

16.3.4.5 Judges must attend an NRCHA Judges seminar once in a three year period. Judges have until March 1<sup>st</sup> of the following year to fulfill their seminar requirement (Example: If a person received their judge's card in 2005 they would have until March 1<sup>st</sup>, 2009 to attend another seminar to keep their card.)

## **17 SCORING**

**17.1 General Description** - Credit must always be given when applicable, even when there is a penalty involved. When the judge is in doubt, benefit always goes to the contestant. The scoring system is based on 60-80 points. Half-points may be used. The contestant is judged from the time that he/she enters the arena until he/she completes the pattern. The judge is instructed to pay particular attention to any suspected attempts to alter the tail and score accordingly.

**17.2** Horses are judged on performance only.

**17.3 Scoring System** - The scoring system for NRCHA approved classes/events is based upon a 60-80 point system. The lowest score possible is 60 points and the highest score possible is 80. The average score for a typical work is 70 points.

**17.4** Failure of an exhibitor to attempt to complete the cow work portion of the class, as well as the rein work, will result in the exhibitor not being eligible for points or placing. This will be considered a Non-Entry and will be designated by the judge as N-E in the score box of the judge's cards. An entry which attempts to complete the cow work and has not been disqualified will be scored accordingly at the judge's discretion. An entry going off pattern in the rein work will receive a score of zero. An entry which attempts both the rein work and the cow work portion may be placed, even if a 0 score is received in one portion of the class. (Example: If a horse is disqualified and receives a 0 score for the rein work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.)

**17.5** A 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.

**17.6** Horse must appear visibly sound at the beginning of the run. In the case of a multiple judged event the majority of the judges must agree on soundness prior to the horse beginning the pattern or work. Obvious lameness will be cause for immediate disqualification.

## **18 DISCIPLINE**

**18.1** The Judges Committee, upon receipt of information that may adversely affect a person's ability to be a judge, may temporarily suspend a judge's privileges pending a hearing before the Judges Committee. In the event the Judges Committee votes to have a hearing on an issue concerning a judge, the hearing and scheduling shall be conducted in accordance with the disciplinary procedures set for the NRCHA Rulebook. The Judges Committee shall have the power to suspend an individual's designation as an "NRCHA judge" and/or to impose whatever the Committee determines to be an appropriate penalty for conduct which may adversely affect an individual's designation as an approved NRCHA Judge.

**18.2** In the event the Judges Committee determines that a hearing is required, the accused may appear, with or without

counsel and present any evidence on his/her behalf, as well as to confront the evidence presented against him/her. If the committee decides that disciplinary action and/or penalty is appropriate, or is required, the Committee shall have the power to enforce any penalty. The accused shall have the right to appeal the Judges Committee decision to the Board of Directors. The appeal must be filed in writing with the NRCHA office within fifteen (15) days of receiving the Committee's written statement of findings, facts and conclusions. In the event no appeal is filed the decision of the Judges Committee shall become final. If, however, an appeal is taken, the NRCHA Board of Directors will schedule a hearing and conduct the same in compliance with the conditions set forth in the NRCHA rulebook for disciplinary actions.

**18.3** If an appeal is not filed, the Board of Directors, at their next meeting, shall then adopt the findings of the Judges Committee and the penalty imposed by the Judges Committee. The Board of Directors may, in addition to any penalty, remove a person from the judges list.

## **19 JUDGING**

**19.1 Herd Work** - Judging will begin at the time line. The contestant shall approach the herd with no hesitation, weaving or reluctance on the part of the horse to enter the herd sufficiently deep enough to show his ability to make a cut. The horse shall work quietly, but alertly, causing very little disturbance to the herd or the animal brought out. Credit will be given for driving cattle, clearing the herd by a sufficient distance and setting up a cow while holding it in a working position as near the center of the arena as possible. The degree of difficulty, eye appeal and the amount of courage in staying on a tough cow will be taken into consideration. The amount of time actually spent working cattle in the 2 1/2 minute period will have a positive effect on the total score. The horse should show a great deal of expression but no ill will toward the animal. Judging will end at the whistle.

If an exhibitor is taking an excessive amount of time to get to the herd after their number is called the following will occur: the Director of Judges (if the Director of Judges is not there, then a designated judge) will contact the announcer and the announcer will give the exhibitor a "second call". If the exhibitor still is not starting to the herd, a 15 second call will be given and then the time clock will be started. Special consideration will be given to exhibitors who helped the previous exhibitor in the herd.

### **Herd work- Penalty Points:**

#### **1 point penalties:**

- A. (Miss) Loss of working advantage.
- B. Noise directed by contestant toward cattle.
- C. Working out of position.
- D. Toe, foot, or stirrup on shoulder.

#### **3 point penalties:**

- A. Hot quit.
- B. Cattle picked up/running into or scattering herd.
- C. Failure to make a deep cut.
- D. Back fence.

## 5 point penalties:

- A. Horse quitting a cow.
- B. Losing a cow.
- C. Changing cattle after a specific commitment.
- D. Failure to separate a single animal after leaving the herd.
- E. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.
- F. Spurring or hitting in front of the cinch at anytime.

## -0- score:

- A. Horse turns tail.
- B. Using two hands on the reins in a bridle.
- C. Fingers between the reins in a bridle.
- D. Illegal equipment.
- E. Leaving working area before time expires.
- F. Fall of horse or rider.
- G. Bloody mouth (inside).

NOTE: A 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.

## 19.2 Reined Work - Maneuver Scores for Reined Work:

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:

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

**Reined Work:** 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 following: circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a back-up of a reasonable distance with slight hesitations denoting each maneuver. The NRCHA suggests the use of approved patterns found in this book. The judge may deviate from traditional order of performance and he/she may also deviate from the exact printed pattern due to arena conditions. The judging ends when the rider indicates he/she is finished by coming to a complete stop.

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 which 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 on the scoring 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 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 the 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 1/2 point penalty. Jogging beyond 2 strides will incur a 2 point penalty. Jogging in excess of one-half circle or one-half the length of the arena will result in a score of 0. In determining whether a 1/2 or 2 point penalty has been incurred, it is useful for a judge to consider the distance traveled and to count the steps of the rear legs. Four steps and under would represent 2 or less strides and require a 1/2 point penalty; 5 steps and more, therefore would require a 2 point penalty.

**Run-Downs:** Runs lengthwise through the arena. They shall be made as described in the given pattern, unless the judge indicated 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:** Shall be in line with the direction of travel. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.

**Spins:** Consistent and positioned 360 degree turns executed with the inside hind quarter (pivot) remaining stationary. Spins shall be smooth and efficient. The location of the hind quarters 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 being 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. In the instance where a horse backs up where a back-up is not specified in the pattern, the penalty score of 0 will be incurred when the horse backs more than 2 full strides. It is important to note one stride is defined as the complete movement or steps of all 4 legs, one time. In this particular situation it is very helpful for a judge to watch and count the steps of the front feet. Up to and including 4 steps of the front feet in the not required back-up receives no penalty; five steps and beyond constitutes the inclusion of a maneuver not specified and thus a penalty score of 0.

**Hesitate:** 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 horses shoulder and hip are on the ground and all four feet are facing in one direction. Fall of horse in any event receives a score of -0-.

**Definition of fall of rider:** Rider is no longer astride the horse.

## **Reined Work - Penalty Points:**

### **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 a rein in the bridle.  
Scotching or anticipating a stop.  
Over or under spinning up to 1/4 turn.  
Excessive whipping or spurring.

### **2 point penalties:**

Lead missed around end of arena past 2nd 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 one-quarter 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, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.

### **-0- Score:**

Failure to complete the pattern as given. (i.e. over or under spin more than 1/4.)  
Using 2 hands on the reins in a bridle or two rein class.  
Fingers between the reins in a bridle class except in the two rein class.  
Horse balking.  
Bloody mouth (inside).  
Illegal equipment.  
Leaving the working area before 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.

**N-E** – Failure of an exhibitor to attempt to complete the pattern

**Leads & Lead Change penalties:** A judge is required to penalize a horse 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 1/4 of the circumference of a circle or any part thereof that a horse is out of lead.

