EVENT	Cow Horse Kick Off - Day 2	GO-ROUND			DATE	1/7	/2024	JUDGE		Chel	e McGau	ly			
CLASS	Non Pro Two	Rein					W HORS	SE ASSC	CIATION	www.r	rcha.com				
1/2 POINT PENALTIES: Not changing leads within the same stride - Over or under spin 1/8 turn - Jogging first two strides				REINED WORK JUDGE CARD											
Point Penalties Out of Lead - Out of lead each 1/4 circle Slipping rein in the bridle - Scotching or anticipating stop Over or under spin 1/4 turn 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			- 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												
Jogging to On trot in A stop in At end of	Dreaking 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 demonstratre completion of pattern Point Penalties				- Improper Western Attire - Failure to work in the proper working order NO SCORE: - Abuse - Lameness										
excessive Blatant di	or hitting in front of cinch at any time or rely whipping or spurring the horse. sobedience including kicking, biting, bucking, rearing ng or obviously insubordinate.	NOTE:													
				-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct , +1/2 Good, +1 Very Good, +1 1/2 Excellent											
		DESCRIPTION	9184	&CC	, co	Stop	231/2	Stop	3112						
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE			
267	SS Metallic Fever	PENALTY		2	1	- ()		0			2	1711			
		SCORE	1-12	7/2	0	+/2		0		E		61/2			
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A Cow that doesn't respect horse C-When cow leaves arena Effective November 16 B- Cow that doesn't respect horse C-When cow leaves arena C-Bethibiling superior cow sense and natural ability without excessive reining or spurring C- Degree of difficulty D- Eye Appeal TPOINT 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-Silipping rein T-ailure to drive cow past middle marker on first run before initiating the turn W- Excessive hollering 2 POINT PENALTIES A-Not gettling 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 disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordinate C-Blatant disposedence including kicking, billing, bucking, rearing and striking or obviously insubordin	CARD 6, 2023 der Set: 1 Page: 1
GUIDE FON NEW COW; (4) judges'discretion, rider will receive new cow(s) as necessary to show Horse) A: Cow had worth run cow that doesn't respect horse C: When now leaves arens CREDITS A: A Maintaining control of the cow at all times B: Exhibiting superior cow sense and natural ability without excessive reining or spurring to Point penaltities C: Degree of difficulty D: Eye Appeal P: POINT PENALTIES A: Not getting a turn each way (5 points each way) NOTE: Judge and including locking, billing, bucking, rearing and striking or obviously insubordinate C-Balant disobedience including kicking, billing, bucking, rearing and striking or obviously insubordinate T: POINT PENALTIES A: Not getting a turn each way (5 points each way) NOTE: Judge and point of cincin at anytime or excessively whipping or spurring the horse. C-Balant disobedience including kicking, billing, bucking, rearing and striking or obviously insubordinate T: POINT PENALTIES A: Not getting a turn each way (5 points each way) NOTE: Judge way low the whistle at anytime or excessively whipping or spurring the horse. C-Balant disobedience including kicking, billing, bucking, rearing and striking or obviously insubordinate The work is not complete at that time. 0 - SCORE A: Turn tail B: Using two hands on the reins in a bridle or the reins in a bridle of two rein class C-Fingers between the reins in a bridle of the time work in the proper working ord O: For each length horse rurse past own. V: Excessive holeting P: POINT PENALTIES C-Failure to change sides after a circling from the first circle P: Blacking are a fefore pattern is complete C-Failure to changing are a fefore pattern is complete C-Failure to changing are a fefore pattern is complete C-Failure to changing are a feroid proper working advantage ## HORSE MANEUVER Boxing Rating Form & Quality Circling Pession a Depart TENALTIES CONTENT PENALTY CONTENT PENALTY CONTENT PENALTY CONTENT PENALTY CONTENT PENALTY CONTENT PENALTY T: Failure for the cow was a strike or observed to work a develo	ORK CARD 6, 2023 der Set: 1 Page: 1 k the ery Good = +1 + Good = +1/2 / Average = 0 /- Poor = -1/2 /ery Poor = -1
C- Degree of difficulity 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-Silipping rein T-Failure to drive cow past middle marker on first run before initiating the turn W- Excessive hollening 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 Annae sides after a circling turn prior to the first circle 1-Failure foll horse or rider J- Schooling between rein work and cow work K- Knocking down cow without having working advantage ## HORSE MANEUVER MANEU	Set: 1 Page: 1 k the ery Good = +1 + Good = +1/2
P-Working out of position S-Silpping rein T-afluire to drive cow past middle marker on first run before initiating the turn W- Excessive hollering 2 POINT PENALTIES 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 ## HORSE MANEUVER MANEUVER MANEUVER Boxing Rating PENALTY CONTENT NO SCORE: A-Abuse B-Lameness NE- Failure of an exhibitor to attempt to work pattern (fence work) NE- Failure of an exhibitor to attempt to work pattern (fence work) NE- Schooling petween rein work and cow work S- Schooling between rein work and cow work S- 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 RUN CONTENT:	Page: 1 k the ery Good = +1 + Good = +1/2 / Average = 0 /- Poor = -1/2 /ery Poor = -1
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 # HORSE MANEUVER MANEUVE	+ Good = +1/2
# HORSE MANEUVER Boxing Rating Form & Quality of Turns Circling Position & Degree of Difficulty Appeal PENALTY PENALTY SS Metallic Fever PENALTY CONTENT PENALTY CONTENT CONTENT	
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udge's Signature:	

EVENT

Cow Horse Kick Off - Day 2

GO-ROUND

DATE

1/7/2024

JUDGE