

EVENT _____ GO-ROUND _____ DATE 7.7. JUDGE _____
 CLASS Cow Horse - Novice Riders Pattern 8 Allegro NATIONAL REINED COW HORSE ASSOCIATION 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							Penalty Total	SCORE	
			Lc 1/1	Rc 1/1	STOP	3/2 LS	STOP	3/2 RS	STOP BACK			
		MANEUVER	1	2	3	4	5	6	7			
	Hot Tec Dream	PENALTY										
	Hot Tec Dream	SCORE										
	Bricks Smart Player	PENALTY										
	Bricks Smart Player	SCORE	0	0	+1/2	-1/2	-1/2	0	0			69.5
	Hot Tec Dream	PENALTY						1				
	Hot Tec Dream	SCORE	0	0	0	0	0	0	0	1		69
		PENALTY										
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		PENALTY										
		SCORE										

Judge's Signature: Stacy Ann Ferguson

EVENT NOVICE RIDERS GO-ROUND DATE JUDGE

CLASS COWHORSE - Two Bits Open All Ages Pattern 8 NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com

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

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

CREDITS

- A- Maintaining control of the cow at all times
- B- 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 pass middle marker on first run
- W- Excessive whipping, spurring, or 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

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, 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
- 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, 2017

- L- If a rider hits or kicks the animal being worked with the normal or reins, in an abusive manner
- N- Improper Western Attire
- O- Failure to work in the proper working order

NO SCORE:

- A- Abuse
- B- Lameness

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

RUN CONTENT:

(+ 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					
	Brisks Smart Player	PENALTY												
		CONTENT	✓				✓-	✓-	✓-					68
	Hot Tee Dream	PENALTY												
		CONTENT	✓				✓	✓-	✓-					69
		PENALTY												
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Judge's Signature: Stephen Pearson