



2026 COMPASS PERFORMANCE HORSES

Canada's Greatest Cowgirl

Show Terms & Conditions

ENTRIES CLOSE 6:00 pm WEDNESDAY, SEPTEMBER 2, 2026

Class	Added Purse	Add Back	Cattle & Admin	Entry Total
Canada's Greatest Cowgirl <i>Fence Division</i> Entry Fee	\$6,000	\$250	\$350	\$600
Canada's Greatest Cowgirl <i>Boxing Division</i> Entry Fee	\$5,000	\$150	\$350	\$500

Canada's Greatest Cowgirl will consist of 4 events – herd work, rein work, fence run or boxing, and roping. It is open to all breeds of any age regardless of show history.

Exhibitors may show only one horse. An owner may enter more than one horse provided there is a different rider for each entry.

No change (substitution) to a horse/rider combination is allowed once the first go has taken place.

If a horse substitution is made prior to the first go, the following must be presented to the show office prior to the beginning of the first go:

- A new entry form
- A copy of the new entry's registration papers
- A veterinary certificate or statement stating why the horse entered will be unable to work
- A substitution fee of 10% of the total entry fee paid to date

Substitutions that do not provide all of the items listed above will be considered a late entry and will be subject to a late entry fee due prior to competing.

Late entries will be accepted up until 6:00 pm September 9, 2026 with an additional \$200 late fee added to the entry.

All horses must be shown in the same bridle throughout the 4 events. The traditional bridle with romal reins must be used.

The same bit must be used throughout the contest.

In the herd work only, romal reins can be held in one hand.

Roping reins are optional in the roping event.

No tie-downs will be permitted.

All competitors must have a current ASHA membership.



Full western attire must be worn. Chaps or chinks are mandatory except for the roping class.

ASHA has the right to accept or reject any entry. All board decisions are final.

In the event of a discrepancy, NRCHA equipment and steer stopping rules

apply. <https://www.nrcha.com/rule-book>

ASHA reserves the right to cancel, transfer, or reschedule the event without notice or liability. In the event of a cancellation, all entry fees paid to date will be refunded. Any interest accrued on the entries is the property of ASHA.

Refund Policy

- If a scratch is made on or before 6:00 pm, Wednesday September 9th, 2026, entrant will not be responsible for entry and any prepaid fees will be refunded.
- Scratches after 6:00 pm, Wednesday, September 9th, 2026 but before 6:00 pm Friday, September 11, 2026, will be charged the add back plus half of the office/cattle charge.
- Scratches after 6:00 pm Friday, September 11th, 2026 will responsible for fees and will remain listed on the posted draws.
- When a competitor fails to show without notice to the show management, no refund will be issued. Scratched entries are considered non replaceable within that class.

These rules and conditions may change to better enhance the show. Any changes will be decided and presented by the show committee on behalf of the ASHA Board of Directors.

Show schedule is subject to change.

ENTRIES MUST BE PAID PRIOR TO THE SHOW

- Cash or Cheque made payable to ASHA
- E-transfer to abstockhorse1@gmail.com
- CC with 4% charge added to invoice

Entry confirmation will be automatically e-mailed out via Jotform. **If you did not receive a confirmation, please contact the office to verify entry.** (Make sure to also check your junk mail)

