



# **VERSATILITY RANCH HORSE - RANCH COW WORK**

SHOW:	Stack Horse @ JPH
CLASS:	ORN

DATE: JUM 14 (2019

1 Point Penalties:
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- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when H Hanging up on the fence (refusing to turn) 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 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
- R Failure to catch if roping in amateur and youth classes

## 3 Point Penalties:

- Exhausting or overworking the cow before circling or roping
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

## 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
- R Failure to catch when roping in open/cowboy classes

## 10 point Penalty: AQHA entry Only

U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in eve

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2(1) F	ence	Turno
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(2)	1000	- Cr (ab) 10-

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

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

## Disqualification (DQ):

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

	PENALTIES				
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JUDGE'S SIGNATURE:	Wayne	Halrow



A - Loss of working advantage

going down the fence

P - Working out of position

E - Changing sides of arena to turn cow

L - For each length horse runs past cow

1 Point Penalties:



3 Point Penalties:

5 Point Popultion

- Exhausting or overworking the cow before circling or roping

K - Knocking down the cow without having a working advantage

R - Two-loop catch when roping in open/cowboy classes

# **VERSATILITY RANCH HORSE - RANCH COW WORK**

SHOW:	Steck Hors	SEC JPH
CLASS:	Non Prola	m
DATE:	7/14/19	<b>4</b> 35

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

J - Schooling after entering the arena prior to calling for cow

K - Schooling horse between cows, if new cow is awarded

correctly

A - Turning tail

E - Repeated blatant disobedience

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C - Using the comer or the end of the arena to turn the cow when H - Hanging up on the fence (refusing to turn)

<ul> <li>R - Two-loop catch in amateur and youth classes</li> <li>S - Slipping rein</li> <li>T - Failure to drive cow past middle marker on first turn</li> <li>V - Over-bridled (per maneuver)</li> <li>W - Out of frame (per maneuver)</li> <li>2 Point Penalties:</li> <li>A - Going around the corner of the arena before turning cow</li> <li>B - In an open field turn animal gets within 3 feet of the end fence before being turned</li> <li>R - Failure to catch if roping in amateur and youth classes</li> </ul>						A - Failu B - Spuri C - Blata E - Use c R - Failu 10 point U - Unna	ring or hitt int disober of either hi re to catch Penalty: tural Rand	the cow both ing in front o dience and to instill when roping AQHA entry th Horse App	f cinch at ar fear/praise g in open/co r Only pearance (H	y time wboy classe	s obvious and	N - Failure to attempt any part of the class R - Complete loss of rope in Open/Cowboy class H - Use of two hands (except in snaffle bit or hackamore) M - More than one finger between split reins or any fingers between romal reins  Disqualification (DQ): 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								
Each horse/fider team is scored -1 1/2 Extremely Poor, -1 \							between 0-	100 points	ONTENT and automatic Correct, +1/2	ally begins th	e run with a so	ore of 70 point		Р	ENALTIE	S				
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JUDGE'S NAME (PRINTED):

PENALTY CONTENT

JUDGE'S SIGNATURE: Wayn Halvoro





# SHOW: Stock Horse @ JPH CLASS: Green Horse

DATE: -7/14/19

# VRH - LIMITED COW WORK (Amateur/Youth)

## 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)
- E Driving cow down the opposite fence (changing sides)

## 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

## 10 Point Penalty: AQHA entry ONLY

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

Off-Pattern	OP	: Canr	ot place	above	others	who	complete	pattern	correct

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

## Disqualification (DQ):

- 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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JUDGE'S SIGNATURE:	1. Dayne	Halsono
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JUDGE'S NAME (PRINTED):





SHOW: Stockhorse JPH

CLASS: LTD AM + NONPO

DATE: 7/14/19

## VRH - LIMITED COW WORK (Amateur/Youth)

## 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)
- E Driving cow down the opposite fence (changing sides)

#### 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

## 10 Point Penalty: AQHA entry ONLY

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

Off-Pattern	(OP):	Cannot	place	above	others	who c	omplete	pattern	correct	۱

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- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins (except two rein)

## Disqualification (DQ):

- 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

manner in every maneuver **PENALTIES** 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 W/O # SCORE OP **BOXING** DRIVE **BOXING** DRIVE TOTAL POS & DEG OF POS & EYE DEG OF EYE DEG OF FYF DEG OF POS & FYF POS. & POINTS POINTS POINTS DIFF APPEAL DIFF. CNTL APPEAL DIFF. CNTL APPEAL DIFF CNTL APPEAL CNTL Tie-Breake 2 PENALTY CONTENT 0 0 PENALTY 0 CONTENT PENALTY 9 CONTENT 2 PENALTY CONTENT PENALTY 0 0 CONTENT PENALTY 430 CONTEN PENALTY CONTENT 0 0 PENALTY CONTENT

NO?

