



**NRSHA**  
NATIONAL RANCH AND STOCK HORSE ALLIANCE

<b>Date:</b>	
<b>Show:</b>	
<b>Class:</b>	
<b>Judge:</b>	

# BDBD COW WORK

**1 point**

- A. Loss of working advantage
- P. Working out of position
- S. Slipping rein
- C. Driving the cow down the opposite fence on second drive (changing sides)
- T. On the first drive, failure to drive past the middle marker
- V. Over-bridled

**3 points**

- 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 the middle marker on second drive before time expired;

**5 points**

- B. Spurring in front of cinch;
- C. Blatant disobedience;
- E. Use of either hand to instill fear
- F - Failure to initiate at least one turn on the second boxing phase before crossing the timeline
- X - Running cow into back fence

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

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- D - Repeated blatant disobedience
- E - Extremely out of control
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- Q. On the first drive down the fence, failure to drive the cow past the middle marker after two attempts

**Disqualified - 0 Score**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- S - Obvious schooling for multiple maneuvers

**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 #	MANEUVER SCORES								PENALTIES		Penalty Total	Score	Off Pattern		
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
		TIE-BREAKER														
		PENALTY														
		MANEUVER SCORE														
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# BOXING COW WORK

**1 point**

- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Excessive hollering

**3 points**

- D - Dangerous position
- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 points**

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear

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

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- D - Repeated blatant disobedience
- E - Extremely out of control
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

**Disqualified - 0 Score**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- S - Obvious schooling for multiple maneuvers

**For more information on how classes are judged visit [www.aqhuniversity.com](http://www.aqhuniversity.com)**

MANEUVER SCORES							PENALTIES			COMMENTS	Penalty Total	Score	Off Pattern
WO	Entry #	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT				

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# RANCH CUTTING

**1 point**

- A - losing working advantage
- C - working out of position
- D - toe, foot, or stirrup on the shoulder
- V - over-bridled (per maneuver)
- W - out of frame (per maneuver)

**3 points**

- A - hot quit
- B - cattle picked up or scattered
- D - back fence
- E - pawing or biting cattle
- F - spurring on shoulder

**5 points**

- A - horse quitting cow
- B - losing cow
- C - changing cattle after a specific commitment
- D - failure to separate a single animal after leaving the herd
- E - blatant disobedience

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

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- E - repeated blatant disobedience
- F - failure to cut two cows

**Disqualified - 0 Score**

- A - abuse
- B - lameness
- D - disrespect or misconduct
- E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
- G - Illegal equipment
- F - fall of horse/rider
- N - improper western attire
- H - leaving arena before run is complete

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WO Entry #	PENALTIES						MANEUVER SCORES										Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
	COW 1		COW 2		COW 1		COW 1		COW 2		COW 2		COW 1		COW 2					
	1 POINT		3 POINT		5 POINT		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Courage					

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# FENCE WORK

- |   |   |   |
|---|---|---|
| <p><b>1 point</b><br/>                 A - Loss of working advantage<br/>                 C - Using the corner or the end of the arena to turn the cow when going down the fence<br/>                 E - Changing sides of arena to turn cow<br/>                 L - For each length horse runs past cow<br/>                 P - Working out of position<br/>                 R - Two-loop catch in amateur and youth classes<br/>                 S - Slipping rein<br/>                 T - Failure to drive cow past middle marker on first turn<br/>                 V - Over-bridled (per maneuver)<br/>                 W - Excessive Hollering</p> <p><b>2 points</b><br/>                 A - Going around the corner of the arena before turning cow<br/>                 B - In an open field turn animal gets within 3 feet of the end fence before being turned<br/>                 R - Failure to catch if roping in amateur and youth classes</p> | <p><b>3 points</b><br/>                 D - Dangerous Position<br/>                 E - Exhausting or overworking the cow before circling or roping<br/>                 H - Hanging up on the fence (refusing to turn)<br/>                 K - Knocking down the cow without having a working advantage<br/>                 R - Two-loop catch when roping in open/cowboy classes</p> <p><b>5 points</b><br/>                 A - Failure to turn the cow both directions on the fence<br/>                 B - Spurring or hitting in front of cinch at any time<br/>                 C - Blatant disobedience<br/>                 E - Use of either hand to instill fear<br/>                 R - Failure to catch when roping in open/cowboy classes</p> | <p><b>Off Pattern (OP)</b> - to be placed below horses performing all maneuvers<br/>                 A - Turning tail<br/>                 B - Use of two hands (except in snaffle bit or hackamore)<br/>                 C - More than one finger between split reins or any fingers between romal reins<br/>                 D - Repeated blatant disobedience<br/>                 E - Extremely out of control<br/>                 J - Schooling after entering the arena prior to calling for cow<br/>                 K - Schooling horse between cows, if new cow is awarded<br/>                 N - Failure to attempt any part of the class<br/>                 R - Complete loss of rope in Open/Cowboy class</p> <p><b>Disqualified - 0 Score</b><br/>                 A - Abuse<br/>                 B - Lameness<br/>                 D - Disrespect or misconduct<br/>                 G - Illegal equipment<br/>                 F - Fall of horse/rider<br/>                 N - Improper western attire<br/>                 H - Leaving arena before run is complete<br/>                 J - Bringing the cow straight over backwards landing on its back or head<br/>                 S - Obvious schooling for multiple maneuvers</p> |
|---|---|---|

MANEUVER SCORES														PENALTIES			Penalty Total	Score	Off Pattern
WO Entry #	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													2 POINT	3 POINT	5 POINT			
	BOXING		RATING		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL						
					L	R	L	R	TRACK & RATE	STOP & HOLD									
TIE-BREAKER																			
		PENALTY																	
		MANEUVER SCORE																	
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# REINING

**1/2 point**

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

**1 point**

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

**2 points**

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker

- if a horse does not completely pass the specified marker before initiating a stop position

**5 points**

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear

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

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- 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**

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

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TIE-BREAKER																
MANEUVER DESCRIPTION																
		PENALTY														
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# STOCK HORSE PLEASURE

**1 point**

- too slow (per gait)
- over-bridled (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, never demonstrate correct lead
- 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)

**Disquali ed - 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
- obvious schooling for multiple maneuvers

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**MANEUVER SCORES**

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WO Entry #		MANEUVER DESCRIPTION												Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern			
TIE-BREAKER																				
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# STOCK HORSE TRAIL

**1 point**

- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- 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)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

**5 points**

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

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

- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dalled during the drag
- 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)
- failure to open and shut gate, or failure to complete gate

**Disqualified - 0 Score**

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

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