





**REINED WORK JUDGE CARD**  
Effective November 16, 21

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

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

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

- 5 Point Penalties**  
 - Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.  
 - Biant 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		
			PC	LC	S	LS	S	RS	S/B					
16	RO Dart To The Left	PENALTY												
		SCORE	1/2	0	1/2	0	0	0	0	0				70
7	Ve Double Down Time	PENALTY												
		SCORE	1/2	0	1/2	1/2	0	0	0	0				68.5
		PENALTY												
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		PENALTY												
		SCORE												
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		SCORE												
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		PENALTY												
		SCORE												

Judge's Signature: Justin White

CLASS #130 - NRCHA cowboy - Cowboy Class

NATIONAL REINED COWHORSE ASSOCIATION www.nrcha.com

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



Effective November 16, 2021

- A- Cow that won't run**  
**B- Cow that doesn't respect horse**  
**C- When cow leaves arena**
- CREDITS**  
**A- Maintaining control of the cow at all times**  
**B- Exhibiting superior cow sense and natural ability without excessive reining or spurring**  
**C- Degree of difficulty**  
**D- Eye Appeal**
- 1 POINT PENALTIES**  
**A- Loss of working advantage**  
**C- Cow's head breaks the plane of the 1 point marker**  
**E- Changing sides of arena to turn cow**  
**L- For each length horse runs past cow**  
**P- Working out of position**  
**S- Slipping rein**  
**T- Failure to drive cow past middle marker on first run before initiating the turn**  
**W- Excessive hollering**
- 2 POINT PENALTIES**  
**A- Going around corner of arena before turning cow**  
**B- In an open field turn animal gets within 3 feet of the end fence before being turned**  
**C- Failure to change sides after a circling turn prior to the first circle**
- 3 POINT PENALTIES**  
**D- Dangerous Position**  
**E- Exhausting or overworking before circling cow**  
**H- Hanging up on fence (refusing to turn)**  
**K- Knocking down cow without having working advantage**

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

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

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

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

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

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

#	HORSE	MANEUVER	RUN CONTENT (+1✓+1✓1✓-1-)							& 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		
16	RO Dart To The Left	PENALTY												
		CONTENT	0	0	400	0	0	0	0					70.5
7	Ve Double Down Time	PENALTY												
		CONTENT	0	0	10	0	0	0	0					68
		PENALTY												
		CONTENT												
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**CREDITS**  
Box, Run & Rate, Stop, Position, Degree of Difficulty, Eye Appeal

Effective November 16, 2023

**NEGATIVE RUN CONTENT**

Nervous in box, turns head severely, squats in corner, stopping crooked

**SCORING**

Will be on the basis of 60-80, with a 70 denoting an average performance.  
Each maneuver will be scored from a + 1 1/2 (excellent), to a - 1 1/2 (extremely poor), in 1/2 point increments. Time limit is 60 seconds with a two loop limit.

**PENALTIES:**

- Penalty 2 - Freeze-up in box; Jumping the barrier; Scotching
- Penalty 3 - Missing first loop; Taking off illegal catch
- Penalty 5 - Refusing to enter box; Breaking barrier; Rearing up in box; Running into steer; Blatant disobedience.
- Penalty Score 0 - Loss of rope; Failure to make legal catch; Failure to dally; Fall of horse or rider; Excessive schooling; Whipping or hitting horse with rope; Failure of horse to stop steer's forward motion; Improper Western attire, working out of order

**NO SCORE**

Abuse; Lameness  
NE - Failure of an exhibitor to attempt to work the pattern

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

#	HORSE	MANEUVER	Box	Run & Rate	Stop	Position	Eye Appeal	Deg. Of Difficulty	Loop	Penalty Total	SCORE
7	Ve Double Down Time	PENALTY									
		SCORE	-1/2	+1	-1/2	0	0	0			69
16	RO Dart To The Left	PENALTY									
		SCORE	-1/2	+1	0	0	0	0			70.5
		PENALTY									
		SCORE									
		PENALTY									
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		PENALTY									
		SCORE									

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