

Show #42525: CRCHA Show #3 (4/25/2025-4/27/2025)

50. NRCHA NPH: Non Pro Hackamore Go: C (Composite) - Shown: 2 (Added Money: \$400.00)

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
\$550.00	1	220	Guns And Rollzes	Annie Hickerson	137.00	Annie Hickerson
	2	210	Panther City Splash	Leann M Coombs	127.00	Leann M Coombs

51. NRCHA CANPH: CRCHA Non Pro Hackamore Go: C (Composite) - Shown: 1

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
	1	210	Panther City Splash	Leann M Coombs	127.00	Leann M Coombs

52. NRCHA CANPJR: CRCHA Non Pro Jr Horse Go: C (Composite) - Shown: 6

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
	1	249	Yakety Yak	Tori Gail Campbell	143.00	Tori Gail Campbell
	2	283	Rocky Balboon	Mason T. Beal	142.00	Mason T. Beal
	3	254	High Priced Chyna	Jayson J. Fisher	135.00	Jayson & Teresa Fisher
	4	172	Rey More Shine	Paula Francis	134.50	Daran & Paula Francis
	5	166	Sann Draggin	Cynthia L. Bias	124.50	Roger &/ Cynthia Bias
	6	168	Scooter Doo	Gerrica Danielle Manda	68.00	Gerrica Danielle Manda



REINED WORK JUDGE CARD

Effective November 16, 2024

1/2 POINT PENALTIES:

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

1 Point Penalties

- Out of Lead
- Slipping rein in the bridle
- Over or under spin 1/4 turn
- Out of lead each 1/4 circle
- 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 up until one-half circle or one-half arena length
- On lot in patterns, failure to stop before executing a lope departure
- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait.
- At end of pattern, failure to hesitate to demonstrate completion of pattern.

5 Point Penalties

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

0- Score

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

NO SCORE:

- Abuse
- Lameness

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

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

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

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

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE		
			RC	LC	ST	LS	ST	RS	S-B					
210	Panther City Splash	MANEUVER												
		PENALTY												
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2					67
254	High Priced Chyna	MANEUVER												
		PENALTY				1/2							1/2	70
		SCORE	0	0	0	0	+1/2	0	0					
249	Yakety Yak	MANEUVER												
		PENALTY												
		SCORE	0	0	0	+1/2	+1/2	+1/2	0					7 1/2
220	Guns And Rollzes	MANEUVER												
		PENALTY							1/2				1/2	69
		SCORE	-1/2	0	+1/2	-1/2	0	0	0					
166	Sann Draggin	MANEUVER												
		PENALTY	2											
		SCORE	0	0	-1	-1/2	-1/2	0	-1/2					64 1/2
284	Shes Tuff N Smart	MANEUVER												
		PENALTY												
		SCORE												
172	Rey More Shine	MANEUVER												
		PENALTY												
		SCORE	0	-1/2	-1	0	-1/2	0	0					68
283	Rocky Balloon	MANEUVER												
		PENALTY		1						2			3	68 1/2
		SCORE	0	0	+1/2	0	+1/2	+1/2	0					
168	Scoter Doo	MANEUVER												
		PENALTY												
		SCORE	-1/2	-1/2	0	+1/2	-1/2	0	0					68
		PENALTY												
		SCORE												
		PENALTY												
		SCORE												

Judge's Signature:

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

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

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

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

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

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

- 5 POINT PENALTIES**
- A- Not getting a turn each way (5 points each way)
 - B- Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse
 - C- Blatant disobedience including licking, 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.

- B- SCORE**
- A- Turn tail
 - B- Using two hands on the reins in a bridle or two rein class
 - C- Fingers between the reins in a bridle class except the two rein class
 - D- Balking
 - E- Extremely out of control
 - F- Bloody mouth (inside)
 - G- Illegal equipment
 - H- Leaving working area before pattern is complete
 - I- Fall of horse or rider
 - J- Schooling between rein work and cow work
 - K- Schooling horse between cows, if new cow is awarded
 - L- If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner

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

- NO SCORE:**
- A- Abuse
 - B- Lameness
 - NE- Failure of an exhibitor to attempt to work the pattern (fence work)

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

#	HORSE	MANEUVER	RUN CONTENT (A-E) & 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					
210	Panther City Splash	PENALTY	A		PPP	P							7	60
		CONTENT	-	-	✓✓✓	✓	-	✓	-	A				
254	High Priced Chyna	PENALTY			C								3	65
		CONTENT	✓	✓	✓✓✓	✓	✓	✓	✓	A				
249	Yakety Yak	PENALTY												7 1/2
		CONTENT	✓	✓	✓✓✓	✓	✓	✓	✓					
220	Guns And Rolzes	PENALTY												68
		CONTENT	✓	✓	✓✓✓	✓	✓	✓	✓					
166	Sann Draggin	PENALTY	A		EAPP								10	60
		CONTENT	-	-	✓✓✓	✓	-	✓	-	B	B			
284	Shes Tuff N Smart	PENALTY												
		CONTENT												
172	Rey More Shine	PENALTY											1	66 1/2
		CONTENT	✓	✓	✓✓✓	✓	✓	✓	✓					
283	Rocky Balboon	PENALTY												73 1/2
		CONTENT	✓	✓	✓✓✓	✓	✓	✓	+					
168	Scooter Doo	PENALTY												0
		CONTENT	✓											
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Signature: 