

CLASS NP Bridle

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2020

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.

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.

D- 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

Set 1
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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	
			R/C	L/C	Stop	L 3/4	stop	R 3/4	SLBx				
367	Gotta Get Bleach	PENALTY									2	2	68 1/2
		SCORE	0	0	0	0	+1/2	0	0	/			
364	Smart Teena Cash	PENALTY											71 1/2
		SCORE	0	0	+1/2	+1/2	0	0	+1/2	/			
315	Daddys Checks	PENALTY		1/2				1/2				1	68 1/2
		SCORE	-1/2	-1/2	0	+1/2	0	0	0	/			
409	SJR All Time Cash	PENALTY											68
		SCORE	-1	-1/2	-1/2	0	0	0	0	/			
351	Step To The Light	PENALTY	1/2									1/2	69
		SCORE	0	0	0	0	-1/2	+1/2	-1/2	/			
325	Mr Smart Lil Star	PENALTY		2								2	67
		SCORE	0	-1/2	-1/2	+1/2	-1/2	+1/2	-1/2	/			
363	Bet Hesa Scotti	PENALTY							1/2			1/2	70 1/2
		SCORE	+1/2	+1/2	-1/2	+1/2	0	0	0	/			
464	Pepe Le Wright	PENALTY											70
		SCORE	0	0	0	0	0	0	0	/			
368	Cash Has The Blues	PENALTY	5			1/2						5 1/2	62 1/2
		SCORE	-1/2	0	-1/2	0	-1/2	0	-1/2	/			
412	Tony Tony Montana	PENALTY											69
		SCORE	0	0	0	-1/2	0	0	-1/2	/			
348	Perfect Light Time	PENALTY											72
		SCORE	0	0	0	+1/2	+1/2	+1/2	+1/2	/			
0	0	PENALTY											
		SCORE								/			

Judge's Signature: Tim Stewart

EVENT	CRCHA Spring Classic Derby & Horse Show	GO-ROUND	DATE	17-Apr-21	JUDGE	Tim Stewart
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CLASS NP Bridle

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



COW WORK JUDGE CARD

Effective November 16, 2020

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

NO SCORE:

A- Abuse

B- Lameness

Set: 1

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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			Penalty Total	SCORE	
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY			
367	Gotta Get Bleach	PENALTY						A				A			
		CONTENT	✓	✓-	✓	✓	✓	✓	✓	✓	✓				3
364	Smart Teena Cash	PENALTY													
		CONTENT	✓	✓+	✓+	⊕	✓	✓	✓	✓					
315	Daddys Checks	PENALTY													
		CONTENT	✓	+	✓	✓	✓	✓	+	✓	✓				
409	SJR All Time Cash	PENALTY													
		CONTENT	✓	-	✓-	⊖	✓	✓	✓	✓		C B			2
351	Step To The Light	PENALTY													
		CONTENT	✓	✓-	✓	✓	⊕	✓	✓	✓					1
325	Mr Smart Lil Star	PENALTY													
		CONTENT	✓	-	✓-	⊖	=	-	-	-			E		3
363	Bet Hesa Scotti	PENALTY													
		CONTENT	✓	✓	✓	✓	⊕	✓	✓	✓					1
464	Pepe Le Wright	PENALTY													
		CONTENT	✓	✓	+	-	⊕	✓	✓	✓		C			
368	Cash Has The Blues	PENALTY													
		CONTENT	✓	-	-	-	⊖	=	-	✓	✓	A A	H		8
412	Tony Tony Montana	PENALTY													
		CONTENT	✓	✓-	✓	✓	⊕	✓	✓	+	✓				1
348	Perfect Light Time	PENALTY													
		CONTENT	✓	✓	✓	✓	⊕	✓	✓	✓	✓				
0	0	PENALTY													
		CONTENT													

Judge's Signature: *Tim Stewart*

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REINED WORK JUDGE CARD

Effective November 16, 2020

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.

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.

Set: 1
Page: 1

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	
			R/C	L/C	Stop	L 3/4	stop	R 3/4	S/BK				
367	Gotta Get Bleach	PENALTY									2		
		SCORE	0	0	0	0	+1/2	0	-1/2			2	68
364	Smart Teena Cash	PENALTY											
		SCORE	0	0	+1/2	0	0	0	0				70 1/2
315	Daddys Checks	PENALTY		1									
		SCORE	0	-1/2	0	-1/2	0	0	0			1	68
409	SJR All Time Cash	PENALTY		1									
		SCORE	-1/2	-1/2	-1/2	0	-1/2	0	+1/2			1	67 1/2
351	Step To The Light	PENALTY											
		SCORE	0	0	0	0	-1/2	+1/2	-1/2				69 1/2
325	Mr Smart Lil Star	PENALTY	1	2									
		SCORE	0	-1/2	-1/2	+1/2	-1/2	+1/2	0			3	66 1/2
363	Bet Hesa Scotti	PENALTY							1/2				
		SCORE	0	0	-1/2	+1/2	0	0	0			1/2	69 1/2
464	Pepe Le Wright	PENALTY											
		SCORE	0	+1/2	0	0	0	0	0				70 1/2
368	Cash Has The Blues	PENALTY	5/2										
		SCORE	0	0	-1/2	-1/2	-1/2	0	0			6/2	62
412	Tony Tony Montana	PENALTY											
		SCORE	0	0	0	-1	-1/2	0	-1/2				68
348	Perfect Light Time	PENALTY											
		SCORE	+1/2	0	0	+1/2	+1/2	+1/2	+1/2				72 1/2
0	0	PENALTY											
		SCORE											

