



1/2

SHOW: Stock Horse @ JPH

CLASS: Open WCH

DATE: Sept. 13, 2020

VERSATILITY RANCH HORSE - RANCH COW WORK

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:

- 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																			
		PENALTY	-																
	208	CONTENT	+1	0	+1	0	---	+1	0	+1/2	0	0					73 1/2		
		PENALTY	AA				OP			N									
	228	CONTENT	-1	-1	0	0	-1	-1	---	0	0	0					2	64	
		PENALTY	AA		C		P												
	396	CONTENT	-1/2	-1	0	0	-1	-1	---	-1/2	0	-1/2					4	61 1/2	
		PENALTY			EE	AC	A												
	207	CONTENT	0	-1/2	-1		-1/2	1/2	---	-1/2	0	0		E			8	59	
		PENALTY			T	CA	P												
	886	CONTENT	-1/2	-1/2	-1	0	-1/2	-1/2	---	-1	0	-1/2	A				6	59 1/2	
		PENALTY	A																
	390	CONTENT	0	-1/2	-1/2	0	---	+1/2	+1/2	0	0	0		H			4	66	
		PENALTY				C													
	209	CONTENT	+1/2	0	0	-1/2	---	-1	-1/2	-1	0	-1	A		E		8	56 1/2	
		PENALTY	A		L	AA	EEP	OP											
	215	CONTENT	-1	-1	-1	-1	-1	-1	---	-1	-1	-1					7	54	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Stock Horse @ JPH

CLASS: Open WCH

DATE: Sept. 13, 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:

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

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

E: Jon Kepner



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Stock Horse @ JPH

CLASS: Non-Pro/Amateur WCH

DATE: Sept. 13, 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:

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

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Signature: 



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

SHOW: Stock Horse @ JPH

CLASS: VRH Youth WCH

DATE: Sept. 13, 2020

VERSATILITY RANCH HORSE - RANCH COW WORK

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:

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

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: _____

(E) Harry James

121



SHOW: STOCK HORSE @ JPH

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

DATE: Sept. 13, 2020

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	5	10	TOTAL		
			BOXING			DRIVE			BOXING			DRIVE			POINTS	POINTS	POINTS			
			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																				
	334	PENALTY	AA																	
		CONTENT	-1	-1	0	-1/2	0	0	0	0	0	-1/2	-1/2	0				2	64 1/2	
	348	PENALTY										OP								
		CONTENT	0	0	0	-1/2	0	0	-1	-1	0	-1	-1	-1	L			3	61 1/2	OP-1
	214	PENALTY	AA																	
		CONTENT	-1	0	-1	-1	0	0	-1	0	0	0	-1/2	-1/2	L			5	60	
	397	PENALTY	A																	
		CONTENT	-1	0	0	-1	0	0	-1	0	-1/2	0	-1/2	-1/2				1	64 1/2	
	397	PENALTY										OP	AA							
		CONTENT	0	0	-1/2	0	0	0	-1	-1	-1	-1	-1	-1	L			5	58 1/2	OP-1
	835	PENALTY										OP								
		CONTENT	0	0	0	+1/2	0	0	+1/2	0	0	-1	-1	-1				0	68	OP-1
	387	PENALTY																		
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	0	0	0	0	0				0	72	
	206	PENALTY	A																	
		CONTENT	-1/2	0	0	-1/2	0	0	-1/2	0	0	-1/2	-1/2	0				1	66 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Larry Reynolds



SHOW: STOCK HORSE @ JPH

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

DATE: Sept. 13, 2020

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																			
		PENALTY																	
	333	CONTENT	0	0	+1/2	+1/2	0	0	+1/2	0	+1/2	0	0	0				1	71
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



