



# VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** STOCK HORSE @ JPH

**CLASS:** #19 - OPEN WORKING COW HORSE

**DATE:** 01/14/2020

**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
- 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 carried in an unnatural manner in ever maneuver)

**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

W/O	#		RUN CONTENT										PENALTIES					SCORE	OP	
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
					L	R	L	R	TRACK & RATE	STOP & HOLD										
Tie-Breaker			1	2	3	4			6	7	5	8								
		PENALTY		A	E															
600		CONTENT	+1	0	+1/2	+1/2	-1/2	0			+1/2	0	+1/2	A				4	108 1/2	
		PENALTY		A, P										A						
300		CONTENT	0	-1	-1	-1			-1	-1/2	-1	0	0	B, B				8	55 1/2	
		PENALTY																		
193		CONTENT	0	+1/2	+1/2	+1/2	+1/2	-1/2			+1	+1/2	+1/2						73 1/2	
		PENALTY																		
168		CONTENT	+1/2	0	+1/2	0			0	-1/2	+1/2	0	-1/2		R	R		8	101 1/2	
		PENALTY		A, P	DP	A														
500		CONTENT	+1/2	-1	-1	-1	-1/2	0			-1	0	0	AAA				9	57 1/2	X
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

**JUDGE'S NAME (PRINTED):**

C. Robbins

**JUDGE'S SIGNATURE:**

C. Robbins





# VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** STOCK HORSE @ JPH

**CLASS:** #36 - NON PRO/ AMATEUR WORKING COW HORSE

**DATE:** 10/14/2020

**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
- 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 carried in an unnatural manner in ever maneuver)

**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 / AM/YH
- 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

**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

**PENALTIES**

W/O	#		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP
					L	R	L	R	TRACK & RATE	STOP & HOLD										
		Tie-Breaker	1	2	3	4	6	7	6	7	5	8								
		PENALTY		P	A	L														
	291	CONTENT	+1/2	-1/2	-1	-1					-1 1/2	0	0	AA					DQ	
		PENALTY						A											73	
	889	CONTENT	+1	+1/2	+1	+1	0	-1/2	X		+1/2	0	+1/2					1	DQ	
		PENALTY			A	A	A													
	890	CONTENT	+1/2	0	+1/2	0	-1/2	0	X		+1/2	0	0	A				5	66	
		PENALTY																		
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		PENALTY																		
		CONTENT																		

**JUDGE'S NAME (PRINTED):**

C. Robbins

**JUDGE'S SIGNATURE:**

Cynthia J. Robbins





## VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** STOCK HORSE @ JPH

**CLASS:** #89 - YOUTH WORKING COW HORSE

**DATE:** 6/14/2020

**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
- 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 carried in an unnatural manner in ever maneuver)

**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

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	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS		
L	R	L			R	TRACK & RATE	STOP & HOLD												
Tie-Breaker			1	2	3	4	6	7	6	7	5	8							
		PENALTY						P											
	169	CONTENT	+1/2	+1/2	+1	0	-1/2	0	X	+1/2	0	+1/2					1	71 1/2	
		PENALTY		A															
	191	CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	X	-1/2	+1/2	-1/2	A				2	66 1/2	
		PENALTY																	
		CONTENT																	
		PENALTY																	
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**JUDGE'S NAME (PRINTED):**

C Robbins

**JUDGE'S SIGNATURE:**

C Robbins





**SHOW:** STOCK HORSE @ JPH

**CLASS:** #43 - GWCH- GREEN HORSE WORKING COW  
HORSE

**DATE:**

# 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 manner in every maneuver)

## 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
- 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

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										
		PENALTY	A						A			OP								
	892	CONTENT	-1	0	0	0	0	0	-1	0	0	-1/2	-1/2	1/2	L			8		N 55' 1/2 x 1
		PENALTY							A	A										
	300	CONTENT	+1/2	0	0	+1/2	0	0	-1	0	0	-1/2	-1/2	0				2	67	
		PENALTY										E								
	257	CONTENT	+1/2	-1/2	0	+1/2	0	0	+1	0	0	+1/2	0	0				1	71	
		PENALTY	A									D								
	295	CONTENT	-1	0	0	+1/2	0	0	+1/2	0	0	-1/2	0	0				2	67 1/2	
		PENALTY							A											
	691	CONTENT	+1/2	+1/2	0	+1/2	-1/2	0	-1/2	-1/2	0	0	0	0				1	69	
		PENALTY				A						D								
	500	CONTENT	+1/2	0	0	-1	0	+1/2	+1/2	0	0	0	0	0				2	68 1/2	
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE:

Candi L. Robbins





**SHOW:** STOCK HORSE @ JPH

**CLASS:** #56 - LNPW\_ LTD. NON PRO WORKING COW  
HORSE

**DATE:** 6/14/2020

1/2

# 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 manner in every maneuver)

## 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
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- 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

