AQHA

VRH RANCH COW WORK

Date:	July 24, 2026
Show:	Rose Circuit
Class:	#222 VRH Ranch Cow-Open
Judge:	Lance Baker

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

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

			BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	ROPING POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
1	347	PENALTY			A	A											2	65½	
		MANEUVER SCORE	+½	-½	-½	-½			-½	-½	-½	0	0						
									67	66									
2	338	PENALTY	A		A										R	R	7	59	
		MANEUVER SCORE	-½	-½	-½	0			-½	-1½	-½	0	0						
						66½													
3	352	PENALTY			A										R		4	63½	
		MANEUVER SCORE	0	-1	-1	-½			0	+½	-½	0	0						
						66½													
4	348	PENALTY				C									R		4	66½	
		MANEUVER SCORE	0	-½	0	-½			+½	+1	0	0	0						
						68													
5	344	PENALTY	A		A	C										R	8	59	
		MANEUVER SCORE	-½	-1	-½	-1			+½	+½	-1	0	0						
						64													
6	343	PENALTY													R		3	67½	
		MANEUVER SCORE	0	0	+½	+½			-½	-½	+½	0	0						
						71				70									
7	370	PENALTY	A		A	C											3	67	
		MANEUVER SCORE	+½	-½	-½	0			+½	+½	-½	0	0						
8	346	PENALTY				A											1	68½	
		MANEUVER SCORE	0	-½	-½	-½			+½	+1	-½	0	0						
						67½				68									

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	July 24, 2026
Show:	Rose Circuit
Class:	#222 VRH Ranch Cow - open
Judge:	Lance Baker

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 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO	Entry #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
9	336	PENALTY												A			2	68½	
		MANEUVER SCORE	0	-1/2	+1	-1/2	70		+1/2	+1/2	-1/2	0	0						
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: LABal

AQHA

VRH RANCH COW WORK

Date:	7/24/26
Show:	Rose Circuit
Class:	222 VRH Ranch open Cowwork
Judge:	Randy Alderson

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 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO	Entry #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
1	347	PENALTY				1											2	71	
		MANEUVER SCORE	0	0	0	-1/2			+1/2	+1	+1	+1/2	+1/2						
								67 1/2											
2	338	PENALTY			1					3							4	63	
		MANEUVER SCORE	-1/2	0	0	0			-1/2	-1	-1/2	0	-1/2						
								68 1/2											
3	352	PENALTY			1	1				3							6	62 1/2	
		MANEUVER SCORE	0	-1	-1	-1			0	+1	+1/2	0	0						
								64											
4	348	PENALTY				2				3							5	61 1/2	
		MANEUVER SCORE	0	-1/2	0	-1			-1	-1/2	-1/2	0	0						
								66 1/2											
5	344	PENALTY			1	2				5							9	61	
		MANEUVER SCORE	-1/2	0	-1/2	-1			+1/2	+1	+1/2	0	0						
						64													
6	343	PENALTY								3								71 1/2	
		MANEUVER SCORE	0	+1	+1	+1			+1/2	+1 1/2	+1/2	0	0						
7	370	PENALTY	1		1												2	66	
		MANEUVER SCORE	-1/2	-1	-1	-1			+1/2	+1/2	+1/2	0	0						
								68 1/2											
8	346	PENALTY			1	1											2	67 1/2	
		MANEUVER SCORE	0	0	0	-1/2			+1/2	-1/2	0	0	0						
								67 1/2											

Judge's Signature: _____

AQHA

Page 2

VRH RANCH COW WORK

Date:	7/24/26
Show:	Rose Circuit
Class:	222 VRH Open
Judge:	Randy Alderson

1 point
A - Loss of working advantage
B - 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 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO	Entry #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	ROPING POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
9	336	PENALTY				2													
		MANEUVER SCORE	0	+1/2	+1/2	-1			+1/2	+1/2	+1/2	0	0					69 1/2	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: _____

AQHA

VRH LTD COW WORK

Date:	July 24, 2026
Show:	Rase Circuit
Class:	#230 VRH Limited Am. Ranch Cow
Judge:	Lance Baker

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

WO	Entry #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER															
1	352	PENALTY		A		A							2	64	
		MANEUVER SCORE	-1/2	-1	-1/2	-1	-1	0	0	0					
					67	65		64							
2	343	PENALTY	A	A	A	C							4	62	
		MANEUVER SCORE	-1/2	-1	-1/2	-1	-1	0	0	0					
				66 1/2		65									
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

AQHA

VRH LTD COW WORK

Date:	7/24/26
Show:	Rose Circuit
Class:	230 LMT Amt
Judge:	Randy Alderson

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

WO	Entry #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER															
1	352	PENALTY		1									1	68½	
		MANEUVER SCORE	0	-½	0	0	0	0	0	0					
2	343	PENALTY		3									3	64	
		MANEUVER SCORE	-1	-1	0	0	-1	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 ROOKIE COW WORK

Date:	July 24, 2026
Show:	Rose Circuit
Class:	#234 VRH Rookie Am
Judge:	Lance Baker

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	PENALTIES 1 POINT	3 POINT	5 POINT	COMMENTS	Penalty Total	Score	Off Pattern
TIE-BREAKER													
1	336	-1/2	0	-1/2	0	0						69	

Judge's Signature: _____

AQHA

VRH ROOKIE COW WORK

Date:	7/24/26
Show:	Rose Circuit
Class:	234 VRH RK Amt
Judge:	Randy Alderson

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	PENALTIES 1 POINT	3 POINT	5 POINT	COMMENTS	Penalty Total	Score	Off Pattern
TIE-BREAKER													
1	336	0	0	0	0	0						70	

Judge's Signature: _____