JUDGE'S SIGNATURE: Way Halrong

$\Lambda \cap \Pi \Lambda$
AQIIA
AMERICAN QUARTER
HORSE ASSOCIATION

A - Loss of working advantage

V - Over-bridled (per maneuver)

W - Out of frame (per maneuver)

JUDGE'S NAME (PRINTED):

E - Driving cow down the opposite fence (changing sides)

P - Working out of position

1 Point Penalties:

S - Slipping rein

3 Point Penalties:

5 Point Penalties:



## VPH - I IMITED COW WORK (Amateur/Youth)

SHOW:	
CLASS: L	
DATE:	

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

M - More than one finger between split reins or any fingers between romal reins (except two rein)

A - Turning tail

E - Repeated blatant disobedience

N - Failure to attempt any part of the class

J - Schooling after entering the arena prior to calling for cow

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H - Use of two hands (except in snaffle bit or hackamore)

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D - Failure to drive cow passed middle marker on second drive before time expires

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JUDGE'S SIGNATURE:





# SHOW: Stock Horse @JPH

CLASS:

DATE:

## **NOVICE/YOUTH COW WORK**

## 1 Point Penalties:

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

## 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
- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between romal reins (except two rein) per

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- 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
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins (except two rein) DQ:

## - A- Abuse

- B- Lameness
- D- Disrespect or misconduct
  G- Illegal equipment
- M- Improper western attire
- H Leaving arena before run is complete
- I- Fall horse/rider; run ends; credit will be given for work done

W/O	is es	SUP TO		Eac	h horse/rider tea	ım is scored betw ely Poor, -1 Very	veen 0-100 point	CONTENT is and automai 0 Correct, +1/	tically begins the	e run with a score or y Good, +1 1/2 Exce	f 70 points) ellent			
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JUDGE'S SIGNATURE:

# NOVICE/YOUTH/ WORKING COW HORSE PATTERN

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A - Loss of working advantage

P - Working out of position

JUDGE'S NAME (PRINTED):

1 Point Penalties:



# Stock Horse@JPH CLASS: DATE:

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

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

JUDGE'S SIGNATURE:

# VRH - LIMITED COW WORK (Amateur/Youth)

D - Failure to drive cow passed middle marker on second drive before time expires

W - Out of E - Driving 3 Point Pe K - Knocki L - Losing 5 Point Pe B - Spurrir C - Blatani E - Use of 10 Point F U - Unnatu	V - Over-bridled (per maneuver) V - Out of frame (per maneuver) V - U - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Use of two hands (except in snaffle bit or hackamore) V - Abuse															except two rein				
W/O	#	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																22005	0.0	
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A - Turning tail

MILLON	
AVIIA	
AMERICAN QUARTER	
HORSE ASSOCIATION	



## **VERSATILITY RANCH HORSE - RANCH COW WORK**

SHOW:	
CLASS: URH	Youth
DATE:	

4	Daint	Penalties:	

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to tum 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 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
- R Failure to catch if roping in amateur and youth classes

## 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
- R Two-loop catch when roping in open/cowboy classes

## 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
- R Failure to catch when roping in open/cowboy classes

## 10 point Penalty: AQHA entry Only

U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly

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

- A Turning tail
- 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
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any finger

## Disqualification (DQ):

- 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

				Each hors	e/rider tear 2 Extremel	n is scored y Poor, -1 V	between 0- ery Poor, -	100 points	ONTENT and automatic Correct, +1/2	ally begins the	e run with a so y Good, +1 1/2	ore of 70 point Excellent	s		Р	ENALTIE	s			
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JUDGE'S SIGNATURE: Wayne Halvonor

JUDGE'S NAME (PRINTED):





SHOW: S	Stock Horse	COJPH
CLASS:	Youth	GKSHA

DATE: 7/14/19

## **NOVICE/YOUTH COW WORK**

## 1 Point Penalties:

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

## 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
- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- 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
- B- Repeated blatant disobedience
- C- 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
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins (except two rein)
- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H Leaving arena before run is complete
- I- Fall horse/rider; run ends; credit will be given for work done

**RUN CONTENT** 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 W/O **BOXING MANEUVERS** PENALTY **PENALTIES** OP SCORE TOTAL POSITION & DEGREE OF EYE APPEAL TIME COURAGE NOTES DIFFICULTY WORKED POINT POINTS Tie-Breakers > 12 9 (0)

JUDGE'S SIGNATURE: Wayne Halrono

NOVICE/YOUTH
WORKING COW HORSE PATTERN

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Warner Hadronar

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