**19.3 Cow work:** 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 will be a zero. 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 a sufficient time to demonstrate the ability of the horse to contain the cow at that end.

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. Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. The required pattern for the cow work is: boxing, fence turns, and circles, in that order.

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 the exhibitors, they may inform the judge who may elect 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. When enough cows are available the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. Allowing the horse to quit working before the judge signals for a new cow will result in a zero score. 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. The judge may blow his/her whistle at anytime during the work. One whistle to terminate the work, two whistles to award a new cow. If the judge terminates the work with one whistle or awards a new cow the contestant does not have the option to continue working. If an exhibitor continues to work after the whistle has been blown for a new cow the exhibitor will be given a score of zero. With a multiple judge system, any one of the judges may terminate the work or signal for a new cow. Judging ends when the whistle blows. A score of zero will be given if the work is not complete at that point.

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.

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.

**Boxing:** Working the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. 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 on the fence:** A fence turn is defined as: A turn in which the cow, while being run down the fence on one side of the arena, or in the "open field", is turned in a different direction and held near the same fence, or 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.

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. The actual stopping or turning of the cow by the end fence will not qualify as a fence turn. To qualify as a fence turn the turn must be accomplished without the aid of the end fences to actually stop or turn the animal being worked. During the turn the horse should use himself 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.

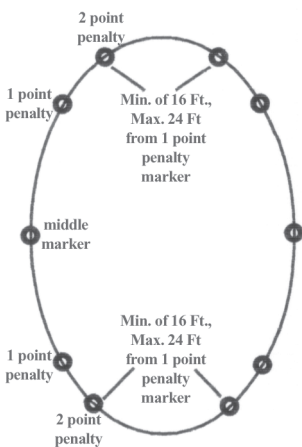
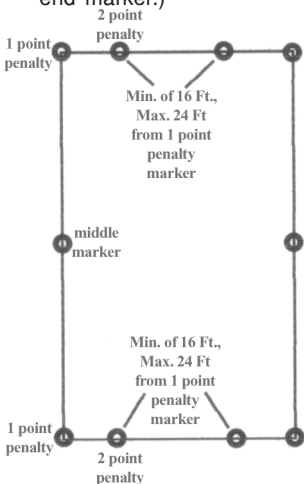
The contestant must get at least one turn in each direction. More than two good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to circle correctly. One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.

**Circling:** Maneuvering 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.

## Cow work - Penalty Points:

### 1 point penalties:

- A. Loss of working advantage.
- C. Using the corner or the end of the arena to turn the cow. (In an oval arena, when the cow's head breaks the plane of the end marker.)



- E. Changing sides of arena to turn cow. (1 point each time.)
- L. For each length horse runs past cow. A length by is 1 horse length of daylight between the cow's head and the top of the horse's tail.
- S. Slipping a rein.
- T. Failure to drive cow past middle marker on first run down the fence.
- W. Excessive whipping, spurring, or hollering.

## **2 point penalties:**

- A. 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.)
- B. When working an animal in the open field (at least 20' from the side of 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.

## **3 point penalties:**

- E. Exhausting or overworking the cow before circling.
- H. Hanging up on the fence (refusing to turn).
- K. Knocking down the cow without having a working advantage.

## **5 point penalties:**

- A. Not getting one turn each way (5 points each way).
- B. Spurring or hitting in front of cinch at anytime.
- C. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.

## **-0- score:**

- A. Turn tail.
- B. Using 2 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. Out of control (Any horse that is out of control while working the cow, thus endangering the rider, i.e. crossing the path of the cow, shall be called off the cow.)
- F. Bloody mouth (inside).
- G. Illegal equipment.
- H. Leaving the work area before the pattern or work is complete.
- I. Fall of horse or rider.
- J. Schooling of the horse between the rein and cow work when the cow work immediately follows rein work.
- K. 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.

- L. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner.
- M. Failure to quit working a cow after a new cow has been awarded.

**N-E** – Failure of an exhibitor to attempt to complete the work

NOTE: A 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.

**19.4 Limited Class Cow Work Guidelines** – The goal of this class is to introduce the rider to the “boxing” phase of the cow work. Judging begins when the contestant enters the arena. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty for this is -0-. Each contestant upon

receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. The horse will be scored using the "limited cow work scoring guidelines".

