle

Slipping rein in the bridle

Scotching or anticipating stop

Over or under spin 1/4 turn
- 2 Point Penalties

Lead missed around end of arena past second corner

Not ever changing leads in patterns where there is only 1/2 circle

Failure to run by marker before stop is initiated

Freezing up in turn

Breaking gait

Jogging beyond two strides

On trot in patterns, failure to stop before executing a lope departure

A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.

At end of pattern, failure to hesitate to demonstrate completion of pattern.
- 5 Point Penalties

Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.

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

Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)

Two hands on the reins in a bridle or two-rein class

Fingers between the reins in a bridle class, except the two rein class

Horse balking

Bloody mouth (inside)

Illegal equipment

Leaving working area before pattern is complete

Fall of horse or rider

Backing more than 2 strides when no back up is called for in the pattern.

Jogging in excess of one-half circle or one-half the length of the arena

Improper Western Attire

Failure to work in the proper working order
- NO SCORE:

Abuse

Lameness
- NE - Failure of an exhibitor to attempt to work the pattern.
- NOTE:

Judge may blow his/her whistle at anytime to terminate the work.

A score of zero will be given if the work is not complete at that time.

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		MANEUVER DESCRIPTION	<div> <div>STP</div> <div>RSC</div> <div>LFC</div> <div>STP</div> <div>3/2R</div> <div>STP</div> <div>3/2L</div> </div>								Penalty Total	SCORE
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8		
292	CCS Wild Journey	PENALTY										69 1/2
		SCORE	0	0	0	0	0	-1/2	0			
1500	O Lena Skeets	PENALTY										68 1/2
		SCORE	-1/2	0	0	-1/2	0	0	-1/2			
254	Happy To CD Sun	PENALTY				2					2	69
		SCORE	+1/2	0	0	0	0	+1/2	0			
286	PGPlaygunEspecial	PENALTY			1,1,2						4	63 1/2
		SCORE	-1/2	0	-1/2	0	-1/2	-1/2	-1/2			
299	Very Smart Playmate	PENALTY	2								2	67 1/2
		SCORE	-1/2	0	0	0	0	-1/2	+1/2			
128	Juztice For All	PENALTY		1,1							2	67
		SCORE	-1/2	-1/2	0	0	0	0	0			
256	Mandalay Moonshine	PENALTY										70
		SCORE	0	0	-1/2	0	0	+1/2	0			
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Printed from HSW

CLASS #72 - NRCHA BD - Box Drive

NATIONAL REINED COWHORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2022

1/2 POINT PENALTIES:

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

1 Point Penalties

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

2 Point Penalties

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only 1/2 circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- Jogging beyond two strides
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
- At end of pattern, failure to hesitate to demonstrate completion of pattern.

5 Point Penalties

- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

- 0- Score

- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
- Two hands on the reins in a bridle or two-rein class
- Fingers between the reins in a bridle class, except the two rein class
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back up is called for in the pattern.
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western Attire
- Failure to work in the proper working order

NO SCORE:

- Abuse
- Lameness

NE - Failure of an exhibitor to attempt to work the pattern.

NOTE: Judge may blow his/her whistle at anytime to terminate the work.
A score of zero will be given if the work is not complete at that time.

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE
			1	2	3	4	5	6	7	8		
7	Automatic Stik	PENALTY		2	1					alt pattern		0
		SCORE	0	-1/2	-1/2	-1/2	0	-1/2	0			
957	SJR Diamond Katrina	PENALTY										70
		SCORE	0	0	0	0	0	0	0			
295	Cowboys Badge A 390 Scratch	PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
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		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:

Bozo Rogers

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 - Maintaining Proper Position
 C - Degree of difficulty
 D - Eye Appeal

- NO SCORE:**
- A - Abuse
 B - Lameness

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time. Each Work will be limited to 1 minute 45 seconds.

- PENALTIES**
- 1 POINT PENALTIES**
- A - Loss of working advantage
 P - Working out of Position
 C - Changing sides on second Drive
 M - Failure to drive past Middle Marker

- 3 POINT PENALTIES**
- D - Failure to drive cow past middle marker on second drive before time expires
 K - Knocking down the cow without having a working advantage
 T - Performing a fence turn

- 5 POINT PENALTIES**
- B - Spurring or hitting in front of cinch, at anytime
 C - Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate
 X - Running cow into back fence with force

- 0- SCORE**
- A - Turn tail
 B - Using two hands on the reins in a bridle or two-rein
 C - Fingers between the reins in a bridle class, except in the two-rein
 D - Balking
 E - Extremely Out of Control
 F - Bloody mouth (inside)
 G - Illegal equipment
 H - Leaving working area before pattern or work is complete
 I - Fall of horse or rider
 J - Schooling of the horse between rein work and cow work
 K - Schooling between cows, If new cow is awarded.
 M - Improper Western Attire
 N - Failure to work in the proper working order

