QHA **VRH RANCH COW WORK**

Date:	
Show:	
Class:	
Judge:	

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 tum 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																			
WO Entry #			Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points												PENALTIES		otal		ε
	,		-1 1/2 Extremely Poor, -1 Very Po FENCE TURNS				Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent CIRCLING ROPING DODTROUT DESCRET										y Tc	ore	atte
		BOXING	RATING	L	R	L	R	TRACK & RATE		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT	3 POINT	5 POINT	Penalty Total	Score	Off Pattern	
	TIE-BREAKER								RATE	HOLD							Ре		0
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