AQHA

VRH RANCH COW WORK

Date:	8/16/2024
Show:	The Run For A Million
Class:	Cowboy Heritage Ranch Challenge
Judge:	Chris Benedict

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

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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																			
1	702	PENALTY																	
		MANEUVER SCORE	0	0	0	0			+1	0	+1/2	0	0					71 1/2	
2	703	PENALTY																	
		MANEUVER SCORE	0	-1	-1/2	0			+1/2	-1/2	+1/2	0	0					69	
3	704	PENALTY				E													
		MANEUVER SCORE	0	0	0	+1			+1/2	-1/2	0	+1 1/2	0					71 1/2	
									70 1/2	70									
4	715	PENALTY				A													
		MANEUVER SCORE	+1/2	0	+1/2	-1/2			0	-1 1/2	0	+1/2	0			R		Ø	
						68 1/2							68 1/2						
5	705	PENALTY																	
		MANEUVER SCORE	0	0	+1	+1/2			0	-1/2	0	+1/2	-1					Ø	R (R)
						71 1/2							70 1/2						
6	727	PENALTY																	
		MANEUVER SCORE	+1	0	+1/2	-1			+1	+1	+1/2	+1/2	0			A		68 1/2	
						70 1/2			71 1/2			72 1/2		68 1/2					
7		PENALTY																	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1			+1/2	+1/2	+1/2	+1/2	+1/2					75	
						72 1/2													
8	704	PENALTY																	
		MANEUVER SCORE	+1/2	+1/2	+1	0			+1/2	-1 1/2	0	0	0			R		Ø	
													66						

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5 points
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TIE-BREAKER																			
9	701	PENALTY																	
		MANEUVER SCORE	+1/2	-1	0	-1			+1	+1/2	+1/2	0	0					70 1/2	
10		PENALTY																	
		MANEUVER SCORE	+1/2	0	+1/2	0			+1/2	0	0	+1/2	0					72	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
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1	702	PENALTY																	
		MANEUVER SCORE	✓	✓	✓	✓			✓+	✓	✓+	✓	✓					71	
2	703	PENALTY																	
		MANEUVER SCORE	✓	✓	✓	✓			✓+	+	✓	✓	✓					71½	
3	704	PENALTY				1E											1	70	
		MANEUVER SCORE	✓	✓	✓	✓			✓	✓+	✓	✓+	✓						
4	715	PENALTY														5A	5	~~0~~	0 TB
		MANEUVER SCORE	✓	✓	✓	+			✓	✓	✓	✓	✓						
5	705	PENALTY												two hands				~~70~~	R 0 TB
		MANEUVER SCORE	✓	✓	+	✓+			✓+	✓+	✓	✓	✓						
6	727	PENALTY														5A	5	68	R TB
		MANEUVER SCORE	✓+	✓+	+				✓+	✓+	✓	✓	✓						
7	A14	PENALTY																74	
		MANEUVER SCORE	✓+	✓+	+	+			✓	+	✓	✓	✓						
8	706	PENALTY													3.			0	
		MANEUVER SCORE	✓+		+	✓			—	—									

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10	711	PENALTY																	
		MANEUVER SCORE	√+	✓	√+	✓			✓	✓	✓	✓	✓					71	
		PENALTY																	
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2		PENALTY																	
		MANEUVER SCORE	✓+	✓	✓-	✓			✓+	✓+	✓	✓	✓					71	
3		PENALTY				A											1		
		MANEUVER SCORE	✓	✓	A	✓-/+			+	✓-	✓-	✓+	✓					70	
4		PENALTY				1			3						1		Ø	Ø	
		MANEUVER SCORE	✓	✓	+	-													
5	705	PENALTY				A											1	0	*
		MANEUVER SCORE	✓	✓	+	✓+			✓-	✓+	✓	✓+	✓-					~~70½~~	
6	722	PENALTY				A' 5 A										1	6	67½	*
		MANEUVER SCORE	+		✓+	-			+	+	✓	✓	✓						
7	714	PENALTY				A, A											2	72½	
		MANEUVER SCORE	✓+	✓	+	✓+			+	+	✓+	✓	✓						
8	706	PENALTY							-						1		Ø	Ø	
		MANEUVER SCORE	✓+	✓+	+	✓+													

