

WORLD RANCH HORSE CLASS#
WRHA
 ASSOCIATION
RANCH COW WORK

Date:	
Show:	324
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 reins
- T - Failure to drive cow past middle marker on first turn
- V - Over-bundled (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/ender 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 #		Each horse rider combination is scored between 0-100 points and automatically 100 is the full with a score of 70 points +1 1/2 Extremely Poor -1 Very Poor -1/2 Poor 0 Correct +1/2 Good +1 Good +1 1/2 Excellent															PENALTIES			Penalty Tot	Score	Off Pattern
		BOXING		RATING	FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT	3 POINT	5 POINT						
TIE-BREAKER																						
1	550	PENALTY															1	69				
		MANEUVER SCORE	0	0	0	-1/2	0	+1/2			0	0	0									
2	420	PENALTY															R	65 1/2				
		MANEUVER SCORE	-1/2	0	+1/2	-1/2			+1/2	-1/2	0	+1/2	-1/2									
		PENALTY																				
		MANEUVER SCORE																				
		PENALTY																				
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		MANEUVER SCORE																				
		PENALTY																				
		MANEUVER SCORE																				

Judge's Signature: Dublin



CLASS #

BOX DRIVE-BOX DRIVE

Date:	
Show:	
Class:	326
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					
TIE-BREAKER		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage									
1	405	PENALTY	A		A	E								3	60 1/2			
		MANEUVER SCORE	-1	-1	-1 1/2	-1	-1 1/2	-1/2	0	0								
2	562	PENALTY		P										1	65			
		MANEUVER SCORE	-1	-1	-1/2	-1/2	-1/2	0	-1/2	0								
3	414	PENALTY			OP	E								1	65			
		MANEUVER SCORE	0	-1/2	-1 1/2	-1	-1	0	0	0								
4	593	PENALTY		P	P	P								2	63 1/2			
		MANEUVER SCORE	-1/2	-1	-1/2	-1	-1	0	-1/2	0								
5	543	PENALTY		P		P								2	60			
		MANEUVER SCORE	-1	-1 1/2	-1	-1 1/2	-1	-1/2	-1/2	-1								
6	444	PENALTY		P										1	66			
		MANEUVER SCORE	0	-1	0	-1/2	-1/2	0	-1	0								
7	559	PENALTY													67			
		MANEUVER SCORE	-1	-1	0	-1/2	-1/2	0	0	0								
8	415	PENALTY	OPA		ADP	E									58 1/2			
		MANEUVER SCORE	1 1/2	-1	1 1/2	-1	-1/2	-1/2	0	-1/2								

Judge's Signature:

Dublin

CLASS 379

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 class.

D- Balking

E- Extremely out of control

F- Bloody mouth (inside)

G- Illegal equipment

H- Leaving working area before

pattern is complete

1- 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.

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.

Judge's Signature: Paulin

Dog

Youth

0 - SCORE

A- Turn tail

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

1- Fall of horse or rider

J- Schooling between rein work and cow

K- Schooling between cows, if new cow

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Olivia Page

Judge's Signature:

EVENT	GO-ROUND	DATE	JUDGE
CLASS 331			Dee b

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

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

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.

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

#	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	553	0	-1	-1/2	-1	-1/2	-1/2	-1/2	AP AP	L		7	59 1/2
2	535	+1/2	-1/2	0	0	0	0	0	AP A	L			67
3	449	+1/2	-1/2	-1	-1/2	0	-1/2	-1/2	AP AP	L		10	56 1/2
4	563	+1/2	-1/2	-1	-1	+1/2	-1/2	-1/2	AP A	L		6	60 1/2
5	578	0	+1/2	+1/2	0	0	0	0					71
6	416	-1/2	-1	-1/2	-1	0	-1/2	-1/2	AP A	L		6	60
7	448	+1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	AP A	L		7	59 1/2
8	401	-1/2	-1						AP	L			* 0
9	431	+1/2	+1/2	+1/2	+1/2	0	0	0					72
10	505	0	+1/2	0	+1/2	+1/2	0	0	P				70 1/2
11	565	+1/2	0	+1/2	+1/2	0	0	0					71 1/2
12	572	-1/2	-1/2	0	-1/2	0	0	0					68 1/2

Judge's Signature: _____

Dee b

EVENT	GO-ROUND	DATE 10/2/26	JUDGE Stewart
CLASS 331 Nov. Am			

Each Work will be limited to 50 seconds

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

- E- 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
- 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
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- ✓ - Poor = -1/2
- Very Poor = -1
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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	553	+1/2	0	0	-1	0	0	0		L			66 1/2
2	535	+1	+1/2	0	+1/2	+1/2	0	0					72 1/2
3	449	-1	-1/2	-1/2	-1/2	0	0	0		L L			61 1/2
4	563	0	-1/2	0	-1	0	0	0		L			65 1/2
5	578	+1/2	+1/2	+1	+1	0	+1/2	0					73 1/2
6	416	-1/2	-1	-1	-1/2	+1/2	-1/2	0		L	C		59
7	448	+1/2	+1/2	0	0	0	+1/2	0		L			68 1/2
8	401	-1							Turn Tail				0
9	431	+1	+1	+1	+1	+1/2	+1	+1/2					76
10	505	+1/2	+1/2	+1	+1	+1	+1/2	+1/2					75
11	565	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	0					72
12	572	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0					67

Judge's Signature: _____

[Signature]

EVENT	GO-ROUND	DATE	JUDGE <u>Dublin</u>
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CLASS <u>331</u>

Each Work will be limited to 50 seconds

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- Biant 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
- 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
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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	553	0	-1/2	-1	-1/2	0	-1	0		L		3	64
2	535	0	+1/2	-1/2	+1/2	+1/2	-1/2	+1/2					71
3	449	0	-1	-1	-1	0	-1/2	-1	A	L		8	57 1/2
4	543	+1/2	-1	0	-1/2	0	0	-1/2	A	L		8	60 1/2
5	578	+1/2	+1/2	0	+1/2	+1/2	0	+1					73
6	416	0	-1	-1/2	-1	0	0	-1	A	L		4	62 1/2
7	448	0	-1	-1/2	-1/2	0	-1/2	-1/2	A	L		4	63
8	401	-1/2	-1/2	-1/2	-1/2	0	-1	0	A	L		4	62
9	431	+1/2	+1	+1/2	+1	0	+1/2	+1/2					74
10	505	0	-1/2	-1/2	-1/2	+1/2	0	+1/2	A			2	67 1/2
11	565	+1	+1	+1/2	0	0	+1/2	+1/2					73 1/2
12	572	0	0	+1/2	0	+1/2	-1/2	0					68 1/2

Judge's Signature: Dublin