

AQHA

PATTERN

AQHA RANCH RIDING

Date:	9/13/2026
Show:	Green Showdown 3
Class:	#34 - ARCHA ARR - Archa Ranch Riding
Judge:	

1 point

- too slow (per gait)
- over-bridged (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points

-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points
 -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO Entry #

Natural Ranch
Horse Appearance

Penalty Total

Score

Off Pattern

MANEUVER DESCRIPTION	W	T	Xtras	360L change	DR	XL	RL	XT	Wld	S&B						
MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	

1	350	PENALTY														
		MANEUVER SCORE	0	+1/2	0	0	0	0	0	-1/2	-1/2	-1/2				

2	335	PENALTY														
		MANEUVER SCORE	+1/2	-1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2			

3	346	PENALTY				3										
		MANEUVER SCORE	0	0	+1/2	+1/2	-1/2	+1/2	0	0	0	0	0			

4	458	PENALTY														
		MANEUVER SCORE	0	+1/2	+1/2	0	0	0	+1/2	-1/2	-1/2	0	0			

5	303	PENALTY				3										
		MANEUVER SCORE	0	+1/2	+1	0	-1	0	+1/2	0	+1/2	0	+1/2			

6	888	PENALTY														
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			

7	319	PENALTY														
		MANEUVER SCORE	0	0	-1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2			

8	195	PENALTY				3										
		MANEUVER SCORE	0	0	+1/2	+1/2	-1/2	0	-1	-1/2	-1/2	-1/2	-1/2			

6

75 1/2

3 69

1 69 1/2

3 69

75

72

3 69 1/2

42

Judge's Signature: _____

D. Sigl

Printed from HSW

AQHA

AQHA RANCH RIDING

Date:	
Show:	
Class:	
Judge:	

1 point

- too slow (per gait)
- over-bridged (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points

-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO Entry #																	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
MANEUVER																				
9	353	PENALTY																		
		MANEUVER SCORE	0	0	-1	0	-1/2	0	0	0	-1/2	0	0					3.65		
		PENALTY																		
		MANEUVER SCORE																		
		PENALTY																		
		MANEUVER SCORE																		
		PENALTY																		
		MANEUVER SCORE																		
		PENALTY																		
		MANEUVER SCORE																		
		PENALTY																		
		MANEUVER SCORE																		
		PENALTY																		
		MANEUVER SCORE																		

Judge's Signature: _____

D. Sign

Printed from HSW



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.

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
			1	2	3	4	5	6	7	8		
334	Fantastic Movin Tag	PENALTY										
		SCORE	0	0	-1/2	-1/2	-1/2	-1/2	-1/2			67 1/2
345	Miss Metallic Chic	PENALTY		2								
		SCORE	0	-1/2	0	0	0	0	0		2	67 1/2
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature: D. Sg 77

EVENT Green Showdown 3	GO-ROUND 1 Rein	DATE 9/13/2026	JUDGE
CLASS #2 - NRCHA OB - Open Bridle		NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com NRCHA 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

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

#	HORSE	MANEUVER	RUN CONTENT (++) / + / ✓ / ✓ / ✓ / ✓ / - / - / -							& 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									
334	Fantastic Movin Tag	PENALTY				AA												
		CONTENT	✓-	-	1/2 - (✓)	✓-	✓-	✓	✓-								2	64
345	Miss Metallic Chic	PENALTY			CEC									B				
		CONTENT	✓	✓	✓✓✓✓	✓	✓	✓+	✓								5	65 1/2
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

EVENTGreen Showdown 3

GO-ROUND

1 Rein

DATE9/13/2026

JUGEDennis Sigler

CLASS #7 - NRCHA NPBX - Non Pro Boxing

NATIONAL REINED COWHORSE ASSOCIATIONwww.nrcha.com

NRCHA

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.

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												
		MANEUVER DESCRIPTION	LCCRCCLSP3/4LSP3/4RSTB									
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
319	SunshineInMyPocket	PENALTY										
		SCORE	+1/2	+1/2	+1/2	0	-1/2	0	+1/2			71 1/2
335	Wrightimetosmokum	PENALTY	11	1/2								
		SCORE	-1/2	0	+1/2	+1/2	-1/2	0	-1/2		2 1/2	67
312	Mr Whiskers One Time	PENALTY	1		2			0				
		SCORE	-1/2	0	-1/2	0	0					0
321	Dixies Reybl Yell	PENALTY										
		SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1			74
329	This Tag Can Scoot	PENALTY			2							
		SCORE	0	-1/2	0	-1/2	0	0	0		2	67
311	Gota Play Bluegrass	PENALTY		1,2								
		SCORE	-1/2	0	0	0	-1/2	0	0		3	66
195	Spooky Little Melody	PENALTY										
		SCORE	-1/2	0	-1/2	-1/2	-1/2	0	-1/2			67 1/2
314	Foxie Rebel	PENALTY										
		SCORE	+1/2	+1/2	0	0	+1/2	+1/2	0			72
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature: D. Sigler

Printed from HSW

- 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												
		MANEUVER DESCRIPTION										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
325	Mind Your Peaches	PENALTY										
		SCORE	0	-1/2	0	0	0	0	0			69 1/2
324	Austin Moody	PENALTY										
		SCORE	0	0	+1/2	0	+1/2	+1/2	+1/2			72
322	Seven S Reyzor	PENALTY										
		SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			73
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

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

Judge's Signature: b. S. V. ✓ Printed from HSW

- 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												
		MANEUVER DESCRIPTION										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
318	Triple X Chic	PENALTY										
		SCORE	+1/2	-1/2	0	0	0	0	0		2	68
327	Rey Vonita	PENALTY										
		SCORE	+1/2	0	+1/2	+1	0	+1/2	0			72 1/2
302	ThisRedBoonsSpecial	PENALTY										
		SCORE	0	0	0	0	-1/2	0	-1/2			69
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

EVENT Green Showdown 3	GO-ROUND 1 Rein	DATE 9/13/2026	JUDGE Dennis Sigler
CLASS #18 - NRCHA OH - Open Hackamore		NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com	



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

9 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)

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 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.

#	HORSE	MANEUVER	RUN CONTENT (++) + / ✓ + / ✓ / ✓ / - / -)							5 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									
318	Triple X Chic	PENALTY			P	P								A			4	66
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
327	Rey Vonita	PENALTY			P	P											2	65
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
302	ThisRedBoonsSpecial	PENALTY			E									B				0
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

Judge's Signature: _____

EVENTGreen Showdown 3

GO-ROUND

1 Rein

DATE9/13/2026

JUDGE

Dennis Sigler

CLASS #21 - NRCHA BD - Box Drive

NATIONAL REINED COWHORSE ASSOCIATIONwww.nrcha.com

NRCHA

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.

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												
		MANEUVER DESCRIPTION	LCC	RCC	Stop	3/4 L	Stop	3/4 R	Stop			
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
321	Dixies Reybl Yell	PENALTY										
		SCORE	0	0	+1/2	+1/2	0	0	0			71
335	Wrightimetosmokum	PENALTY										
		SCORE	0	0	0	0	0	0	0			70
322	Seven S Reyzor	PENALTY										
		SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1			74
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature: D. Sigler

Printed from HSW

EVENT	Green Showdown 3	GO-ROUND	1 Rein	DATE	9/13/2026	JUDGE	Dennis Sigler
-------	------------------	----------	--------	------	-----------	-------	---------------

CLASS#21 - NRCHA BD - Box Drive

NATIONAL REINED COWHORSE ASSOCIATION www.nrcha.com



BOX DRIVE JUDGE CARD

Each work will be limited to 1 minute 45 seconds

1 POINT PENALTIES

- A - Loss of working advantage
- P - Working out of Position
- C - Changing sides on second Drive
- T - On first drive, failure to drive past the middle marker

3 POINT PENALTIES

- D - Dangerous Position
- K - Knocking down the cow without having a working advantage
- W - Performing a fence turn (whether initiated by horse or rider)
- Z - Failure to drive cow past middle marker on second drive before time expires

5 POINT PENALTIES

- B - Spurring or hitting in front of cinch at anytime
- C - Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate
- F - Failure to initiate at least one turn/change on the second boxing phase before terminating the work
- X - Running cow into back fence with force

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
- 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 or work is complete
- I - Fall of horse or rider
- J - Schooling of the horse between rein work and cow work
- K - Schooling between cows, if new cow is awarded.
- M - Improper Western Attire
- N - Failure to work in the proper working order
- Q - On first drive down fence, failure to drive cow past middle marker after two attempts

NO SCORE:

- A - Abuse
- B - Lameness

Effective November 16, 2025

RUN CONTENT:

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

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

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

#	HORSE		RUN CONTENT (++ / + / ✓+ / ✓ / ✓- / - / --)								PENALTIES			SCORE
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Point	5 Point	Total Penalties	
321	Dixies Reybl Yell	PENALTY												
		CONTENT	✓	✓+	✓	✓+	✓+	✓	✓	✓				71 1/2
335	Wrightimetosmokum	PENALTY												
		CONTENT	✓	✓+	✓	✓+	✓	✓	✓	✓				71
322	Seven S Reyzor	PENALTY												
		CONTENT	✓+	✓	✓+	✓+	✓+	✓	✓+	✓+				73
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Signature: _____

D. Sigler

- 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
- 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

Simple
change

- 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.
- NO SCORE:
- Abuse
- Lameness
- 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

- 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.
- 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.

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2												
		MANEUVER DESCRIPTION										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
330	Whizolena Chic	PENALTY										
		SCORE	0	0	-1/2	0	-1/2	0	-1/2		1	67 1/2
346	Twitter Me Dun	PENALTY				1/2		1/2			1	67
		SCORE	0	0	-1/2	0	-1/2	-1/2	-1/2			
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

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

Judge's Signature: D. Smith Printed from HSW

EVENTGreen Showdown 3

GO-ROUND1 Rein

DATE9/13/2026

JUGEDennis Sigler

CLASS#28 - ARCHA GY18 - Green Youth 13-18

NATIONAL REINED COWHORSE ASSOCIATIONwww.nrcha.com

NRCHA

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.

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

Sample change

MANEUVER SCORES: +1 1/2, +1, +1/2, 0, -1/2, -1, -1 1/2												
		MANEUVER DESCRIPTION										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
176	Smooth Dee Lite	PENALTY										
		SCORE	0	+1/2	-1/2	+1/2	-1	+1/2	-1/2			6 1/2
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

[illegible]

EVENTGreen Showdown 3

GO-ROUND

1 Rein

DATE9/13/2026

JUDGE

Dennis Sigler

CLASS #25 - ARCHA GR1 - Green Rider 1

NATIONAL REINED COWHORSE ASSOCIATIONwww.nrcha.com

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.

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
- Lameriness

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.

Sample
Change

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										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
303	High Tanacat	PENALTY	2	2 1/2	1 1/2						17	60
		SCORE	-1	-1	-1/2	0	-1/2	-1/2	0			
176	Smooth Dee Lite	PENALTY	1	1 1/2							4	65 1/2
		SCORE	0	0	-1/2	0	0	0	0			
317	SS Pepto Gun	PENALTY										69
		SCORE	0	-1/2	-1/2	+1/2	-1/2	0	0			
888	Diamantes Del Ceilo	PENALTY		1 1/2	2						5	64 1/2
		SCORE	0	-1/2	0	0	0	0	0			
323	One Stylish Shizzle	PENALTY										68
		SCORE	0	0	-1/2	-1/2	-1/2	-1/2	0			
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Printed from HSW

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.

Attempt
flying change

Effective November 16, 2025

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										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
888	Diamantes Del Ceilo	PENALTY		2, 2 1/2				1/2			5	65
		SCORE	-1/2	0	0	0	0	+1/2	0			
313	Desis Hot Dish	PENALTY		1 1/2		0						0
		SCORE	-1/2	-1/2	-1/2							
400	Wild Sided	PENALTY				0						0
		SCORE	0	0	0	0						
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

EVENTGreen Showdown 3

GO-ROUND

1 Rein/Cow

DATE9/13/2026

JUDGE

Dennis Sigler

CLASS#23 - ARCHA YSS - Youth Short Stirrup

NATIONAL REINED COWHORSE ASSOCIATIONwww.nrcha.com

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.

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												
		MANEUVER DESCRIPTION										
#	HORSE	MANEUVER	1	2	3	4	5	6	7	8	Penalty Total	SCORE
346	Twitter Me Dun	PENALTY										71
		SCORE	0	+1/2	0	0	0	+1/2				
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										
		PENALTY										
		SCORE										

Judge's Signature:

Printed from HSW

Printed from HSW