

EVENT	GO-ROUND	DATE	JUDGE
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CLASS \_\_\_\_\_ NATIONAL REINED COW HORSE ASSOCIATION [www.nrcha.com](http://www.nrcha.com)

**REINED WORK JUDGES CARD**



**1/2 POINT PENALTIES:**

- Over or under spin 1/8 turn
- Jogging first 3 strides

**1 Point Penalties**

- Out of Lead
- Slipping rein in the bridle
- Over or under spin 1/4 turn
- Jogging for more than 3 strides
- Scotching or anticipating stop
- Excessive whipping or spurring

**2 Point Penalties**

- Lead missed around end of arena past second corner
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- 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.

**3 Point Penalties**

- Jogging in excess of one-half circle or one-half the length of the arena
- Failure to complete the pattern as given (I.e. over under spin more than 1/4 turn)
- Backing more than 2 strides when no back up is called for in the pattern.

**5 Point Penalties**

- Spurring or hitting in front of cinch at anytime
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.

**0- Score**

- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider

**NO SCORE:**

- Abuse
- Lameness

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

**Credit**

Credit shall be given for Smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch

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

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

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES							Penalty Total	SCORE
			1	2	3	4	5	6	7		
		PENALTY									
		SCORE									
		PENALTY									
		SCORE									
		PENALTY									
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		SCORE									
		PENALTY									
		SCORE									

Judge's Signature: \_\_\_\_\_

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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- Exhibiting superior cow sense and natural ability
- C- Degree of difficulty
- D- Eye Appeal



**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
- C- blatant disobedience including kicking, biting, ducking, rearing and striking or obviously insubordinate
- D- Turn tail

**0- SCORE**

- E- Out of control
- F- Bloody mouth (inside)
- G- Illegal equipment
- H- Leaving working area before pattern is complete
- I- Fall of horse or rider
- L- If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner
- M- Failure to quit working a cow after a new cow has been awarded

**COW WORK JUDGE CARD**

**NO SCORE:**

- A- Abuse
- B- Lameness

**1 POINT PENALTIES**

- A- Loss of working advantage
- C- Using corner or the end of the arena to turn cow
- E- Changing sides of arena to turn cow
- L- For each length horse runs past cow
- P- Working out of position
- T- Failure to drive the cow past the middle marker on the first turn
- W- Excessive whipping, spurring, or noisiering

**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

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

NOTE: Failure of an exhibitor to attempt to work the pattern (fence work)

RUN CONTENT: (+ ABOVE AVERAGE, - AVERAGE, - BELOW AVERAGE)

#	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					
		PENALTY												
		CONTENT												
		PENALTY												
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Judge's Signature: \_\_\_\_\_