Judge's Signature:

CLASS NP Bridle

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



COW WORK JUDGE CARD

- 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

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

Effective November 16, 2020

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

1 POINT PENALTIES

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

NO SCORE:

- A- Abuse
- B- Lameness

Set: 1
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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

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

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

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										
367	Gotta Get Bleach	PENALTY																	
		CONTENT	✓	-	✓	✓	✓	✓	✓	✓	✓	✓						2	66
364	Smart Teena Cash	PENALTY																	
		CONTENT	✓	+	✓	✓	✓	✓	✓	✓	✓	✓							74 1/2
315	Daddys Checks	PENALTY																	
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓							72
409	SJR All Time Cash	PENALTY			P														
		CONTENT	✓	✓	+	-	✓	✓	✓	✓	✓	✓						5	64
351	Step To The Light	PENALTY					A												
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓						1	67 1/2
325	Mr Smart Lil Star	PENALTY	A		P		P												
		CONTENT	✓	-	✓	-	✓	✓	✓	✓	✓	✓						6	60
363	Bet Hesa Scotti	PENALTY																	
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓						1	71
464	Pepe Le Wright	PENALTY																	
		CONTENT	✓	✓	✓	-	✓	✓	✓	✓	✓	✓						2	68 1/2
368	Cash Has The Blues	PENALTY			LAEP														
		CONTENT	✓	-	-	-	✓	✓	✓	✓	✓	✓						11	60
412	Tony Tony Montana	PENALTY			L														
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓						1	70
348	Perfect Light Time	PENALTY																	
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓							72 1/2
0	0	PENALTY																	
		CONTENT																	

Judge's Signature:



REINED WORK JUDGE CARD

Effective November 16, 2020

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
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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.

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#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE	
			R ⁰	L ⁰	Stop	L 3/4	Stop	R 3/4	S/Bx				
356	Playinfromtheheart	PENALTY			0								
		SCORE	0	0	-1/2	-1/2	0	+1/2	0	/	0	0	
316	Rockstar Lights	PENALTY											
		SCORE	+1/2	0	-1/2	-1/2	-1/2	0	0	/		69	
380	Tangys Classy Lights	PENALTY	2										
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	/	2	64 1/2	
324	Shadyrools	PENALTY							0				
		SCORE	-1/2	-1/2	-1/2	+1/2	+1/2	+1/2	0	/	0	0	
349	Ima Bald Soula	PENALTY											
		SCORE	0	+1/2	0	0	+1/2	0	0	/		41	
304	Prince Among Thieves	PENALTY	2										
		SCORE	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	/	2	65	
390	Cashs Catmando	PENALTY			2			1/2					
		SCORE	-1/2	-1/2	-1/2	0	-1	0	-1/2	/	2 1/2	64 1/2	
455	Unos Smokin Chic	PENALTY			1								
		SCORE	+1/2	+1/2	-1/2	0	-1/2	+1/2	0	/		69 1/2	
408	Annies Smarty Cat	PENALTY											
		SCORE	0	0	0	+1/2	0	+1/2	0	/		71	
341	Chicaroo Sam	PENALTY		1 2									
		SCORE	0	-1/2	+1/2	0	+1/2	+1/2	0	/	3	68	
426	Recklessly Abandoned	PENALTY											
		SCORE	+1/2	0	0	+1/2	+1/2	+1/2	0	/		72	
0	0	PENALTY											
		SCORE											

Judge's Signature:



COW WORK JUDGE CARD

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 - 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
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- 2 POINT PENALTIES
- A- Going around corner of arena before turning cow
 - B- In an open field turn animal gets within 3 feet of the end fence before being turned
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- 3 POINT PENALTIES
- E- Exhausting or overworking before circling cow
 - H- 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)
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- C- Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

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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

Set: 2
Page: 1

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

RUN CONTENT:

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

#	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					
356	Playinfromtheheart	PENALTY			T A PP								4	60
		CONTENT	✓	-	-	⊖	≡	-	-	✓				
316	Rockstar Lights	PENALTY			C								1	69
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓				
380	Tangys Classy Lights	PENALTY			P PAP								4	60
		CONTENT	✓	-	-	⊖	≡	-	-	✓				
324	Shadyrools	PENALTY			C								1	71
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓				
349	Ima Bald Soula	PENALTY												70½
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓				
304	Prince Among Thieves	PENALTY			P C								2	62½
		CONTENT	✓	-	-	⊖	≡	-	✓	-				
390	Cashes Catmando	PENALTY												68
		CONTENT	✓	-	✓	+	⊖	≡	✓	✓				
455	Unos Smokin Chic	PENALTY												(69½) R
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓				
408	Annies Smarty Cat	PENALTY			C E E							A	7	60
		CONTENT	✓	-	✓	-	⊖	≡	-	-	✓	A		
341	Chicaroo Sam	PENALTY											1	71
		CONTENT	✓	✓	✓	+	⊖	≡	✓	✓				
426	Recklessly Abandoned	PENALTY												69
		CONTENT	✓	✓	✓	+	⊖	≡	✓	✓				
0	0	PENALTY												
		CONTENT												

Judge's Signature:



REINED WORK JUDGE CARD
Effective November 16, 2020

- 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
 - 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.

