

AQHA

VRH RANCH COW WORK

Date:	5/4/2025
Show:	VRH World Show Warmup
Class:	Open
Judge:	Fuller

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

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																								
WO Entry #		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															
TIE-BREAKER																								
1	155	PENALTY																						
		MANEUVER SCORE	+1/2	0	+1/2	+1/2			0	-1/2	0	0	0											
2	131	PENALTY			L																			
		MANEUVER SCORE	+1/2	0	-1/2	0			-1	-1/2	-1/2	0	-1/2											
3	139	PENALTY			P	L																		
		MANEUVER SCORE	0	-1/2	-1	-1/2			0	-1/2	-1/2	0	0											
4	154	PENALTY																						
		MANEUVER SCORE	+1/2	0	0	0			0	-1/2	0	0	0											
5	151	PENALTY																						
		MANEUVER SCORE	-1/2																					
6	130	PENALTY				P																		
		MANEUVER SCORE	0	-1/2	+1/2	-1/2			-1	-1/2	-1	0	-1/2											
7	140	PENALTY				L																		
		MANEUVER SCORE	0	-1/2	-1/2	-1			-1	-1/2	-1	0	-1/2											
8	153	PENALTY																						
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1			-1/2	+1/2	0	0	0											

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	5/4/2025
Show:	VRH W. Show Warmup
Class:	Cowboy
Judge:	Fuller

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
		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												
TIE-BREAKER																			
1	143	PENALTY		E										A			3	67	
		MANEUVER SCORE	0	0	-1	0			+1/2	+1/2	0	0	0						
2	142	PENALTY			L									B		R	8	55	
		MANEUVER SCORE	-1	-1/2	-1	-1			-1/2	-1/2	-1/2	0	-1/2					1/2	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	5/4/2025
Show:	VRH w. Show warmup
Class:	Amateur
Judge:	Fuller

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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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																																						
WO Entry #	Entry #	PENALTY	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																
TIE-BREAKER																																						
1	103	PENALTY																																				
		MANEUVER SCORE	0	0	-1/2	-1/2			+1/2	OP -1	+1/2	0	0						69	OP x1																		
2	133	PENALTY																																				
		MANEUVER SCORE	0	+1/2	0	+1/2	0	+1/2			+1/2	0	+1/2						72 1/2																			
3	150	PENALTY																																				
		MANEUVER SCORE	+1/2	-1/2	+1/2	-1/2	+1/2	0			+1/2	0	0						71																			
4	127	PENALTY				0																																
		MANEUVER SCORE	+1/2	0	-1/2	0	+1/2	+1/2			0	+1/2	0						70 1/2																			
5	145	PENALTY																																				
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	0	-1/2			0	0	-1/2						71 1/2																			
6	102	PENALTY																																				
		MANEUVER SCORE	0	0	0	-1/2			0	-1	0	0	-1/2						68																			
		PENALTY																																				
		MANEUVER SCORE																																				
		PENALTY																																				
		MANEUVER SCORE																																				

Judge's Signature: _____

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AQHA

VRH RANCH COW WORK

Date:	5/4/2025
Show:	VRH W. Show Warmup
Class:	Youth
Judge:	Fuller

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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MANEUVER SCORES														PENALTIES			Penalty Total	Score	Off Pattern
WO Entry #		Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
		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										
TIE-BREAKER																			
1	116	PENALTY														70			
		MANEUVER SCORE	-1/2	+1/2	0	0	0			0	+1/2	0				70 1/2			
2	117	PENALTY														73			
		MANEUVER SCORE	+1/2	-1/2	+1/2	0	+1	+1/2		+1/2	+1/2	+1/2				73 1/2			
3	115	PENALTY														71			
		MANEUVER SCORE	+1/2	+1/2	-1/2	+1	0	+1/2		-1/2	0	-1/2							
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: _____

AQHA

VRH LTD COW WORK

Date:	5/4/2025
Show:	VRH W. Show Warmup
Class:	LTD Amateur
Judge:	Fuller

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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MANEUVER SCORES												PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #	Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER																
1	123	PENALTY										L		3	64 1/2	
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	+1/2	-1/2	0						
2	148	PENALTY													72	
		MANEUVER SCORE	+1/2	0	+1/2	0	+1/2	0	0	+1/2						
3	119	PENALTY				E						L		4	64 1/2	
		MANEUVER SCORE	-1/2	0	-1	0	-1/2	+1/2	0	0						
4	158	PENALTY													73	
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2						
5	129	PENALTY													74	
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2						
6	111	PENALTY			A	E						L		5	61 1/2	
		MANEUVER SCORE	0	-1/2	-1/2	-1	-1/2	0	-1/2	-1/2						
7	152	PENALTY													75	
		MANEUVER SCORE	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2						
8	128	PENALTY													72 1/2	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0						

Judge's Signature: _____

AQHA

VRH LTD COW WORK

Date:	5/4/2025
Show:	VRH W. Show Warmup
Class:	LTD Amateur
Judge:	Fulmer

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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MANEUVER SCORES													
WO	Entry #	Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										PENALTIES	Penalty Total
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT	Score	Off Pattern
TIE-BREAKER													
9	140	PENALTY			E					L		64	
		MANEUVER SCORE	0	0	-1/2	-1	-1/2	0	0	0			
10	135	PENALTY	A									65	
		MANEUVER SCORE	-1/2	-1	-1/2	-1/2	-1/2	0	-1/2	0		1 1/2	
11	132	PENALTY	OP(B)			OP(B)						62	OP
		MANEUVER SCORE	-1	-1/2	-1/2	-1	-1	-1/2	-1	-1		1/2	x2
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____

AQHA

VRH LTD COW WORK

Date:	5/4/2025
Show:	VRH w. Show Warmup
Class:	LTD youth
Judge:	Fuller

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
			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										3 POINT	5 POINT			
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER																	
1	109	PENALTY													69		
		MANEUVER SCORE	-1/2	0	0	0	0	0	0	0					1/2		
2	107	PENALTY									L		3	60			
		MANEUVER SCORE	0	-1	+1/2	-1/2	0	0	0	0							
3	113	PENALTY				E							1	71			
		MANEUVER SCORE	+1	0	0	-1/2	0	+1/2	+1/2	+1/2							
4	110	PENALTY												73			
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2							
5	105	PENALTY												68			
		MANEUVER SCORE	0	-1/2	0	-1/2	0	0	-1/2	-1/2							
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

VRH ROOKIE COW WORK

Date:	5/4/2025
Show:	Vet W. Show Warmup
Class:	Rookie Amateur
Judge:	Fuller

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

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

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

- 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

- 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 #	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT	COMMENTS	Penalty Total	Score	Off Pattern
		TIE-BREAKER	1	4	2	3							
1	103	-1	0	-1/2	-1/2	-1/2		L			3	64 1/2	
2	112	-1/2	+1/2	0	0	-1/2		L			3	60 1/2	
3	147	+1/2	0	-1/2	+1/2	+1/2						71	
4	138	0	+1/2	-1/2	+1/2	0						70 1/2	
5	121	-1/2	-1/2	-1/2	-1/2	-1/2		L			3	64 1/2	
6	138	0	+1/2	-1/2	0	-1/2		L			3	60 1/2	
7	102	0	0	0	0	-1/2						69 1/2	
8	137	0	0	-1	+1/2	+1/2						70	

Judge's Signature:

AQHA

VRH ROOKIE COW WORK

Date:	5/4/2025
Show:	VRH W. Show Warmup
Class:	Rookie Amateur
Judge:	Fulmer

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

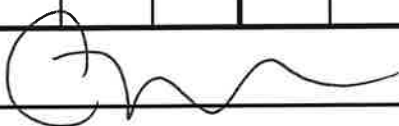
Disqualified - 0 Score

- 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							PENALTIES			COMMENTS	Penalty Total	Score	Off Pattern
WO	Entry #	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT				
TIE-BREAKER													
9	120	0	0	0	+1/2	+1/2	A				1	70	③

Judge's Signature: _____



VRH ROOKIE COW WORK

Date:	5/4/2025
Show:	NH W.Show Warmup
Class:	Rookie Youth
Judge:	Fuller

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

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- B - Use of two hands (except in snaffle bit or hackamore)
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Judge's Signature:

