



REINED WORK JUDGE CARD

Effective November 16, 2023

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
			R CoC	L CoC	Stop	R 3/12	Stop	L 3/12	Sl Bk			
279	Smooth N Spicey	PENALTY										
		SCORE	+1/2	0	0	+1/2	0	0	0			71
309	Brother Hal	PENALTY										
		SCORE	+1/2	0	-1/2	+1/2	+1/2	+1/2	+1			0
232	All That Boonshine	PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
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		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature: Chele McGauly

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 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)

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

RUN CONTENT:

#	HORSE	MANEUVER	RUN CONTENT (+/✓+/✓/✓-/-)							5 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			
279	Smooth N Spicy	PENALTY			CA										
		CONTENT	✓	✓-	+ -	✓	✓-	✓	✓-	✓	✓-	A			4
309	Brother Hal	PENALTY			T										
		CONTENT	✓	✓	+ +	⊕	✓	+	-	✓+				1	70 1/2
282	All That Boonshine	PENALTY													
		CONTENT													
		PENALTY													
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Judge's Signature: *Chele McGauly*