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

- 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.**

Set: 2
Page: 1

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
			R-C	L-C	Stop	L-S 1/2	Stop	R-S 1/2	S1 BX			
356	Playinfromtheheart	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY			0							
		SCORE	0	0	-1/2	0	+1/2	+1/2	0			0
316	Rockstar Lights	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	+1/2	0	-1/2	0	-1/2	0	-1/2			69
380	Tangys Classy Lights	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY	2									
		SCORE	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2		2	65
324	Shadyrools	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY						0				
		SCORE	-1/2	0	-1/2	0	+1/2	0	0			0
349	Ima Bald Soula	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	+1/2	0	0	+1/2	+1/2			71 1/2
304	Prince Among Thieves	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY	2									
		SCORE	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2		2	65
390	Cashs Catmando	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY			2			1/2				
		SCORE	-1/2	0	-1	-1/2	-1/2	0	-1/2		2 1/2	64 1/2
455	Unos Smokin Chic	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY					1					
		SCORE	+1/2	0	-1	+1/2	-1/2	+1/2	0		1	69
408	Annies Smarty Cat	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	0	+1/2	0	+1/2	0			71
341	Chicaroo Sam	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY		2								
		SCORE	0	-1/2	+1/2	0	0	+1/2	0		2	68 1/2
426	Recklessly Abandoned	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	-1/2	+1/2	+1/2	+1/2	+1/2			71 1/2
0	0	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE										

Judge's Signature:



COW WORK JUDGE CARD

Effective November 16, 2020

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

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

Set: 2
Page: 1

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

RUN CONTENT:

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

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 hoisting

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

#	HORSE	MANEUVER	RUN CONTENT (+/✓+/✓/✓/-/-)						5 POINT PENALTIES			2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE	
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal								
356	Playinfromtheheart	PENALTY			TLA	P						A				6	60
		CONTENT	✓	-	-	-	=	-	✓	-							
316	Rockstar Lights	PENALTY			C											1	69 1/2
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓							
380	Tangys Classy Lights	PENALTY				PP										2	63 1/2
		CONTENT	✓	✓	✓	✓	=	-	✓	-							
324	Shadyrools	PENALTY			C											1	72
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓						
349	Ima Bald Soula	PENALTY			C											1	71 1/2
		CONTENT	✓	A	✓	✓	✓	✓	✓	✓	✓						
304	Prince Among Thieves	PENALTY			LAPC											4	60
		CONTENT	-	-	-	✓	✓	-	✓	-							
390	Cashes Catmando	PENALTY				PA										2	68 1/2
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓						
455	Unos Smokin Chic	PENALTY															
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓						
408	Annies Smarty Cat	PENALTY			CPEP							A				6	60
		CONTENT	✓	-	✓	-	=	-	✓	-							
341	Chicaroo Sam	PENALTY				P										1	69
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓						
426	Recklessly Abandoned	PENALTY															
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓						73
0	0	PENALTY															
		CONTENT															

Judge's Signature: _____

CLASS Open Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD
Effective November 16, 2020

1/2 POINT PENALTIES:
- Not changing leads within the same stride
- Jogging first two strides

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
- 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.

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	
			R Co	L Co	Stop	L 3/4	Stop	R 3/4	S/Bk				
438	Purr D Metallic	PENALTY											
		SCORE	+1/2	0	0	+1/2	+1/2	+1/2	0	/		72	
423	Spooks Coby Jo	PENALTY	11										
		SCORE	-1/2	-1/2	0	+1/2	+1/2	+1/2	0	/	2	68 1/2 R	
473	Shinin In The Shade	PENALTY											
		SCORE	0	0	-1/2	0	-1/2	0	-1/2	/		68 1/2	
357	Lucky To Be Royalty	PENALTY											
		SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	/		73	
442	Hydrive Shorty	PENALTY	1										
		SCORE	0	0	-1/2	+1/2	0	0	+1/2	/	1	69 1/2	
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											

Judge's Signature: *Tim Stewart*



COW WORK JUDGE CARD
Effective November 16, 2020

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

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 roman 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

Set: 1
Page: 1

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

RUN CONTENT:

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

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

#	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								
438	Purr D Metallic	PENALTY															
		CONTENT	✓	+	✓✓✓	✓	+	✓	✓								72
423	Spooks Coby Jo	PENALTY															
		CONTENT	✓	-	✓	-	⊖	⊖	-	✓	✓	A	A			5	60
473	Shinin In The Shade	PENALTY															
		CONTENT	✓	✓	✓✓✓	✓	+	✓	✓	✓							69
357	Lucky To Be Royalty	PENALTY															
		CONTENT	✓	+	+++	⊕	✓	+	✓	✓							74
442	Hydrive Shorty	PENALTY															
		CONTENT	✓	-	✓	-	⊖	⊖	✓	✓	✓	B			6	61 1/2	
0	0	PENALTY															
		CONTENT															
0	0	PENALTY															
		CONTENT															
0	0	PENALTY															
		CONTENT															
0	0	PENALTY															
		CONTENT															
0	0	PENALTY															
		CONTENT															
0	0	PENALTY															
		CONTENT															

Judge's Signature: _____

CLASS: Open Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2020

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.

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.

