

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: STOCK HORSE@JPH

CLASS: OPEN

DATE: 6/9/19

1 Point Penalties:

- 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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

2 Point Penalties;

- 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
- C - Failure to catch

3 Point Penalties:

- 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

5 Point Penalties:

- 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
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between roma! reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- 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

DO:

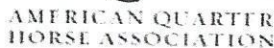
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Stock Horse @ JPH

CLASS: NON Pro / AM

DATE: 6/9/19

1 Point Penalties:

- 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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

2 Point Penalties:

- 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
- C - Failure to catch

3 Point Penalties:

- 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

5 Point Penalties:

- 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
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- 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

DO:

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: _____

Printed from HSW

VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: STOCK HORSE @ JPH
CLASS: LTD NPI AMT COW
DATE: 6/19/19 1/2

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed 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)

3 Point Penalties:

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

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#		RUN CONTENT												PENALTIES				SCORE	OP
			Each horse/rider team 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																	
			BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL		
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.									
Tie-Breaker			1	2	3	4	5	6	7	8	9	10	11	12						
	333	PENALTY													L					
		CONTENT	0	-1/2	-1/2	-1	-1	0	-1	-1/2	0	-1	-1	-1				3	59 1/2	
	314	PENALTY							A											
		CONTENT	0	-1/2	0	-1/2	-1/2	0	-1/2	0	0	0	0	0				1	67	
	368	PENALTY										D								
		CONTENT	+1/2	0	0	-1/2	0	0	0	0	-1/2	-1	-1	-1				1	65 1/2	
	319	PENALTY	A			A						D			L					
		CONTENT	-1/2	-1	0	-1/2	-1	0	-1	-1	0	-1	0	0				6	58	
	347	PENALTY				A			A						L					
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1	-1/2	-1/2	-1/2				5	53	X
	310	PENALTY																		
		CONTENT	0	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0					72 1/2	
	342	PENALTY										P								
		CONTENT	+1/2	0	-1/2	+1/2	+1/2	0	0	0	-1/2	-1/2	0	0				1	69	
	322	PENALTY																		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2	+1/2					75 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]

VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: Stock Horse @ JPH
CLASS: LTD NPI Amtr Cow
DATE: 6/19/19 2/2

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed 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)

3 Point Penalties:

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

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#		RUN CONTENT												PENALTIES				SCORE	OP
			Each horse/rider team 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 POINTS	5 POINTS	10 POINTS	TOTAL		
			BOXING			DRIVE			BOXING			DRIVE								
			POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
Tie-Breaker																				
	320	PENALTY				A														
		CONTENT	0	-1/2	0	-1	-1	0	-1	-1	0	-1/2	0	0				4	61	
	357	PENALTY				A										H				
		CONTENT	0	0	0	-1												6	60	X
	317	PENALTY																		
		CONTENT	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2					73 1/2	
	324	PENALTY																		
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	-1/2					62 1/2	X
	354	PENALTY																		
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	+1	+1	+1					76	
	341	PENALTY				A			A											
		CONTENT	0	-1	-1/2	-1	0	0	-1	-1	-1	-1/2	-1/2	-1/2				5	55	X
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



Stock Horse of Texas

VEN - UNITED COW WORK (AMATEUR/PRO)

SHOW:	Stock Horse @ JPH
CLASS:	Green Horse
DATE:	6/9/19

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed 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)

3 Point Penalties:

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

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		Each horse/rider team 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 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE								
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
Tie-Breaker																			
	303	PENALTY				A													
		CONTENT	-1/2	-1/2	-1/2	-1	-1	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				1	56 1/2 X
	381	PENALTY																	
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1/2	-1	-1	0	-1	-1	0					62
	312	PENALTY																	
		CONTENT	+1/2	+1/2	0	0	0	0	-1/2	0	0	0	0	0					70 1/2
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

John Palmer

SHOW: Stock Horse @ JPH
CLASS: NOVICE
DATE: 6/19/19

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP		RUN CONTENT					PENALTY TOTAL	SCORE	
				Each horse/rider team 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							
				BOXING MANEUVERS							
Tie-Breaker				POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
				1	2	3	4				
	328		PENALTY								
			CONTENT	+1/2	0	0	0				69
	346		PENALTY								
			CONTENT	+1	0	+1	+1/2				73
	329		PENALTY	1							
			CONTENT	-1/2	0	0	+1			1	72
	330		PENALTY								
			CONTENT	-1/2	0	0	0				67
	340		PENALTY	1							
			CONTENT	-1/2	0	0	0			1	66
	388		PENALTY								
			CONTENT	-1/2	-1/2	0	0				67 1/2
			PENALTY								
			CONTENT								
			PENALTY								
			CONTENT								
			PENALTY								
			CONTENT								
			PENALTY								
			CONTENT								

JUDGE'S SIGNATURE:

Andy Reynolds

STOCKHOLM@JPH
6/19/19

Alex Reynold

Ltd Youth

AQHA
AMERICAN QUARTER
HORSE ASSOCIATION



VRH - LIMITED COW WORK (Amateur Youth)

SHOW: Stock Horse @ JPH
CLASS: LTD YOUTH
DATE: 6/9/19

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed 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)

3 Point Penalties:

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

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#		RUN CONTENT												PENALTIES				SCORE	OP
			Each horse/rider team 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 POINTS	5 POINTS	10 POINTS	TOTAL		
			BOXING			DRIVE			BOXING			DRIVE								
			POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
		Tie-Breaker	1	2	3	4	5	6	7	8	9	10	11	12						
	345	PENALTY																	74	
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1	0	0	+1/2	+1/2	+1/2						
	363	PENALTY																	71	
		CONTENT	+1/2	+1/2	0	-1/2	0	0	0	0	0	+1/2	0	0						
	322	PENALTY																	70 1/2	
		CONTENT	+1/2	0	0	0	-1/2	0	0	0	+1/2	0	0	0						
	344	PENALTY																	73 1/2	
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0						
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: