

AQHA

VRH RANCH COW WORK

Date:	2/2/24
Show:	B2B
Class:	283 OPEN
Judge:	S. BROWN

1 point

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 points

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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

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

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

For more information on how classes are judged visit www.aqhuniversity.com

WO Entry #		MANEUVER SCORES											PENALTIES			Penalty Total	Score	Off Pattern
Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												2 POINT	3 POINT	5 POINT				
		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL								
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD									
TIE-BREAKER																		
1	269																	
		PENALTY																
		MANEUVER SCORE	+1/2	0	0	+1		0	-1	0	0	0						
2	128																	
		PENALTY																
		MANEUVER SCORE	+1	+1	+1	+1		+1/2	+1/2	+1/2	0	0						
3	411																	
		PENALTY																
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2		+1	+1/2	0	0	0						
4	267																	
		PENALTY																
		MANEUVER SCORE	+1/2		+1/2	+1/2		0	-1	0	0	0						
5	426																	
		PENALTY																
		MANEUVER SCORE	0	0	+1/2	-1/2		0	+1/2	0	0	0						
6	419																	
		PENALTY																
		MANEUVER SCORE	-1/2															
		PENALTY																
		MANEUVER SCORE																

Judge's Signature: _____

SJB

AQHA

VRH RANCH COW WORK

Date:	2/2/24
Show:	132B
Class:	284 AMH.
Judge:	S. BROWN

1 point

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 points

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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

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

Disqualified - 0 Score

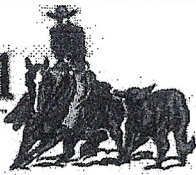
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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WO Entry #		MANEUVER SCORES											PENALTIES			Penalty Total	Score	Off Pattern
Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINT	3 POINT	5 POINT					
		FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL						
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD									
TIE-BREAKER																		
1.	416																	
		PENALTY																
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	X	X	0	0	0					73
2.	274																	
		PENALTY																
		MANEUVER SCORE	0	0	+1	0	0	+1/2	X	X	+1/2	0	0					2 68
GS	3.	431																
		PENALTY																
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	X	X	0	0	0					59 OP
GS	4.	419																
		PENALTY																
		MANEUVER SCORE	0	0	0	0	-1	-1	X	X	-1/2	0	0					67 1/2
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																

Judge's Signature: _____

SJB



Revised 12/22

RANCH COW WORK INTERMEDIATE

2 1/2 Minutes when the gate closes,
45 Second warning, Do not have to work the full time

Show GSVRHA Fall Classic

Judge

Date 9/3/2023

1 POINT PENALTY

- A. Loss of working Advantage
- P. Working out of position
- S. Slipping Rein
- T. Cow and/or Horse stopping before the mid marker

3 POINT PENALTY

- E. Exhausting or overworking
- K. Knock down cow w/out working advantage
- L. Losing a cow while boxing

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- A. Turn Tail
- E. Repeated blatant disobedience
- F. Turning the cow on the fence
- H. Use of two hands (except in the snaffle bit or hackamore)
- J. Schooling before cow work begins
- L. Allowing cow to cross center line during boxing of opposite end
- K. Schooling between cows, if new cow awarded
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- N. Failure to attempt any part of the class

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leave area before pattern complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

5 POINT PENALTY

- B. Hitting or spurring in front of the cinch
- C. Any blatant disobedience
- E. Use of either hand to instill fear or praise

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score														
Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor														
W/O	Back #		RUN CONTENT								Penalty Total	Score	OP	
			Box (Position & Control)	Drive Run and Rate	Box (position & control)	Drive Run and rate	Roping		Degree of Difficulty	Eye Appeal				Courage
		Tie Breaker ->										1st		
1	42	Penalty												
		Content	+1/2	+1	+1	+1/2	-1/2	-1/2	0	0	0		70	
2	42	Penalty												
		Content	0	+1/2	0	+1/2	-1/2	-1/2	0	0	0		68	
3	43	Penalty												
		Content	0	+1/2	0	+1/2	-1/2	-1/2	-1/2	0	0		67 1/2	
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												
		Penalty												
		Content												

Judges Signature: _____

AQHA

VRH LTD COW WORK

Date:	2/2/24
Show:	B2B
Class:	Hermit Am 286
Judge:	Buggs

1 point

- A - Loss of working advantage
- D - Failure to drive cow past middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

3 points

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

5 points

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

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

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
- N - Failure to attempt any part of the class

Disqualified - 0 Score

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

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WO	Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT						
TIE-BREAKER		1	2		3												
1	256	MANEUVER SCORE	+1/2	-1	0	+1/2	-1/2	0	0	0					69 1/2		③
2	272	MANEUVER SCORE	0	+1/2	-1/2	-1	-1/2	0	0	0		L			65 1/2		⑥
3	447	MANEUVER SCORE	+1/2	-1/2	-1/2	+1/2	0	0	0	0				70		②	
4	262	MANEUVER SCORE	+1/2	+1	0	+1/2	+1/2	0	+1/2	+1/2				73 1/2		①	
5	273	MANEUVER SCORE	0	P	+1/2	+1/2	-1	0	0	0				68		④	
6	470	MANEUVER SCORE	0	P	0	0	-1	0	0					67		⑤	
AS	7	421	MANEUVER SCORE	0	0	+1/2	+1/2	0	0	0	0			71		AS	
AS	8	433	MANEUVER SCORE	-1/2	A	OP	0	-1	0	0	0			66 1/2		AS	

Judge's Signature: _____

AQHA

VRH ROOKIE COW WORK

Date:	2/2/24
Show:	B2B
Class:	288
Judge:	S. Brown

1 point

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

3 points

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

5 points

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

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

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

Disqualified - 0 Score

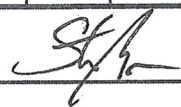
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

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MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points
 -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO	Entry #	MANEUVER SCORES					PENALTIES			COMMENTS	Penalty Total	Score	Off Pattern
		Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT				
		TIE-BREAKER											
	1. 267	1/2	-1/2	-1	1/2	1/2						67	
	2. 132	0	0	-1/2	0	-1/2		4			3	66	
GS	3. 430	-1/2	0	0	-1/2	0						69	
GS	4. 423	0	0	+1/2	0	0						70 1/2	
GS	5. 427	+1/2	+1/2	+1/2	0	0						71 1/2	

Judge's Signature: 

AQHA

VRH RANCH COW WORK

Date:	2/2/24
Show:	B2B
Class:	285 YOUTH GS ONLY
Judge:	S. BROWN

1 point

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 points

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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

- A - Turning tail
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- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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MANEUVER SCORES																	Penalty Total	Score	Off Pattern	
WO	Entry #	PENALTY	MANEUVER SCORE	FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT	3 POINT				5 POINT
				BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD									
	10424			+1/2	+1/2	0	+1/2	0	0	-	X	+1/2	0	0					72	

Judge's Signature: 