Set: 1
Page: 1

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		
			R/C	L/C	stop	L 3/4	stop	R 3/4	S/Bx					
438	Purr D Metallic	PENALTY												
		SCORE	0	+1/2	-1/2	+1/2	+1/2	+1/2	0					71 1/2
423	Spooks Coby Jo	PENALTY	11											
		SCORE	-1	0	-1/2	+1/2	+1/2	+1/2	0				2	68
473	Shinin In The Shade	PENALTY												
		SCORE	0	-1/2	-1/2	-1	-1/2	0	-1/2					67
357	Lucky To Be Royalty	PENALTY												
		SCORE	0	0	+1	+1/2	+1/2	+1/2	+1/2					73
442	Hydrive Shorty	PENALTY	1											
		SCORE	-1/2	0	-1/2	0	0	+1/2	+1/2				1	69
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												

Judge's Signature:

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

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

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

- 1 POINT PENALTIES
- A- Loss of working advantage
 - C- Cow's head breaks the plane of the 1 point marker
 - E- Changing sides of arena to turn cow
 - L- For each length horse runs past cow
 - P- Working out of position
 - S- Slipping rein
 - T- Failure to drive cow past middle marker on first run before initiating the turn
 - W- Excessive hottering
- 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, 2020

- 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

Set: 1
Page: 1

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							
438	Purr D Metallic	PENALTY														
		CONTENT	✓	✓+	✓- ✓	✓+	✓+	✓	✓	✓						
423	Spooks Coby Jo	PENALTY														
		CONTENT	✓	-	✓-	==	-	✓	-							6
473	Shinin In The Shade	PENALTY														
		CONTENT	✓-	✓	✓ ✓	✓	✓	✓	✓	✓-						
357	Lucky To Be Royalty	PENALTY														
		CONTENT	✓	+	++	✓	✓	✓	✓	✓						
442	Hydrive Shorty	PENALTY			EPP											
		CONTENT	✓	✓	✓-	✓	✓	✓	✓	✓	A					
0	0	PENALTY														
		CONTENT														
0	0	PENALTY														
		CONTENT														
0	0	PENALTY														
		CONTENT														
0	0	PENALTY														
		CONTENT														
0	0	PENALTY														
		CONTENT														
0	0	PENALTY														
		CONTENT														

Judge's Signature: _____

CLASS NP Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD
Effective November 18, 2020

1/2 POINT PENALTIES:
- Not changing leads within the same stride
- Jogging first two strides

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
- 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.

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		
			R C	L C	Stop	L 3/4	Stop	R 3/4	Sl Br					
435	ISR Little Rey	PENALTY												
		SCORE	0	0	-1/2	-1/2	-1/2	0	0	/				68 1/2
501	Boonafide Royalty	PENALTY												
		SCORE	0	0	-1/2	-1/2	0	0	0	/				69
397	Smooth Stylish Key	PENALTY	2											
		SCORE	-1/2	0	0	0	-1/2	+1/2	0	/	2			67 1/2
475	Reydioactive Rey	PENALTY	1 1/2	1				2						
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	/	7			60
473	Shinin In The Shade	PENALTY												
		SCORE												
328	ISR Shesa Mireycle	PENALTY												
		SCORE	+1/2	0	0	0	0	0	0	/				70 1/2
434	ISR A Little Lace	PENALTY												
		SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	/				73
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												

Judge's Signature: *Tim Stewart*

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 hoisting

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 roman 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

Set: 1
Page: 1

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					
435	ISR Little Rey	PENALTY												
		CONTENT	✓	✓+	✓+	⊕	✓	✓						
501	Boonafide Royalty	PENALTY	P											
		CONTENT	✓	+	++	⊕	✓	+	✓				1	73 1/2
397	Smooth Stylish Key	PENALTY			P C P									
		CONTENT	✓	-	-	⊖	=	-	✓	✓	A		7	60
475	Reyradioactive Rey	PENALTY												
		CONTENT	✓	+	✓+	⊕	✓	+	✓	✓				72
473	Shinin In The Shade	PENALTY												
		CONTENT												
328	ISR Shesa Mireycle	PENALTY												
		CONTENT	✓	✓	✓	⊕	✓	✓	✓					68
434	ISR A Little Lace	PENALTY												
		CONTENT	✓	✓+	✓	⊕	✓	✓	✓					72
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												

Judge's Signature: *Tim Stewart*

CLASS NP Hackamore

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD
Effective November 16, 2020

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.

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.

Set: 1
Page: 1

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
			R Co	L Co	Stop	L 3/4	step	R 3/4	Sl Bk			
435	ISR Little Rey	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	-1/2	-1/2	-1/2	-1	-1/2	0			67
501	Boonafide Royalty	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	-1/2	-1/2	0	0	+1/2			69 1/2
397	Smooth Stylish Key	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY	2									
		SCORE	-1/2	0	-1/2	0	0	0	0		2	67
475	Reydioactive Rey	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY	1 1/2	1	2							
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	0		7	60 1/2
473	Shinin In The Shade	MANEUVER										
		PENALTY										
		SCORE	Scratch									
328	ISR Shesa Mireycle	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	0	0	-1/2	0	+1/2			70
434	ISR A Little Lace	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	0	+1/2	+1/2	+1/2	+1/2			72
0	0	MANEUVER										
		PENALTY										
		SCORE										
0	0	MANEUVER										
		PENALTY										
		SCORE										
0	0	MANEUVER										
		PENALTY										
		SCORE										
0	0	MANEUVER										
		PENALTY										
		SCORE										

Judge's Signature:

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

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

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

1 POINT PENALTIES

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

2 POINT PENALTIES

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

3 POINT PENALTIES

- 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.

