



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	
Show:	
Class:	301
Judge:	Dagle

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 - Overbndled (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

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										PENALTIES		Penalty Total	Score	Off Pattern
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
		TIE-BREAKER														
	576	PENALTY				AP								2	64	
		MANEUVER SCORE	-1	0	0	-1	-1	-1/2	0	-1/2						
	414	PENALTY													71	
		MANEUVER SCORE	0	0	+1/2	0	+1/2	0	0	0						
	587	PENALTY												2	65 1/2	
		MANEUVER SCORE	-1	-1	-1/2	-1/2	-1/2	0	0	+1/2						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____

Online Dagle



BOX DRIVE-BOX DRIVE

CLASS # 301

Date:	10/2/20
Show:	
Class:	301 On The Ranch
Judge:	Stewart

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 - Overbridled (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

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										PENALTIES		Penalty Total	Score	Off Pattern
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage		3 POINT	5 POINT			
TIE-BREAKER																
3	1	516	PENALTY	A		A									67	
			MANEUVER SCORE	-1/2	-1/2	+1/2	0	-1/2	0	0	0					
1	2	414	PENALTY	A											70 1/2	
			MANEUVER SCORE	+1/2	-1/2	+1/2	0	0	+1/2	+1/2	0					
2	3	587	PENALTY	A											68	
			MANEUVER SCORE	-1/2	0	-1/2	-1/2	0	0	0	0					
			PENALTY													
			MANEUVER SCORE													
			PENALTY													
			MANEUVER SCORE													
			PENALTY													
			MANEUVER SCORE													
			PENALTY													
			MANEUVER SCORE													
			PENALTY													
			MANEUVER SCORE													

Judge's Signature:

[Signature]



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	10/2/26
Show:	
Class:	301
Judge:	Dublin

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 - Overbridled (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

MANEUVER SCORES												PENALTIES		Penalty Total	Score	Off Pattern
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										3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER		5	3	10	4	1	2	7	8							
1	5110	PENALTY				AP								2	62	
		MANEUVER SCORE	-1/2	+1/2	-1/2	-1	-1	-1/2	-1/2	-1/2						
2	4114	PENALTY													7 1/2	
		MANEUVER SCORE	+1/2	0	+1/2	-1/2	+1/2	+1/2	0	0						
3	587	PENALTY													64 1/2	
		MANEUVER SCORE	-1	-1/2	-1	-1	-1	0	0	-1						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____

Dublin

WORLD RANCH HORSE ASSOCIATION

RANCH COW WORK

CLASS# 302

Date:	10/2/20
Show:	
Class:	COW WORK On The Ranch
Judge:	Stewart

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-bidied (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/ender
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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

Each horse rider combination is scored between 0-100 points and automatically wins 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

Penalty Total

Score

Off Pattern

WO Entry #

FENCE TURNS

CIRCLING

ROPING

POSITION &
CONTROL

DEGREE
OF DIFF.

EYE
APPEAL

2 POINT

3 POINT

5 POINT

BOXING

RATING

L

R

L

R

TRACK &
RATE

STOP &
HOLD

TIE-BREAKER

460

PENALTY

MANEUVER
SCORE

0

-1/2

-1/2

-1/2

0

0

EE E

2

64 1/2

Judge's Signature:

Stewart

WORLD RANCH HORSE CLASS#
WRHA
 ASSOCIATION
RANCH COW WORK

Date:	
Show:	
Class:	COW WORK 302
Judge:	Dogbe

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-bndled (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/nder
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

MANEUVER SCORES

Each horse/roper 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 #

		FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF	EYE APPEAL	PENALTIES			Penalty Total	Score	Off Pattern
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD				2 POINT	3 POINT	5 POINT			
TIE-BREAKER																		
460	PENALTY																	
	MANEUVER SCORE	-1															4	60
	PENALTY																	
	MANEUVER SCORE																	
	PENALTY																	
	MANEUVER SCORE																	
	PENALTY																	
	MANEUVER SCORE																	
	PENALTY																	
	MANEUVER SCORE																	
	PENALTY																	
	MANEUVER SCORE																	

