

WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 10

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE Mike Goss
CLASS _____
DATE _____

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	22	2	12		2	0	
1	474	SCORE	-1/2	-1/2	-1	-1/2	-1/2		0

DRAW	EXHB #	PENALTY							
		SCORE							

DRAW	EXHB #	PENALTY	11/10						
1	262	SCORE							0

DRAW	EXHB #	PENALTY	0						
2	283	SCORE							0

DRAW	EXHB #	PENALTY							
		SCORE							

DRAW	EXHB #	PENALTY							
		SCORE							

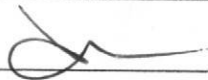
DRAW	EXHB #	PENALTY							
		SCORE							

DRAW	EXHB #	PENALTY							
		SCORE							

DRAW	EXHB #	PENALTY							
		SCORE							

DRAW	EXHB #	PENALTY							
		SCORE							

JUDGES SIGNATURE _____



EVENT	GO-ROUND	DATE <u>9/28</u>	JUDGE <u>M. R. L. L.</u>
CLASS <u>30</u>		NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com	

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

- 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

- 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								
1	474 0/0	PENALTY	3														
		CONTENT														0	0
		PENALTY															
		CONTENT															
1	262 0/60	PENALTY															
		CONTENT	✓	-	-	-	0	-	-	-						2	60
2	283 0/0	PENALTY	0														
		CONTENT														0	0
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

Judae's Signature: _____

WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 10

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE M. Segura
CLASS _____
DATE 9/20

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									
1	11	SCORE	0							0	0
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY				1/2					
1	277	SCORE	0	0	-1/2	-1/2	-1/2	0	-1/2	1/2	67 1/2
DRAW	EXHB #	PENALTY	1/2	1/2		1/2	1/2	1/2			
2	490	SCORE	-1/2	-1	-1	-1/2	-1	-1 1/2	-1	0	0
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 _____

AQHA

VRH RANCH COW WORK

Date:	9/28
Show:	
Class:	
Judge:	Mike Bean

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 SCORE

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 #

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

MANEUVER SCORE

Judge's Signature: _____

VRH RANCH REINING

Date:	9/28
Show:	
Class:	1054 R4c
Judge:	Mike Green

- 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

- 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

- 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

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

- 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)

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

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

[illegible]

Judge's Signature:

AQHA

VRH LTD COW WORK

Date:	9/20
Show:	
Class:	53 11 & Am
Judge:	Max Green

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

WO		Entry #	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										3 POINT	5 POINT			
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER																	
1	205	PENALTY	AAA		OP	OP									4	59 1/2	
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2							
2	276	PENALTY	A	AA	A							LL			10	53	
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	-1	-1	-1/2	0							
3	290	PENALTY														67	
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	0	-1/2	0	0							
		PENALTY															
		MANEUVER SCORE															
1	274	PENALTY			OP	OP	OP								(62)	V	
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1	-1	0	-1							
2	266	PENALTY		E		OP						L			5	(61 1/2) V	
		MANEUVER SCORE	0	-1	-1/2	-1/2	-1/2	0	0	0							
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

AQHA

VRH ROOKIE COW WORK

Date:	9/28
Show:	
Class:	57 VRH Am
Judge:	Muse Green

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/ride 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	277	0	0	0	+1/2	0	A						1	70 1/2
2	358	+1/2	+1/2	+1/2	+1/2	+1/2								72 1/2
3	274	-1	-1	-1	-1	-1		L					3	62
4	204	-1/2	0	0	-1/2	-1/2	A						1	67 1/2
5	260	-1	-1/2	0	-1/2	-1/2		L					3	64 1/2
6	215	-1	-1	-1	-1	-1	WW		C				7	58
7	476	0	0	-1/2	0	0								59 1/2
1	"	-1/2	0	0	0	0	A							59 1/2

Judge's Signature: _____

WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 10

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE Mae Green
CLASS 69 AQHA
DATE 9/20

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									
1	258	SCORE	0	0	-1	-1	-1	-1	-1	1	64

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

DRAW	EXHB #	PENALTY	2	2	1						SCORE
1	285	SCORE	-1/2	-1/2	-1	-1/2	-1/2	-1	-1	4	61

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

DRAW	EXHB #	PENALTY									SCORE
		SCORE									

JUDGES SIGNATURE [Signature]

EVENT	GO-ROUND	DATE <u>9/28</u>	JUDGE <u>Musegren</u>
CLASS <u>5th Rk Yr</u>			

NATIONAL REINED COW HORSE ASSOCIATION www.nrcha.com

GUIDE FOR "NEW COW"

(At judges discretion, rider will receive new cow(s) as necessary to show Horse)



**BOXING
JUDGE CARD**

Effective November 16, 2024

- 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- Maintaining Proper Position
- C- Degree of difficulty
- D- Eye Appeal
- E- Time Worked

1 POINT PENALTIES

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive hollering

3 POINT PENALTIES

- D- Dangerous Position
- L- Loss of Control and cow leaves end of arena

5 POINT PENALTIES

- B- Spurring or hitting in front of cinch, at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

0- SCORE

- A- Turn tail
- B- Using two hands on the reins in a bridle or two-rein
- C- Fingers between the reins in a bridle class, except in the two-rein
- 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 between cows, if new cow is awarded
- M- Improper Western Attire
- N- Failure to work in proper working order

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

#	HORSE	RUN CONTENT (++ / + / ✓+ / ✓ / ✓- / - / --)					PENALTIES				SCORE
		Position & Control	Degree Of Difficulty	Eye Appeal	Courage	Time Worked	1 Point	3 Point	5 Point	Penalty Total	
1	3125	-1	-1/2	-1/2	-1/2	-1/2	AA	L		5	62
1	258 64 / 131 1/2	-1/2	0	-1/2	0	-1/2	A			1	67 1/2
1	285 61 /	0	0	0	+1/2	0					20 1/2

Judge's Signature: _____

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

- 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

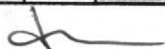
NO SCORE:

- 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						
1	285 5.63/12.8	PENALTY			A E										
		CONTENT	✓	✓	✓	✓	✓	✓	✓	✓				2	6 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

Judae's Signature:



WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 10

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE Muse Green
CLASS 71
DATE 9/20

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	1/2	2	1/2	1/2	2			9 1/2	50 1/2
1	285	SCORE	-1/2	-1/2	0	-1/2	0	-1/2	-1		

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