STALLS

- \$90/2 nights or \$120/3 nights

CAMPING

- \$35/night

PRACTICE WORKS

- \$95/Fence or box
- \$140/herd

CANADA'S GREATEST COWGIRL JACKET

- Online ORDER on website

CANADA'S GREATEST COWGIRL



2026 GENERAL RULES

1. Open to horses of any age to be ridden in any NRCHA approved bit (please refer to section 5.2 of the current NRCHA rule book for description of acceptable mouthpieces). **The same bit must be used in all events.**
2. **Entrants must enter 4 events:**
 - CGC Cutting Class
 - CGC WCH (Fence) Class OR CGC Boxing Class
 - CGC Roping Class
 - CGC Rein Work Class
3. **The traditional bridle with romal reins must be used.** Only one hand must be used on the reins and must not be changed. The hand is to be around the reins in a fist position with thumb up and no fingers between the reins.
4. Chin strap must be smooth leather. No wire, chain or other metal or rawhide device may be used in conjunction with a part of the leather chin strap. Leather chin strap must be flat, flexible and at least ½ inch wide. No metal rivets are allowed on the inside of the chin strap and the rivets may not, at any time, come in contact with the chin, or chin groove of the horse. Metal keepers are not acceptable on the chin strap.
5. Appropriate western attire must be worn. Long sleeved shirt with collar and a western hat or riding approved helmet.
6. **Chaps or chinks must be worn** and are optional only in the roping class.
7. If at any time during a performance a piece of equipment breaks, the rider may continue provided the broken equipment does not pose a hazard to the rider and/or is not cruel to the horse. When the cow work immediately follows the rein work, broken equipment may be repaired between the two phases, within a 1-minute time period. If a new cow is awarded, the rider may repair equipment between cows as well. Rider may dismount, if necessary, to make the repair or pick up lost equipment or attire. Horse and rider may not leave the arena and may not receive physical assistance or equipment from outside the arena. If the rider is unable to continue because of the broken equipment, the rider will be excused with a score of zero.
8. Failure to work in the proper order or proper adjusted order will result in a score of "0".
9. To be eligible to enter the Boxing division, riders cannot have earned more than \$750 in fence work classes in any judged classes or events.
10. Back Numbers will be required for Canada's Greatest Cowgirl. When exhibitor back numbers are provided, it is mandatory for all entries to wear the correct number. Numbers must be visible to the judge. Failure to wear a back number or to wear the correct number will result in a fine to the rider of \$100.
11. Back numbers will be provided at the show.
12. All fees must be paid prior to entering the show pen.

CANADA'S GREATEST COWGIRL

ROPING RULES & JUDGING CRITERIA

ROPING RULES

1. In the roping class, the horse will be judged on the box, run & rate, stop, position, degree of difficulty, and eye appeal. Judging begins when the horse enters the arena.
2. Contestants will rope from the box to the left of the chute. An electric eye will be used.
3. Contestants have the option to catch and dally or catch and release their rope. Bonus points will be given for those who dally.
4. Contestants on the horse being judged may throw a total of 2 loops within a 60-second time limit.
5. If more than 1 loop is thrown, the rider must recoil and build additional loops as required. If the rider fails to catch and dally or catch and breakaway within the 60-second time limit, she will retire from the arena with a -0-score.
6. Scoring will be on the basis of 60–79 points, with 70 points being average. Each maneuver will be scored from a plus 1½ (excellent) to a minus 1½ (extremely poor), in ½-point increments. Eye Appeal and Degree of Difficulty will be scored from a plus 1½ (excellent) to a minus 1½ (poor), in ½-point increments. The maneuver scores will be added or subtracted from 70 to come up with the score.
7. Legal catches are both horns, half head or around the neck. If a steer is roped any other way, and the rope can be removed while the rider is still mounted, she may continue to rope within the 60-second time limit. A score of -0- will be given for no catch.
8. Arena is to be clear except for the flagger and help to line the cattle (if necessary). The flagger's only responsibility is to check for legal head catches, either in the arena or at the catch pen, watch for rule infractions and to signal the end of the run.
9. Only one hand on reins is legal.
10. Romal reins or roping reins are legal.
11. If steer leaves the arena during the 60-second time limit, timer will stop the clock. The contestant will carry time and all major penalties that have occurred up to this point over to the new steer. Contestant will receive the new steer lap and tap. (No electric eye.)
12. If a judge awards a contestant a new steer, the run will start over clean with no penalties.
13. If a steer is deemed unusable by a judge or show management, that steer will be removed from the pen of cattle used for the competition. Once the steer has been released from the chute, should the judges deem it unusable, they have the option of blowing the whistle 2 times to signal for a new steer. This may be done at any time during the run, even after the rider has thrown a loop. If the exhibitor intends to accept the new cow, he or she must pull up immediately.



