



REINED WORK JUDGE CARD

Effective November 16, 2025

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
- 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 up until one-half circle or one-half arena length
- 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.

3 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.

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.

RUN CONTENT	
+1 1/2	Exceptional
+1	Very Good
+1/2	Good
0	Correct
-1/2	Poor
-1	Very Poor
-1 1/2	Exceptionally Poor

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2											
MANEUVER DESCRIPTION		Lcc	Rcc	Stop	L 3/2	Stop	R 3/2	St Bk	NA		

#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
	High as the Colonel	PENALTY		1/2					1/2		1	67
		SCORE	0	0	-1/2	-1/2	-1/2	0	-1/2			
		SCORE										
	First Bets Down	PENALTY									1	66 1/2
		SCORE	-1/2	0	-1/2	0	-1/2	-1/2	-1/2			
	Diamonds N Caicos	PENALTY										72 1/2
		SCORE	+1/2	+1/2	0	+1	0	+1/2	0			
	Peeka Snow Bunny	PENALTY		1/2								68 1/2
		SCORE	0	+1/2	-1/2	0	-1/2	0	-1/2		1/2	
	TS Bet On this roll	PENALTY	125 1/2	21					1/2		14	60
		SCORE	-1/2	-1/2	0	0	-1/2	0	-1/2			
	Stoney Cool Mitch	PENALTY										71 1/2
		SCORE	+1/2	+1/2	0	+1/2	0	+1/2	-1/2			
	Wrightimetosmokum	PENALTY										68 1/2
		SCORE	0	0	-1/2	-1/2	-1/2	0	0			
	Smooth Pepto Playboy	PENALTY										70 1/2
		SCORE	0	0	0	0	-1/2	+1/2	+1/2			
	Major Adams	PENALTY			1	0						0
		SCORE	0	0	-1/2	-1/2	-1/2	0	-1/2			
	Lizzys Gotta Scratch	PENALTY										68 1/2
		SCORE	0	0	0	-1/2	-1/2	-1/2	0			
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:

CLASS NON PRO BOXING - SET 1

Each Work will be limited to 50 seconds

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



**BOXING  
JUDGE CARD**

Effective November 16, 2025

**1 POINT PENALTIES**

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive hollering

**3 POINT PENALTIES**

- D- Dangerous Position
- L- Loss of Control and cow leaves end of arena

**5 POINT PENALTIES**

- B- Spurring or hitting in front of cinch, at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

**0 - SCORE**

- A- Turn tail
- B- Using two hands on the reins in a bridle or two-rein
- C- Fingers between the reins in a bridle class, 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 between rein work and cow
- K- Schooling between cows, if new cow is awarded
- M- Improper Western Attire
- N- Failure to work in proper working order

**NO SCORE**

- A- Abuse
- B- Lameness

NE- Failure of an exhibitor to attempt to complete the work.

RUN CONTENT	
++	Exceptional = +2
+	Very Good = +1
✓+	Good = +1/2
✓	Average = 0
✓-	Poor = -1/2
-	Very Poor = -1
--	Exceptionally Poor = -2

**GUIDE FOR "NEW COW"**

- (At judges' discretion, rider will receive new cow(s) as necessary to show horse)
- Cow that won't run
  - Cow that doesn't respect horse
  - When cow leaves arena

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.

