

JUDGE	Mure Ger
CLASS_	200 74
DATE	

		MANEUVER SCORES  MANEUVER  DESCRIPTION	rc	RC	s	3 1/2 SL	S	3 1/2 SR	S & B	]	
		MANEUVER	1	2	3	4	5	6	7	PENALTY	
DRAW	EXHB #	PENALTY	21	2	12		2	0		TOTAL	sco
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		SCORE									

EVEN	IT		GO-	ROUND	,		_	DATI	= 9/	78	LIUD	GE /	4ce			
CLAS					IN.	ATIO	NI A		Y	00						
B- Cow In C- When CREDITS A- Maintal B- Exhibit C- Degree D- Eye Ap 1 POINT FA- Loss of C-Cow's h E-Changir L-For each P-Working S-Slipping S-Slipping T-Failure to W- Excess 2 POINT PA-Going ar 3-In an opp C- Failure B-POINT PD- Dangerg-Exhaustil-Hanging B- L-Exhaustil-Hanging B- C- Wenter B- POINT P- D- Dangerg- E- Exhaustil-Hanging B- C- Wenter B- POINT P- L- Exhaustil-Hanging B- L- Exhaustil-Hanging B- L- R- R- L- R- R- L- R- R- L- R-	ining control of the cow at all times ing superior cow sense and natural ability without excessive a of difficulty inpeal PENALTIES  working advantage lead breaks the plane of the 1 point marker ag sides of arena to turn cow a length horse runs past cow a out of position rein o drive cow past middle marker on first run before initiating ively length horse runs before turning cow en field turn animal gets within 3 feet of the end fence befor to change sides after a circling turn prior to the first circle ENALTIES  Sus Position ng or overworking before circling cow up on fence (refusing to turn)	e reining or spurring	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 expense.					excessively whipping or spurring the horse.  ucking, rearing and striking or obviously insubordinate  erminate the work. A score of zero will be given  N- Improper Western Attire O - Fallure 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								
	g down cow without having working advantage		F	UN CONTE						NT PENAL	TIES		_	_		
#	HORSE	MANEUVER	Boxing	Rating		n & Qua of Turns		Circling	Position 8 Control	_	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCOR
1	414 0/0	PENALTY	3													
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AMERICAN QUARTER HQRSE ASSOCIATION

JUDGES SIGNATURE

JUDGE Mregreen
CLASS
DATE 9/20

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, O Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent MANEUVER LC RC 5 3 1/2 SL 5 3 1/2 SR S & B DESCRIPTION PENALTY MANEUVER 1 2 3 4 5 6 7 SCORE TOTAL DRAW EXHB# PENALTY 0 SCORE SCORE DRAW EXHB # PENALTY SCORE SCORE DRAW EXHB# PENALTY -/2 SCORE 1 0 SCORE DRAW EXHB# PENALTY 1 20 430 SCORE SCORE DRAW EXHB# PENALTY SCORE

EVENT		2	GO-ROU	ND	-	DATE 9	119	JUDGE	Mily	61	re1		
CLASS					NATIC	NAL REI	NED CO	N HORSE	E ASSOCIA			a com	
GUIDE FO	R "NEW COW"			J		NAMES AND ADDRESS OF THE PARTY		HORSE	ASSOCIA	\$35 S (754)	AND AND ARTHUR	a.com	
(At judges	'discretion, rider wi	Il receive new cow(s) a	s necessary	to show Ho	rse)	NRC	NA A			BOX	CARD		
# HORSE Position 8					a bridle C- Fingers I class, e D- Balking E- Extremel F- Bloody m G- Illegal ec H- Leaving pattern is I- Fall of hor J- Schooling cow work K- Schooling is award M- Improper	or hands on or two-rein between the except in the ly out of continuath (inside quipment working areas complete rise or rider g between riek g between ceed r Western Al	reins in a britwo-rein  rol ) a before in work and ows, if new o	ow	NO SCORE:  A- Abuse B-Lameness NE -Failure of an exhibitor to attempt to complete the work.  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.  Each Work will be limited to 50 seconds  RUN CONTENT:  + Excellent = +2 + Very Good = +1				
	, roaming outlining of	octionally insubordinal		N CONTENT_	++ +  <b>/</b> +	V   V-   -	)		PENA	LTIES			
#	НО	RSE	Position & Control	Degree Of Difficulty	Eye Appeal	Courage	<u>Time</u> Worked	1 Point	3 Point	5 Point	Penalty Total	SCORE	
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I. daala Cianaturar



# **VRH RANCH COW WORK**

Date:	gns		
Show:			
Class:		· · · · · · · · · · · · · · · · · · ·	
Judge:	Myc Gees		

# 1 point

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to 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 ta
- 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

	Entry #		E3:	th horse side -1.1/2 RATING	r combination Extremely Po FENCE L	or, -1 Very F	etween 0-100 Poor, -1/2 Poo	O points and or O Correct LING R	automatically	+1 Very God	run with a so of +1 1/2 Ex POSITION & CONTROL	cellent	eye Appeal		PENALTIES 3 POINT	Penalty Total	Score	Off Pattern
. \	32	PENALTY MANEUVER SCORE	MAA -Yz	-Y2	40	6	$\geq$	$\leq$	-h	0	-1	0	0			6	612	(
2	2)	PENALTY MANEUVER SCORE	+/2	0	ALL -Vi	-Ya	$\rightarrow$	<	+%	0	0	*/~	0.			Ś	652	
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2	25	PENALTY MANEUVER SCORE	0	0	T +M	0	Ø	th	>	(	0	0	0	<del>[*</del>	,	3	68	
		PENALTY MANEUVER SCORE																





# **VRH RANCH REINING**

Date:	9/29		
Show:			
Class:	1054 R4c	1	
Judge:	Mullen		

## 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

WO Er	ntry #		Each horse	iider combination 1/2 Extremely Po	is scored between	MANEUVER S en 0-100 points a	CORES		th a score of 70 points 1/2 Excellent					
	TIE-BREAKER EUVER DESCRI		er	RC	5	3/14	S	3/2/2			Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
\	200	PENALTY  MANEUVER 8CORE	-}/1	112	-1/2	1/2	-1	-17	-/7		0	4/2	62/2	
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Judge's Signature:



# **VRH LTD COW WORK**

Date:	9/78
Show:	
Class:	53 11 7 Am
Judge:	May Gren

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- A Loss of working advantage
- D Failure to drive cow past middle marker on second drive before time expires
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)
- E Driving cow down the opposite fence (changing sides)

### 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

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

N - Failure to attempt any part of the class

# Disqualified - 0 Score

A - Abuse

MANEUVER SCORES

- 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

Off Pattern Each horse rater combination is scored between 0-100 points and automatically begins the run with a score of 70 points **PENALTIES** Entry # WO Score -1.1/2 Extremely Poor -1 Very Poor -1/2 Poor, û Correct +1/2 Good, +1 Very Good +1.1/2 Excellent Drive (Run & Rate) Position & Control Drive (Run & Rate) 3 POINT 5 POINT Boxing Eye Appeal Courage TIE-BREAKER OP AAA 0 PENALTY 10 53 MANEUVER PEHALTY 67 290 PENALTY MANEUVER PENALTY 67 MANEUVER PENALTY MANEUVER PENALTY MANEUVER SCORE

Judge's	Signature:
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PENALTY MANEUVER SCORE



# **VRH ROOKIE COW WORK**

Date:	9/28
Show:	
Class:	57 . V. Am
Judge:	Musi Guin

# 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	1 - to be placed	below horses	performing all	maneliver
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- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class

# Disqualified - 0 Score

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

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

WO TIE-B	Entry #	Each non- aut -1 i i. Position & Control	MAN Seirider combinationally begin 2 Extremely Pos +1-2 Good + Degree of Difficulty	IEUVER SCO ation is scored in its the run with in or -1 Very Poor, I Very Good, + Eye Appeal	between 0-100 possore of 70 po	points and ants	I POINT	PENALTIES 3 POINT		COMMENTS	Penalty Total	Score	Off Pattern
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6	N5	-1	-1	-1	-1	-1	WW		C	×	1	58	
X	X	D	0	- 'n	0	٥						59/2	
\	"	-/a	0	0	0	0	A					59/2	

Judge's Signature:

AMERICAN QUARTER HQRSE ASSOCIATION

JUDGES SIGNATURE \_

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JUDGE Mer Green

CLASS 60 1 100

DATE 9/72

		MANEUVER SCORES:  MANEUVER  DESCRIPTION	LC	RC	s	3 1/2 SL	5	3 1/2 SR	S & B	7	
		MANEUVER	1	2	3	4	5	6	7	PENALTY	sco
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DRAW	EXHB #	PENALTY						-		<b>-</b>	SCORE
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		SCORE									

For more information on how exhibitors are scored visit www.aqhuniversity.com

EVENT	GO-ROUI	ND		DATE 9	129	JUDGE	MU	rec	ne	1
CLASS SA PL VA	VISE	_	NATIC	NAL REI	NED COV	V HORS	E ASSOCIA	ATION V	/ww.nrcha	.com
GUIDE FOR "NEW COW"	122	•				40.00		ROLL MAN	A STATE OF THE STA	
(At judges 'discretion, rider will receive new cow(s)	as necessary	to show Ho	rse)	NRCH	AF		J	BOX UDGE	CARD	
A- Cow that won't run									Effective Nove	mber 16, 2024
3- Cow that doesn't respect horse		- 4	0-SCORE							
C- When cow leaves arena			A- Turn tail				NO SCORE:			
CREDITS			B- Using tw	o hands on	he reins in		A- Abuse			
- Maintaining control of the cow at all times				or two-rein			B-Lameness			
8- Maintaining Proper Position			C- Fingers	between the	reins in a bri	dle	NE -Failure o	of an exhibite	or to attempt to	o complete
C- Degree of difficulty				xcept in the			the wo			
0- Eye Appeal			D- Balking				NOTE: Judge	e may blow	the whistle at	anvtime to
- Time Worked			-	ly out of cont	rol		terminate the			
POINT PENALTIES				outh (inside			if the work is			
- Loss of working advantage			G- Illegal ed		· //			not complet	o at that time.	
- Working out of Position				working area	before		Each Work w	ill be limited	to 50 second	Is
/- Excessive hollering				s complete			RUN CONTENT:			
POINT PENALTIES			I- Fall of hor	rse or rider				++	Excellent = +	2
-Dangerous Position			J- Schooling	g between re	in work and			+ V	ery Good = +	1
Loss of Control and cow leaves end of arena			cow worl	k				V+	Good = +1/2	1
POINT PENALTIES			K- Schoolin	g between c	ows, if new o	ow		<u> </u>	Average = 0	
- Spurring or hitting in front of cinch. at anytime			is award	ed				<u> </u>	- Poor = -1/2	
or excessively whipping or spurring the horse.				r Western At					ery Poor = -1	
- Blatant disobedience, defined as kicking, biting,			N- Failure to	work in pro	per working	order		_	- Poor = -2	
bucking, rearing, striking or obviously insubording		-								
	RU	N CONTENT_	+++++	1 1 1 1 - 1 - 1	)		PENAI	TIES		
# HORSE	Position & Control	Degree Of Difficulty	Eye Appeal	Courage	<u>Time</u> Worked	1 Point	3 Point	5 Point	Penalty Total	SCORE
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L	#	НО	Position & Control	Degree Of Difficulty	Eye Appeal	Courage	<u>Time</u> <u>Worked</u>	1 Point	3 Point	5 Point	Penalty Total	SCORE	
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EVENT			GO-F	ROUND				DATE			JUDO	3E				
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A-Cow that C-When cov CREDITS A-Maintainin B-Exhibiting C-Degree oil D-Eye Appe 1 POINT PEI A-Loss of wc C-Cow's hea E-Changing s L-For each le P-Working ou. S-Silipping rei T-Failure to d W-Excessive 2 POINT PEN A-Going arou B-In an open C - Failure to 3 POINT PEN D-Dangerous E-Exhausting H-Hanging up H-Hanging up	doesn't respect horse w leaves arena  Ing control of the cow at all times superior cow sense and natural ability without excessive rei of difficulty al  NALTIES  orking advantage d breaks the plane of the 1 point marker sides of arena to turn cow singth horse runs past cow at of position in  Irrive cow past middle marker on first run before initiating the shollering NALTIES ind corner of arena before turning cow field turn animal gets within 3 feet of the end fence before be change sides after a circling turn prior to the first circle  NALTIES s. Position or overworking before circling cow or or everworking before circling cow or on fence (refusing to turn)	sary to she	5 POINT A-Not gi B-Spurri C-Blatar  NOTE: J  0- SCOR A- Turn t B- Using or two re C-Finger except th D-Balking E-Extrem F-Bloody G- Illegal H-Leavin comp I- Fall of I J- School K- School L-If a ride	r PEN/ etting a ing or i nt disoludge r if th two his in class s betwee two re g mely our r mouth equipping work lete norse of ling he	ALTIESS  ALTIESS  The properties of the properti	ach ways ach ways n front of the include withe will it is not of the rein t	(5 points of cinch at an aling kicking histle at an omplete at an omplete at a bridle of a pattern is	each way) nytime or ex n, biting, but ytime to terr that time.  e ass	NRCI	whipping or ig and striki vork. A scolor o - Failur NO SCOlor A-Abuse B-Lamen NE- Failur	spurring the spurring or obvious re of zero we sper Westerne to work in RE:	e horse.  usly insubo  rill be given  n Attire n the proper	JDGE rdinate	WORI ECAR Effective  der	K	
$\neg \neg$	down cow without having working advantage		R	UN CONTE						NT PENAL	TIES					
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JUDGE MUSE COLLE
CLASS 41
DATE 9/20

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