NE - Failure of an exhibitor to attempt to complete the work
 (+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

#	HORSE		RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)								PENALTIES			SCORE
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Point	5 Point	Total Penalties	
7	Automatic Stik	PENALTY	P	P	A	C								62
		CONTENT	-	-	-	✓	-	✓	✓	✓				
957	SJR Diamond Katrina	PENALTY		P										70
		CONTENT	✓+	✓-	✓+	✓	✓	✓+	✓	✓				
295	Cowboys Badge A 390 Scratch	PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
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		CONTENT												
		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

1 Point Penalties

- Out of Lead

- Slipping rein in the bridle

- Over or under spin 1/4 turn

- Out of lead each 1/4 circle

- Scotching or anticipating stop

2 Point Penalties

- Lead missed around end of arena past second corner

- Not ever changing leads in patterns where there is only 1/2 circle

- Failure to run by marker before stop is initiated

- Freezing up in turn

- Breaking gait

- Jogging beyond two strides

- On trot in patterns, failure to stop before executing a lope departure

- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.

- At end of pattern, failure to hesitate to demonstrate completion of pattern.

NRCHA

REINED WORK JUDGE CARD

Effective November 16, 2022

- 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 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		MANEUVER DESCRIPTION	5/8 L	RCC	LCC	Stop	3/2 R	Stop	3/2 L			
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
106	TimeForLightening	PENALTY										
		SCORE	+1/2	0	0	-1/2	-1/2	-1	0			0
410	Royal Peppinic Whiz	PENALTY										
		SCORE	0	0	0	-1/2	0	0	0			69 1/2
1462	I Cee Dee Cow	PENALTY										
		SCORE	+1/2	0	0	-1/2	0	-1/2	0			69 1/2
1498	Okgunnerbeasmokin	PENALTY			1							
		SCORE	-1/2	0	-1/2	0	0	0	0		1	68
7	Automatic Stik	PENALTY		2								
		SCORE	-1/2	-1/2	0	-1/2	-1/2	0	-1/2		2	65 1/2
295	Cowboys Badge A 390 Scratch	PENALTY										
		SCORE										
431	Shinen Metallic Jack AQHA	PENALTY		1								
		SCORE	-1/2	0	0	0	0	-1/2	0		1	68
294	Pop The Clutch 008 Scratch	PENALTY										
		SCORE										
991	Gimme A Piece	PENALTY		1,1	1							
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	0			0
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

EVENT April Eggstravaganza	GO-ROUND 1	DATE 4/14/2023	JUDGE Bozo Rogers
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CLASS #67 - NRCHA NPBX - Non Pro Boxing

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com

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- Maintaining Proper Position
- C- Degree of difficulty
- D- Eye Appeal
- E- Time Worked

1 POINT PENALTIES

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive hollering

3 POINT PENALTIES

- L- Loss of Control and cow leaves end of arena

5 POINT PENALTIES

- B- Spurring or hitting in front of cinch, at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate



BOXING
JUDGE CARD

Effective November 16, 2022

0- SCORE

- A- Turn tail
- B- Using two hands on the reins in a bridle or two-rein
- C- Fingers between the reins in a bridle class, except in the two-rein
- D- Balking
- E- Extremely out of control
- F- Bloody mouth (inside)
- G- Illegal equipment
- H- Leaving working area before pattern is complete
- I- Fall of horse or rider
- J- Schooling between rein work and cow work
- K- Schooling between cows, If new cow is awarded.
- M- Improper Western Attire
- N- Failure to work in proper working order

NO SCORE:

- A- Abuse
- B- Lameness

NE - Failure of an exhibitor to attempt to complete the work

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

Each Work will be limited to 50 seconds

(+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

#	HORSE	PENALTIES			RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)						SCORE
		1 Point	3 Point	5 Point	Position & Control	Degree Of Difficulty	Eye Appeal	Courage	Time Worked	Comments	
106	TimeForLightening				✓+	✓	✓+	✓+	✓+		72
410	Royal Peppinic Whiz				✓-	✓	✓-	✓-	✓		68 1/2
1462	I Cee Dee Cow				✓+	✓	✓	✓+	✓+		71 1/2
1498	Okgunnerbeasmokin	A			✓	✓	✓	✓+	✓+		70
7	Automatic Stik		L		✓-	✓	✓-	✓	✓		66
295	Cowboys Badge A 390 Scratch										
431	Shinen Metallic Jack AQHA				✓+	✓	✓+	+	+		73
294	Pop The Clutch 008 Scratch										
991	Gimme A Piece				✓+	✓	✓+	✓+	✓+		72

Judge's Signature: *Bozo Rogers*

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