Chelene Page

Judge's Signature: _____

CLASS#

WRHA
ASSOCIATION
RANCH COW WORK

Date:**Show:**

Class:

Judge:

COW WORK 362

Dubai

- 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-bundled (per maneuver)
- W - Out of frame (per maneuver)

- 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
- C - Failure to catch if roping in amateur and youth classes

- 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

- 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

- 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

- 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

Off Pattern

Judge's Signature:

EVENT 304	GO-ROUND	DATE	JUDGE Dog
CLASS			

Each Work will be limited to 50 seconds

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
- 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.

**BOXING
JUDGE CARD**

RUN CONTENT:

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

GUIDE FOR "NEW COW"

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

- Cow that won't run
- Cow that doesn't respect horse
- When cow leaves arena

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.

#	HORSE	RUN CONTENT (++ / + / ✓+ / ✓- / - / --)							PENALTIES				Score
		Approach	Position	Form & Correctness	Control	Degree of Difficulty	Eye Appeal	Time Worked	1 Point	3 Point	5 point	Penalty Total	
1	513	0	-1	-1/2	-1	0	0	0	A	C			65 1/2 4
2	403	0	+1/2	+1/2	+1/2	0	0	0					71 1/2 2
3	458	0	-1	0	-1	0	-1/2	0	AP	L		5	62 1/2 9
4	830	0	-1/2	-1/2	-1 1/2	0	0	0	AP A	L		6	61 1/2 6
5	413	0	-1	-1/2	-1 1/2	0	-1/2	-1/2	AP AP	L		8	58 1/2 9
6	401	0	-1/2	-1/2	-1 1/2	0	0	0	AA PA	L		4	60 1/2 8
7	572	0	-1/2	-1/2	-1/2	-1/4	0	0	AA PA	L		4	61 1/2 7
8	448	+1/2	+1/2	0	+1/2	0	0	+1/2					72 1
9	423	0	0	0	0	-1	0	0					69 3
10	546	-1	-1/2	-1 1/2	-1 1/2	-1/2	-1/2	-1/2	AA	L		5	58 1/2 10
11	449	-1/2	-1 1/2	-1	-1 1/2	1/2	-1/2	-1	AP A	L			57 1/2 1

Judge's Signature: _____

Chene Doge

EVENT	GO-ROUND	DATE	JUDGE
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CLASS **304**

Each Work will be limited to 50 seconds

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
- 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.

BOXING JUDGE CARD

RUN CONTENT:

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

GUIDE FOR "NEW COW"

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

- Cow that won't run
- Cow that doesn't respect horse
- When cow leaves arena

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.

#	HORSE	RUN CONTENT (++ / + / ✓+ / ✓- / - / --)							PENALTIES				Score
		Approach	Position	Form & Correctness	Control	Degree of Difficulty	Eye Appeal	Time Worked	1 Point	3 Point	5 point	Penalty Total	
1	573	0	-1	-1/2	-1	0	0	-1	A	L		4	62 1/2
2	403	0	+1/2	0	+1/2	+1/2	0	+1/2					7 1/2
3	488 458	0	-1/2	0	-1/2	0	-1/2	-1/2	A	L		4	64
4	530	0	-1	-1/2	-1	0	0	-1/2	A	L		4	63
5	413	0	-1	-1/2	-1	0	0	-1	A	L		8	58 1/2
6	401	0	0	-1/2	0	0	-1/2	0	0				69
7	572	0	-1/2	-1/2	-1/2	+1/2	-1/2	0	A				67 1/2
8	446	+1/2	+1/2	0	+1/2	+1/2	0	+1					73
9	423	+1/2	+1/2	+1/2	0	0	0	0		L			71 1/2
10	546	-1	-1	-1	-1	-1	-1	-1	A	L		4	59
11	449	-1	-1/2	-1	-1/2	-1	-1	-1	A	L		4	58

Judge's Signature: *Dublin*

EVENT	GO-ROUND	DATE 10/2/20	JUDGE Stewart
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CLASS 304 Green Horse

Each Work will be limited to 50 seconds

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
- 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.

BOXING JUDGE CARD

RUN CONTENT:

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

GUIDE FOR "NEW COW"

(At Judges' discretion, rider will receive new cow(s) as necessary to show horse)

- Cow that won't run
- Cow that doesn't respect horse
- When cow leaves arena

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.

#	HORSE	RUN CONTENT (++ / + / ✓+ / ✓- / - / --)							PENALTIES				Score
		Approach	Position	Form & Correctness	Control	Degree of Difficulty	Eye Appeal	Time Worked	1 Point	3 Point	5 point	Penalty Total	
1	573	0	-1	-1/2	-1/2	0	0	-1/2	A P	D		5	62 1/2
2	403	+1/2	+1/2	0	+1/2	0	+1/2	0					72
3	458	+1/2	0	0	-1/2	0	0	-1/2		L			66 1/2
4	530	0	-1	-1	-1/2	0	0	0		L			64 1/2
5	413	-1/2	-1/2	-1/2	-1	+1/2	-1/2	0		L L			61 1/2
6	401	-1/2	-1/2	-1/2	-1	0	-1/2	0					67
7	572	-1	-1	-1	-1/2	0	-1/2	0					66
8	448	0	+1	+1	+1	0	+1/2	0					73 1/2
9	423	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2					73
10	546	-1	-1	-1	-1	0	-1	0		L			62
11	449	0	-1/2	-1/2	-1/2	0	-1/2	0		L			65

Judge's Signature: Stewart



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	
Show:	
Class:	303
Judge:	Dublin

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 - Overbndled (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

MANEUVER SCORES											PENALTIES		Penalty Total	Score	Off Pattern
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 1/2 Excellent										3 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage						
TIE-BREAKER															
1	542	PENALTY												0	72
		MANEUVER SCORE	+1/2	+1/2	0	0	+1/2	+1/2	0	0					
2	505	PENALTY												DQ	
		MANEUVER SCORE													
3	477	PENALTY												70	
		MANEUVER SCORE	+1/2	-1/2	+1/2	-1/2	0	0	0	0					
4	420	PENALTY												67	
		MANEUVER SCORE	0	-1	-1/2	-1/2	-1/2	0	-1/2	0					
5	421	PENALTY												69	
		MANEUVER SCORE	0	-1	0	0	0	0	0	0					
6	436	PENALTY												71	
		MANEUVER SCORE	+1/2	-1/2	+1/2	0	0	+1/2	0	0					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

Dublin



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	
Show:	
Class:	305
Judge:	Doyce

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 - Overbndled (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

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										PENALTIES		Penalty Total	Score	Off Pattern
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
	TIE-BREAKER															
	542	PENALTY			A									1	70	2
		MANEUVER SCORE	+1/2	+1/2	0	0	0	0	0							
	505	PENALTY														
		MANEUVER SCORE	1													
	417	PENALTY													72	
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	0	0	0						
	420	PENALTY			A									1	68 1/2	4
		MANEUVER SCORE	0	0	-1/2	0	0	0	0	0						
	421	PENALTY													69	3
		MANEUVER SCORE	0	0	0	-1/2	0	-1/2	0	0						
	436	PENALTY													67 1/2	5
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Doyce

Judge's Signature: _____



BOX DRIVE-BOX DRIVE

CLASS # 305

Date:	10 / 2 / 20
Show:	
Class:	Green Horse
Judge:	Stewart

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 - Overbndled (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

MANEUVER SCORES											PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT			
TIE-BREAKER															
1	542	PENALTY			A								1	70	
		MANEUVER SCORE	+1/2	0	-1/2	0	+1/2	0	+1/2	0					
2	505	PENALTY		Broke Rein										0	
		MANEUVER SCORE												4	
3	417	PENALTY												73	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0					
4	420	PENALTY												72	
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	0	0	0					
5	421	PENALTY												71	
		MANEUVER SCORE	0	+1/2	0	+1/2	+1/2	0	0	-1/2					
6	436	PENALTY												74	
		MANEUVER SCORE	+1	+1/2	+1/2	+1/2	+1	0	+1/2	0					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

[Signature]

WORLD RANCH HORSE ASSOCIATION

RANCH COW WORK

Date:	
Show:	
Class:	COW WORK 307
Judge:	Dayle

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-bndled (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/ender
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

MANEUVER SCORES

Each horse/ender combination is scored between 0-100 points and automatically begins the run with a score of 70 points.
 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO Entry #

PENALTIES

Penalty Total

Score

Off Pattern

TIE-BREAKER		BOXING	RATING	FENCE TURNS		CIRCLING		ROPING		TRACK & RATE	STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF	EYE APPEAL	2 POINT	3 POINT	5 POINT	Penalty	Score	Off Pa
TIE-BREAKER				L	R	L	R	L	R											
428	PENALTY																			
	MANEUVER SCORE																			

Judge's Signature:

Dayle

CLASS# 307

Date:	10 / 2 / 26
Show:	
Class:	COW WORK Open Males
Judge:	Stewart

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
C - 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/ender
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

MANEUVER SCORES

[illegible]

Judge's Signature:

WORLD RANCH HORSE CLASS#
WRHA
 ASSOCIATION
RANCH COW WORK

Date:	
Show:	307
Class:	COW WORK
Judge:	Dubin

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-bidled (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/ender
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

MANEUVER SCORES

Each horse/roper 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 #

PENALTIES

Penalty Total

Score

Off Pattern

		BOXING		RATING		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL		DEGREE OF DIFF.		EYE APPEAL		2 POINT		3 POINT		5 POINT		Penalty Total	Score	Off Pattern
TIE-BREAKER																										
1	428	PENALTY				AAC	P																			
		MANEUVER SCORE	-1	-1		-1	-1	-1	-1			-1 1/2	0	0				A						6	50 1/2	
		PENALTY																								
		MANEUVER SCORE																								
		PENALTY																								
		MANEUVER SCORE																								
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		MANEUVER SCORE																								
		PENALTY																								
		MANEUVER SCORE																								

Judge's Signature:

Dubin



BOX DRIVE-BOX DRIVE

CLASS # 309

Date:	10 / 2 / 26
Show:	
Class:	JB Horse
Judge:	Stewart

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 - Overbridled (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

WO		Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
TIE-BREAKER																	
1	578	PENALTY													73 1/2		
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1	+1/2	0	+1 1/2	0							
2	502	PENALTY	A											1	67 1/2		
		MANEUVER SCORE	-1/2	-1/2	-1/2	0	0	0	0	0							
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

Stewart



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	
Show:	
Class:	309
Judge:	Dublin

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 - Overbridled (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

WO		Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
TIE-BREAKER																	
1	578	PENALTY													70 1/2		
		MANEUVER SCORE	+1/2	-1/2	+1/2	0	0	0	0	0							
2	502	PENALTY		P		P								2 65			
		MANEUVER SCORE	-1/2	-1	0	-1	-1/2	0	0	0							
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
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		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

Dublin



CLASS # _____

Date:	
Show:	
Class:	309
Judge:	Doyle

BOX DRIVE-BOX DRIVE

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 - Overbridled (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

MANEUVER SCORES												PENALTIES		Penalty Total	Score	Off Pattern
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										3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER																
1	578	PENALTY													69	
		MANEUVER SCORE	-1/2	0	0	-1/2	0	0	0	0						
2	502	PENALTY													66 1/2	
		MANEUVER SCORE	-1	7	0	-1	-1/2	0	0	0						
3		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____

Chloe Doyle

WORLD RANCH HORSE
WRHA
ASSOCIATION
RANCH COW WORK

CLASS# 310

Date:	10 / 2 / 26
Show:	
Class:	COW WORK JR Horse
Judge:	Stewart

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-bndied (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

