

EVENT:	GO-ROUND:	DATE:	JUDGE:
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CLASS:	<b>NATIONAL REINED COW HORSE ASSOCIATION</b> <a href="http://www.nrcha.com">www.nrcha.com</a>
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- 1 POINT PENALTIES**
- A- Loss of working advantage
  - C- When the 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 before initiating the turn
  - P- Working out of position
  - S- Slipping a rein
  - T- Failure to drive the cow past the middle marker on the first **run down the fence after the cow is lined out (3 horse strides)**.

- 2 POINT PENALTIES**
- A- Going around corner of arena before turning cow (When the cow's head breaks the plane of the 2 point penalty marker)
  - B- In an open field turn animal gets within 3 feet of the fence
  - C- Circling Turn – 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

- 0- SCORE**
- A- Turn tail
  - B- Using 2 hands on the reins in a bridle or two rein
  - C- Fingers between the reins when using romals, 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 of the horse between the rein and cow work when cow work immediately follows the rein work
  - K- Schooling of the horse between cows, if a new cow is awarded. Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing or failure to immediately pull up when a new cow is accepted
  - 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
  - N- Improper western attire
  - O- Failure to work in the proper working order

**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.

**NO SCORE:**

- A- Lameness
- B- Abuse

COW WORK JUDGES CARD

January 2026 - August 2028

**GUIDE FOR NEW COW:**  
 (At judges' discretion, rider will receive new cow(s) as necessary to show  
 A- Cow unreasonably difficult or unworkable  
 B- In the case of an emergency (Such as a person falling into the arena)  
 C- When cow leaves arena  
 D- Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements.  
 E- In the case that a rider is awarded a third cow, the rider will have the option to work their new or to rest their horse and work their new cow at the end of the next set

- CREDITS**
- A- Maintaining control of the cow at all times
  - B- Maintaining proper position
- NE-** Failure of an exhibitor to attempt to complete the work



**RUN CONTENT:**  
**SCORED 60-80**  
 + 1 1/2 **Exceptional**  
 + 1 Very Good  
 + 1/2 Good  
 0 **Correct**  
 - 1/2 Poor  
 - 1 Very Poor  
 - 1 1/2 **Exceptionally Poor**

#	CONTESTANT NAME	MANEUVER	RUN CONTENT (+1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2, & 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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		CONTENT												

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

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## REINED WORK JUDGES CARD

January 2026 - August 2028



**1/2 Point Penalties**

- Over or under spin 1/8 turn
- Jogging first 2 strides

**1 Point Penalties**

- Out of Lead
- Scotching or anticipating stop
- Over or under spin 1/4 turn
- Excessive whipping or spurring

**2 Point Penalties**

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only a 1/2 circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Jogging beyond 2 strides, except when executing a simple lead change
- 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.
- At end of pattern, failure to hesitate to demonstrate completion of 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**

- Failure to complete the pattern as given (i.e. over or under spin more than 1/4)
- Two hands on the reins when using a bridle or two rein
- Fingers between the reins when using romals, except in the two rein
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than two strides, when backing is not called for
- 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

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

**CREDIT:**

- Smoothness
- Finesse
- Attitude
- Quickness and authority of performing various maneuvers while using controlled speed

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

**NO SCORE:**

- Abuse
- Lameness

<b>RUN CONTENT:</b>
<b>SCORED 60-80</b>
+ 1 1/2 <b>Exceptional</b>
+ 1 Very Good
+ 1/2 Good
0 <b>Correct</b>
- 1/2 Poor
- 1 Very Poor
- 1 1/2 <b>Exceptionally Poor</b>

**Leads and Lead Change Penalties:**

1/2 of a point for a delayed change of lead by one stride. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each 1/4 of the circumference of a circle or any part thereof that a horse is out of lead.

		MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2											
#	CONTESTANT NAME	MANEUVER DESCRIPTION									Penalty Total	SCORE	
		MANEUVER	1	2	3	4	5	6	7	8			
		PENALTY											
		SCORE											
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Judge's Signature: \_\_\_\_\_