EVENT .									JUDGE	<u> </u>						
						VALLEY RANCH HORSE ASSOCIATION WWW.MVRHA.COM										
GUIDE FOR NEW COW: (At judges'discretion, rider will receive new cow(s) as necessary to she A- Cow that won't run B- Cow that doesn't respect horse C- When cow leaves arena CREDITS A- Maintaining control of the cow at all times B- Exhibiting superior cow sense and natural ability without excessive reining or spurring C- Degree of difficulity D- Eye Appeal				5 POINT PENALTIES A-Not getting a turn each way (5 points each way) B-Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse. C-Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.												
1 POINT PENALTIES A- Loss of working advantage C-Cow's head breaks the plane of the 1 point marker E-Changing sides of arena to turn cow L-For each length horse runs past cow P-Working out of position S-Slipping rein T-Failure to drive cow past middle marker on first run before initiating the turn W- Excessive hollering				O- SCORE A- Turn tail B- Using two 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-Extremely out of control F-Bloody mouth (inside)					L-If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner N- Improper Western Attire O - Failure to work in the proper working order NO SCORE: A-Abuse B-Lameness							
A-Going around corner of arena before turning cow B-In an open field turn animal gets within 3 feet of the end fence before being turned C - Failure to change sides after a circling turn prior to the first circle 3 POINT PENALTIES				G- Illegal equipment H-Leaving working area before pattern is complete I- Fall of horse or rider					NE- Failure of an exhibitor to attempt to work the pattern (fence work)							
E-Exhausting or overworking before circling cow H-Hanging up on fence (refusing to turn) K- Knocking down cow without having working advantage				J- Schooling between rein work and cow work K- Schooling horse between cows, if new cow is awarded NTENT (+/ \(\triangle +/ \(\triangle -/ -/ - \)) & 1 POINT					RUN CONTENT: (+ Excellent / ✓+ Above Average e / ✓ Average / ✓- Below Average /- Poor)							
RIDER / HORSE	MANEUVER	Boxing	Rating Form & Quality of Turns		Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE			
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