SHOW: STOCK HORSE @ JPH

CLASS: #56 - LNPW_ LTD. NON PRO WORKING COW
HORSE

DATE: Sept. 13, 2020

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.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.					
Tie-Breaker																			
	395	PENALTY																	
		CONTENT	0	0	0	-1	0	0	0	-1/2	0	-1/2	0	0			0	68	
	391	PENALTY										OP							
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1	-1	-1	-1	-1			0	62 1/2	
	230	PENALTY																	
		CONTENT	0	0	0	-1/2	0	0	0	-1/2	0	-1	-1/2	0			0	67 1/2	
	333	PENALTY																	
		CONTENT	+1/2	0	+1/2	-1	-1	-1	-1	-1	0	-1	-1	0	L		4	60	
	338	PENALTY																	
		CONTENT	0	0	-1/2	-1	0	-1/2	0	-1/2	0	-1/2	0	0			0	67	
	339	PENALTY																	
		CONTENT	+1/2	0	+1/2	0	0	+1/2	+1/2	0	+1/2	+1	+1/2	0			0	74	
	370	PENALTY																	
		CONTENT	+1/2	+1/2	+1	+1	0	+1/2	+1	+1/2	0	+1	+1	0			0	77	
	400	PENALTY											E						
		CONTENT	+1/2	0	-1/2	+1/2	0	0	-1/2	-1/2	0	-1/2	-1/2	0			1	68.5	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: STOCK HORSE @ JPH

CLASS: #56 - LNPW_ LTD. NON PRO WORKING COW
HORSE

DATE: Sept. 13, 2020

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																			
	203	PENALTY										E							
		CONTENT	+1	+1	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	0				1	74 1/2
	213	PENALTY	AA									E							
		CONTENT	-1	-1	0	+1/2	0	0	-1	-1	0	-1	0	0	LL			9	55 1/2
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: STOCK HORSE @ JPH

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

DATE: Sept. 13, 2020

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

RUN CONTENT																PENALTIES				SCORE	OP
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			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																					
	222	PENALTY	A																		
		CONTENT	0	0	0	0	0	0	-1/2	0	0	0	0	-1/2				1	68		
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]

NOVICE/YOUTH

71
70 1/2
70
69
71 1/2
68
71
68 1/2
68
69
68 1/2
68 1/2
71 1/2



SHOW: STOCK HORSE @ JPH

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

DATE: Sept. 13, 2020

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						
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES						
Tie-Breakers >														
	224		+1/2	0	-1/2	+1/2	0				0	70 1/2		
												71 1/2		
	892		+1/2	0	+1/2	+1/2	0				0	71 1/2		
												72		
	882		-1/2	+1/2	-1/2	0	0				0	69 1/2		
												69 1/2		
	884		0	-1/2	-1/2	0	0				0	69		
												68		
	899		-1/2	0	-1/2	0	0	A			1	68		
												69 1/2		
	883		-1/2	0	-1/2	0	0				0		69	
												67		
	885		-1/2	0	-1/2	0	0	A	L		4	65		
												66		
	881		-1	0	-1	0	0	A			1		67	
												65 1/2		
	221		-1	0	-1	-1	0	AA A			3	64		
												62		
	890		-1/2	-1/2	0	-1/2	0	A			1	67 1/2		
												66 1/2		

JUDGE'S SIGNATURE: _____

Harry Samer



NOVICE/YOUTH COW WORK

SHOW: STOCK HORSE @ JPH

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

DATE: Sept. 13, 2020

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							
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES							
Tie-Breakers >															
	200		-1	-1/2	-1	0	0	A				1	60 1/2		
	213		-1	0	-1	0	0	AA	L			5	63		
	389		0	0	-1/2	0	0	A	L			4	65 1/2		

JUDGE'S SIGNATURE: _____

Am Reynolds

NOVICE/YOUTH

69
68 1/2 OP
68
68 OP
71 1/2
69



SHOW: STOCK HORSE @ JPH

CLASS: #89- OKSHA YWCH- YOUTH WORKING COW
HORSE

DATE: Sept. 13, 2020

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							
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES						
Tie-Breakers >														
	237	-1	0	-1	-1/2	0	A				1	68 1/2 65 1/2		
	395	+1/2	0	0	+1	0					0		71 1/2 70	
	878	-1	0	-1	0	0	A	L	C		9	59 57		
	877	0	0	0	0	0				OP-Dry work/both	0		70 68	
	239	+1	+1/2	+1	+1	+1/2					0	74 75 1/2		
	392	-1	0	-1	0	0	A	L			4	64 63		

JUDGE'S SIGNATURE: _____

Amy Payne