MANEUVER SCORES

Each horse-rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points
1/2 Extremely Poor - 1 Very Poor - 1/2 Poor - 0 Correct - 1/2 Good - 1 Very Good - 1/2 Excellent

Each horse rider combination is scored between 0-100 points and automatically is the run with a score of 70 points														PENALTIES			Penalty Total	Score	Off Pattern					
WO Entry #		BOXING		RATING		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL		DEGREE OF DIFF.		EYE APPEAL				2 POINT		3 POINT		5 POINT
TIE-BREAKER																								
1	421	PENALTY																						
		MANEUVER SCORE	+1	+1	+1	+1	X	X	0	-1	0	0	+1/2											
2	417	PENALTY																						
		MANEUVER SCORE	+1	+1	+1/2	+1 1/2	-1/2	-1 1/2					+1/2	+1/2										
		PENALTY																						
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		MANEUVER SCORE																						

Judge's Signature: _____

[Signature]

WORLD RANCH HORSE CLASS#
WRHA
 ASSOCIATION
RANCH COW WORK

Date:	
Show:	310
Class:	COW WORK
Judge:	Dublin

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)

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/roder
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

MANEUVER SCORES

Each horse/holder 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 #

PENALTIES

Penalty Total

Score

Off Pattern

		FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL		DEGREE OF DIFF.		EYE APPEAL		2 POINT		3 POINT		5 POINT		Penalty	Score	Off Pattern
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD															
TIE-BREAKER																								
1	421	PENALTY																						
		MANEUVER SCORE	0	-1 1/2	0	-1 1/2				0	-1	-1/2	0	0			R			3	64 1/2			
2	417	PENALTY					P																	
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	-1	+1/2				0	+1/2	0							1	70 1/2		
		PENALTY																						
		MANEUVER SCORE																						
		PENALTY																						
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		MANEUVER SCORE																						

Judge's Signature:

Dublin

WORLD RANCH HORSE CLASS#
WRHA
 ASSOCIATION
RANCH COW WORK

Date:	
Show:	
Class:	COW WORK 310
Judge:	Dogbe

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-bidled (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/ender
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically is the run with a score of 70 points												PENALTIES			Penalty Total	Score	Off Pattern	
WO Entry #		BOXING		RATING		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF	EYE APPEAL				2 POINT
				L	R	L	R	TRACK & RATE	STOP & HOLD									
TIE-BREAKER																		
1	421	PENALTY																
		MANEUVER SCORE	0	0	0	0												
2	417	PENALTY																
		MANEUVER SCORE	0	0	+1/2	+1	-1/2	-1/2										
3		PENALTY																
		MANEUVER SCORE																
4		PENALTY																
		MANEUVER SCORE																
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		MANEUVER SCORE																
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		PENALTY																
		MANEUVER SCORE																

Chelene Dogbe

Judge's Signature: _____



CLASS # _____

BOX DRIVE-BOX DRIVE

Date:	
Show:	
Class:	312
Judge:	Dublin

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 - Overbndled (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

MANEUVER SCORES											PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT			
TIE-BREAKER															
1	406	PENALTY	A	P	A								3	64	
		MANEUVER SCORE	-1/2	-1	-1/2	0	-1	0	0	0					
2	411	PENALTY		P									1	65 1/2	
		MANEUVER SCORE	-1	-1	0	-1/2	-1/2	0	-1/2	0					
3	551	PENALTY		P		P							2	61	
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	0	-1					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
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		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

Dublin



BOX DRIVE-BOX DRIVE

CLASS # 312

Date:	10/2/20
Show:	
Class:	Youth 18+4
Judge:	Stewart

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 - Overbndled (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

MANEUVER SCORES											PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT			
TIE-BREAKER															
1	406	PENALTY	A		A								3	65 1/2	
		MANEUVER SCORE	-1/2	0	-1/2	0	-1/2	0	0	0					
2	411	PENALTY	A										1	70 1/2	
		MANEUVER SCORE	-1/2	+1/2	+1/2	0	+1/2	+1/2	0	0					
3	551	PENALTY	P		P								2	66	
		MANEUVER SCORE	-1/2	0	-1/2	0	-1/2	-1/2	0	0					
		PENALTY													
		MANEUVER SCORE													
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		MANEUVER SCORE													

Judge's Signature: _____

[Signature]



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	
Show:	
Class:	3/2
Judge:	Dogbe

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 - Overbridled (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

MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern
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								3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage					
TIE-BREAKER		1	3	2	4									
	406	AA		AA								4	62 1/2	2
		MANEUVER SCORE	-1/4 -1	-1	0 -1	0	0	0	0					
	411	A										1	69 1/2	1
		MANEUVER SCORE	-1/4 0	0	+1/4 +1/2	0	0	0	0					
	551	A		A	A							3	61	3
		MANEUVER SCORE	-1 -1	-1	-1	-1	-1/2	0	-1/2					
		PENALTY												
		MANEUVER SCORE												
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		MANEUVER SCORE												
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		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____

Delene Stofle



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	
Show:	
Class:	315
Judge:	Dogbe

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 - Overbridled (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

5 1/2
6 1/2
12 8
6 1/2
5 1/2
7 3/4
59.6

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										PENALTIES		Penalty Total	Score	Off Pattern
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
		TIE-BREAKER														
	561	PENALTY	A	LOP									5 1/2	58	OP	
		MANEUVER SCORE	-1	+1/2	-1 1/2	-1 1/2	-1 1/2	-1/2	-1/2	-1/2						
	516	PENALTY		AT OP									5		OP	
		MANEUVER SCORE	-1/2	-1	OP		-1	-1/2	0	0						
	481	PENALTY												68		
		MANEUVER SCORE	0	0	-1/4	-1/2	-1/2	-1/2	0	0						
		PENALTY														
		MANEUVER SCORE														
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		PENALTY														
		MANEUVER SCORE														

Online Judge

Judge's Signature: _____



BOX DRIVE-BOX DRIVE

CLASS # 315

Date:	10/2/20
Show:	
Class:	Colored Horse
Judge:	Stewart

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 - Overbndled (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

MANEUVER SCORES											PENALTIES		Penalty Total	Score	Off Pattern	
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														3 POINT
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER																
1	561	PENALTY			incomplete										62	OP N
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	-1						
2	516	PENALTY		8											62 1/2	AN
		MANEUVER SCORE	0	-1/2	-1	-1	-1	-1	-1	-1						
3	401	PENALTY													69 1/2	
		MANEUVER SCORE	0	0	-1/2	0	0	0	0	0						
		PENALTY														
		MANEUVER SCORE														
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		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____

Stewart



CLASS # _____

BOX DRIVE-BOX DRIVE

Date:	
Show:	
Class:	319
Judge:	

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 - Overbridled (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

MANEUVER SCORES												PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage		3 POINT	5 POINT			
TIE-BREAKER																
1	561	PENALTY			OP	E								1		61
		MANEUVER SCORE	-1	-1	-1 1/2	-1	-1 1/2	-1	0	-1						
2	516	PENALTY		P		OP, 1								2		62
		MANEUVER SCORE	-1	-1	-1 1/2	-1 1/2	-1	0	0	-1						
3	401	PENALTY		P										1		65
		MANEUVER SCORE	-1/2	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0	-1 1/2						
		PENALTY														
		MANEUVER SCORE														
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		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____

[Signature]

WORLD RANCH HORSE ASSOCIATION

RANCH COW WORK

CLASS# 316

Date:	10/2/26
Show:	
Class:	COW WORK Colored Horse
Judge:	Stewart

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-bndled (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/nder
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

MANEUVER SCORES

Each horse/nder 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 #

PENALTIES

Penalty Total

Score

Off Pattern

FENCE TURNS

CIRCLING

ROPING

POSITION & CONTROL

DEGREE OF DIFF

EYE APPEAL

2 POINT

3 POINT

5 POINT

TIE-BREAKER

WO	Entry #	PENALTY	BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF	EYE APPEAL	2 POINT	3 POINT	5 POINT	Penalty Total	Score	Off Pattern
1	404	MANEUVER SCORE			+1	1 1/2	+1	H	+1	+1			+1/2	+1/2				76	
1	564	MANEUVER SCORE	A		A2	A2	A2	A2					1 1/2	1 1/2				61	
		MANEUVER SCORE	1/2	1/2	-1	-1	-1	-1											
		MANEUVER SCORE																	
		MANEUVER SCORE																	
		MANEUVER SCORE																	
		MANEUVER SCORE																	
		MANEUVER SCORE																	
		MANEUVER SCORE																	
		MANEUVER SCORE																	
		MANEUVER SCORE																	
		MANEUVER SCORE																	

Judge's Signature:

D Stewart

Date:	
Show:	
Class:	COW WORK 316
Judge:	Doyle

- 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

Judge's Signature: _____

WORLD RANCH HORSE CLASS#
WRHA
 ASSOCIATION
RANCH COW WORK

Date:	
Show:	316
Class:	COW WORK
Judge:	Dubin

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-bidled (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/ender
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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 #

PENALTIES

Penalty Total

Score

Off Pattern

FENCE TURNS

CIRCLING

ROPING

POSITION & CONTROL

DEGREE OF DIFF.

EYE APPEAL

2 POINT 3 POINT 5 POINT

BOXING RATING

L R

L R

TRACK & RATE

STOP & HOLD

POSITION & CONTROL

DEGREE OF DIFF.

EYE APPEAL

2 POINT 3 POINT 5 POINT

TIE-BREAKER

PENALTY

MANEUVER SCORE

PENALTY

MANEUVER SCORE

PENALTY

MANEUVER SCORE

PENALTY

MANEUVER SCORE

PENALTY

MANEUVER SCORE

PENALTY

MANEUVER SCORE

PENALTY

MANEUVER SCORE

Judge's Signature:

Dubin



BOX DRIVE-BOX DRIVE

CLASS # _____

Date:	
Show:	
Class:	320
Judge:	Dublin

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 - Overbridled (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

MANEUVER SCORES											PENALTIES		Penalty Total	Score	Off Pattern
WO	Entry #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT			
TIE-BREAKER															
1	559	PENALTY		P		P							2	US	
		MANEUVER SCORE	0	-1	0	-1	-1/2	0	0	-1/2					
2	543	PENALTY	AQ		OP										
		MANEUVER SCORE	-1 1/2	-1	-1 1/2	-1	-1 1/2	-1	0	-1					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
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		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: Dublin



BOX DRIVE-BOX DRIVE

CLASS # 320

Date:	10 / 2 / 26
Show:	
Class:	Am 19+
Judge:	Stewart

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 - Overbndled (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

MANEUVER SCORES												PENALTIES		Penalty Total	Score	Off Pattern
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										3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER																
1	559	PENALTY														
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0	+1/2	0					72	
2	543	PENALTY														
		MANEUVER SCORE	-1	-1	-1	-1	-1	0	0	0		✓		3	62	
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
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		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____



BOX DRIVE-BOX DRIVE

CLASS #

Date:	
Show:	
Class:	320
Judge:	Dogge

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 - Overbridled (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)
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- J - Schooling after entering the arena prior to calling for cow
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- 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

MANEUVER SCORES												PENALTIES		Penalty Total	Score	Off Pattern
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										3 POINT	5 POINT			
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage							
TIE-BREAKER																
559		PENALTY														71 1/2
		MANEUVER SCORE	0	+1/4	0	0	+1/2	0	0	+1/4						
543		PENALTY	A-OP	A	ROP											
		MANEUVER SCORE	1 1/2	-1 1/2	-1 1/2	7 1/2	-1 1/2	0	-1/2	-1/2	L			60	53 1/2	2
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____

Chene Dogge