**Limited Cow Work - Penalty Points:**

**1 point penalties:**

- A. Loss of working advantage.
- P. Working out of position.

**3 point penalties:**

- C. Loss of control and animal leaves the end of arena.
- O. Second loss of control and animal leaves end of arena.  
Cow work is terminated.

**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.

**-0- score:**

- A. Turn tail.
- B. Using 2 hands on the reins when using a bridle or two-rein.
- C. Fingers between the reins, except when using a two-rein.
- D. Balking.
- E. Out of control.
- F. Bloody mouth. (inside)
- G. Illegal equipment.
- H. Leaving the work area before the pattern or work is complete.
- I. Fall of horse or rider.
- J. Schooling of the horse between the rein work and cow work
- K. Schooling of the horse between cows if a new cow is awarded.
- M. Failure to quit working a cow after a new cow has been awarded.

**N-E** – Failure of an exhibitor to attempt to complete the pattern

**Credits:**

- A. Maintaining control of cow at all times.
- B. Maintaining proper position.
- C. Degree of difficulty
- D. Eye appeal.

**19.5 Steer Stopping** – In the steer stopping the horse will be judged on the box and barrier, run and rate, and the stop.

19.5.1 There will be a barrier in the steer stopping. The penalty for breaking the barrier shall be 5 points.

19.5.2 The roper on the horse being judged may throw as many loops as necessary within a 90 second time limit.

19.5.3 If more than 1 loop is thrown, the rider must recoil and build additional loops as required. If the rider fails to catch within the 90 second time limit, he/she will retire from the arena with -0- score.

19.5.4 Riders are to stay mounted. Loss of rope by the rider is automatic score of -0-.

19.5.5 Scoring will be on the basis of 60-80 points, with 70 points being average. Each maneuver will be scored from a plus 3 (excellent), to a minus 3 (extremely poor), in 1/2 point increments. Degree of difficulty and eye appeal will be recorded with a: plus (above average); check (average); or a minus (below average). The maneuver scores will be added or subtracted from 70 to come up with the score.

19.5.6 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, he/she may continue to rope within the 90 second time limit. A score of -0- will be given for no catch.

19.5.7 Arena is to be clear except for the flagger. The flagger's only responsibility is to check for legal head catches, either in the arena or at the catch pen.

19.5.8 It is the contestant's responsibility to signal when the run is complete so the head catch can be checked.

19.5.9 Only one hand on reins is legal.

19.5.10 Romal reins and roping reins are legal.

### **Steer Stopping - Penalty Points:**

#### **1 point penalties:**

Nervous in box  
Turns head severely  
Squats in corner  
Stopping crooked

#### **2 point penalties:**

Freeze-up in box  
Jumping the barrier  
Scotching  
Missing second loop

#### **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.

#### **-0- Score:**

Loss of rope  
Failure to make legal catch  
Fall of horse or rider  
Excessive schooling  
Whipping or hitting horse with rope  
Failure of horse to stop steers forward motion  
Failure to have steer face horse before dally is released

## 20 PATTERNS

**20.1** The NRCHA Board of Directors suggests the use of the patterns in the following section at NRCHA approved events. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

**20.2** Markers are mandatory for all patterns. Markers will be placed on the wall or fence of both sides of the arena to the approval of the judges with the following as a guideline:

20.2.1 At the center of the arena.

20.2.2 The 1 point penalty marker for cow work shall be placed at each corner of the arena.

20.2.3 The 2 point penalty marker for cow work shall be placed a minimum of 16 feet to a maximum of 24 feet past the 1 point penalty marker.

20.2.4 For herd work, the start line marker shall be approximately 60 - 70 feet from the back fence marker to the time line.

The judges shall be located approximately 120 feet from the back of the arena. The placement of the back fence marker shall be at the judge's discretion.

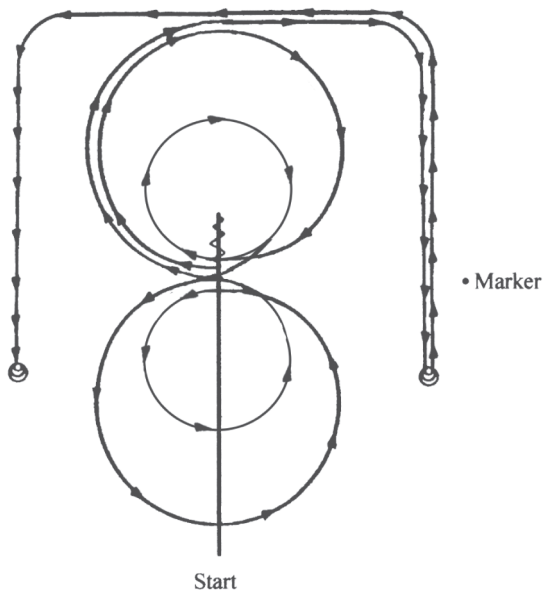
20.2.5 End markers for rein work shall be placed a minimum of 50 feet from end of the arena.

**20.3** Where designated in the pattern for stops to be beyond a marker, the horse should begin the stop after he/she passes the specified marker.

**20.4** Run in Patterns are drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on. Walk in patterns are to be started either facing towards or away from the Judge.

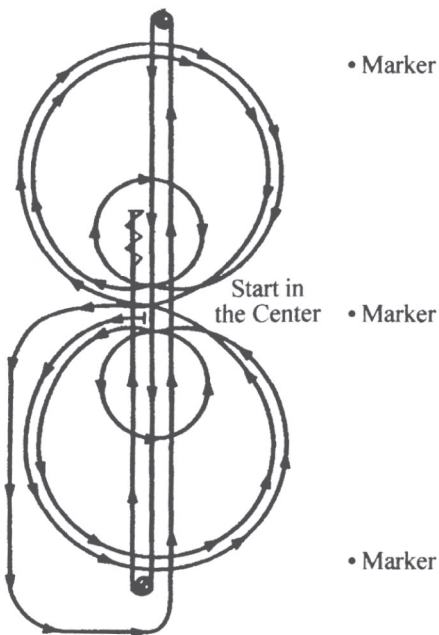
**20.5** All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

**20.6** All judges decisions are final unless subject to the Self-Adjusted Monitor System.



## PATTERN 1

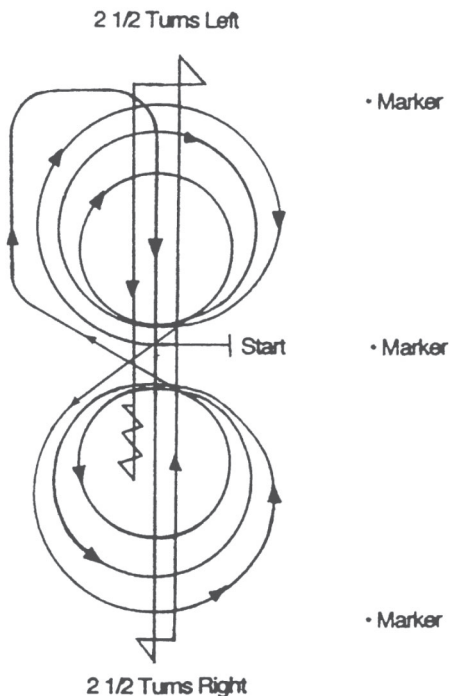
1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 spins to the left. Hesitate to complete pattern.



## PATTERN 2

Trot to center of arena, stop. Start pattern facing towards judge.