14. The contestant must be on her horse when time is given.

15. In case of a discrepancy, NRCHA Steer Stopping Rules will apply.

Scoring Example

- Rider "A" enters the box. Their horse is quiet, attentive, and well mannered. The rider leaves the box without breaking the electronic eye, ropes the steer quickly, takes the slack out of her rope, the horse slides to a stop, and she then lets the rope go. Score is 72.
- Rider "B" enters the box. Their horse is quiet, attentive, and well mannered. The rider leaves the box without breaking the electronic eye, ropes the steer quickly, takes the slack out of her rope, and dallies. The horse slides to a stop. Score would be higher than Rider "A" as bonus points would be given for the dally at the discretion of the judge.

ROPING – PENALTY POINTS

2-POINT PENALTIES

- Freeze-up in box
- Jumping the barrier
- Scotching

3-POINT PENALTIES

- Missing first loop
- Taking off illegal catch

5-POINT PENALTIES

- Refusing to enter box
- Breaking barrier
- Rearing up in box
- Running into steer
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate behavior.

0-SCORE

- Loss of rope
- Failure to make legal catch
- Fall of horse or rider
- Excessive schooling
- Whipping or hitting horse with rope
- Failure to work in the proper working order

N-E

- Failure of an exhibitor to attempt to work the pattern.

NO SCORE

- Abuse
- Lameness of the horse



2026 CANADA'S GREATEST COWGIRL
BOXING COW WORK



CANADA'S GREATEST COWGIRL

BOXING COW WORK • JUDGING CRITERIA & PENALTIES

Competition Standard

Purpose: The boxing cow work is designed to evaluate the horse and rider's ability to control and work a cow with confidence, correctness, control and effective positioning.

1. Boxing Cow Work — General Requirements

- Judging begins when the contestant enters the arena.
- There shall be no schooling between completion of the rein work and the cow work, or between cows when a new cow is awarded.

Any violation results in a zero score.

- After receiving a cow, the contestant must hold the cow at the prescribed end of the arena for 50 seconds, demonstrating the horse and rider's ability to control the cow.
- While boxing the cow, it is legal to hold the reins and romal in one hand (rein hand).
- Time begins when the gate closes behind the cow after the cow has entered the arena.
- The announcer or judge will signal completion of the 50 seconds with a whistle or horn. The horse and rider are then scored according to the Boxing Cow Work scoring criteria.

2. New Cow Procedures

- When sufficient cattle are available, a new cow may be awarded when the cow draw is unreasonably difficult or unworkable. The judge will signal a new cow by blowing the whistle twice.
- Allowing the horse to quit working before the judge signals for a new cow results in a zero score. If a new cow is awarded, the exhibitor may refuse the new cow by continuing to work the current cow.
- If the exhibitor accepts the new cow, the pull-up must be initiated immediately—instantly, at once, without delay.

2026 CANADA'S GREATEST COWGIRL
BOXING COW WORK

- When using a bridle or two-rein setup, the exhibitor must not use two hands at any time, including when pulling up from the current cow or while waiting for a new cow.
- The contestant is judged from the time they enter the arena until the final whistle signals completion of the work.
- If two hands are used on the bridle reins at any time, a zero score will be applied. In a multiple-judge system, any judge may terminate the work or signal for a new cow.
- In an emergency (for example, a person entering the arena or part of the arena becoming unsafe), the judge may blow two whistles for a second time. The contestant must pull up immediately and receive a new cow; continuing to work will result in a zero score.
- If a cow leaves the working area during the cow work, a new cow will automatically be awarded and scoring will begin again on the new cow, unless the contestant has already been awarded a new cow and elected to continue working the current cow.
- If a contestant is awarded a third cow, they may elect to work the new cow immediately or rest their horse and work the new cow at the end of the next set. If they are in the final set, they may be allowed up to 20 minutes for their horse to recover before working the third cow.
- If a contestant elects to leave the show arena while waiting to work a third cow, the horse must remain in the designated warm-up area adjacent to the show arena. If the horse leaves the warm-up area or works a cow, the run will result in a zero score.

3. Terminating the Work

- If at any time the judge determines that the contestant is out of control or is endangering themselves and/or the horse, the judge may terminate the work. A zero score will be given.
- The announcer or judge will signal completion of the 50-second work with a whistle or horn. The horse and rider will then be scored using the Boxing Cow Work scoring criteria.

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BOXING COW WORK

4. Boxing Cow Work —Penalty Points

Penalties are applied to the score based on the conduct and performance of the horse and rider during the boxing cow work.

1-POINT PENALTIES	• Loss of working advantage
3-POINT PENALTIES	• Working out of position
5-POINT PENALTIES	• Excessive hollering
	• Dangerous position
	• Loss of control resulting in the animal leaving the end of the arena
	• Spurring or hitting in front of the cinch at any time, or excessively whipping or spurring the horse
	• Blatant disobedience, including kicking, biting, bucking, rearing, striking, or obviously insubordinate behaviour
ZERO SCORE	• Turn tail
	• Using two hands on the reins when using a bridle or two-rein
	• Fingers between the reins, except when using a two-rein
	• Backing
	• Extremely out of control
	• Bloody mouth (inside)
	• Illegal equipment
	• Leaving the work area before the pattern or work is complete
	• Fall of horse or rider
	• Schooling the horse between the rein work and cow work
	• Schooling the horse between cows when a new cow is awarded
	• Improper Western attire
	• Failure to work in the proper working order
N-E (NO EFFORT)	• Failure of an exhibitor to attempt to complete the work (failure to call for a cow)
NO SCORE	• Abuse
	• Lameness of the horse

5. Credits / Positive Performance Factors

- Maintaining control of the cow at all times
- Maintaining proper position
- Degree of difficulty
- Eye appeal
- Time worked

6. What Judges Are Looking For

A strong boxing cow work should demonstrate: clear control of the cow, correct positioning, an effective working advantage, a willing and responsive horse, appropriate use of pressure and release, and a confident, safe presentation.

2026 CANADA'S GREATEST COWGIRL
BOXING COW WORK

2026 Competition Note: These criteria are formatted from the provided Boxing Cow Work judging and penalty material for use in the 2026 Canada's Greatest Cowgirl competition. Any event-specific amendments or governing-rule updates issued by the organizing body/judges take precedence.



CANADA'S GREATEST COWGIRL

FENCE COW WORK JUDGING CRITERIA

"The most important point when working a cow is for the horse to have the advantage or be in control of the cow. At the same time, the horse should exhibit a smooth willingness to do his job. He should respond to a light rein and show good manners in his face and body." – Bobby Ingersoll

- Judging begins when the contestant enters the arena.
- There shall be no schooling between the completion of the rein work and cow work when the cow work immediately follows the rein work. The penalty for this is zero.

PATTERN

- The required pattern for the cow work is: boxing, fence turns and circles, in that order.

BOXING

- At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow at that end.
- The horse should exhibit superior cow sense and natural cow-working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

TURNING

- After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. The contestant must get a minimum of one turn in each direction when attempting the fence work.
- To qualify as a turn, the exhibitor must be in position to control the animal and be the cause of the animal to change course.
- During the turn, the horse should use itself in a controlled, athletic manner, using its hocks to stop and drive out of the turn while using its front end to balance and turn. More than two good turns in each direction should not result in extra credit, but also should not be penalized unless the cow is thereby too exhausted to circle correctly. One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.

TYPES OF TURNS

A. Fence Turn

- A turn in which the cow, while being run down the fence on one side of the arena, is turned in a different direction and held near the same fence while being run in the new direction.
- The exhibitor must be close enough to the cow to be the cause of the turn. The situation where a horse and rider attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence-turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider.

B. Open Field Turn

- A turn in which the cow, while being run down the arena more than 20 feet away from the perimeter fence, is turned in a different direction and held on the same side of the arena while being run in the new direction.
- The exhibitor must be close enough to the cow to be the cause of the turn.

C. Circling Turn

- A turn in which the horse, while attempting an open-field turn, does not use its hocks to stop and drive out of the turn, but instead continues forward motion and guides or “circles” the cow into the new direction.
- If an exhibitor performs a circling turn as the second turn of a two-turn run, they must show separation between the second turn and the first circle.
- To avoid a 2-point penalty, they must then change sides on the cow after completing the circling turn and before beginning the first circle.

CIRCLING

- The contestant shall then take the cow to an open part of the arena and maneuver the cow smoothly at least 360 degrees in each direction without interference from the fence.
- The circle's size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted.

RUN CONTENT

- The judge should take into consideration the size of the arena, condition of the ground and disposition of the cattle in scoring each work. If ground, arena and/or weather conditions are deemed unfavorable by show management, they may inform the judge and decide to alter the required cattle work for safety reasons.
- The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant.
- The most controlled cow work, with the highest degree of difficulty, that exhibits good form throughout, should be marked the highest.
- Bad manners exhibited by the horse will be penalized under run content.
- In the cow-work phase of any class, one hand on the horn may be used to prevent the fall of the rider. Holding the horn excessively may be penalized under run content.

NEW COW

- When enough cows are available, the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. The judge will indicate a new cow by blowing his/her whistle twice, indicating the awarding of a new cow.
- Allowing the horse to quit working before the judge signals for a new cow will result in a zero score. If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work.
- If the exhibitor intends to accept the new cow, he or she must initiate the pull-up immediately—instantly, at once, without delay.
- If the exhibitor is using a bridle or two-rein setup, he/she must not use two hands at any time, either when pulling up from the cow being worked or while waiting for the new cow.
- From the time the exhibitor enters the arena until the final whistle, signifying the work is complete, the pair are being judged.

- If two hands are used on the bridle reins at any time, a score of zero will be applied. With a multiple-judge system, any one of the judges may terminate the work or signal for a new cow.
- In the case of an emergency, such as a person falling into the arena or part of the arena falling apart, the judge may blow two whistles for a second time. At this point, the contestant has no option to continue and must receive a new cow. The contestant must pull up immediately or a score of zero will be given.
- During the cow work, when a cow leaves the working area, it is automatic that the contestant will receive a new cow and scoring will begin again with the new cow, unless the contestant has been awarded a new cow and opted to continue working the current cow.
- Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements.
- If a rider is awarded a third cow, the rider will have the option to work the new cow or to rest their horse and work the new cow at the end of the next set. If the rider is in the last set of the class, they shall be afforded up to 20 minutes for their horse to recover before working the third cow. If the rider elects to leave the show arena, the horse must stay in the warm-up area adjacent to the show arena. If the horse leaves the warm-up area or works a cow, the run will result in a 0 score.

TERMINATING THE WORK

- The judge may blow his/her whistle once at any time during the work to terminate it.
- If at any time a judge feels that the contestant is out of control, endangering themselves and/or their horse, the judge may terminate the work, and a score of zero will be given.
- Judging ends when the whistle blows. A score of zero will be given if the work is not complete at that point.

COW WORK – PENALTY POINTS

1-POINT PENALTIES

- Loss of working advantage.
- When the cow's head breaks the plane of the 1-point marker.
- Changing sides of the arena to turn the cow. (1 point each time.)
- For each length the horse runs past the cow. A length is 1 horse length of daylight between the cow's head and the top of the horse's tail.
- Working out of position.
- Slipping a rein.
- Failure to drive the cow past the middle marker on the first run down the fence before initiating the turn.
- Excessive hollering.

2-POINT PENALTIES

- Going around the corner of the arena before turning the cow. (When the cow's head breaks the plane of the 2-point penalty marker.)
- When working an animal in the open field (at least 20 feet from the side of the arena) and the animal gets within 3 feet from the end fence before being turned. This applies when going from one end of the arena to the other.
- Circling Turn – This penalty applies only in a two (2) turn run in which the second turn is an attempted open-field turn where the horse never achieves a stopping position between the second turn and the first circle; in the situation where it is not possible to tell where the second turn ends and the first circle begins.

3-POINT PENALTIES

- Dangerous position.
- Exhausting or overworking the cow before circling.
- Hanging up on the fence (refusing to turn). When attempting to turn a cow on the fence, a horse is considered to be hung up when the animal being worked exits the turn and the horse momentarily refuses the rider's command and freezes up (stops lateral movement of the shoulders). Also considered a hang-up is when a horse is put in a position where it is physically impossible to complete the turn and the lateral movement of its shoulders is stopped.
- Knocking down the cow without having a working advantage.

5-POINT PENALTIES

- Not getting one turn each way (5 points each way).
- Spurring or hitting in front of the cinch at any time or excessively whipping or spurring the horse.

- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate behavior.

0-SCORE

- Turn tail.
- Using 2 hands on the reins in a bridle or two-rein class.
- Fingers between the reins.
- Balking.
- Extremely out of control. Any horse that is out of control while working the cow, thus endangering the rider—for example, crossing the path of the cow—shall be called off the cow.
- Bloody mouth (inside).
- Illegal equipment.
- Leaving the work area before the pattern or work is complete.
- Fall of horse or rider.
- Schooling of the horse between the rein and cow work when the cow work immediately follows rein work.
- Schooling of the horse between cows if a new cow is awarded. Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing, or failure to immediately pull up when a new cow is accepted.
- If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner.
- Improper Western attire.
- Failure to work in the proper working order.

N-E

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

NO SCORE

- Abuse.
- Lameness of the horse.





2026 CANADA'S GREATEST COWGIRL REINED WORK JUDGING CRITERIA

MANEUVER SCORING

The NRCHA has divided each rein pattern into sets of maneuvers. It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

- -1½ — Extremely Poor
- -1 — Very Poor
- -½ — Poor
- 0 — Correct
- +½ — Good
- +1 — Very Good
- +1½ — Excellent

GENERAL JUDGING CRITERIA

- Horses shall work individually. Judging begins the moment the horse enters the arena. There will be no schooling from the time the horse enters the arena. A reined work must consist of the required maneuvers in the prescribed pattern, including circles, lead changes, rundowns terminating in well-balanced stops straight to the line of travel, turns/spins, and a

backup of a reasonable distance with slight hesitations denoting each maneuver.

- The judging ends when the rider indicates she is finished by coming to a complete stop. Praising or rewarding the horse is only allowed after the reining pattern is complete and before the exhibitor calls for a cow.
- The best reined horse shall be easily guided or controlled with little or no apparent resistance. Bad manners exhibited by the horse will be penalized.
- All deviations from the exact given pattern must be considered a loss of control and marked down accordingly.
- Credit shall be given for the smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed that raises the difficulty level and makes the horse more exciting and pleasing to watch.

CIRCLES

- Circles are a controlled maneuver at the lope in the designated area of the arena. Emphasis shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Right and left circles shall have a common center line in the middle of the designated area.
- Circles shall be run and/or begun on the correct lead. The speed and size of the right circles shall be exactly the same as the speed and size of the left circles.
- The horse shall lope in an even, fluid manner with a minimum of rider contact and/or commands. Circles shall be run far enough from the arena wall that it does not affect the circles.

