

VRH RANCH COW WORK

Date:	10-11-25
Show:	TCSH 2/3 (Fall)
Class:	Open
Judge:	L. Truax

1 point

- 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 points

- 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 points

- 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 points

- 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

MANEUVER SCORES

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

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

Disqualified - 0 Score

- 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

For more information on how classes are judged visit www.aqhuniversity.com

WO Entr		BOXING	-1 1/	2 Extremely . FENC	ion is scored Poor, -1 Very E TURNS R	Poor, -1/2 F	00 points and loor. 0 Correct CLING R	t, +1/2 Good	l, +1 Very Go PING	e run with a s ood, +1 1/2 E POSITION & CONTROL	xcellent DEGREE	oints EYE APPEAL		PENALTIE 3 POINT		Penalty Total	Score	Off Pattern
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884	SCORE	W-															0	

Judge's Signature:

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VRH RANCH COW WORK

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Show:	TCSH 2/3 ((Fall))
Class:	Open
Judge:	C. Truax

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- H Leaving arena before run is complete
- J Bringing the cow straight over backwards landing on its back or head

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Wo	Entry	#	E	ach horse/ri	der combina	tion is scored	between 0-	NEUVER S 100 points ar	ad automatio	ally begins th	e run with a s	score of 70 n	ninte						yicom
	TIE-BREAKER			RATING	FENC	Poor, -1 Very E TURNS R	CIF	RCLING R	ct, +1/2 Goo	d, +1 Very Go DPING	ood, +1 1/2 E	xcellent DEGREE OF DIFF.	EYE APPEAL		PENALTIE 3 POINT		Penalty Total	Score	Off Pattern
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		PENALTY MANEUVER SCORE																	



VRH RANCH COW WORK

Date:	10-11-25
Show:	TCSH 2/3 (fall)
Class:	Nonpro
Judge:	L. Truax

1 point

- 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
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- 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 points

- 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
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3 points

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- 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 points

- 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

Off Pattern (OP) - to be placed below horses performing all maneuvers

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

Disqualified - 0 Score

- 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

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	Entry		BOXING	-1 1/	FENC L	ion is scored Poor, -1 Very E TURNS R	between 0- Poor, -1/2 F	100 points ar Poor. 0 Corre RCLING R	nd automatica ct, +1/2 Good	ally begins th d. +1 Very Go DPING STOP & HOLD	ood, +1 1/2 E	score of 70 p excellent DEGREE OF DIFF.		2 POINT	PENALTIE		Penalty Total	Score	Off Pattern
	TIE-BREAK	ER T	2	3	4		5			/							ã		
	_	PENALTY		<u> </u>		A		A		X							Contract of the Contract of th		
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Judge's Signature:

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Date:	10-11-25	
Show:	TCSH 2/3(fall)	
Class:	Limited MonPro	-
Judge:	L. Truex	

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

K - Knocking down the cow without having a working advantage

L - Losing a cow while boxing

5 points

- B Spurring in front of circh
- C Blatant disobedience
- E Use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- 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
- L While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
- N Failure to attempt any part of the class

Disqualified - 0 Score

- 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

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry # Penalty Total Off Pattern -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 Drive (Run & Rate Drive (Run & Rate) Boxing Degree of Difficulty Eye Appeal Courage 3 POINT 5 POINT TIE-BREAKER PENALTY MANEUVER PENALTY 95 MANEUVER PENALTY MANEUVER PENALTY 88 MANEUVER SCORE MANEUVER 852 PENALTY 675 MANEUVER SCORE PENALTY MANEUVER SCORE 68 PENALTY MANEUVER SCORE



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	Date:	10-11-25
-	Show:	
-	9110101	TOSH 2/3(Fall)
1	Class:	
ı	viass,	Limited NonPro
1	Judge:	
1	anner:	L. Truax

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

- K Knocking down the cow without having a working advantage
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	Date:	10-11-25
	Show:	TOSH 2/3(Fall)
	Class:	Green Horse
	Judge:	L. Truax

1 point

- A Loss of working advantage
- D Failure to drive cow past 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 points

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

5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
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- L While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
- N Failure to attempt any part of the class

Disqualified - 0 Score

- 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

For more information on how classes are judged visit www.aqhuniversity.com **MANEUVER SCORES** Penalty Total WO Entry # **PENALTIES** Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor. 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Position & Control Degree of Difficulty Eye Appeal 3 POINT 5 POINT Boxing Courage TIE-BREAKER PENALTY 7/ PENALTY 86 PENALTY 66 3 90 MANEUVER SCORE PENALTY PENALTY 90 Gr PENALTY 2

Judge's Signature:

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Date:	10-11-25	
Show:	TOSH 2/3(tall)	***************************************
Class:	Green Horce	
Judge:	L. Truex	_

	n		

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

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

5 points

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Judge's Signature:

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Date:	10	1-11-2	S	
Show:		rcsH	2/3	((fall))
Class:	None	no-80	xina	
Judge:		- Truc	X	

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- A Loss of working advantage
- P Working out of position

- S Slipping rein
 V Over-bridled (per maneuver)
 W Out of frame (per maneuver)

3 points

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

- 5 points
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WO	Entry #	-1 7	orse/rider combi utomatically beg 1/2 Extremely Po +1/2 Good,	oor, -1 Very Po: +1 Very Good,	CORES d between 0-100 h a score of 70 p or1/2 Poor, 0 C +1 1/2 Excellent	points and points Correct,		PENALTII	ES	COMMENTS	, Total	ïe	ttern
TIE-B	REAKER	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT		Penalty Total	Score	Off Pattern
93	9	1+	/	1+		V4.						714	
97	6		2	/			A				1	69	
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Judge's Signature:	The I want	



Date:	10-11-25
Show:	TCSH 2/3 ((Gall))
Class:	Novico
Judge:	L. Truax

1 point

- A Loss of working advantage
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

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

5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

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Judge's Signature:

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Date:	10-11-25	
Show:	TCSH 2/3	((fall))
Class:	Novice	
Judge:	L. Truax	

A - Loss of working advantage

P - Working out of position

S - Slipping rein

V - Over-bridled (per maneuver)

W - Out of frame (per maneuver)

3 points

K - Knocking down the cow without having a working advantage

L - Losing a cow while boxing

B - Spurring in front of cinch

C - Blatant disobedience

E - Use of either hand to instill fear/praise

Off Pattern (OP) - to be	placed below	horses performing a	all manauttors

A - Turning tail

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

C - More than one finger between split reins or any fingers between romal reins
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

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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

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES

wo	Entry #	-7 1	utomatically beg 1/2 Extremely Po +1/2 Good, Degree of	oor1 Very Poo +1 Very Good, -	or1/2 Poor, 0 (+1 1/2 Excellent	Correct,		PENALTIE	S	COMMENT	s	Penalty Total	Score	Off Pattern	•
TIE-BR	EAKER	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT			Penalt	So	Off P	X.
93	5	V+	~	~	~	~	A)	68		
92	5	V_	/-		/	1							682		
84	9	1+	V	V-	/	4							763		
934		+	14	4	4	V+							73		
909	ļ	V	1-	/	/	V							695		1
858				V	1-	V	AA					5-	62		2
93	g	V-	V-	1	~	/_	AA					2	662		
91	,	-	V-	7	~	V-	4		В			6	61		7





Date:	10-11-25	
Show:	TCSH 2/3	((fall))
Class:	Novice	cepacity
Judge:	L. Truax	

1 point

- A Loss of working advantage
- P Working out of position
- S Slipping rein V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

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

5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

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- 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

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Each horse/rider combination 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 WO Entry # PENALTIES Off Pattern COMMENTS Score Position & Control Degree of Difficulty Eye Appeal Courage 1 POINT 3 POINT 5 POINT TIE-BREAKER 92 AA

Date:	10-11-25
Show:	TCSH 2/3 ((Gall))
Class:	Youth
Judge:	L. Truax

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A - Loss of working advantage

P - Working out of position

S - Slipping rein

V - Over-bridled (per maneuver)

W - Out of frame (per maneuver)

K - Knocking down the cow without having a working advantage

L - Losing a cow while boxing

5 points

B - Spurring in front of cinch

C - Blatant disobedience

E - Use of either hand to instill fear/praise

off Pattern	(OP)	to be	placed	below	horses	performing	all	maneuvers
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A - Turning tail

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

C - More than one finger between split reins or any fingers between romal reins

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

Disqualified - 0 Score

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

For more information on how classes are judged visit www.aqhuniversity.com

wo i	Entry #	Each hoi au -1 1/	MAN rse/rider combin tomatically begi '2 Extremely Po +1/2 Good, +	NEUVER SCO ation is scored ns the run with or, -1 Very Poor	between 0-100 a score of 70 p	points and pints orrect,		PENALTIE	S	COMMENTS	' Total	ore.	ittern
TIE-BREA	AKER	Position & Control	+1/2 Good, + Degree of Difficulty	1 Very Good, + Eye Appeal	1 1/2 Excellent Courage	Time Worked	1 POINT	3 POINT	5 POINT		Penalty Total	Score	Off Pattern
9,2	17		-		1	V_						675	
85	3	V-			/	1_						68	
968	/					1-	A		C.		6	603	
940		V-	V-	/	~	/	A					68	
93	1	1	~	/	V+	17						716	
908		1-	V-	2/	V	1-	AA				3	655	
96	. 3		Comment	ongo -			-	4	C	,	8	576	
9.7	14	7			V		AAA				3	62	



Date:	10-11-25
Show:	TCSH 2/3 ((Fall))
Class:	Walk Trot Adult
Judge:	L. Truax

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	n		

- A Loss of working advantage
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

3 points

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

5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

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

Disqualified - 0 Score

- 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

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points **PENALTIES** Penalty Total WO Entry # Off Pattern -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent COMMENTS Courage 3 POINT 5 POINT TIE-BREAKER 879 705 69 950 65 86 68



Date:	10-11-25.
Show:	TCSH 2/3 ((Fall))
Class:	Would Trot Youth
Judge:	L. Truax

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- A Loss of working advantage
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

3 points

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

5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

	placed below horses performing all maneuvers
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- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- 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

Disqualified - 0 Score

- 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

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points **PENALTIES** WO Entry # -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Score COMMENTS Eye Appeal Courage 1 POINT 3 POINT TIE-BREAKER CL AAA ANT 63 898 67 68 855 70 850