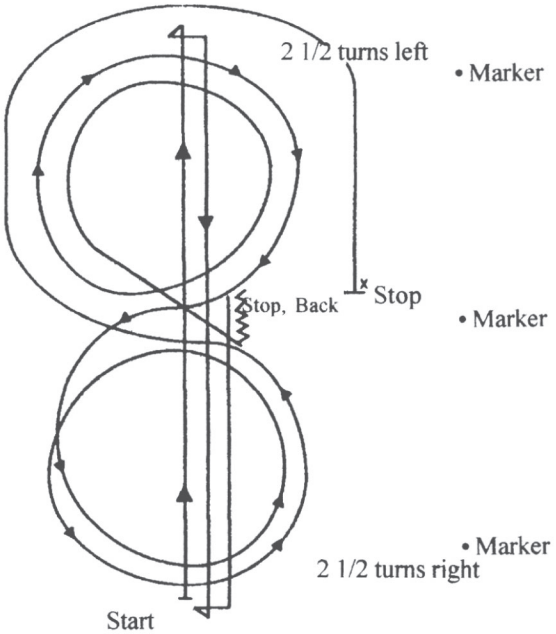
1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena.
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast. Change leads at the center of arena.
3. Continue loping to run down.
4. Run to far end past the marker to a sliding stop. Hesitate
5. Complete 3 1/2 spins to the left. Hesitate
6. Run to far end past marker to a sliding stop. Hesitate
7. Complete 3 1/2 spins to the right. Hesitate
8. Run past center marker to a sliding stop. Hesitate
9. Back at least 10 feet. Hesitate to complete pattern.



### PATTERN 3

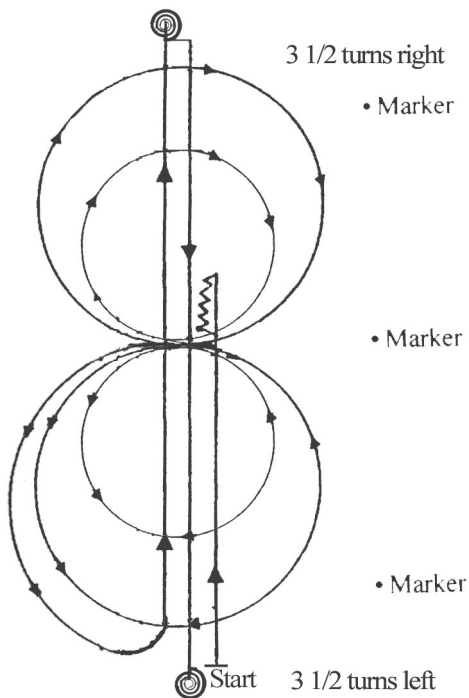
Trot to center of arena, stop. Start pattern facing towards judge.

1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 2 1/2 spins to the right.
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 2 1/2 spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back at least 10 feet in a straight line. Hesitate to complete pattern.



#### PATTERN 4

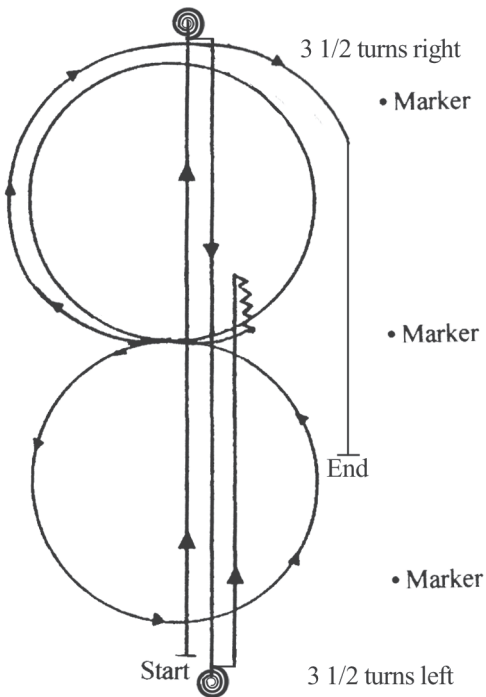
1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 2 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 2 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.



## PATTERN 5

This pattern works best when the exhibitor and cattle enter from the same end of arena.

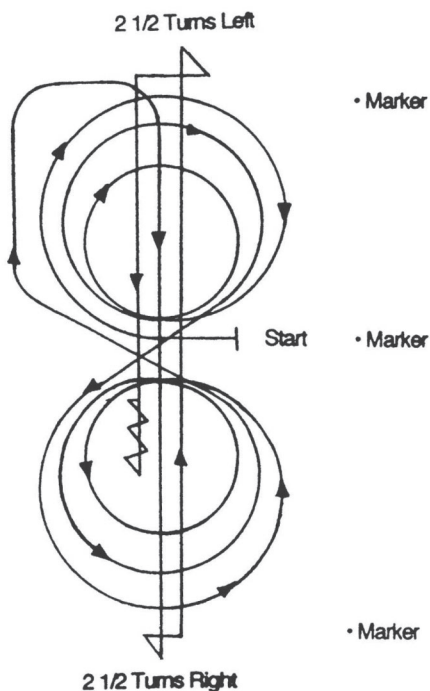
1. Start at end of arena. Run past center marker, stop, back at least 10 feet.
2. 1/4 turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete 3 1/2 spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.



