

AQHA

VRH RANCH COW WORK

Date:	7-26-26
Show:	Summer #2
Class:	Open
Judge:	Garth Gardinor

1 point

- 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 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
 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 Entry #		MANEUVER SCORES											PENALTIES			Penalty Total	Score	Off Pattern
		BOXING		RATING		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT			
						L	R			TRACK & RATE	STOP & HOLD							
TIE-BREAKER			2	4	3							1		5				
983	PENALTY			A													1	68 1/2
	MANEUVER SCORE	0	0	-1/2	0	0	0					0	0	0				
675	PENALTY				APCL		P										5	63 1/2
	MANEUVER SCORE	0	0	0	-1/2	0	-1/2					-1/2	0	0				
676	PENALTY				PP		P								A		5	62 1/2
	MANEUVER SCORE	0	-1	0	0	0	-1/2					-1/2	0	-1/2				
697	PENALTY																	72
	MANEUVER SCORE	+1/2	0	+1/2	+1/2	0	+1/2					0	0	0				
679	PENALTY				AE										A		4	DQ Tail
	MANEUVER SCORE	+1/2	0	0	0	0	+1/2					-1/2	0	0				66 1/2
980	PENALTY			C	C												2	69
	MANEUVER SCORE	0	0	0	+1/2	0	+1/2					0	0	0				+
640	PENALTY	A		AAPE	PTE												8	59 1/2
	MANEUVER SCORE	0	-1/2	-1/2	-1/2	0	0					-1/2	0	-1/2				
893	PENALTY				C												1	71
	MANEUVER SCORE	0	0	+1/2	0	+1/2	0					0	+1/2	+1/2				-

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	7-26-26
Show:	Summer #2
Class:	Open
Judge:	Garth Gardinor

1 point

- 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 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
- 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

MANEUVER SCORES														PENALTIES			Penalty Total	Score	Off Pattern
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														2 POINT	3 POINT	5 POINT			
WO Entry #		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL									
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD										
TIE-BREAKER																			
	691	PENALTY																71	
		MANEUVER SCORE	0	0	0	+1/2	0	0			0	0	+1/2						
	670	PENALTY			C	EE								A			5	65	
		MANEUVER SCORE	0	0	0	0	0	0			0	0	0						
	995	PENALTY			EC									A			4	68	
		MANEUVER SCORE	0	0	0	+1/2	+1/2	0			0	+1/2	+1/2						
	981	PENALTY			P									B			3	69	
		MANEUVER SCORE	+1/2	0	-1	+1/2	+1/2	+1/2			-1/2	+1/2	+1/2						
	291	PENALTY			C	TE	P	P									5	DQ	Tail
		MANEUVER SCORE	0	-1/2	0	0	-1/2	-1/2			-1/2	0	-1/2						
	681	PENALTY																73	
		MANEUVER SCORE	0	0	+1/2	+1/2	+1/2	+1/2			+1/2	0	+1/2						
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	7-26-26
Show:	Summer #2
Class:	Non Pro
Judge:	Garth Gardiner

1 point

- 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 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
- 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

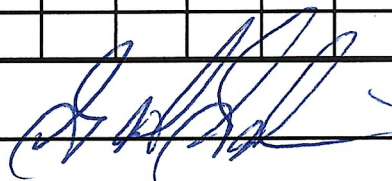
For more information on how classes are judged visit www.aqhuniversity.com

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

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													PENALTIES			Penalty Total	Score	Off Pattern
WO Entry #		BOXING		RATING	FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT	3 POINT			
TIE-BREAKER																		
	281	PENALTY												A			2	69 1/2
		MANEUVER SCORE	0	0	0	+1/2	0	+1/2			0	0	+1/2					
	275	PENALTY															72	
		MANEUVER SCORE	0	0	0	+1/2	0	+1/2			0	+1/2	+1/2					
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																

Judge's Signature: _____





VRH LTD COW WORK

Date:	7-26-26
Show:	Summer #2
Class:	Limited NonPro
Judge:	Garth Gardinor

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
- 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											PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #	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									3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage						
TIE-BREAKER															
	982	PENALTY	P			P							2	65 1/2	
		MANEUVER SCORE	-1/2	0	0	-1	-1/2	0	0	-1/2					
	276	PENALTY												70 1/2	
		MANEUVER SCORE	0	+1/2	0	0	0	0	0						
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

AQHA

VRH RANCH COW WORK - Limited

Date:	7-20-20
Show:	Summer #2
Class:	Green Horse
Judge:	Garth Gardinor

1 point

- A - Loss of working advantage
- C - Changing sides on second drive
- P - Working out of position
- T - On first drive, failure to drive past the middle marker
- 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
- W - Performing a fence turn (whether initiated by horse or rider)
- Z - Failure to drive cow past middle marker on second drive before time expires

5 points

- B - Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- F - Failure to initiate at least one turn/change on the second boxing phase before terminating the work
- X - Running cow into back fence with force

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
- E - Out of control, dangerous, or excessive schooling
- G - Illegal equipment
- H - Leaving arena before run is complete
- F - Fall of horse/rider
- N - Improper western attire

MANEUVER SCORES										PENALTIES		PENALTY TOTAL	SCORE	OFF PATTERN
WO	Entry #	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								3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage					
	TIE-BREAKER		1		2	3		4						
	647	PENALTY											71 1/2	
		MANEUVER SCORE	0	+1/2	0	+1/2	+1/2	0	0	0				
	978	PENALTY		AP								2	DQ	Tail
		MANEUVER SCORE	-1	-1	-1	-1	-1	0	0	0				
	674	PENALTY	A									A'	69	
		MANEUVER SCORE	0	+1/2	0	0	-1/2	0	0	0				
	983	PENALTY											72 1/2	
		MANEUVER SCORE	0	+1/2	0	+1/2	+1/2	0	+1/2	+1/2				
	992	PENALTY											72	
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	0	0	0				
	979	PENALTY								W	F	8	54 1/2	
		MANEUVER SCORE	0	-1	-1 1/2	-1	-1 1/2	0	-1 1/2	-1				
	891	PENALTY		PAT								3	60	
		MANEUVER SCORE	-1	-1	-1	-1	-1	0	-1	-1				
	889	PENALTY		P	P						F	7	55 1/2	
		MANEUVER SCORE	-1	-1	-1 1/2	-1	-1 1/2	0	-1 1/2	-1				

Judge's Signature: _____

AQHA

VRH LTD COW WORK

Date:	7-26-26
Show:	Summer #2
Class:	Blue Green Horse
Judge:	Garth Gardiner

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
- 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										PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #	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								3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage					
TIE-BREAKER														
	886	PENALTY	P									1	68 1/2	
		MANEUVER SCORE	-1	-1/2	0	+1/2	0	+1/2	0	0				
	892	PENALTY	APAP											OP
		MANEUVER SCORE												N
	994	PENALTY								W	F	8	57	
		MANEUVER SCORE	0	-1 1/2	-1 1/2	-1 1/2	-1/2	0	0	0				
	288	PENALTY	P								P	6	56 1/2	
		MANEUVER SCORE	-1	-1	-1 1/2	-1	-1	0	-1	-1				
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____

[Signature]

AQHA

VRH RANCH COW WORK - Rookie

Date:	7-26-21e
Show:	Summer #2
Class:	NonPro - Boxing
Judge:	Garth Gardiner

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)

3 points

- D - Dangerous position
- 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
- E - Out of control, dangerous, or excessive schooling
- G - Illegal equipment
- H - Leaving arena before run is complete
- F - Fall of horse/rider
- N - Improper western attire

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

PENALTIES

COMMENTS

PENALTY TOTAL

SCORE

OFF PATTERN

WO Entry #

Approach Position Form & Correctness Control Degree of Difficulty Eye Appeal Time Worked

1 POINT 3 POINT 5 POINT

TIE-BREAKER

641 +1/2 0 +1/2 +1/2 0 +1/2 +1/2

72 1/2

696 0 +1/2 0 +1/2 0 0 0

71

695 0 -1/2 -1/2 0 0 -1/2 -1/2 P L

4 64

287 +1/2 +1/2 0 +1/2 0 0 +1/2

72

628 0 0 -1/2 0 0 -1/2 0

69

699 0 +1 +1 +1 0 +1 +1

75

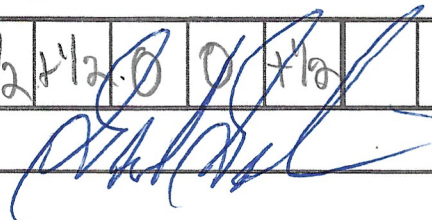
893 +1/2 +1/2 +1 +1/2 0 +1/2 +1/2

73 1/2

629 +1/2 +1/2 -1/2 +1/2 0 0 +1/2

71 1/2

Judge's Signature:



AQHA

VRH ROOKIE COW WORK

Date:	7-26-26
Show:	Summer #2
Class:	Novice
Judge:	

1 point

- A - Loss of working advantage
- P - Working out of position
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- Z - Excessive hollering

3 points

- D - Dangerous position
- K - Knocking down the cow without having a working advantage
- L - Losing a cow

5 points

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

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

- A - Turning tail
- B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- 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
- O - Out of control, dangerous, or excessive schooling

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

MANEUVER SCORES							PENALTIES			COMMENTS	Penalty Total	Score	Off Pattern
WO	Entry #	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT				
		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											
		TIE-BREAKER	1	5	2	3	4						
	635	-1/2	0	0	-1/2	-1/2						68 1/2	
	645	+1/2	0	+1/2	+1/2	+1/2						72	
	636	+1/2	0	0	+1/2	+1/2						71 1/2	
	690	0	0	0	+1/2	+1/2	AA				2	69	
	694	-1	0	-1/2	-1/2	-1/2	P	L			4	63 1/2	
	693	-1 1/2	0	-1	-1	-1	PAP	L			6	59 1/2	
	630	-1	0	-1	0	-1	AP				2	65	
	639	-1/2	0	-1/2	-1/2	-1/2	PA				2	66	

Judge's Signature: _____

AQHA

VRH ROOKIE COW WORK

Date:	7-26-26
Show:	Summer #2
Class:	NOVICE
Judge:	

1 point

- A - Loss of working advantage
- P - Working out of position
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- Z - Excessive hollering

3 points

- D - Dangerous position
- K - Knocking down the cow without having a working advantage
- L - Losing a cow

5 points

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

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

- A - Turning tail
- B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- 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
- O - Out of control, dangerous, or excessive schooling

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 #	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT	COMMENTS	Penalty Total	Score	Off Pattern
	985	0	0	0	+1/2	+1/2						71	
	648	-1/2	0	-1	-1	-1	APP A	L			7	58 1/2	
	631	-1/2	0	-1/2	0	-1	PAAP				4	(A 63)	OP x1
	668	+1/2	0	0	+1/2	+1/2						71 1/2	
	895	0	+1/2	+1	0	0		L			3	68.5	
	993	+1	0	+1	+1/2	+1/2						73	

Judge's Signature: _____

AQHA

VRH ROOKIE COW WORK

Date:	7-26-20
Show:	Summer #2
Class:	Youth 14-18 Boxing
Judge:	

1 point

- A - Loss of working advantage
- P - Working out of position
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- Z - Excessive hollering

3 points

- D - Dangerous position
- K - Knocking down the cow without having a working advantage
- L - Losing a cow

5 points

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

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

- A - Turning tail
- B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- 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
- O - Out of control, dangerous, or excessive schooling

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

MANEUVER SCORES							PENALTIES			COMMENTS	Penalty Total	Score	Off Pattern
WO	Entry #	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT				
	284	1 1/2	0	1 1/2	1 1/2	1 1/2						72	
	290	-1/2	0	-1/2	-1/2	-1/2						68	
	996	-1	0	-1	0	0	APA				5	63	
	283	-1 1/2	0	-1	-1	-1	APPA	LL			10	55 1/2	

Judge's Signature: _____

AQHA

VRH ROOKIE COW WORK

WOK

Date:	7-26-24
Show:	Summer #2
Class:	Youth 13+ Under
Judge:	

1 point

- A - Loss of working advantage
- P - Working out of position
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- Z - Excessive hollering

3 points

- D - Dangerous position
- K - Knocking down the cow without having a working advantage
- L - Losing a cow

5 points

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

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

- A - Turning tail
- B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- 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
- O - Out of control, dangerous, or excessive schooling

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

PENALTIES

COMMENTS

WO Entry #

Position & Control

Degree of Difficulty

Eye Appeal

Courage

Time Worked

1 POINT

3 POINT

5 POINT

Penalty Total

Score

Off Pattern

TIE-BREAKER

700

+1/2

0

0

0

+1/2

71

677

-1/2

0

-1/2

+1/2

+1/2

70

Judge's Signature:

AQHA

VRH ROOKIE COW WORK

✓ PM

Date:	7-26-24
Show:	Summer #2
Class:	WT Adult
Judge:	

1 point

- A - Loss of working advantage
- P - Working out of position
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- Z - Excessive hollering

3 points

- D - Dangerous position
- K - Knocking down the cow without having a working advantage
- L - Losing a cow

5 points

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

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

- A - Turning tail
- B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- 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
- O - Out of control, dangerous, or excessive schooling

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

PENALTIES

COMMENTS

Penalty Total

Score

Off Pattern

WO	Entry #	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT			
		TIE-BREAKER	1	2	3							
	631	-1/2	0	0	-1/2	-1/2	A				1	67 1/2
	668	+1/2	0	+1/2	+1/2	+1/2						72
	638	+1	0	+1/2	+1/2	+1/2						72 1/2
	900	-1/2	0	-1/2	0	0						69

Judge's Signature: _____

AQHA

VRH ROOKIE COW WORK

Date:	7-24-24
Show:	Summer #2
Class:	WT Youth
Judge:	

1 point

- A - Loss of working advantage
- P - Working out of position
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- Z - Excessive hollering

3 points

- D - Dangerous position
- K - Knocking down the cow without having a working advantage
- L - Losing a cow

5 points

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

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

- A - Turning tail
- B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- 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
- O - Out of control, dangerous, or excessive schooling

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

PENALTIES

COMMENTS

Penalty Total

Score

Off Pattern

WO Entry

Position & Control

Degree of Difficulty

Eye Appeal

Courage

Time Worked

1 POINT

3 POINT

5 POINT

TIE-BREAKER

634

1 1/2

0

1 1/2

1 1/2

1 1/2

72

899

0

Judge's Signature:

