



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

SHOW: STOCK HORSE @ JPH

CLASS: #19 - OPEN WORKING COW HORSE

DATE: (011412020)

#### 1 Point 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 carried in an unnatural manner in ever maneuver)

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

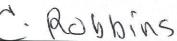
- A Turning tail
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class
- R Complete loss of rope in Open/Cowboy class
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins

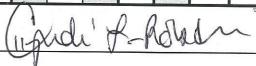
#### Disqualification (DQ):

- 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

				Each hors	se/rider tea /2 Extreme	m is scored ly Poor, -1 \	between 0- /ery Poor, -	100 points	ONTENT and automatic Correct, +1/2	cally begins the	e run with a so y Good, +1 1/2	core of 70 point 2 Excellent	S		Р	ENALTIE	ES .			
W/O	#		BOXING	RATING		E TURNS & Quality)	CIRC	LING	RO	PING	POSITION &	DEGREE OF	EYE	2	3	5	10	TOTAL	SCORE	OP
					L	R	Ĺ,	R	TRACK & RATE	STOP & HOLD	CONTROL	DIFFICULTY	APPEAL	POINTS	POINTS	POINTS	POINTS	IOIAL		
	Tie	-Breaker	1	2	3	4			6	7	5	8								
	600	PENALTY	41	<u>4</u>	E +1/2	+1/2	-2	8	34		+/2	$\bigcirc$	+/5	Δ 9				4	18/2	
		PENALTY		A,P			1	1		F.,				E Maria de la companio					10012	
	300	CONTENT	0	-\ -\	-)	-1		<	-1	-1/a	-[	0	0	A BB				8	55/2	
		PENALTY	5				1	/						18						
	193	CONTENT	0	+1/2	+1/2	1/2	+/2	4/a			4)	442	+1/2						73/2	
		PENALTY					1	1												
	168	CONTENT	4/2	0	+16	0	$\rightarrow$		0	-1/2	+16	0	- 1/a		R	R		8	61%	
		PENALTY		AP (	DP	A		/												
	500	CONTENT	+1/2	-1	-1	-	-16	0			-1	0	0	AAA			10	9	)(4	(57)
		PENALTY		27	27 45		1													
		CONTENT					X													
		PENALTY					1	/												
		CONTENT					X		÷											
		PENALTY					1													
		CONTENT					7		THE P									4. 74		

JUDGE'S NAME (PRINTED):











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

SHOW: STOCK HORSE @ JPH

CLASS: #36 - NON PRO/ AMATEUR WORKING COW

DATE:

#### 1 Point 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 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
- 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

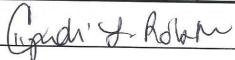
#### Disqualification (DQ):

- 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 hor: -1 1	se/rider tea /2 Extreme	am is score ely Poor, -1	d between ( Very Poor,	1-100 points	ONTENT and automati Correct, +1/2	cally begins th Good, +1 Ver	e run with a se y Good, +1 1/2	core of 70 poin 2 Excellent	nts		Р	ENALTI	ES			
W/O	#		BOXING		FENC (Form	E TURNS & Quality)		CLING		PING	POSITION &		EYE	2	3	5	10	TOTAL	SCORE	OP
			<u></u>		L	R	L	R	TRACK & RATE	STOP & HOLD	CONTROL	DIFFICULTY	, APPEAL	POINTS	POINTS	POINTS	POINTS	TOTAL		
	T	e-Breaker		2	3	4	6	7	6	7	5	8					2 2			
		PENALTY	-1/	P	A	۲_	_				1770x 1									
	291	CONTENT	4/2	- 1/a	-1	-					-11/2	D	0	44					DQ	
		PENALTY						A	1	/					Brai	ded.	toil		73	
	889	CONTENT	41	+/2	+1	41	0	-1/a			+1/2	0	+/2				301		Da	
		PENALTY			A	A	4		\	/						451				
	A90	CONTENT	4b	0	+1/2	D	-1/2	0	$\rightarrow$		+6	0	0	A				5	66	
		PENALTY																	94	
		CONTENT																		
		PENALTY												10/2						
		CONTENT								7									12	
		PENALTY																Con	_	
		CONTENT																		
		PENALTY		T													$\dashv$		=	
		CONTENT				7														
		PENALTY															$\exists$		$\dashv$	
		CONTENT												124/19						

JUDGE'S NAME (PRINTED):









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

SHOW: STOCK HORSE @ JPH

CLASS: #89 - YOUTH WORKING COW HORSE

DATE: (0) 14/2020

#### 1 Point 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 carried in an unnatural manner in ever maneuver)

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

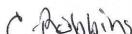
- A Turning tail
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class
- R Complete loss of rope in Open/Cowboy class
- H Use of two hands (except in snaffle 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