## PATTERN 6

Start at end of arena.

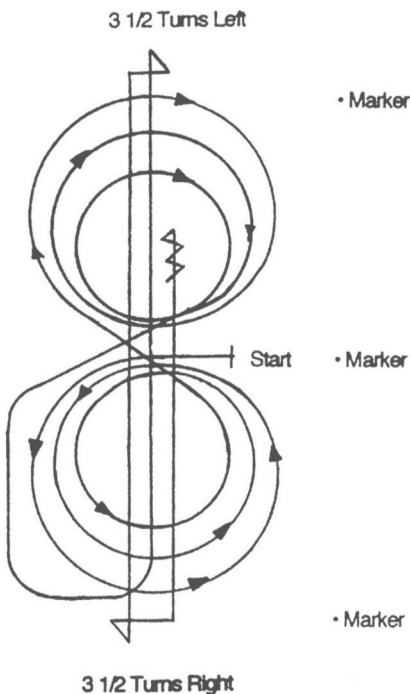
1. Run down the middle of the arena, past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the right.
3. Run to the other end of the arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run past the center marker, stop, back at least 10 feet, complete 1/4 turn to the left.
6. Beginning on right lead, complete one circle to right, change leads. Complete one circle to left, change leads.
7. Complete 3/4 of a right circle, run past center marker, stop. Hesitate to complete pattern.



## PATTERN 7

Trot to center of arena, stop. Start pattern facing towards judge.

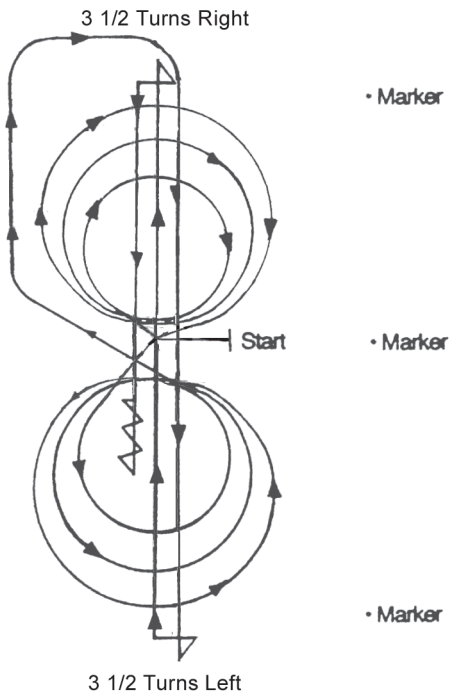
1. Beginning on right lead and complete 3 circles, the first large, fast, the second small, slow, the third large, fast. Change leads to the left.
2. Complete 3 circles, the first large, fast, the second small, slow, the third, large, fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 2 1/2 spins to the right.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 2 1/2 spins to the left.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.



## PATTERN 8

Trot to center of arena, stop. Start pattern facing towards judge.

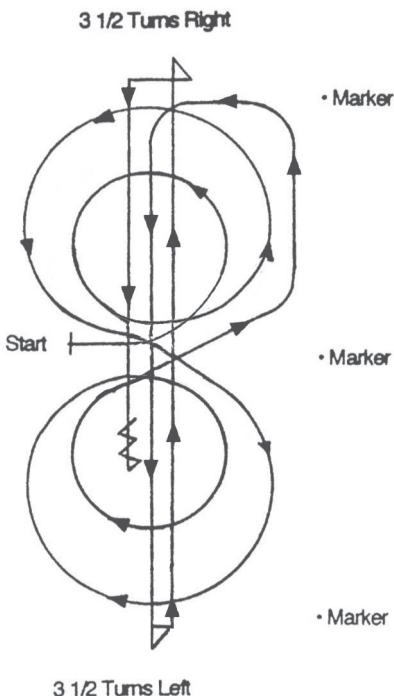
1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker come to square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.



