



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

1/4 POINT PENALTIES:

- 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		
			SB	RC	LC	STOP	3 1/2 R	STOP	3 1/2 L					
396	Smart Special Color	PENALTY												
		SCORE	-1/2	0	0	0	0	-1/2	-1/2					68 1/2
32	Alpha Wimpy Legends	PENALTY	2	1 1/2	1 1/2									
		SCORE	-1	-1	-1	0	-1/2	-1/2	-1/2			10		60
129	A Smart Carebear	PENALTY			1 1/2									
		SCORE	-1	-1/2	-1	-1	-1/2	-1	-1			6		68
414	Kual N Smooth Talkin	PENALTY												
		SCORE	0	0	+1/2	0	+1/2	-1/2	+1/2					71
453	TAMU Gottahighplayer	PENALTY												
		SCORE	+1/2	0	0	0	+1/2	+1/2	+1					72 1/2
551	Grace Rising	PENALTY		1										
		SCORE	0	-1	0	0	0	-1/2	0			1		67 1/2
77	Dualin Me Trash	PENALTY												
		SCORE	-1/2	0	-1/2	-1	-1/2	-1	0					0
286	Smooth Lil Dream	PENALTY												
		SCORE	0	-1/2	-1/2	0	+1/2	0	0					69 1/2
415	Dry Windy Rey	PENALTY												
		SCORE	+1/2	0	+1/2	+1/2	-1/2	0	+1/2					71 1/2
138	Suprise Bullet	PENALTY												
		SCORE	0	0	0	+1/2	+1/2	0	0					71
280	Shoot Tha Moon	PENALTY												
		SCORE	0	0										0
		PENALTY												
		SCORE												

Judge's Signature: *Jeff Allen*

CLASS #14 - NRCHA BD - Box Drive

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



BOX DRIVE JUDGE CARD

Effective November 16, 2025

Each work will be limited to 1 minute 45 seconds

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 middler 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

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

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

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
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Point	5 Point	
396	Smart Special Color	PENALTY											
		CONTENT	✓+	✓+	+	✓+	✓+	✓+	✓	✓+			
32	Alpha Wimpy Legends	PENALTY	AA		A								
		CONTENT	-	-	-	-	-	-	✓	-			3
139 139	A Smart Carebear	PENALTY											
		CONTENT	-										
414	Kual N Smooth Talkin	PENALTY											
		CONTENT	✓+	✓+	+	✓+	✓+	✓	✓+	✓+			
453	TAMU Gottahighplayer	PENALTY											
		CONTENT	✓+	✓+	✓+	✓+	✓+	✓	✓	✓+			
551	Grace Rising	PENALTY											
		CONTENT	✓+	✓+	✓+	✓	✓	✓	✓-	✓+			
77	Dualin Me Trash	PENALTY										F	
		CONTENT	✓-	-	-	-	-	-	-	✓			
286	Smooth Lil Dream	PENALTY											
		CONTENT	✓+	✓	✓+	✓	✓	✓	✓-	✓+			
415	Dry Windy Rey	PENALTY											
		CONTENT	✓-	✓+	✓-	✓	✓-	✓+	✓	✓+			
138	Suprise Bullet	PENALTY											
		CONTENT	✓+	✓+	✓+	+	✓+	✓+	✓+	+			
81	Shoot Tha Moon	PENALTY	A			C							
		CONTENT	✓-	✓	✓-	✓-	✓-	✓	✓-	✓			
		PENALTY											
		CONTENT											

Judge's Signature: *Jeff Allen*



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:

- 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:

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- Lameness

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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		
			SB	RC	LC	STOP	3 1/2 R	STOP	3 1/2 L					
396	Smart Special Color	PENALTY												
		SCORE	-1/2	0	0	-1/2	-1/2	-1/2	-1/2					67 1/2
32	Alpha Wimpy Legends	PENALTY	2		2	2								
		SCORE	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2				10	60
	A Smart Carebear	PENALTY			5	1								
		SCORE	-1	0	-1	-1	-1/2	-1/2	-1				6	60
414	Kual N Smooth Talkin	PENALTY												
		SCORE	-1/2	0	0	-1/2	0	-1/2	0					68 1/2
453	TAMU Gottahighplayer	PENALTY												
		SCORE	0	0	0	+1/2	0	+1/2	+1/2					71 1/2
551	Grace Rising	PENALTY		1										
		SCORE	0	-1/2	0	0	0	0	0				1	68 1/2
77	Dualin Me Trash	PENALTY								0				
		SCORE	-1/2	0	0	-1	-1/2	-1/2					0	0
286	Smooth Lil Dream	PENALTY		1/2										
		SCORE	0	0	0	0	+1/2	0	0				1/2	70
415	Dry Windy Rey	PENALTY												
		SCORE	0	0	0	+1/2	-1/2	+1/2	+1/2					71
138	Suprise Bullet	PENALTY								1/2				
		SCORE	0	0	0	+1/2	+1/2	+1/2		0			1/2	71
81	Shoot Tha Moon	PENALTY												
		SCORE											0	0
		PENALTY												
		SCORE												

Judge's Signature:

CLASS #14 - NRCHA BD - Box Drive

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com



BOX DRIVE JUDGE CARD

Effective November 16, 2025

Each work will be limited to 1 minute 45 seconds

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

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

RUN CONTENT:

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

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	
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Point	5 Point		Total Penalties
396	Smart Special Color	PENALTY												
		CONTENT	✓+	✓	✓+	✓+	✓+	✓	✓	✓				72
32	Alpha Wimpy Legends	PENALTY	A	P	A									
		CONTENT	-	-	-	-	-	-	-	-			3	60
39	A Smart Carebear	PENALTY	AA											0 ⁹
		CONTENT	-											
414	Kual N Smooth Talkin	PENALTY												
		CONTENT	✓+	✓+	+	✓+	✓+	✓	✓	✓+				73 1/2
453	TAMU Gottahighplayer	PENALTY												
		CONTENT	✓	✓+	✓	✓	✓	✓	✓	✓				70 1/2
551	Grace Rising	PENALTY												
		CONTENT	✓-	✓	✓	✓	✓-	✓	✓-	✓				68 1/2
77	Dualin Me Trash	PENALTY										F		
		CONTENT	✓	-	-	-	-	-	-	-			5	60
286	Smooth Lil Dream	PENALTY												
		CONTENT	✓+	✓+	✓	✓+	✓+	✓	✓+	✓+				73
415	Dry Windy Rey	PENALTY			A	A	A							
		CONTENT	✓+	✓-	✓-	-	✓-	✓	✓	✓			3	67
138	Suprise Bullet	PENALTY												
		CONTENT	✓+	✓+	✓	✓+	✓+	✓+	✓+	+				74
81	Shoot Tha Moon	PENALTY		AA		AC								
		CONTENT	✓-	✓-	✓-	-	-	-	-	-			4	60
		PENALTY												
		CONTENT												

Judge's Signature: _____

M. Tidwell



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 each 1/4 circle
 - Anticipating stop
 - Clipping rein in the bridle
 - 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
 - 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		
			SB	RC	LC	STOP	3 1/2 R	STOP	3 1/2 L					
396	Smart Special Color	PENALTY												
		SCORE	-1/2	0	0	-1/2	0	-1/2	-1/2					68
32	Alpha Wimpy Legends	PENALTY	2		22	22								
		SCORE	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2			10	60
139	A Smart Carebear	PENALTY			15	1								
		SCORE	-1	-1/2	-1	-1/2	-1/2	-1	-1				7	60
414	Kual N Smooth Talkin	PENALTY												
		SCORE	-1/2	0	0	-1/2	-1/2	-1/2	+1/2					68.5
453	TAMU Gottahighplayer	PENALTY						1/2						
		SCORE	+1/2	0	0	+1/2	-1/2	+1/2	+1				1/2	71.5
551	Grace Rising	PENALTY		1										
		SCORE	0	-1/2	-1/2	-1/2	0	-1/2	0				1	67
77	Dualin Me Trash	PENALTY												
		SCORE	-1	-1/2	-1/2	-1	-1	-1	0					0
286	Smooth Lil Dream	PENALTY		1							1/2			
		SCORE	0	-1/2	0	-1/2	+1/2	-1/2	+1/2					68
415	Dry Windy Rey	PENALTY												
		SCORE	10	+1/2	+1/2	+1/2	-1/2	+1/2	0					71.5
138	Suprise Bullet	PENALTY												
		SCORE	+1/2	0	-1/2	+1/2	+1/2	0	-1/2					70.5
R1	Shoot Tha Moon	PENALTY	0											
		SCORE	0											0
		PENALTY												
		SCORE												

Judge's Signature: *Chele McCrawley*

CLASS #14 - NRCHA BD - Box Drive

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- 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
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GUIDE FOR "NEW COW"
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 - Cow that doesn't respect horse
 - When cow leaves arena

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#	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
396	Smart Special Color	PENALTY												
		CONTENT	+	+	+	+	+	✓+	✓	✓+				
32	Alpha Wimpy Legends	PENALTY	A		A									
		CONTENT	-	-	-	✓-	-	✓	-	-				
139	A Smart Carebear	PENALTY	A	A	A									
		CONTENT	-											
414	Kual N Smooth Talkin	PENALTY												
		CONTENT	+	✓	+	+	✓+	✓	✓	✓+				
453	TAMU Gottahighplayer	PENALTY												
		CONTENT	✓	✓-	✓	✓+	✓	-	✓-	✓				
551	Grace Rising	PENALTY	A		A									
		CONTENT	✓	✓+	✓-	✓	✓-	✓	-	✓				
77	Dualin Me Trash	PENALTY			A								F	
		CONTENT	✓-	✓	-	-	-	✓	-	-				
286	Smooth Lil Dream	PENALTY												
		CONTENT	✓	✓+	✓+	✓	✓+	✓-	✓-	✓+				
415	Dry Windy Rey	PENALTY	A		A									
		CONTENT	✓	✓	-	-	✓-	✓+	✓-	✓				
138	Suprise Bullet	PENALTY												
		CONTENT	+	✓-	✓	+	✓+	✓+	✓	✓				
81	Shoot Tha Moon	PENALTY												
		CONTENT	-	✓	✓	✓-	✓-	✓-	✓-	✓				
		PENALTY												
		CONTENT												

Judge's Signature: *Chete McGrandy*