				Each horse	e/rider tean 2 Extremely	n is scored / Poor, -1 V	between 0- 'ery Poor, -	100 points	ONTENT and automatic Correct, +1/2	ally begins the Good, +1 Very	e run with a so Good, +1 1/2	ore of 70 points	S		P	ENALTIE	S			
W/O	#		BOXING	RATING	FENCE (Form &	TURNS Quality)	CIRC	LING	RO	PING	POSITION &	DEGREE OF	EYE	2	3	5	10	TOTAL	SCORE	OP
					L	R	L	R	TRACK & RATE	STOP & HOLD		DIFFICULTY	APPEAL	POINTS	POINTS	POINTS	POINTS			
	Tie	-Breaker		2	3	4	6	$\mathcal{I}$	6	7	5	8								
		PENALTY					P	5.	\	/					-				.,	
	169	CONTENT	+/2	+/2	+1	0	-1/2	0			4/2	0	+4					1	716	
		PENALTY		A						/								The country		
	191	CONTENT	4/2	-1/a	+1/2	0	0	-1/2			-1/2	+1/2	-b	A				a	lolds	2
		PENALTY						1						ធា		120				
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY							-											Γ
	2.7	CONTENT																		
		PENALTY																		Г
		CONTENT							=\		100			n.						
		PENALTY		E																
		CONTENT																		
		PENALTY																		
		CONTENT																		s 12

JUDGE'S NAME (PRINTED):







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

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

A - Turning tail

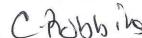
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins 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

V/O	#		Each hor Poor, -1 \	se/rider tea /ery Poor, -	m is scored	between 0	-100 points	CONTEN s and autor 1 Very Go	natically be	gins the rur Excellent	with a sco	re of 70 poi	ints -1 1/2 E	Extremely		PEN	IALTIES			
				BOXING	3		DRIVE			BOXING	3		DRIVE						SCORE	OF
			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	4	2	3	4	5	6	7	8										
		PENALTY	A						A			(OP)						=20.0		N
	892	CONTENT	-1	0	0	0	0	0	-1	O	0	-11/2	16	1/2	レレ			8		(5
		PENALTY								^				Le3!	h					
	300	CONTENT	7/2			41/	Λ	0	A -1	A		-1	-11	1					1 7	
	-11		+12	O		B	.0			0		-a	B					0	101	
		PENALTY				_						E								
	957	CONTENT	4/2	-b	0	1/2	0	0	+	0	0	4/2	0	0					71	
		PENALTY	A									Ь			13)					
	295	CONTENT	-1	0	0	+1/2	0	0	+1/2	0	1)	-1h	0	$\bigcirc$				2	107%	
		PENALTY			68							10-							1/0	
	611	CONTENT		M	_	. 1/	1/	0	A -1/2	l/	0		()					1		825 825
	COLL	CONTENT	40	+D	O	+1/2	-/2	10	-1/2	1-1/2	0	()	0	$\bigcirc$					69	
	ar II	PENALTY				A						Q								
	500	CONTENT	+1/a	0	0	-1	0	+1/2	4/2	0	0	0	$\bigcirc$	0		- 5	FR 1	2	68/2	
		PENALTY						109								1		and the second		
		CONTENT														10%				
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE: (1991) J-R& Sh.



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:



# VRH - LIMITED COW WORK (Amateur/Youth)

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

SHOW: STOCK HORSE @ JPH

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

HORSE

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

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

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

A - Turning tail

Disqualification (DQ):