#	HORSE	RUN CONTENT ( ++ / + / ✓+ / ✓- / - / -- )							PENALTIES				Score
		Approach	Position	Form & Correctness	Control	Degree of Difficulty	Eye Appeal	Time Worked	1 Point	3 Point	5 point	Penalty Total	
	High as the Colonel	✓+	✓-	✓+	✓	✓+	✓	✓					71
	First Bets Down	-	✓	✓-	✓-	✓	-	✓-					65 1/2
	Diamonds N Caicos	✓+	✓+	✓+	✓	✓+	✓+	✓+					73
	Peeka Snow Bunny	✓+	✓+	✓	✓	✓	✓+	✓					71 1/2
	TS Bet On this roll	✓-	✓-	✓	✓	✓	✓-	✓					69
	Stoney Cool Mitch	✓+	✓+	✓	✓+	✓	✓	✓+					72
	Wrightimetosmokum	✓+	✓+	✓	✓+	✓+	✓	✓					72
	Smooth Pepto Playboy	✓-	✓-	✓-	✓-	✓-	✓-	✓-	A	L		7	60
	Major Adams	✓+	✓-	✓	✓-	✓	✓	✓	P	L		4	65 1/2
	Lizzys Gotta Scratch	✓+	✓-	✓	✓	✓	✓-	✓	PIA			2	67 1/2

Judge's Signature:

CLASS NP Boxing SET 2

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2025

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
- 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 up until one-half circle or one-half arena length
- 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.

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.

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.

RUN CONTENT:	
+1 1/2	Exceptional
+1	Very Good
+1/2	Good
0	Correct
-1/2	Poor
-1	Very Poor
-1 1/2	Exceptionally Poor

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE
			L Cc	R Cc	Stop	L 3/2	Stop	R 3/2	St Bk	NA		
	Princess Diana	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	+1/2	0	0	0	0	0	0		70 1/2
	That Cowgirl Smarts	MANEUVER										
		PENALTY										
		SCORE	+1/2	+1/2	0	0	-1/2	0	0			70 1/2
	Dixies Reybl Yell	MANEUVER										
		PENALTY										
		SCORE	SCA									
	Shiney Lil Tick Tock	MANEUVER										
		PENALTY			2							
		SCORE	0	0	-1/2	0	-1/2	0	-1/2		2	65 1/2
	RKR SCOOBIE DOOTOO	MANEUVER										
		PENALTY										
		SCORE	SCA									
	CHICS CALL ME SMART	MANEUVER										
		PENALTY			2							
		SCORE	+1/2	0	0	0	-1/2	0	0		2	68
	Pats Smart Quixote	MANEUVER										
		PENALTY			2		2					
		SCORE	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2		4	63
	Almosta Stylish Cat	MANEUVER										
		PENALTY										
		SCORE	+1/2	0	-1/2	0	+1/2	0	0			70 1/2
	Desis Hot Dish	MANEUVER										
		PENALTY			1							
		SCORE	0	0	0	+1/2	-1/2	+1/2	0		1	69 1/2
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:

CLASS **NON PRO BOXING - SET 2**

NATIONAL REINED COW HORSE ASSOCIATION [www.nrcha.com](http://www.nrcha.com)



**BOXING JUDGE CARD**

Effective November 16, 2025

Each Work will be limited to 50 seconds

**1 POINT PENALTIES**

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive hollering

**3 POINT PENALTIES**

- D- Dangerous Position
- L- Loss of Control and cow leaves end of arena

**5 POINT PENALTIES**

- B- Spurring or hitting in front of cinch, at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

**0 - SCORE**

- A- Turn tail
- B- Using two hands on the reins in a bridle or two-rein
- C- Fingers between the reins in a bridle class, 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 between rein work and cow
- K- Schooling between cows, if new cow is awarded
- M- Improper Western Attire
- N- Failure to work in proper working order

**NO SCORE**

- A- Abuse
- B- Lameness

NE- Failure of an exhibitor to attempt to complete the work.

RUN CONTENT:	
++	Exceptional = +2
+	Very Good = +1
✓	Good = +1/2
✓	Average = 0
-	Poor = -1/2
-	Very Poor = -1
--	Exceptionally Poor = -2

**GUIDE FOR "NEW COW"**

- (At judges' discretion, rider will receive new cow(s) as necessary to show horse)
- Cow that won't run
- Cow that doesn't respect horse
- When cow leaves arena

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.