Judge's Signature: Bozo Rogers

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		MANEUVER SCORE	✓+	✓+	✓+	✓+			✓+	✓+	✓+	✓+	✓					74½	
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		MANEUVER SCORE	0	0	-1/2	0			0	+1/2	0	0	0					70	
3	104	PENALTY				2											2		
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1			0	0	-1	0	0					64 1/2	
4	115	PENALTY				1				50									
		MANEUVER SCORE	+1/2	0	+1/2	-1/2			0	-1	-1/2	0	0					Ø	
5	105	PENALTY																	
		MANEUVER SCORE	0	+1/2	+1/2	0			+1/2	+1/2	+1/2	0	0					72 1/2	R JS
6	127	PENALTY				A													
		MANEUVER SCORE	+1/2	0	0 +1	-1			+1/2	+1	0	0	+1/2						R JS 66 1/2
7	114	PENALTY																	
		MANEUVER SCORE	+1	+1/2	+1/2	+1			+1	+1	+1/2	0	+1/2					76	
8	106	PENALTY								50									
		MANEUVER SCORE	+1/2	0	+1	+1/2			0	-1/2	+1/2	0	-1/2						Ø

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	8/16/2024
Show:	The Run For A Million
Class:	Cowboy Heritage Ranch Challenge
Judge:	Jim Spence

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

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	101	PENALTY				1											1	69	
		MANEUVER SCORE	+1/2	-1	0	-1			+1/2	+1	+1/2	0	+1/2						
10		PENALTY																70	
		MANEUVER SCORE	0	0	-1/2	0			0	+1/2	0	0	0						
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: Jim Spence

AQHA

VRH RANCH COW WORK

Date:	8/16/2024
Show:	The Run For A Million
Class:	Cowboy Heritage Ranch Challenge
Judge:	Cayley Wilson

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
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W - Out of frame (per maneuver)

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K - Knocking down the cow without having a working advantage
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TIE-BREAKER																			
1	702	PENALTY																	
		MANEUVER SCORE	0	0	0	0	/	/	+1/2	+1	+1/2	0	0					72	
2	703	PENALTY																	
		MANEUVER SCORE	0	0	-1/2	+1/2	/	/	0	+1/2	0	0	0					70 1/2	
3	704	PENALTY				E								A			3	60 1/2	
		MANEUVER SCORE	0	0	0	-1/2	/	/	0	+1/2	-1/2	+1	0						
4	715	PENALTY				A										R	6	~~63 1/2~~ 0	C.W.
		MANEUVER SCORE	0	0	+1/2	0	/	/	0	-1 1/2	0	+1/2	0						
5	700	PENALTY			A												1	~~69~~ 0	B C.W. R
		MANEUVER SCORE	0	0	+1/2	-1/2	/	/	+1/2	-1/2	0	+1/2	-1/2						
6	727	PENALTY			A									A		A		66 1/2	C.W. R
		MANEUVER SCORE	+1/2	+1/2	+1/2		/	/	+1/2	+1/2	0	+1/2	+1/2						
7	714	PENALTY			A												1	75 1/2	
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	/	/	+1	+1/2	0	+1/2	0						
8	706	PENALTY														R		~~66 1/2~~ 0	C.W.
		MANEUVER SCORE	+1/2	+1/2	+1	-1/2	/	/	0	-1 1/2	0	+1/2	0						

Judge's Signature: _____

AQHA

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TIE-BREAKER																			
9	701	PENALTY				A											1		
		MANEUVER SCORE	0	0	0	-1			+1/2	+1/2	-1/2	0	-1/2					68	
10	712	PENALTY																	
		MANEUVER SCORE	0	0	0	-1/2			0	0	0	+1/2	0					70	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
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		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: S