

EVENT <i>ORCHA May #1</i>	GO-ROUND	DATE <i>5/2/10</i>	JUDGE <i>Trevor Walton</i>
CLASS <i>12 Non Pro Hackamore</i>		NATIONAL REINED COW HORSE ASSOCIATION	



# REINED WORK JUDGES CARD

### 1/2 POINT PENALTIES

Not changing leads simultaneously 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 Scotching or anticipating stop  
Over or under spin 1/4 turn Excessive whipping or spurring

### 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

### 5 POINT PENALTIES

Spurring or hitting in front of cinch at anytime  
Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate

### -0- SCORE

Failure to complete the pattern as given (i.e. over or under spin more than 1/4)  
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

**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.**

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

NO SCORE - Abuse Lameness

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
			1	2	3	4	5	6	7		
<i>70</i>	<i>Skeet MD Dust</i>	<i>stop back RC</i>									
		<i>LC stop RS stop LS</i>									
		PENALTY									
		SCORE	<i>0</i>	<i>1/2</i>	<i>1/2</i>	<i>0</i>	<i>0</i>	<i>-1/2</i>	<i>0</i>	<i>0</i>	<i>3 1/2</i>
		PENALTY									
		SCORE									
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