D- 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

Set: 1
Page: 1

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									
435	ISR Little Rey	PENALTY																
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓							73
501	Boonafide Royalty	PENALTY																
		CONTENT	✓	✓	+	✓	✓	✓	✓	✓	✓							72½
397	Smooth Stylish Key	PENALTY			P	CA		P						AA				
		CONTENT	✓	-	-	-		≡	-	-	-			B			10	60
475	Reyradioactive Rey	PENALTY						P										
		CONTENT	✓	+	+	+		✓	✓	✓	✓						1	73
473	Shinin In The Shade	PENALTY																
		CONTENT	Scratch															
328	ISR Shesa Mireycle	PENALTY																
		CONTENT	✓	✓	✓	✓		✓	✓	✓	✓							69
434	ISR A Little Lace	PENALTY																
		CONTENT	✓	✓	✓	✓		✓	✓	✓	✓							71
0	0	PENALTY																
		CONTENT																
0	0	PENALTY																
		CONTENT																
0	0	PENALTY																
		CONTENT																
0	0	PENALTY																
		CONTENT																

Judge's Signature: _____

CLASS Open Two Rein

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD
Effective November 16, 2020

- 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 over 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.

- 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	
			R ^{CC}	L ^{CC}	Stop	L 3/4	Stop	R 3/4	STB				
335	Jule Of A Time	PENALTY											
		SCORE	+1/2	0	-1/2	+1/2	0	+1/2	0	/			71
322	Hello Kitty Hawk	PENALTY											
		SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	/			73
391	Metallic Rays	PENALTY											
		SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	/			73
373	Cat Magical	PENALTY											
		SCORE	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	/			72 1/2
436	Smokin D Lights	PENALTY											
		SCORE	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	/			74 1/2
437	KK Sugar Twist	PENALTY			1								
		SCORE	0	0	-1/2	+1/2	-1/2	+1/2	+1/2	/	1		69 1/2
504	Dimepiece	PENALTY	1/2			0							
		SCORE	-1/2	-1/2	0	+1	+1/2	0	0	/	0		0
553	Real Smooth Liz	PENALTY											
		SCORE	+1/2	0	0	+1/2	0	+1/2	0	/			71 1/2
463	Very Smart Haida	PENALTY		1/2									
		SCORE	0	0	0	-1/2	0	-1/2	0	/	1/2		68 1/2
413	One Time Reno	PENALTY											
		SCORE	0	0	-1/2	+1	-1/2	+1/2	0	/			70 1/2
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											

Judge's Signature: *Tim Stewart*

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 hoisting
 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 hilling 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
 Set: 1
 Page: 1

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								
335	Jule Of A Time	PENALTY															
		CONTENT	✓	+	✓	✓	⊕	✓	✓	✓	✓	✓					
322	Hello Kitty Hawk	PENALTY															
		CONTENT	✓	✓	+	✓	⊕	✓	✓	✓	✓	✓				1	
391	Metallic Rays	PENALTY															
		CONTENT	✓	✓+	✓	✓	⊕	✓	+	✓	✓	✓					
373	Cat Magical	PENALTY															
		CONTENT	✓	+	✓	✓	⊕	✓	+	✓	✓	✓					
436	Smokin D Lights	PENALTY															
		CONTENT	✓	+	+	+	⊕	⊕	+	✓	✓	✓					
437	KK Sugar Twist	PENALTY															
		CONTENT	✓														
504	Dimepiece	PENALTY															
		CONTENT	✓	+	✓	+	⊕	✓	+	✓	✓	✓					
553	Real Smooth Liz	PENALTY															
		CONTENT	✓	✓	✓	✓	⊕	✓	✓	✓	✓	✓					
463	Very Smart Haida	PENALTY															
		CONTENT	✓	-	-	-	⊖	=	-	✓	✓	A			A 8		60
413	One Time Reno	PENALTY															
		CONTENT	✓	✓	✓	✓	⊕	✓	✓	✓	✓	✓					
0	0	PENALTY															
		CONTENT															
0	0	PENALTY															
		CONTENT															

Judge's Signature: *Tim Stewart*



REINED WORK JUDGE CARD
Effective November 16, 2020

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.

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.

Set: 1
Page: 1

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 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE		
			R/C	L/C	Stop	L 3/4	Stop	R 3/4	S/Bx					
335	Jule Of A Time	PENALTY												
		SCORE	0	0	0	+1/2	0	+1/2	+1/2					71 1/2
322	Hello Kitty Hawk	PENALTY												
		SCORE	0	+1/2	-1/2	-1/2	+1/2	0	0					70
391	Metallic Rays	PENALTY												
		SCORE	+1/2	0	-1/2	+1/2	0	+1/2	+1/2					71 1/2
373	Cat Magical	PENALTY												
		SCORE	0	0	+1/2	+1	0	+1	0					72 1/2
436	Smokin D Lights	PENALTY												
		SCORE	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2					73 1/2
437	KK Sugar Twist	PENALTY												
		SCORE	0	0	0	0	0	+1/2	+1/2					71
504	Dimepiece	PENALTY	1/2			0								
		SCORE	0	-1/2	0		0	+1/2	-1/2					0
553	Real Smooth Liz	PENALTY												
		SCORE	0	0	0	+1/2	-1/2	+1/2	0					70 1/2
463	Very Smart Haida	PENALTY												
		SCORE	0	0	0	0	+1/2	0	+1/2					71
413	One Time Reno	PENALTY												
		SCORE	0	0	-1/2	+1	0	+1/2	0					71
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												