#	HORSE	RUN CONTENT ( ++ / + / ✓ + / ✓ - / - / - - )							PENALTIES				Score	
		Approach	Position	Form & Correctness	Control	Degree of Difficulty	Eye Appeal	Time Worked	1 Point	3 Point	5 point	Penalty Total		
	Princess Diana	✓+	✓*	✓	✓+	✓+	✓+	✓						72 1/2
	That Cowgirl Smarts	✓+	✓+	✓	✓+	✓	✓+	✓+						72 1/2
	Dixies Reybl Yell	<del>SCRATCH</del>												
	Shiney Lil Tick Tock	✓+	✓-	✓-	✓-	✓	✓	✓		✓		3		66
	RKR SCOOBIE DOOTOO	<del>SCRATCH</del>												
	CHICS CALL ME SMART	✓+	✓+	✓	✓	✓	✓	✓						71
	Pats Smart Quixote	✓+	✓+	✓	✓+	✓	✓	✓						71 1/2
	Almosta Stylish Cat	✓	✓+	✓+	✓+	✓	✓+	✓						72
	Desis Hot Dish	✓+	✓+	✓+	✓+	+	✓+	✓+						74

Judge's Signature:



REINED WORK JUDGE CARD

Effective November 16, 2025

1/2 POINT PENALTIES:

- Not changing leads within the same stride
- Over or under spin 1/8 turn
- Jogging first two strides

1 POINT PENALTIES:

- Out of Lead
- Out of lead each 1/4 circle
- Slipping rein in the bridle
- Anticipating stop
- Over or under spin 1/4 turn

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 up until one-half circle or one-half arena length
- 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.

6 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.

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.

RUN CONTENT:

- +1 1/2 Exceptional
- +1 Very Good
- +1/2 Good
- 0 Correct
- 1/2 Poor
- 1 Very Poor
- 1 1/2 Exceptionally Poor

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2

MANEUVER DESCRIPTION	L CC	R CC	Stop	L 3/2	Stop	R 3/2	St Bk	NA
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#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
	Major Adams	PENALTY		2	2							
	Major Adams	SCORE	0	0	-1/2	0	-1/2	0	0		4	65
	JMP Long Nose Nate	PENALTY		1								
	JMP Long Nose Nate	SCORE	+1/2	0	0	+1/2	0	0	+1/2		1	70 1/2
	NotSurprisedToSmokum	PENALTY		1,2,1			1/2					
	NotSurprisedToSmokum	SCORE	0	-1/2	-1/2	-1/2	-1/2	0	0		4 1/2	63 1/2
	DB Strictly Business	PENALTY										
	DB Strictly Business	SCORE	+1/2	+1/2	0	0	0	0	-1/2			70 1/2
	Liquidd Courage	PENALTY										
	Liquidd Courage	SCORE	+1/2	0	-1/2	-1/2	-1/2	0	-1/2			68 1/2
	FQHR Commando	PENALTY			1							
	FQHR Commando	SCORE	0	0	-1/2	0	-1/2	0	0		1	68
	The Cats Packin	PENALTY										
	The Cats Packin	SCORE	0	0	-1/2	0	0	+1/2	-1/2			69 1/2
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:



CLASS Youth Boxing

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2025

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
- 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 up until one-half circle or one-half arena length
- 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.

D-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.

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.

RUN CONTENT:	
+1 1/2	Exceptional
+1	Very Good
+1/2	Good
0	Correct
-1/2	Poor
-1	Very Poor
-1 1/2	Exceptionally Poor

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE
			L Cc	R Cc	Stop	L 3/2	Stop	R 3/2	St Bk	NA		
	TS Bet On this Roll	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	0	0	0	0	0	0	0	0		70
	Peeka Snow Bunny	PENALTY				0						
		SCORE	0	0	-1/2	0	0	0	0			0
	RKR SCOOBIE DOOTOO	PENALTY	1					0				
		SCORE	-1/2	0	-1/2	0	-1/2	0				0
	Twitter Me Dun	PENALTY	22	11								
		SCORE	-1/2	-1/2	0	0	0	-1/2	0		6	62 1/2
	Smooth Pepto Playboy	PENALTY			2							
		SCORE	0	-1/2	-1/2	0	-1/2	+1/2	-1/2		2	66 1/2
	Major Adams	PENALTY	1							2		
		SCORE	-1/2	0	-1/2	0	0	0	0		3	66
	High as the Colonel	PENALTY			0							
		SCORE	-1/2	0	-1/2	0	0	+1/2	-1/2			0
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:



**BOXING  
JUDGE CARD**

Effective November 16, 2025

Each Work will be limited to 50 seconds

**1 POINT PENALTIES**

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive hollering

**3 POINT PENALTIES**

- D- Dangerous Position
- L- Loss of Control and cow leaves end of arena

**5 POINT PENALTIES**

- B- Spurring or hitting in front of cinch, at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

**0 - SCORE**

- A- Turn tail
- B- Using two hands on the reins in a bridle or two-rein
- C- Fingers between the reins in a bridle class, 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 between rein work and cow
- K- Schooling between cows, if new cow is awarded
- M- Improper Western Attire
- N- Failure to work in proper working order

**NO SCORE**

- A- Abuse
- B- Lameness

NE- Failure of an exhibitor to attempt to complete the work.

RUN CONTENT	
++	Exceptional = +2
+	Very Good = +1
✓	Good = +1/2
✓	Average = 0
✓	Poor = -1/2
-	Very Poor = -1
--	Exceptionally Poor = -2

**GUIDE FOR "NEW COW"**

- (At judges' discretion, rider will receive new cow(s) as necessary to show horse)
- Cow that won't run
- Cow that doesn't respect horse
- When cow leaves arena

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.

#	HORSE	RUN CONTENT ( ++ / + / ✓+ / ✓- / - / -- )							PENALTIES				Score
		Approach	Position	Form & Correctness	Control	Degree of Difficulty	Eye Appeal	Time Worked	1 Point	3 Point	5 point	Penalty Total	
	TS Bet On this Roll	✓+	✓+	✓	✓	✓	✓	✓					71
	Peeka Snow Bunny	✓	✓+	✓+	✓+	✓	✓+	✓					72
	RKR SCOOBIE DOOTOO	-	-	-	-	-	-	-	P	LL		7	60
	Twitter Me Dun	✓	✓+	✓	✓	✓	✓	✓					70 1/2
	Smooth Pepto Playboy	✓	✓+	✓+	✓+	✓	✓+	✓					72
	Major Adams	✓+	✓-	✓-	✓	✓	✓	✓					69 1/2
	High as the Colonel	-											0

Judge's Signature:

CLASS **Open Boxing**

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



**REINED WORK JUDGE CARD**

Effective November 16, 2025

**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
- 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 up until one-half circle or one-half arena length
- 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.

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.

**RUN CONTENT:**

- +1 1/2 **Exceptional**
- +1 Very Good
- +1/2 Good
- 0 Correct
- 1/2 Poor
- 1 Very Poor
- 1 1/2 **Exceptionally Poor**

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE
			Lcc	Rcc	Stop	L3/2	Stop	R3/2	St Bk	NA		
	<del>Dixies Reybl Yell</del>	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE										
	The Cats Packin	PENALTY		1								
		SCORE	0	0	-1/2	-1/2	0	0	-1/2		1	67 1/2
	CHICS CALL ME SMART	PENALTY		1								
		SCORE	+1/2	0	0	0	-1/2	0	0		1	69
	<del>Shiney Lil Tick Tock</del>	PENALTY										
		SCORE										
	Desi's hot dish	PENALTY										
		SCORE	0	0	0	0	-1/2	+1/2	0			70
	Wrightimetosmokum	PENALTY				1						
		SCORE	0	0	0	0	-1/2	-1/2	0		1	68
	Raven	PENALTY	121									
		SCORE	-1/2	-1/2	0	-1/2	-1/2	-1/2	0		4	63 1/2
	Pink Catilac	PENALTY	2		2							
		SCORE	-1	-1/2	-1	0	-1/2	-1/2	-1/2		4	62
	<del>Cyclone</del>	PENALTY										
		SCORE										
	Diamonds N Caicos	PENALTY										
		SCORE	+1/2	+1/2	0	+1/2	0	+1	0			72 1/2
	Major Adams	PENALTY	2		2							
		SCORE	0	0	0	0	-1/2	0	-1/2		4	65
		PENALTY										
		SCORE										

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

Each Work will be limited to 50 seconds



**BOXING JUDGE CARD**

Effective November 16, 2025

**1 POINT PENALTIES**

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive hollering

**3 POINT PENALTIES**

- D- Dangerous Position
- L- Loss of Control and cow leaves end of arena

**5 POINT PENALTIES**

- B- Spurring or hitting in front of cinch, at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

**0 - SCORE**

- A- Turn tail
- B- Using two hands on the reins in a bridle or two-rein
- C- Fingers between the reins in a bridle class, 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 between rein work and cow
- K- Schooling between cows, if new cow is awarded
- M- Improper Western Attire
- N- Failure to work in proper working order

**NO SCORE**

- A- Abuse
- B- Lameness

NE- Failure of an exhibitor to attempt to complete the work.

**RUN CONTENT:**

- ++ Exceptional = +2
- + Very Good = +1
- ✓+ Good = +1/2
- ✓ Average = 0
- ✓- Poor = -1/2
- Very Poor = -1
- Exceptionally Poor = -2

**GUIDE FOR "NEW COW"**

- (At judges' discretion, rider will receive new cow(s) as necessary to show horse)
- Cow that won't run
- Cow that doesn't respect horse
- When cow leaves arena

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.

#	HORSE	RUN CONTENT ( ++ / + / ✓+ / ✓- / - / -- )							PENALTIES				Score	
		Approach	Position	Form & Correctness	Control	Degree of Difficulty	Eye Appeal	Time Worked	1 Point	3 Point	5 point	Penalty Total		
	<del>Dixies Keybl Yell</del>													
	The Cats Packin	✓	=	✓-	=	✓-	-	-	A	L			4	0
	CHICS CALL ME SMART	✓	✓	✓	✓	✓	✓	✓						70
	<del>Shiney Lil Tick Tock</del>													
	Desis Hot Dish	✓+	+	✓+	✓+	✓+	+	✓+						74 1/2
	Wrightimetosmokum	✓+	✓+	✓	✓+	✓	✓	✓						71 1/2
	Raven	✓	✓	✓	✓+	✓	✓	✓						70 1/2
	Pink Catilac	✓	✓	✓-	✓-	✓	✓	✓						69
	<del>Cyclone</del>													
	Diamonds N Caicos	✓+	✓+	✓+	✓+	+	✓+	✓						73 1/2
	Major Adams	✓	✓	✓+	✓	✓+	✓	✓						71

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

CLASS Open Fence

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



REINED WORK JUDGE CARD

Effective November 16, 2025

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
- 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 up until one-half circle or one-half arena length
- 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.

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.

RUN CONTENT:

- +1 1/2 Exceptional
- +1 Very Good
- +1/2 Good
- 0 Correct
- 1/2 Poor
- 1 Very Poor
- 1 1/2 Exceptionally Poor

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2

#	HORSE	MANEUVER DESCRIPTION	MANEUVER SCORES								Penalty Total	SCORE
			LCC	RCC	Stop	L3/2	Stop	R3/2	St Bk	NA		
	RKR SCOOBIEDOOTOO	MANEUVER	1	2	3	4	5	6	7	8		
		PENALTY										
		SCORE	+1/2	0	+1/2	0	+1/2	0	0			7 1/2
	The Cats Packin	PENALTY			2							
		SCORE	0	+1/2	-1/2	0	-1/2	0	-1/2		2	67
	Almosta Stylish Cat	PENALTY										
		SCORE	+1/2	0	+1/2	+1/2	0	0	+1/2			72
	NotSurprisedToSmokum	PENALTY	22	12/2	5		2					
		SCORE	-1/2	-1	-1	-1	-1/2	-1/2	-1		17	60
	RTR vintage smartie	PENALTY										
		SCORE	0	0	0	0	+1/2	0	+1/2		1	70
	fqhr commando	PENALTY		1/2								
		SCORE	0	0	-1/2	-1/2	-1/2	+1/2	-1/2		2 1/2	66
	First Bets Down	PENALTY										
		SCORE	0	0	+1/2	+1/2	0	0	0			71
	Truly a bad b	PENALTY		2								
		SCORE	0	0	0	0	0	+1/2	+1/2		2	69
	Dublin	PENALTY										
		SCORE	0	0	0	0	0	+1/2	0			70 1/2
	Major Adams	PENALTY			2							
		SCORE	-1/2	0	-1/2	0	-1/2	0	0		2	65 1/2
	Shiney Lil Tick Tock	PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:



**COW WORK JUDGE CARD**

Effective November 16, 2025

**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 down the fence after the cow is lined out (3 horse strides)
- 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 horse
- C-Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

**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

**RUN CONTENT:**

- ++ Exceptional = +2
- + Very Good = +1
- ✓+ Good = +1/2
- ✓ Average = 0
- ✓- Poor = -1
- Very Poor = -2
- Exceptionally Poor = -2

**GUIDE FOR NEW COW:**

- (At Judge's discretion, rider will receive new cow as necessary to show horse)
- Cow that won't run
- Cow that doesn't respect horse
- When cow leaves the arena

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.

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

#	HORSE	MANEUVER	RUN CONTENT (++) (+) (✓+) (✓) (✓-) (-) (-)							& 1 POINT PENALTIES				SCORE	
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total		
	<b>RKR SCOOBIEDOOTOO</b>	PENALTY													
		CONTENT	✓	✓	✓+ ✓+ ✓+	✓+ ✓+	✓+	✓	✓						71 1/2
	<b>The Cats Packin</b>	PENALTY													
		CONTENT	✓	✓	✓+ ✓+ ✓+	✓+ ✓+	✓+	✓	✓						71
	<b>Almosta Stylish Cat</b>	PENALTY													
		CONTENT	✓-	✓+	✓+ ✓+ ✓+	✓+ ✓+	✓+	✓	✓+	✓-					71 1/2
	<b>NotSurprisedToSmokum</b>	PENALTY													
		CONTENT	✓-		ⓐ	E									ⓐ
	<b>RTR Vintage Smartie</b>	PENALTY													
		CONTENT	✓	✓	✓+ ✓+ ✓+	✓+ ✓+	✓+	✓	✓						71
	<b>FQHR Commando</b>	PENALTY													
		CONTENT	✓-	-	✓- ✓- ✓-	✓- ✓-	✓-	-	✓	-	A			4	61
	<b>First Bets Down</b>	PENALTY													
		CONTENT	✓	✓+	✓+ ✓+ ✓+	✓+ ✓+	✓+	✓-	✓	✓				1	69
	<b>Truly a Bad B</b>	PENALTY													
		CONTENT	✓	✓	✓- ✓- ✓-	✓- ✓-	✓-	-	✓	✓				1	67
	<b>Dublin</b>	PENALTY													
		CONTENT	✓-	-	✓- ✓- ✓-	✓- ✓-	✓-	-	✓	✓					65 1/2
	<b>Major Adams</b>	PENALTY													
		CONTENT	✓+	✓	✓- ✓- ✓-	✓- ✓-	✓-	✓-	✓	✓	A			3	66
	<del>Shiney LII Tick Tock</del>	PENALTY													
		CONTENT													

Judge's Signature: