

AQHA

VRH RANCH COW WORK

Date:	4/16/26
Show:	Back to Basics
Class:	134 Band Open
Judge:	B. Army

- 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 - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch if roping in amateur and youth classes
- 3 points**
- D - Dangerous position
 - 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 in front of cinch
 - C - Blatant disobedience
 - E - Use of either hand to instill fear
 - R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or 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 junior and Level 1 horses shown in 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
 - R - Complete loss of rope in Open/Cowboy class; amateur/youth classes once committed to roping
- 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 with all four feet in the air
 - O - Out of control, dangerous, or excessive schooling

WO Entry #		MANEUVER SCORES											PENALTIES			Penalty Total	Score	Off Pattern
		FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DEF.	EYE APPEAL	2 POINT	3 POINT	5 POINT			
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD									
TIE-BREAKER																		
1	209	PENALTY			L													
		MANEUVER SCORE	+1/2	0	0	0		+1/2	+1/2	0	0	0				70 1/2		
2	210	PENALTY	W															
		MANEUVER SCORE	0	0	+1/2	-1/2		0	+1/2	0	0	0				69 1/2		
3	179	PENALTY			LL	L								B				
		MANEUVER SCORE	-1/2	-1	-1/2	-1/2		0	0	0	0	0				41 1/2		
4	212	PENALTY													R			
		MANEUVER SCORE	+1/2	0	+1	+1		0	-1	0	0	0				66 1/2		
5	202	PENALTY												L				
		MANEUVER SCORE	0	-1/2	0	-1/2		0	-1	0	0	0				63		
6	206	PENALTY																
		MANEUVER SCORE	+1/2	+1/2	+1/2	0		+1/2	+1/2	0	0	0				72 1/2		
7	200	PENALTY			L									A				
		MANEUVER SCORE	0	0	0	0		0	+1	0	0	0				68		
B	211	PENALTY																
		MANEUVER SCORE	+1/2	0	+1/2	0		+1/2	+1/2	0	0	0				70 1/2		

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	4-16
Show:	Back to Basic
Class:	#134 VHR Cow Work
Judge:	S. Merrick

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 - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch if roping in amateur and youth classes

3 points

- D - Dangerous position
- 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 in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear
- R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or 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 junior and Level 1 horses shown in 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
 - R - Complete loss of rope in Open/Cowboy class; amateur/youth classes once committed to roping
- 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 with all four feet in the air
 - O - Out of control, dangerous, or excessive schooling

MANEUVER SCORES

Each horse/hour combination is scored between 0-100 points and automatically begins the run with a score of 70 points.
 -1/2 Extremely Poor -1 Very Poor -2 Poor 0 Correct +1/2 Good +1 Very Good +1 1/2 Excellent

WO Entry #	PENALTY	FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES			Penalty Total	Score	Off Pattern
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD				2 POINT	3 POINT	5 POINT			
209	1																	
	MANEUVER SCORE	+1/2	+1/2	0	0	/	/	+1/2	0	+1/2	0	+1/2						72 1/2
210	2																	
	MANEUVER SCORE	0	0	-1/2	0	/	/	0	+1/2	0	-1/2	0						69 1/2
179	3																	
	MANEUVER SCORE	-1/2	-1/2	-1	-1	/	/	-1/2	0	-1/2	0	-1/2						63 1/2
212	4																	
	MANEUVER SCORE	0	+1/2	+1/2	+1/2	/	/	0	-1/2	-1/2	+1/2	0						66
202	5																	
	MANEUVER SCORE	0	0	-1/2	-1	/	/	0	+1/2	+1/2	0	0						68 1/2
206	6																	
	MANEUVER SCORE	+1/2	+1/2	+1	+1/2	/	/	0	+1/2	+1/2	0	+1/2						74
200	7																	
	MANEUVER SCORE	0	0	0	-1	/	/	0	+1/2	0	0	0						68 1/2
211	8																	
	MANEUVER SCORE	+1	+1/2	+1/2	+1/2	/	/	-1/2	+1	+1/2	+1/2	+1/2						74 1/2

Judge's Signature: _____

S. Merrick

AQHA

VRH LTD COW WORK

Date:	4-16-2026
Show:	Back To Basic
Class:	#147 Limited Ama.
Judge:	S. Merritt

1 point

- A - Loss of working advantage
- C - Changing sides on the second drive/rate
- P - Working out of position
- T - On first drive, failure to drive past middle marker
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 points

- D - Dangerous position
- 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
- T - Contestant not in a working position that causes the cow to initiate at least one turn/change of direction on the second boxing phase before crossing the timeline and terminating the work
- X - Running the cow into the back of the fence with force

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 or hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- E - Repeated blatant disobedience
- F - On first drive down fence, failure to drive cow past middle marker after two attempts
- 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

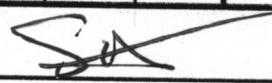
MANEUVER SCORES

*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

WO	Entry #	Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT	Penalty Total	Score	Off Pattern	
		TIE-BREAKER													
②	1	212													
			0	+1/2	-1/2	+1/2	0	0	+1/2	0			71		
③	2	136													
			0	-1/2	0	0	-1/2	0	0	0			69		
①	3	211													
			+1/2	-1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2			71 1/2		

Judge's Signature: _____



AQHA

VRH RANCH COW WORK

Date:	April 16, 2026
Show:	Back to Basics
Class:	#134 VRH Ranch Cow Work
Judge:	Dolly Chayer

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 - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch if roping in amateur and youth classes

3 points

- D - Dangerous position
- 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 in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear
- R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or 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 junior and Level 1 horses shown in 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
 - R - Complete loss of rope in Open/Cowboy class; amateur/youth classes once committed to roping
- 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 with all four feet in the air
 - O - Out of control, dangerous, or excessive schooling

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 Fair 0 Correct +1/2 Good +1 Very Good +1 1/2 Excellent

WO Entry #	PENALTIES	MANEUVER SCORES											Penalty Total	Score	Off Pattern	
		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL		EYE APPEAL		2 POINT				3 POINT
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD	POSITION & CONTROL	BEGREED OF OFF	EYE APPEAL				
1 209																
	PENALTY															
	MANEUVER SCORE	+1/2	+1/2	0	0			+1/2	+1/2	+1/2	0	0				72 1/2
2 210																
	PENALTY															
	MANEUVER SCORE	0	-1	0	-1			-1/2	+1/2	-1/2	0	-1/2				67
3 179																
	PENALTY	A		C									A			
	MANEUVER SCORE	-1/2	-1	-1/2	-1			-1	0	+1/2	+1/2	-1/2				4 63
4 212																
	PENALTY													R	R	
	MANEUVER SCORE	0	+1/2	0	+1/2			+1	-1	+1/2	+1/2	+1/2				5 67 1/2
5 202																
	PENALTY			L	C, E									A		
	MANEUVER SCORE	-1/2	-1	-1	-1			0	+1/2	-1/2	+1/2	-1/2				5 61 1/2
6 206																
	PENALTY															
	MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2			+1/2	+1/2	+1/2	0	0				73
7 200																
	PENALTY			L										A		
	MANEUVER SCORE	-1/2	-1	-1/2	-1			-1/2	+1/2	+1/2	0	-1/2				64
8 211																
	PENALTY															
	MANEUVER SCORE	+1/2	+1/2	+1/2	0			+1/2	+1/2	+1/2	0	-1/2				71

Judge's Signature: _____

Dolly Chayer

AQHA

VRH LTD COW WORK

Date:	April 16, 2026
Show:	Back to Basics
Class:	#147 VRH Limited Am.
Judge:	Dolly Crayer

1 point

- A - Loss of working advantage
- C - Changing sides on the second drive/rate
- P - Working out of position
- T - On first drive, failure to drive past middle marker
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 points

- D - Dangerous position
- 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
- T - Contestant not in a working position that causes the cow to initiate at least one turn/change of direction on the second boxing phase before crossing the timeline and terminating the work
- X - Running the cow into the back of the fence with force

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 or hackamore)
- C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
- E - Repeated blatant disobedience
- F - On first drive down fence, failure to drive cow past middle marker after two attempts
- 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

WO	Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
<small>Each horse and 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</small>																
		TIE-BREAKER														
1	212	PENALTY		A		A, P										
		MANEUVER SCORE	-1	-1/2	-1/2	-1	-1	-1	-1/2	-1					3	60 1/2
2	136	PENALTY		A												
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1	-1/2	0	0	0					1	66
3	211	PENALTY														
		MANEUVER SCORE	0	-1/2	0	-1	0	0	-1/2	1/2						68 1/2
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: Dolly Crayer

AQHA

VRH RANCH COW WORK

Date:	4/16/26
Show:	Back to Basic
Class:	134 Open VRH Cow
Judge:	Lori Gordon

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
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- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
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- R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch if roping in amateur and youth classes

3 points

- D - Dangerous position
- 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 in front of cinch
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 - N - Failure to attempt any part of the class
 - R - Complete loss of rope in Open/Cowboy class; amateur/youth classes once committed to roping
- 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 with all four feet in the air
 - O - Out of control, dangerous, or excessive schooling

TR31

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points.
 +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

Penalty Total

Score

Off Pattern

Entry #	WO	PENALTY	FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DEF.	EYE APPEAL	2 POINT	3 POINT	5 POINT	Penalty Total	Score	Off Pattern
			BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD									
1	209	IP			1											2	69 1/2		
2	210	IP														1	68 1/2		
3	179				2	2	1									5	60		
4	212								5							5	67		
5	202				2											2	67 1/2		
6	206																74		
7	200				1	2										3	69 1/2		
8	211				1											1	69		

Judge's Signature: _____

AQHA

VRH LTD COW WORK

Date:	4/16/26
Show:	Back to Basic
Class:	147 Lmt Armt Cow work
Judge:	Lori Gordon

1 point

- A - Loss of working advantage
- C - Changing sides on the second drive/rate
- P - Working out of position
- T - On first drive, failure to drive past middle marker
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 points

- D - Dangerous position
- 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
- T - Contestant not in a working position that causes the cow to initiate at least one turn/change of direction on the second boxing phase before crossing the timeline and terminating the work
- X - Running the cow into the back of the fence with force

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

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- 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

MANEUVER SCORES

WO Entry #

Each horse under competition 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 #	TIE-BREAKER	PENALTY	MANEUVER SCORE	Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT	Penalty Total	Score	Off Pattern	
1	212				0	0	-1/2	0	0	0	0	0					69 1/2	
2	136				-1	-1/2	-1/2	-1	-1	-1/2	-1/2	-1/2					64 1/2	
3	211				+1/2	0	+1/2	0	0	0	0	+1/2					71 1/2	

Judge's Signature: _____