Judge's Signature:

GUIDE FOR NEW COW: (At judges discretion, rider will receive new cow(s) as necessary to show Horse)
 A- Cow that won't run
 B- Cow that doesn't respect horse
 C- When cow leaves arena
 CREDITS
 A- Maintaining control of the cow at all times
 B- Exhibiting superior cow sense and natural ability without excessive reining or spurring
 C- Degree of difficulty
 D- Eye Appeal
 1 POINT PENALTIES
 A- Loss of working advantage
 C- Cow's head breaks the plane of the 1 point marker
 E- Changing sides of arena to turn cow
 L- For each length horse runs past cow
 P- Working out of position
 S- Slipping rein
 T- Failure to drive cow past middle marker on first run before initiating the turn
 W- Excessive holering
 2 POINT PENALTIES
 A- Going around corner of arena before turning cow
 B- In an open field turn animal gets within 3 feet of the end fence before being turned
 C- Failure to change sides after a circling turn prior to the first circle
 3 POINT PENALTIES
 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
 Set: 1
 Page: 1

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				SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	
335	Jule Of A Time	PENALTY												
		CONTENT	✓	✓+	+ ✓	✓	✓	✓	✓					73 1/2
322	Hello Kitty Hawk	PENALTY												
		CONTENT	✓	✓+	✓+ ✓	✓	✓	✓	✓+	✓				71 1/2
391	Metallic Rays	PENALTY												
		CONTENT	✓	✓+	✓+ ✓	✓	✓	✓	✓	✓				73
373	Cat Magical	PENALTY												
		CONTENT	✓	✓+	✓+ ✓	✓	✓	✓+	✓					72 1/2
436	Smokin D Lights	PENALTY												
		CONTENT	✓	✓+	✓+ ✓	✓	✓	+	+	✓				74 1/2
437	KK Sugar Twist	PENALTY			LA									
		CONTENT	✓		-									0
504	Dimepiece	PENALTY												
		CONTENT	✓	✓+	✓+	+	✓	✓	✓	✓				73 1/2
553	Real Smooth Liz	PENALTY												
		CONTENT	✓	✓	✓+	✓	✓	✓	✓	-				69 1/2
463	Very Smart Haida	PENALTY			AP									
		CONTENT	✓	-	✓		✓	-	✓	✓	A	A	9	600
413	One Time Reno	PENALTY												
		CONTENT	✓	✓+	✓+	✓	✓	✓	✓	✓				72
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												

Judge's Signature:



REINED WORK JUDGE CARD

Effective November 16, 2020

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 over 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.

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.

Set: 1
Page: 1

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		
			R/C	L/C	Stop	L 3/4	Stop	R 3/4	S/Bk					
374	Auspicious Storm	PENALTY												
		SCORE	+1/2	0	0	+1/2	0	+1/2	0					7 1/2
350	Shes A Metallic Cat	PENALTY									1/2		1/2	
		SCORE	0	0	+1/2	0	0	0			-1/2			6 1/2
534	Reys Seniorita	PENALTY		1/2									1/2	
		SCORE	0	-1/2	0	+1/2	0	+1/2			-1/2			6 1/2
398	A Total Rock Star	PENALTY		1							2		3	
		SCORE	0	-1/2	-1/2	0	0	+1/2			-1/2			6 0
301	Special Smart Rey	PENALTY												
		SCORE	0	0	0	+1/2	-1/2	+1/2	0					7 0 1/2
461	Still Playinstylish	PENALTY												
		SCORE	+1/2	0	0	+1/2	+1/2	+1/2	+1/2					7 2 1/2
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												

Judge's Signature: *Tim Stewart*

GUIDE FOR NEW COW: (All 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 hoistering

- 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, backing, 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

Set: 1
Page: 1

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

RUN CONTENT:

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



COW WORK JUDGE CARD

Effective November 16, 2020

#	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						
374	Auspicious Storm	PENALTY													
		CONTENT	✓	✓	- ✓	⊕	✓	✓	✓	✓					69
350	Shes A Metallic Cat	PENALTY													
		CONTENT	✓	-	-	⊕	⊖	-	-	-	A	C		4	60
534	Reys Seniorita	PENALTY													
		CONTENT	✓	✓	✓	⊕	⊖	✓	✓	✓					60 1/2
398	A Total Rock Star	PENALTY													
		CONTENT	✓	-	✓	⊕	⊖	-	✓	✓	A	A		4	63
301	Special Smart Rey	PENALTY			T										
		CONTENT									A				0 (B)
461	Still Playinstylish	PENALTY													
		CONTENT	✓	+	+	⊕	⊖	+	✓	✓					75
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													

Judge's Signature: *Tim Stewart*

CLASS NP Two Rein

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2020

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 over 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.

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.

Set: 1
Page: 1

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		
			R/C	L/C	Stop	L 3/4	Stop	R 3/4	ST/BK					
374	Auspicious Storm	PENALTY												
		SCORE	0	0	0	0	0	0	0	0				70
350	Shes A Metallic Cat	PENALTY									1/2			
		SCORE	0	+1/2	+1/2	0			0		0			70 1/2
534	Reys Seniorita	PENALTY		1										
		SCORE	0	0	0	+1/2	0		+1/2	-1/2			1	69 1/2
398	A Total Rock Star	PENALTY									2			
		SCORE	0	0	-1/2	-1/2	0		0	0			2	67
301	Special Smart Rey	PENALTY	1											
		SCORE	0	+1/2	0	+1/2	-1/2	+1/2	0				1	70
461	Still Playinstylish	PENALTY												
		SCORE	0	0	0	+1/2	+1/2	+1/2	+1/2					72
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												

Judge's Signature:

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

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

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

1 POINT PENALTIES

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

2 POINT PENALTIES

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

3 POINT PENALTIES

- 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

Set: 1
Page: 1

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

RUN CONTENT:

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



COW WORK JUDGE CARD

Effective November 16, 2020

#	HORSE	MANEUVER	RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)							2 & 1 POINT PENALTIES			Penalty Total	SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY		
374	Auspicious Storm	PENALTY												
		CONTENT	✓	✓	✓✓	✓	✓-	✓	✓					
350	Shes A Metallic Cat	PENALTY			T							AA		
		CONTENT	✓-	-	4-	=	-	✓	-			C		7
534	Reys Seniorita	PENALTY												
		CONTENT	✓	✓+	✓✓	✓	✓+	✓	✓					
398	A Total Rock Star	PENALTY										A		
		CONTENT	✓	-	✓✓	=	✓-	✓	✓			A		4
301	Special Smart Rey	PENALTY			T							A		
		CONTENT	✓		✓-									
461	Still Playinstylish	PENALTY												
		CONTENT	✓	+	++	+	+	+	✓					
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												
0	0	PENALTY												
		CONTENT												

Judge's Signature: _____

CLASS: Youth Fence

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2020

- 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 over 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.

- 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		
			R/C	L/C	Stop	L 3/4	Stop	R 3/4	S/BK					
468	Smokin Oak E	PENALTY												
		SCORE												
406	Smooth N Cash	PENALTY												
		SCORE	+1/2	+1/2	0	+1/2	0	+1/2	+1/2					7 1/2
363	Bet Hesa Scotti	PENALTY												
		SCORE	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2					7 3
464	Pepe Le Wright	PENALTY												
		SCORE	0	+1/2	0	0	+1/2	+1/2	0					7 1 1/2
364	Smart Teena Cash	PENALTY						2						
		SCORE	+1/2	0	0	+1/2	-1/2	0	0			2		6 5 1/2
467	Smartfilmister	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												

Judge's Signature: *Tim Stewart*

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 hottering

- 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- Baking
- 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, 2020

- L- If a rider hits or kicks the animal being worked with the roman 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

Set: 1 Page: 1

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				Penalty Total	SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY			
468	Smokin Oak E	PENALTY													
		CONTENT													
406	Smooth N Cash	PENALTY										A		2	67 1/2
		CONTENT	✓	✓ -	+ ✓ ✓ ✓	✓ ✓	✓ -	✓ -	✓	✓					
363	Bet Hesa Scotti	PENALTY													
		CONTENT	✓	✓	✓ ✓ ✓ ✓	✓ ✓	✓	✓	✓	✓					73
464	Pepe Le Wright	PENALTY													
		CONTENT	✓	✓	✓ ✓ ✓ ✓	✓ ✓	✓	✓	✓	✓				1	72 1/2
364	Smart Teena Cash	PENALTY													
		CONTENT	✓	✓ -	+ ✓ -	✓ ✓	✓ -	✓ -	✓	✓				1	69 1/2
467	Smartilmister	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													
0	0	PENALTY													
		CONTENT													

Judge's Signature: *Tim Stewart*



REINED WORK JUDGE CARD

Effective November 16, 2020

- 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.

- 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	
			R/C	L/C	Stop	L 3/4	Stop	R 3/4	S/Bk				
468	Smokin Oak E	PENALTY											
		SCORE											
406	Smooth N Cash	PENALTY											
		SCORE	0	0	-1/2	0	0	+1/2	0				70
363	Bet Hesa Scotti	PENALTY											
		SCORE	0	+1/2	0	+1/2	0	+1/2	+1/2				72
464	Pepe Le Wright	PENALTY											
		SCORE	0	0	-1/2	+1/2	0	+1/2	0				70 1/2
364	Smart Teena Cash	PENALTY						2					
		SCORE	0	0	0	+1/2	0	0	0			2	68 1/2
467	Smartilmister	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											

Judge's Signature: _____

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

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

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

1 POINT PENALTIES

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

2 POINT PENALTIES

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

3 POINT PENALTIES

- 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



COW WORK JUDGE CARD

Effective November 16, 2020

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

Set: 1
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NE- Failure of an exhibitor to attempt to work the pattern (fence work)

RUN CONTENT:

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

#	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									
468	Smokin Oak E	PENALTY																
		CONTENT	Scratch															
406	Smooth N Cash	PENALTY																
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	A			2	69	
363	Bet Hesa Scotti	PENALTY																
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					73	
464	Pepe Le Wright	PENALTY			C													
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				1	71 1/2	
364	Smart Teena Cash	PENALTY			A													
		CONTENT	✓	✓	+	-	✓	✓	✓	✓	✓	✓				1	70 1/2	
467	Smartlimister	PENALTY																
		CONTENT	Scratch															
0	0	PENALTY																
		CONTENT																
0	0	PENALTY																
		CONTENT																
0	0	PENALTY																
		CONTENT																
0	0	PENALTY																
		CONTENT																
0	0	PENALTY																
		CONTENT																

Judge's Signature:



REINED WORK JUDGE CARD

Effective November 16, 2020

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.

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.

Set: 1
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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		
			R/C	L/C	Stop	L 3/4	Stop	R 3/4	Sl Br					
384	Doc Tom Diamond	PENALTY		2	2									
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			0	0	
383	Quick As Einstein	PENALTY												
		SCORE	-1/2										0	
317	Hesa Shiny Twist	PENALTY												
		SCORE	-1/2	0	0	+1/2	+1/2	+1/2	+1/2				7 1/2	
385	Catman N Robin	PENALTY	1	2	2									
		SCORE	-1/2	-1/2	-1/2	0	0	0	-1/2			8	60	
457	Two Scoops Of Reysin	PENALTY												
		SCORE	0	0	0	+1/2	0	+1/2	+1/2				7 1/2	
427	Pearl Master	PENALTY	1	1						2		4		
		SCORE	0	-1/2	0	+1/2	0	+1/2	-1/2				66	
406	Smooth N Cash	PENALTY	1											
		SCORE	+1/2	+1/2	-1/2	+1/2	0	+1/2	0			1	70 1/2	
370	Paid By A Starlett	PENALTY	1	1										
		SCORE	0	-1/2	-1/2	+1/2	-1/2	+1/2	0			2	67 1/2	
382	Respond Please	PENALTY			2									
		SCORE	0	0	-1/2	-1/2	0	0	0			2	67	
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												
0	0	PENALTY												
		SCORE												

Judge's Signature: *Tim Stewart*

CLASS Youth Limited

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



LIMITED COW WORK JUDGE CARD

Effective November 16, 2020

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

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

Set: 1
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NO SCORE:

- NE -Failure of an exhibitor to attempt to complete the work
- 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 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	
384	Doc Tom Diamond				-	✓	✓	✓	✓		69
383	Quick As Einstein				-	✓-	✓	✓	✓-		68
317	Hesa Shiny Twist	✓			✓	✓+	✓+	✓+	✓+		71
385	Catman N Robin				✓	✓	✓	✓	✓		70
457	Two Scoops Of Reysin	P			-	✓	✓	✓	✓		68
427	Pearl Master	P			✓	✓	✓	✓	✓		69
406	Smooth N Cash	✓			✓	+	+	+	✓		72
370	Paid By A Starlett				-	✓	✓	✓	✓		69
382	Respond Please				+	✓	+	✓	✓		72
0	0										
0	0										
0	0										

Judge's Signature:

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NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD
Effective November 16, 2020

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.

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	
			R Co	L Co	Stop	L 3/4	stop	R 3/4	Sl Br				
384	Doc Tom Diamond	PENALTY		22									
		SCORE	0	-1/2	-1/2	-1/2	-1/2						0
383	Quick As Einstein	PENALTY		0									
		SCORE	0										0
317	Hesa Shiny Twist	PENALTY											
		SCORE	0	0	0	0	+1/2	+1/2	+1/2				7 1/2
385	Catman N Robin	PENALTY	12										
		SCORE	-1/2	-1/2	0	0	-1/2	+1/2	0			3	66
457	Two Scoops Of Reysin	PENALTY											
		SCORE	+1/2	0	0	+1/2	0	+1/2	+1/2				72
427	Pearl Master	PENALTY	1	1						2			
		SCORE	-1/2	-1/2	-1/2	0	+1/2	+1/2	-1/2			4	65
406	Smooth N Cash	PENALTY	1										
		SCORE	+1/2	0	0	0	0	+1/2	0			1	70
370	Paid By A Starlett	PENALTY	1	1									
		SCORE	-1/2	-1/2	-1/2	0	-1/2	0	-1/2			2	65 1/2
382	Respond Please	PENALTY			2								
		SCORE	0	0	-1/2	-1/2	0	0	0			2	67
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											
0	0	PENALTY											
		SCORE											

Judge's Signature:

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LIMITED COW WORK JUDGE CARD

Effective November 16, 2020

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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

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

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		
384	Doc Tom Diamond				✓	✓	✓	-	-		68	
383	Quick As Einstein				✓+	✓+	✓+	✓+	✓+		72½	
317	Hesa Shiny Twist				✓	✓+	✓+	✓+	✓+		72	
385	Catman N Robin				✓+	✓	✓	✓	✓+		71	
457	Two Scoops Of Reysin	A			✓-	✓	✓-	✓	✓		68	
427	Pearl Master				✓	✓	✓	✓	✓		70	
406	Smooth N Cash				✓+	✓+	✓+	✓	✓		71½	
370	Paid By A Starlett				✓	✓	✓-	✓-	✓		69	
382	Respond Please				+	✓+	✓+	✓+	✓+		73	
0	0											
0	0											
0	0											

Judge's Signature: