

WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 10

Fall Classic

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE nancy wilde
CLASS _____
DATE 9/28/25

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

class #30

		MANEUVER DESCRIPTION	LC	RC	S	3 1/2 SL	S	3 1/2 SR	S & B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7		
DRAW	EXHB #	PENALTY	2	2,1						→	Ø
	474	SCORE	-1/2	-1	-1	-1/2	-1	Ø			
			67 1/2	63 1/2	62 1/2	62	61	60			SCORE

class #31

DRAW	EXHB #	PENALTY	1,1,1,1							→	Ø
	262	SCORE	Ø								

DRAW	EXHB #	PENALTY	Ø							→	Ø
	283	SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

JUDGES SIGNATURE NWilde

GUIDE FOR NEW COW: (At judges' discretion, rider will receive new cow(s) as necessary to show Horse)

- CREDITS
- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena
- A- Maintaining control of the cow at all times
- B- Exhibiting superior cow sense and natural ability without excessive reining or spurring
- C- Degree of difficulty
- D- Eye Appeal

- 1 POINT PENALTIES
- A- Loss of working advantage
- C- Cow's head breaks the plane of the 1 point marker
- E- Changing sides of arena to turn cow
- L- For each length horse runs past cow
- P- Working out of position
- S- Slipping rein
- T- Failure to drive cow past middle marker on first run before initiating the turn
- W- Excessive hollering

- 2 POINT PENALTIES
- A- Going around corner of arena before turning cow
- B- In an open field turn animal gets within 3 feet of the end fence before being turned
- C- Failure to change sides after a circling turn prior to the first circle

- 3 POINT PENALTIES
- D- Dangerous Position
- E- Exhausting or overworking before circling cow
- H- Hanging up on fence (refusing to turn)
- K- Knocking down cow without having working advantage

- 5 POINT PENALTIES
- A- Not getting a turn each way (5 points each way)
- B- Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

- 0- SCORE
- A- Turn tail
- B- Using two hands on the reins in a bridle or two rein class
- C- Fingers between the reins in a bridle class except the two rein class
- D- Balking
- E- Extremely out of control
- F- Bloody mouth (inside)
- G- Illegal equipment
- H- Leaving working area before pattern is complete
- I- Fall of horse or rider
- J- Schooling between rein work and cow work
- K- Schooling horse between cows, if new cow is awarded
- L- If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner

- N- Improper Western Attire
- O- Failure to work in the proper working order

- NO SCORE:
- A- Abuse
- B- Lameness
- NE- Failure of an exhibitor to attempt to work the pattern (fence work)

- + Very Good = +1
- ✓+ Good = +1/2
- ✓ Average = 0
- ✓- Poor = -1/2
- Very Poor = -1

#	HORSE	MANEUVER	RUN CONTENT (+1 ✓ +1 ✓ 1 ✓ -1 -)					& 1 POINT PENALTIES					2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal								
474		PENALTY															12-0
		CONTENT														2	Total 0
262		PENALTY										A					R-0
		CONTENT	✓+		(-)	(✓)											65 Total 65
283		PENALTY															R-0
		CONTENT															Total 0
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
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		PENALTY															
		CONTENT															

WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 10

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE nancy wilde
CLASS Full classic
DATE 9/28/25

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	LC	RC	S	3 1/2 SL	S	3 1/2 SR	S & B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7		
DRAW	EXHB #	PENALTY									
	11	SCORE	$\emptyset$								$\emptyset$

class
36/37

class
#43

DRAW	EXHB #	PENALTY									
	277	SCORE	$+1/2$	$+1/2$	$-1/2$	0	$-1/2$	0	0		70
			71	70 1/2			70				

DRAW	EXHB #	PENALTY	1,2	2,-			2	over SPUN	$\emptyset$		
	480	SCORE	-1	$-1/2$	0	-1	0		0		$\emptyset$
			66	63 1/2			60 1/2	59 1/2			

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

JUDGES SIGNATURE

nwilde

NW side

AQHA

VRH RANCH COW WORK

Date:	9/20/25
Show:	Fall Classic
Class:	
Judge:	nancy wilde

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 #		BOXING		RATING		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL		DEGREE OF DIFF		EYE APPEAL					
						L	R	L	R	TRACK & RATE	STOP & HOLD										
TIE-BREAKER																					
class #45 321	PENALTY	A,A,A		E,L,L,L				X	X									8	59 1/2		
	MANEUVER SCORE	-1	-1/2	-1	0					+1/2	+1/2	0	0	0							
338	PENALTY	A,A		L,L				X	X									8	57 1/2		
	MANEUVER SCORE	-1	-1	-1	-1					+1/2	0	-1/2	0	-1/2							
474	PENALTY	0																0			
	MANEUVER SCORE																				
476	PENALTY			L,L				X	X									7	64		
	MANEUVER SCORE	+1/2	+1/2	0	0					0	0	0	0	0							
		71		69																	
class 47 283	PENALTY	A,A,A,A		L,L				A,A	OP	X	X							17	45		
	MANEUVER SCORE	-1/2	-1	0	-1	-1	-1/2					-1	-1	-1							
275	PENALTY			E,L				L,L		X	X							4	65		
	MANEUVER SCORE	+1/2	-1/2	-1	0	-1/2	+1/2					0	0	0							
		70		67				64 1/2		65											
	PENALTY																				
	MANEUVER SCORE																				
	PENALTY																				
	MANEUVER SCORE																				

Judge's Signature: _____

n.wilde

AQHA

VRH RANCH REINING

Date:	9/28/25
Show:	Fall Classic
Class:	1054
Judge:	nancy wilde

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

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

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

COW WORK ON —

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

WO Entry #		MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION													
290	PENALTY	1	1/1	2									
	MANEUVER SCORE	-1/2	-1	-1/2	-1/2	-1	-1/2	0			5	61	
		68 1/2	65 1/2	63	62 1/2	61 1/2	61						
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												

Judge's Signature: _____

N. Wilde

AQHA

VRH LTD COW WORK

Date:	9/28/25
Show:	Fall Classic
Class:	
Judge:	Nancy Wilde

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

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

PENALTIES

Penalty Total

Score

Off Pattern

TIE-BREAKER

205

PENALTY

A.A.A.A

OP

OP

MANEUVER SCORE

-1

-1

-1 1/2

-1 1/2

-1 1/2

-1

-1 1/2

-1 1/2

5

54 1/2

OPX2

276

PENALTY

A.A

L.L.L

A.A

OP

MANEUVER SCORE

-1

-1

-1 1/2

-1 1/2

-1

0

0

+1/2

8

54 1/2

OPX1

290

PENALTY

MANEUVER SCORE

+1/2

0

0

+1/2

+1/2

0

+1/2

0

R61
C72

274

PENALTY

A.A.A

OP

OP

OP

MANEUVER SCORE

-1

-1 1/2

-1 1/2

-1 1/2

-1

-1

-1

-1

3

57 1/2

OPX3

266

PENALTY

A.A

E.A

OP

MANEUVER SCORE

+1/2

-1

0

-1 1/2

-1 1/2

0

0

0

4

62 1/2

OPX1

Judge's Signature: _____

N. Wilde

AQHA

VRH ROOKIE COW WORK

Date:	9/28/25
Show:	Fall Classic
Class:	
Judge:	Nancy Wilde

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

- 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.
 -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	PENALTIES			COMMENTS	Penalty Total	Score	Off Pattern
							1 POINT	3 POINT	5 POINT				
		TIE-BREAKER											
	277	+1	0	+1	+1/2	0						72 1/2	
	338	-1/2	0	0	+1/2	0						70	
	274	-1	-1	-1	-1	-1 1/2	A,A,A	L			7	57 1/2	
	294	-1/2	-1/2	-1/2	-1/2	0	A,A,A				3	65	
	260	-1/2	-1/2	-1/2	-1/2	0	A,A,A	L			7	63	
	* 215	-1/2	-1/2	-1/2	-1/2	-1/2	A,W,P	W,A			5	57 1/2	*
	476	-1/2	0	+1/2	0	0	A,A,A				3	67	
	11	0	0	0	0	0	A,A,A				3	67	
	302	-1/2	-1/2	-1/2	-1/2	0	A	L			4	60	

Judge's Signature:

67

64

N. Wilde

**WORKING COW HORSE REINED WORK
SCORE SHEET PATTERN 10**

**AMERICAN
QUARTER
HORSE
ASSOCIATION**

JUDGE nancy wilde
CLASS _____
DATE 9/28/25

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

class
71

		MANEUVER DESCRIPTION	LC	RC	S	3 1/2 SL	S	3 1/2 SR	S & B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7		
DRAW	EXHB #	PENALTY	1	1, 1, 2		1	2				
	285	SCORE	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0	8	58 1/2
			68 1/2	63 1/2	63	61 1/2	59	58 1/2			SCORE

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

JUDGES SIGNATURE n. wilde

- A- Cow that won't run

B- Cow that doesn't respect horse

C- When cow leaves arena

CREDITS

A- Maintaining control of the cow at all times

B- Exhibiting superior cow sense and natural ability without excessive reining or spurring

C- Degree of difficulty

D- Eye Appeal

1 POINT PENALTIES

A- Loss of working advantage

C- Cow's head breaks the plane of the 1 point marker

E- Changing sides of arena to turn cow

L- For each length horse runs past cow

P- Working out of position

S- Slipping rein

T- Failure to drive cow past middle marker on first run before initiating the turn

W- Excessive hollering

2 POINT PENALTIES

A- Going around corner of arena before turning cow

B- In an open field turn animal gets within 3 feet of the end fence before being turned

C- Failure to change sides after a circling turn prior to the first circle

3 POINT PENALTIES

D- Dangerous Position

E- Exhausting or overworking before circling cow

H- Hanging up on fence (refusing to turn)

K- Knocking down cow without having working advantage
- 5 POINT PENALTIES

A- Not getting a turn each way (5 points each way)

B- Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse.

C- Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

0- SCORE

A- Turn tail

B- Using two hands on the reins in a bridle or two rein class

C- Fingers between the reins in a bridle class except the two rein class

D- Balking

E- Extremely out of control

F- Bloody mouth (inside)

G- Illegal equipment

H- Leaving working area before pattern is complete

I- Fall of horse or rider

J- Schooling between rein work and cow work

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

L- If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner

N- Improper Western Attire

O- Failure to work in the proper working order

NO SCORE:

A- Abuse

B- Lameness

NE- Failure of an exhibitor to attempt to work the pattern (fence work)
- + Very Good = +1

✓+ Good = +1/2

✓ Average = 0

✓- Poor = -1/2

- Very Poor = -1

#	HORSE	MANEUVER	RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)					& 1 POINT PENALTIES				2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE		
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal									
21	285	PENALTY				A/A											2	R: 58 1/2 C: 68 T: 126 1/2
		CONTENT	✓		✓- / ✓	✓+	✓	✓	✓									
		PENALTY																
		CONTENT																
		PENALTY																
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WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 10

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE nancy wilde
CLASS _____
DATE 9/28/25

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

class
68

		MANEUVER DESCRIPTION	LC	RC	S	3 1/2 SL	S	3 1/2 SR	S & B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7		
DRAW	EXHB #	PENALTY								→	68
	258	SCORE	0	0	0	-1/2	-1/2	-1/2	-1/2		
						69 1/2	69	68 1/2		SCORE	

class
73

DRAW	EXHB #	PENALTY								→	67
	285	SCORE	0	-1	0	0	0	0	0		
						67	67	67	67	67	SCORE

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
		SCORE									

DRAW	EXHB #	PENALTY								→	
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DRAW	EXHB #	PENALTY								→	
		SCORE									

JUDGES SIGNATURE N. Wilde