E - Repeated blatant disobedience

N - Failure to attempt any part of the class

DATE: 6 14 2000

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

JUDGE'S SIGNATURE! Flace & Rolaky

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

1/2

5 Point Pe B - Spurrin C - Blatant E - Use of 10 Point P U - Unnatu	enalties: g in front of disobedien either hand enalty: AQ ral Ranch F every mane	cinch ce to instill fe:	ar/praise				ısistently	carried in	an unnatu	ıral	G - Illeg F - Fall o N - Impr		ent der ern attire		lete					-
W/O	#		Each hor Poor, -1	rse/rider tea Very Poor,	m is scored -1/2 Poor, 0	d between ( Correct, +	-100 point	CONTEN s and autor 1 Very Go	natically be	gins the rur Excellent	with a sco	re of 70 po	ints -1 1/2 E	extremely		PEN	IALTIES			
			200.0	BOXING			DRIVE			BOXING			DRIVE		3	5	10		SCORE	OP
	Tie	-Breaker	POS. & CNTL	APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POINTS	POINTS	POINTS	TOTAL		
	,,,	PENALTY		9	3	4	5	6	/	8										
20	L&5	CONTENT	+1	+1/2	0	+1	0	0	4/1/2	0	0	0	-1/2	$\bigcirc$				-	7a1/a	
		PENALTY											,,,						79.78	
	887	CONTENT	4/2	0	0	+10	- 0	0	+6	O	0	0	0	$\tilde{C}$					71/2	
		PENALTY							A											
	190	CONTENT	+6	O	+/2	0	0	0	-1/2	-1/2	O	-1/2	0	0				-	18%	at .
		PENALTY							AA			op								N/
	283	CONTENT	46	0	0	+1/2	0	0	-	0	0	-13	-16	-11/5	1 L			8		57½ X
		PENALTY	A									E	Ì	0342						
	888	CONTENT	-b	0	0	0	-1/2	0	0	0	0	0	0	0				2	67	
		PENALTY								T		Т	Т							
	Cool	CONTENT	+6	+1/2	0	46	+1/2	0	+	+1/2	O	+1/2	+/2	0					74/2	
		PENALTY												1		,				
	47a	CONTENT	+6	-1	0	-1/2	-1	O	+/2	0	0	+6	0	0					69	-
		PENALTY				A														



A - Loss of working advantage

V - Over-bridled (per maneuver)

W - Out of frame (per maneuver)

P - Working out of position



# VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: STOCK HORSE @ JPH

CLASS: #56 - LNPW\_LTD. NON PRO WORKING COW

' HORSE

DATE: 6 14 2020

2/2

# 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

#### 3 Point Penalties:

S - Slipping rein

1 Point Penalties:

K - Knocking down the cow without having a working advantage

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

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

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

W/O	#		Each ho Poor, -1	,,	1121 001,	d between ) Correct, +	RUN ( 0-100 point +1/2 Good,	ts and auto	matically by	egins the ru Excellent	n with a sc	ore of 70 po	ints -1 1/2	Extremely		PEN	IALTIES			
	ν,		POS. & CNTL	EYE APPEAL	DEG OF	POS. &	EYE APPEAL	DEG OF	POS. &	EYE APPEAL	DEG OF		DRIVE	DEG OF	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP
	Tie	-Breaker	)	2	3	4	5	6	7	8	DIFF.	CNTL	APPEAL	DIFF.					1	
	واھ اھ	CONTENT	+1	0	0	+1/2	-1/2	O	A -1/a	0	0	+6	0	+b	L			4	67%	
	60	PENALTY	-1/a	-1/2	O .	0	=1	0	A -1/2	0	0	-la	0	0				1	lolo	
	89a	PENALTY	+1	O	0	+1	0	0	H	46	-0	+	+1/2	-0					75	
2	184	PENALTY	A -\	-1/2	0	A -1/2	0	0	-b	0	0	-1	C	0	L.			5	616	
, s	210	PENALTY  CONTENT	+1/2	+1	0	0	0	0	A -1	O	0	-16	-1%	-1%	<b>1</b> _			4		62
î	4	PENALTY									LAM							,		
		PENALTY																		
		PENALTY																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: WAR & AGEM





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

**COW HORSE** 

DATE:

VKH - L	IMITED	COW	WORK	(Amateur/	Youth)
				In survivor MI	IVULIII

### 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 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

manner in	every ma	neuver	arance (r	iorse's ta	II IS ODVIOL	is and cor	isistently	carried in	an unnati	ural	1									
W/O	#		Each hor Poor, -1	se/rider tea Very Poor,	am is score -1/2 Poor, (	d between ( ) Correct, +	100 point	CONTEN s and autor +1 Very Go	matically to	egins the ru Excellent	n with a sc	ore of 70 po	ints -1 1/2 l	Extremely	8	PEN	NALTIES	6		
				BOXIN	G		DRIVE			BOXIN	G		DRIVE						SCORE	OP
			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	300112	
	T	e-Breaker	1	2	3	4	5	6	7	8				D.1.1.					1	
		PENALTY							A		(	(A)			1					N
	171	CONTENT	46	0	0	+6	0	0	-	0	0	-16	-13	-1/2	L			4		101/3
		PENALTY											9							
		CONTENT																		
	40 or (19)	PENALTY																		
		CONTENT																		
									1											
		PENALTY							0											
		CONTENT								14										
-		PENALTY												$\neg$						· · · · · · · · · · · · · · · · · · ·
	ER	CONTENT											$\dashv$							
		PENALTY										_								
		CONTENT	$\dashv$			-	$\dashv$													
		CONTENT									30									
		PENALTY																		
		CONTENT																		
T		PENALTY				T		T		T			一							
2-2007		CONTENT	+	+		$\dashv$	$\dashv$	$\dashv$	-	-	$\dashv$		$\dashv$		(m)					
	The second second			$\overline{}$																