LEAD CHANGES

- The act of changing the propelling side of the horse's body when changing direction traveling at a lope. The lead change must be executed at a lope with no change of speed or gait.
- The horse shall change leads at the exact location dictated in the pattern description and shall change in one stride. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

JOGGING

- Jogging up to 2 strides incurs a ½-point penalty; jogging beyond 2 strides incurs a 2-point penalty. Jogging in excess of one-half circle or one-half the length of the arena results in a score of 0. In determining whether a ½- or 2-point penalty has been incurred, the judge should consider the distance traveled and count the steps of the rear legs. Four steps and under represent 2 or less strides and require a ½-point penalty; 5 steps and more require a 2-point penalty.

RUN-DOWNS

- Runs lengthwise through the arena shall be made as described in the given pattern, unless the judge indicates otherwise due to arena conditions.
- The horse shall demonstrate a relaxed, fluid attitude when starting a run-down and throughout the maneuver.
- The horse shall use controlled speed consistent with the size of the arena and the condition of the ground.
- The horse shall travel in a straight line with a minimum of contact with the rider.
- Straight, controlled run-downs with square, smooth stops, maintaining suppleness and proper head position are desirable.

STOPS

- Stops shall be in line with the direction of travel. The horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.

SPINS

- Spins shall be consistent, positioned 360-degree turns. Spins should be smooth and efficient.
- The location of the hindquarters shall be fixed at the start of the spin.
- The horse shall stop the spin exactly as dictated by the pattern description.
- The right and left spins shall have a similar speed and balance.

BACK-UP

- The horse is caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back-up in a controlled manner and shall continue to back-up without hesitation until directed to stop by the rider.
- When a horse backs up where a back-up is not specified in the pattern, a 0-score will be incurred when the horse backs more than 2 full strides. One stride is defined as the complete movement or steps of all 4 legs, one time. Up to and including 4 steps of the front feet in a non-required back-up receives no penalty; 5 steps and beyond constitutes inclusion of a maneuver not specified and results in a 0-score.

HESITATION

- Hesitation is only long enough to show the completion of one maneuver before the next one starts. There shall be slight hesitation to indicate each maneuver.

DEFINITION OF FALL OF HORSE

- When the horse's shoulder and hip are on the ground and all four feet are facing in one direction. A fall of the horse in any event receives a score of 0.

DEFINITION OF FALL OF RIDER

- The rider is no longer astride the horse.

REINED WORK – PENALTY POINTS

½-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 $\frac{1}{4}$ circle.
- Slipping a rein in the bridle.
- Scotching or anticipating a stop.
- Over or under spinning up to $\frac{1}{4}$ turn.

2-POINT PENALTIES

- Lead missed around end of arena past 2nd corner.
- Not ever changing leads in patterns where there is only $\frac{1}{2}$ circle.
- Failure to run by marker before stop is initiated.
- Freezing up in turn.
- Breaking gait. Break of gait is defined as when the cadence of the lope is disrupted or not maintained. Break of gait only occurs from the lope gait.
- Jogging beyond two strides.
- On trot-in patterns, failure to “stop” before executing a lope departure.
- A stop in the first one-quarter of the circle after a lope departure is a break of gait.
- At the end of the pattern, failure to hesitate to demonstrate completion of the pattern.



5-POINT PENALTIES

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

0-SCORE

- Failure to complete the pattern as given (i.e. over or under spin more than $\frac{1}{4}$ turn).
- Using 2 hands on the reins in a bridle or two-rein class.
- Fingers between the reins.
- Horse balking.
- Bloody mouth (inside).
- Illegal equipment.
- Leaving the working area before the pattern is complete.
- Fall of horse or rider.
- Backing more than two strides when backing is not called for.
- 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.
- A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.
- Failure to follow the pattern as written. The exhibitor must trot or lope at least half the way to center of the arena when the pattern specifies trot or lope in.

N-E

- Failure of an exhibitor to attempt to work the pattern.

NO SCORE

- Abuse.
- Lameness of the horse.

LEADS & LEAD CHANGE PENALTIES

- A judge is required to penalize a horse $\frac{1}{2}$ of a point for a delayed change of lead by one stride. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each $\frac{1}{4}$ of the circumference of a circle, or any part thereof, that a horse is out of lead.