

Ohio Reined Cow Horse Association

The Cow Horse basics

For all cow horse classes, you will execute a reining pattern first, and then you will hesitate to demonstrate that you have completed the pattern. You will then call for your cow (a nod to the cow guy is sufficient). You will then work the cow based on what the class requires. You cannot school your horse between the rein work and the cow work.

Divisions

Open: Open to anyone riding any horse

Non Pro: Rider must own the horse they are showing. Rider must not be a professional horse trainer or teach riding lessons.

Youth: Rider aged 18 and under and meet the Non Pro requirements

Exhibitor Clothing & Equipment

All competitors shall wear western clothing. This will include a long-sleeved shirt with a collar, western boots, and a western hat or helmet. Chaps are not required for ORCHA classes

Maneuver Definitions

Boxing: Working the cow on the end of 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.

Turn on the Fence - or - Down 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 accompanied 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.

Classes

Herd Work: This is an event where you ride into the herd and cut a single cow out and hold it out. It's just like NCHA cutting but you can guide your horse with the reins. 2 ½ minute time limit.

Green I: Non Pro rider who has not been down the fence more than 3 times in any judged event. Rider may ride any horse (they do not have to own the horse they are showing). Rider can show 2 handed in any bridle, regardless of horse's age. Any NRHA or NRCHA bit is legal. Rider executes reining pattern but can do a simple lead change and does not have to do a sliding stop. Rider only does 1 or 1 ½ spins

instead of what is required on the original pattern. Rider then calls for the cow and just boxes the cow at the end of the arena that the cow was introduced.

Green II: Open to riders who have earned 100 points in the Green I. Open to any Non Pro rider who has not been down the fence more than 3 times in any judged event. Rider may ride any horse (they do not have to own the horse they are showing). Rider must start one handed and finish one handed, but can use 2 hands if needed. Any NRHA or NRCHA bit is legal. Rider executes reining pattern, must do a flying lead change and attempt sliding stop. Rider only does 2 or 2 ½ spins instead of what is required on the original pattern. Rider then calls for the cow and just boxes the cow at the end of the arena that the cow was introduced.

Non Pro Limited: Open to any Non Pro rider who has not been down the fence more than 3 times in any judged event or earned more than \$5000 NRCHA. Rider may ride any horse (they do not have to own the horse they are showing). Rider must show one handed (unless is snaffle or hackamore, but horse must be a Junior horse) Rider must execute reining pattern as written. Rider then calls for the cow and just boxes the cow at the end of the arena that the cow was introduced.

Cow Driving: This class is to serve as a transition class from the Green and Limited classes to fence classes. There are no restrictions placed upon horse ownership, breed, age or training level. Horses must be show in a NRCHA or NRHA approved bridle. Entrants execute a reining pattern and then box the box as they would in the Limited or Green. The participant then drives the cow to the other end of the arena and boxes the cow at that end.

Green Horse: This class is open to any rider. Horse must not have been shown down the fence in any judged event. Rider must use appropriate equipment for the age of the horse; Rider may use any NRCHA or NRHA approved bit. Rider executes a reining pattern and then calls for the cow and just boxes the cow at the end of the arena that the cow was introduced.

Fence Classes: Rider executes the reining pattern as written, calls for the cow and then must box, fence and circle the cow.

The Scoring Details

Herd Work

OHIO RCHA herd work classes will follow NRCHA herd work rules. The rider can guide the horse throughout the entire work.

1 point penalties:

Loss of working advantage
Working out of position

3 point penalties:

Hot quit
Failure to make a deep cut

5 point penalties:

Horse quitting a cow
Losing a cow
Changing cattle after a specific commitment
Failure to separate a single animal after leaving the herd
Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obvious insubordination
Spurring or hitting in front of the cinch at anytime

0(zero) Score:

Horse turns tail
Using 2 hands on the reins in a bridle

Fingers between reins in a bridle
Illegal equipment
Leaves working area before time expires
Fall of horse or rider

Reined Work

Maneuver Scores – Each reining pattern is divided into sets of maneuvers. It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver on the following scale:

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

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.

Reined Work Penalty Points

½ point penalties:

Not changing leads simultaneously.
Over or under spin 1/8 turn
Jogging first 2 strides.

1 point penalties:

Out of lead
Out of lead each ¼ circle
Slipping rein in the bridle.
Scotching or anticipating a stop.
Over or under spin ¼ turn.

2 point penalties:

Lead missed around end of arena past 2nd corner.
Not ever changing leads in patterns where there is only ½ circle.
Failure to run by marker before stop is initiated.
Freezing up in turn or rollback.
Breaking gait.
Jogging beyond 2 strides.
On trot-in patterns, failure to "Stop" before executing a canter departure.
A stop in the first ¼ of the circle after a lope departure, is a break of gait.

5 point penalties:

Spurring or hitting in front of cinch.
Blatant disobedience including kicking, biting, bucking, rearing, and striking.

0 (zero) Score:

Not following pattern as given, i.e., over or under spin more than ¼.
Using 2 hands on the reins in a bridle class or two-rein class for Open, Non Pro, Non Pro Limited and Youth (N)
Fingers between the reins in Open, Non Pro, Non Pro Ltd, Youth (N) bridle 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 Score:

Failure of an exhibitor to attempt to complete the pattern.

Cow Work Penalty Points

1 point penalties:

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

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.

3 point penalties:

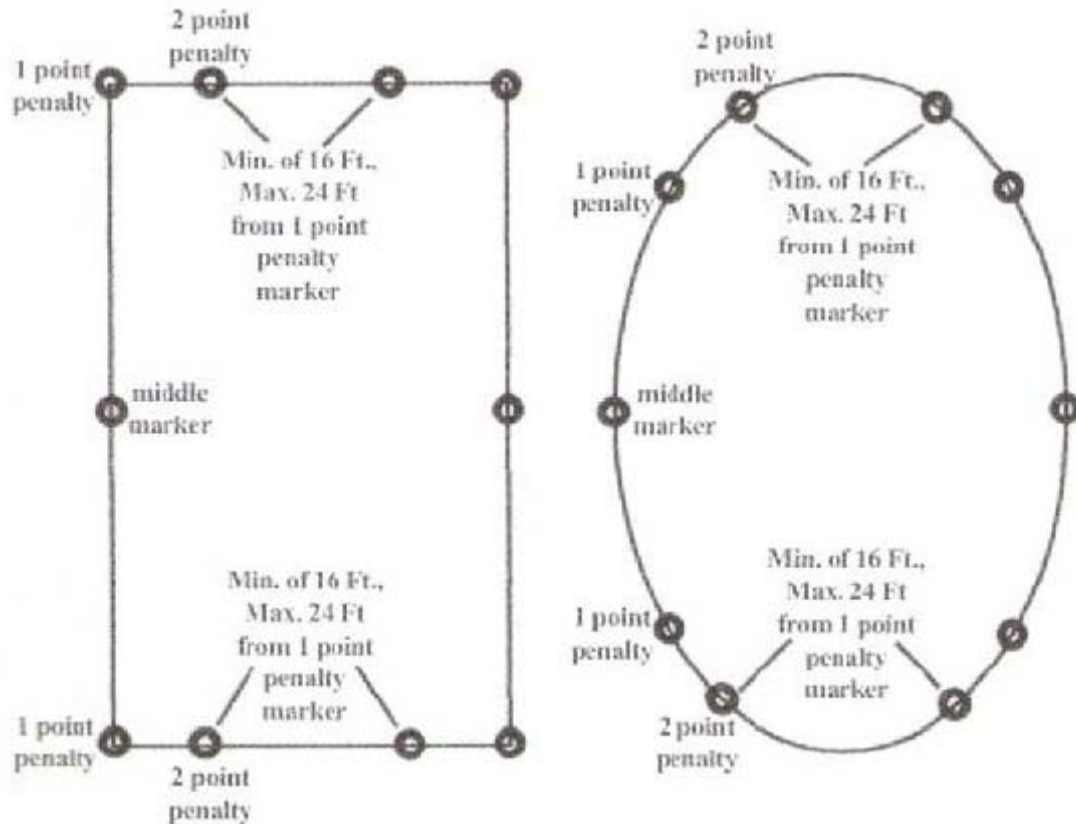
- B. Biting or striking the cow.
- E. Exhausting or overworking the cow before circling.
- H. Hanging up on the fence (refusing to turn).
- K. Knocking down the cow without having a working advantage.

5 point penalties:

- A. Not getting one turn each way (5 points each way).
- B. Spurring or hitting in front of cinch.
- C. Blatant disobedience, defined as 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.
- 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.



Limited Cow Work

General

The goal of this class is to introduce the rider to the “boxing” phases 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 as a new cow is awarded. The penalty for this is –0– (zero). Each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient amount of time to demonstrate the ability of the horse and rider to control the cow. The judge will blow the whistle signaling the end of the work. The horse will be scored using the limited cow work scoring guidelines.

Limited Cow Work Penalties

1 point penalties

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

3 point penalties:

- C. Loss of control
- O. Second loss of control and animal leaves end of arena.

5 point penalties:

- B. Spurring or hitting in front of cinch.
- C. Blatant disobedience, defined as obviously insubordinate.

-0- Score:

- A. Turn Tail.
 - B. Using 2 hands on the reins in a bridle or two-rein class, except for Green I or II.
 - 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.
 - 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.

Credits:

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

Cow Driving Work

General

The goal of this class is to be a transition class between the boxing and fence classes. 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- (zero). Each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient amount of time to demonstrate the ability of the horse and rider to control the cow. Contestant will then drive the cow to the opposite end of the arena and then hold that cow on that end of the arena for a sufficient amount of time to demonstrate the ability of the horse and rider to control the cow. The judge will blow the whistle signaling the end of the work.

Cow Driving Penalties

1 point penalties

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

3 point penalties:

- C. Loss of control
- O. Second loss of control and animal leaves end of arena without rider clearly driving the animal from that end.

5 point penalties:

- B. Spurring or hitting in front of cinch.
- C. Blatant disobedience, defined as obviously insubordinate.

-0- Score:

- A. Turn Tail.
- B. Using 2 hands on the reins in a bridle or two-rein class, except for Green I or II.
- 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.

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.

Credits:

A. Maintaining control of cow at all times.

B. Maintaining proper position.

C. Degree of difficulty.

D. Eye Appeal.

Penalties for Green I, Green II and Green Horse are the same as limited