



REINED WORK JUDGE CARD

Effective November 16, 2022

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
- 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.
- 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.

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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	
			L/C	R/C	Stop	L 3/4	Stop	R 3/4	Sl Bk				
			1	2	3	4	5	6	7	8			
708	All Hail Davinci	PENALTY											70 1/2
		SCORE	+1/2	0	-1/2	0	+1/2	0	0				
736	Rey Romano	PENALTY											69
		SCORE	+1/2	0	-1/2	0	-1/2	-1/2	0				
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Judge's Signature: Bozo Rogers



COW WORK JUDGE CARD
Effective November 16, 2022

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

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.

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

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

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

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

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
 E- Exhausting or overworking before circling cow
 H- Hanging up on fence (refusing to turn)
 K- Knocking down cow without having working advantage

I- Fall of horse or rider
 J- Schooling between rein work and cow work
 K- Schooling horse between cows, if new cow is awarded

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

RUN CONTENT:
 (+ Excellent / ++ Above Average / ✓ Average / ✓- Below Average / - Poor)

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#	HORSE	MANEUVER	RUN CONTENT (+ / ++ / ✓ / ✓- / -)							& 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			
708	All Hail Davinci	PENALTY			A										70 1/2 70 1/2 141
		CONTENT	✓-	✓	✓+ ✓+	✓+	✓	✓+	✓						
736	Rey Romano	PENALTY													73 1/2 69 73 1/2 142 1/2
		CONTENT	✓	✓+	✓+ ✓+	✓+	✓+	✓+	✓						
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Judge's Signature: Bozo Rogers