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	5	10	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.	POINTS	POINTS	POINTS						
Tie-Breaker			1	2	3	4	5	6	7	8										
		PENALTY																		
	185	CONTENT	+1	+1/2	0	+1	0	0	+1/2	0	0	0	-1/2	0				72 1/2		
		PENALTY																		
	887	CONTENT	+1/2	0	0	+1/2	0	0	+1/2	0	0	0	0	0				71 1/2		
		PENALTY							A											
	190	CONTENT	+1/2	0	+1/2	0	0	0	-1/2	-1/2	0	-1/2	0	0			1	18 1/2		
		PENALTY							AA			OP								
	283	CONTENT	+1/2	0	0	+1/2	0	0	-1	0	0	-1/2	-1/2	-1/2	2		8	N/57 1/2		
		PENALTY	A									E								
	888	CONTENT	-1/2	0	0	0	-1/2	0	0	0	0	0	0	0			2	67		
		PENALTY																		
	1000	CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1	+1/2	0	+1/2	+1/2	0				74 1/2		
		PENALTY																		
	472	CONTENT	+1/2	-1	0	-1/2	-1	0	+1/2	0	0	+1/2	0	0				69		
		PENALTY				A														
	899	CONTENT	+1/2	0	0	-1/2	0	0	-1/2	0	0	-1/2	0	0			1	68		

JUDGE'S NAME (PRINTED):

C. Robbils

JUDGE'S SIGNATURE:

Gandi A. Robbils





**SHOW:** STOCK HORSE @ JPH

**CLASS:** #56 - LNPW\_ LTD. NON PRO WORKING COW  
HORSE

**DATE:** 6/14/2020

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)
- 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 manner in every maneuver)

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

- A - Turning tail
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- 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

**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

**PENALTIES**

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		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										
		PENALTY							A										
	212	CONTENT	+1	0	0	+1/2	-1/2	0	-1/2	0	0	+1/2	0	+1/2	L			4	67 1/2
		PENALTY							A										
	680	CONTENT	-1/2	-1/2	0	0	-1	0	-1/2	0	0	-1/2	0	0			1	100	
		PENALTY																	
	892	CONTENT	+1	0	0	+1	0	0	+1	+1/2	0	+1	+1/2	0			75		
		PENALTY	A			A													
	184	CONTENT	-1	-1/2	0	-1/2	0	0	-1/2	0	0	-1	0	0	L		5	61 1/2	
		PENALTY							A										
	260	CONTENT	+1/2	+1	0	0	0	0	-1	0	0	-1/2	-1/2	-1/2	L		4	62	X1
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

**JUDGE'S NAME (PRINTED):**

C Robbins

**JUDGE'S SIGNATURE:**

Gandi Z. Robbins





**SHOW:** STOCK HORSE @ JPH

**CLASS:** #91 - AQHA 485000 - VRH LTD. YOUTH WORKING  
COW HORSE

**DATE:**

# 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 manner in every maneuver)

## 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
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- H - Use of two hands (except in snaffle bit or hackamore)
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## Disqualification (DQ):

- A - Abuse
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- F - Fall of horse/rider
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- H - Leaving arena before run is complete

## 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

## PENALTIES

## SCORE

## OP

### 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.

3  
POINTS

5  
POINTS

10  
POINTS

TOTAL

Tie-Breaker

PENALTY

CONTENT

171

+1/2

0

0

+1/2

0

0

-1

0

0

-1/2

-1/2

-1/2

4

10  
6 1/2 x 1

JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE:

C. Robbins





SHOW: STOCK HORSE @ JPH

CLASS: #73- OKSHA VWCH- NOVICE WORKING COW  
HORSE

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 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)

#### 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	#	RUN CONTENT										PENALTY TOTAL	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 MANEUVERS					PENALTIES			NOTES				
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS							
Tie-Breakers >		1	2	3	4	5								
	262	-1/2	0	0	-1/2	0	A				1	-1/2 66 1/2		
	277	-1	0	0	-1	-1	AAA	LL			9	-1 57		
	284	-1/2	0	-1	0	+1/2	A				1	-2 1/2 65 1/2		
	886	0	0	-1/2	-1/2	0						-2 67		
	894	+1/2	0	0	0	+1/2						-1 1/2 68 1/2		
	899	-1	0	0	0	0	A	L			4	0 65		
	276	-1/2	0	-1/2	-1/2	0	A				1	+1 68 1/2		
	809	+1/2	0	0	0	+1/2						-2 69		
	118	+1/2	0	+1/2	+1/2	+1/2						+2 1/2 74 1/2		
	279	0	0	0	0	0						-2 1/2 67 1/2		

JUDGE'S SIGNATURE:

*Cynthia L. Roberts*

*CR*



## NOVICE/YOUTH

5

Cardi. J. Robt





**NRSHA**  
NATIONAL RANCH AND  
STOCK HORSE ALLIANCE

**SHOW: STOCK HORSE @ JPH**

**CLASS:** #89- OkSHA YWCH- YOUTH WORKING COW HORSE

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
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- 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

[illegible]

**JUDGE'S SIGNATURE:**

Cordi & Bohner





## WORKING COW HORSE PATTERN

Cardi. L. Polak