JUDGE'S NAME (PRINTED):





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

#### 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 # PENALTY **BOXING MANEUVERS PENALTIES** SCORE OP TOTAL DEGREE OF POSITION & EYE APPEAL TIME COURAGE NOTES DIFFICULTY WORKED Tie-Breakers > (della aug 9 05 2 18 105 68/2 276 2 100 2/2



NOVICE/YOUTH WORKING COW HORSE PATTERN

No more than 2 % Poor, 0 Correct, +% Good   victor   vi		ontorot		ā)	aga <sup>a</sup>		
No more than 2 % points can be added or misused  No more than 2 % points can be added or misused  Horse/Rider  Contact, *** Shoot of Correct, *** Good  Horse/Rider  Contact of Correct, *** Good  Horse/Rider  Contact of Correct, *** Good  Contact of Correct, *** Good  Horse/Rider  Contact of Correct, *** Good  Contact of Correct, *** Contact of Co		trot,	extended				
## Horse/Rider rollback rollba	-% Poor, 0 Correct, +% Good  No more then 2 % points can be added or misused	extended trot, stop,	trot, stop, back two	lope, stop rollback	lope, stop rollback	center, stop, back,	TOTAL FOR PATTERN
Mercellater  Applicate code genese  Applicate code genese  Applicate code genese  Applicate code side genese  Appl		steps, rollback	rollback		2 2 20	pivot	1
## The ball of the color of the		C	0	1.0		1/0	1
Affective city of cones		0	C	-1/2	0	V	N
(Volumba & Subtract)	0 - 2 7 9 9 9 9	-	1 1 C	C/1-	6/-/	-	>
(1) Uponed Sight of Corner +1/8 +1/9 +1/2 -1/9 -1/9 -1/9 -1/9 -1/9 -1/9 -1/9 -1/9	TITOSTI COM CA	1/2 (Q)	El .	<u>(0)</u>	7	0	il.
100 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	S. C.	4//9	A)1-	セイー		0	172
#Traised tail to Obsert  #Traised tail to Obsert    1	TANG TO SUNT	6/4	E/ -	0	0	0	0
# Fraised to 1 1 1 2 - 1		1. + ·	0	4/0		6	+
* Traited to 1 to	2	6	J.	0	). (0)		CE I
* Straited tout it no back	7-	+1/2	1/0	4-10	-	4/0	かのか
	* Erritor Lailt	0/1	(d)-	0/1	0	-	-2/A
					:		
	•		1				
				,			
							-
++							
+					,		
1							
					<u> </u>	Z	

Card & Robbin





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
- 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

				Eac	h horse/rider tea	m is scored betwe sly Poor, -1 Very F	en 0-100 point	CONTENT s and automa 0 Correct, +1	tically begins the	e run with a score y Good, +1 1/2 Ex	of 70 points) ccellent			
W/O	#			вох	ING MANEU	JVERS			PENALTIES			PENALTY TOTAL	SCORE	OP
			POSITION & CONTROL	DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES		e e	
	Tie-Brea	akers >	A	2	3	4	3				-	+	-1/a/	
	891		-1/a		-16	0	0	A	با			4	Juth	
+	894		0	0		-1/2	0						-1/67/2	
1	895		-b	0	0	D	D	A	L			4	13/16	
	<del>29</del> 7		-'b	41	0	1+1	0	A	L			4	+1 /8/2	8
	118		-6	0		-1/2		A					+1/2/	
	110													
										$-\mathcal{J}$				10

(inply & Rober

NOVICE/YOUTH
WORKING COW HORSE PATTERN

and the second s	-% Poor, 0 Correct, +% Good No more then 2 % points can be added or misused	trot, extended trot, stop,	extended trot, stop, back two	lope, stop rollback	t lope, stop rollback	lope to center, stop, back,	TOTAL FOR
, de	Horse/Rider	steps, rollback	rollback	±	32°	pivot	
00		4/2	(7)	410	0	4-1	(d)
204	0000 C 0000 C	4/9	0	1/2	c/1-	C// -	1
500		1+ (a)	4/4	4/8	0	+1/2	- (V
200		+/3	4/3	41/2	0	e/1-	+
00		4/2	· - //2	+1/2	4/2	4/2	+ 5
		•			•		•
					,		
				8			
					Ŧ.		
						1	
			•	,			
					1		
						Ž	•

Cigada : HABELL