## PATTERN 9

Trot to center of arena, stop. Start pattern facing towards judge.

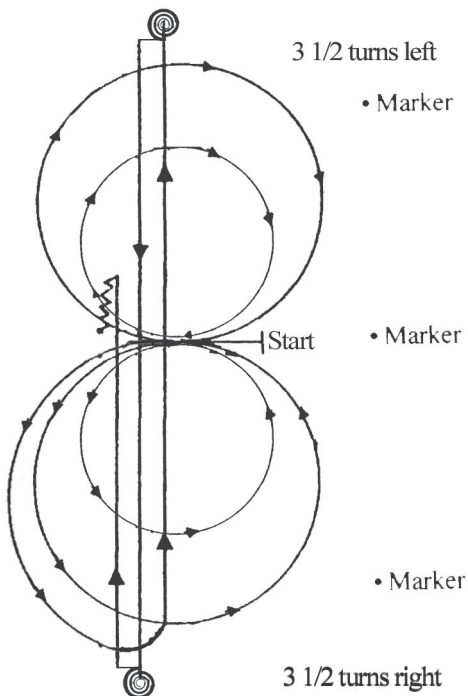
1. Beginning on the right lead complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern



## **PATTERN 10**

Trot to center of arena, stop. Start pattern facing away from judge.

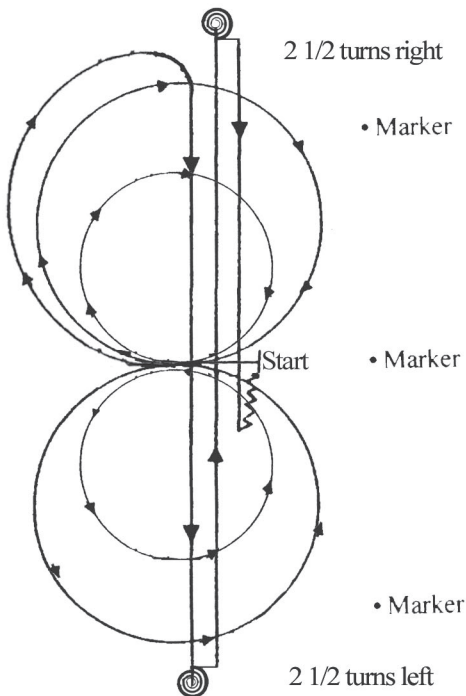
1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.



## **PATTERN 11**

Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.



## **PATTERN 12**

Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Change leads at the center of the arena
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

## 21. PATTERN DESCRIPTIONS (MANEUVERS)

The NRCHA has divided its patterns into sets of seven Maneuver groups, which are scored as described below. These patterns break down as follows:

### Pattern 1

1. Stop and back up and 1/4 turn
2. Right circles
3. Left circles
4. Stop
5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins

### Pattern 2

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

### Pattern 3

1. Right circles
2. Left circles
3. Stop
4. 2 1/2 right spins
5. Stop
6. 2 1/2 left spins
7. Stop and back up

### Pattern 4

1. Stop
2. 2 1/2 left spins
3. Stop
4. 2 1/2 right spins
5. Stop and back up and 1/4 turn
6. Right circles and left circles
7. Stop

### Pattern 5

1. Stop and back up at 1/4 turn
2. Left circles
3. Right circles
4. Stop
5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins

### Pattern 6

1. Stop
2. 3 1/2 right spins
3. Stop
4. 3 1/2 left spins
5. Stop and back up and 1/4 turn
6. Right and left circles
7. Stop

### Pattern 7

1. Right circles
2. Left circles
3. Stop
4. 2 1/2 right spins
5. Stop
6. 2 1/2 left spins
7. Stop and back up

### Pattern 8

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

### Pattern 9

1. Right circles
2. Left circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

### Pattern 10

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

### Pattern 11

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

### Pattern 12

1. Right circles
2. Left circles
3. Stop
4. 2 1/2 left spins
5. Stop
6. 2 1/2 right spins
7. Stop and back up