**VERSATILITY RANCH HORSE - RANCH RIDING**

1 Point Penalties:
- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or Trot for two (2) strides or less

3 Point Penalties:
- Wrong lead or out of lead
- Drapped reins
- Break of gait at Lope
- Break of gait at Walk or Trot for more than two (2) strides

5 Point Penalties:
- Sparring in front of cinch
- Blatant disobedience
- Use of either hand to insist fear/pain/anger
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between remall reins per maneuver
- 15 or 2nd cumulative refusal

**MANEUVER SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 10 points:
- 0 Poor
- 1-10 Extremely Poor
- 11-20 Very Poor
- 21-30 Poor
- 31-40 Fair
- 41-50 Good
- 51-60 Very Good
- 61-70 Excellent

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**MANEUVER SCORES**

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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**DATE: 02/25/2017**

**CLASS: #60 - SHTX IPLS - Intermediate Pleasure**

**SHOW: Abilene - VRH**

**PATTERN 1**

**VERSATILITY RANCH HORSE - RANCH RIDING**

**AQHA AMERICAN QUARTER HORSE ASSOCIATION**

**SHQI Stock Horse of Texas**

**OFF-PATTERN (OP):** Cannot place above others who complete pattern correctly.

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse rider

**NOTES:**

- 1 Point Penalties:
  - Over-riding per maneuver
  - Out of frame per maneuver
  - Too slow per maneuver
  - Gapping mouth
  - Break of gait at Walk or trot for two (2) strides or less

- 3 Point Penalties:
  - Wrong lead or out of lead
  - Draped reins
  - Break of gait as Lope
  - Break of gait at Walk or trot for more than two (2) strides

- 5 Point Penalties:
  - Sprung in front of cinch
  - Blatan disobedience
  - Use of either hand to insult rearguard
  - Use of two hands (except in cradles or hackamores) per maneuver
  - More than one finger between split reins or any fingers between normal reins
    per maneuver
  - 1st or 2nd cumulative refusal
# VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Abilene - VRH  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 02/25/2017

## 1 Point Penalties:
- Over-bridled per maneuver  
- Out of frame per maneuver  
- Too slow per maneuver  
- Gapping mouth  
- Break of gait at Walk or Trot for two (2) strides or less

## 2 Point Penalties:
- Wrong lead or out of lead  
- Dropped reins  
- Break of gait at Lope  
- Break of gait at Walk or Trot for more than two (2) strides

## 5 Point Penalties:
- Sparrow or front of cheek  
- Bizarre disobedience  
- Use of either hand to instill fear/pause  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins per maneuver  
- 1st or 2nd cumulative refusal

## Off Pattern (OP):
- Cannot please above others who complete pattern correctly
  - Breaking pattern  
  - Leaving arena before pattern is complete  
  - Repeated blatant disobedience

## DO:
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horse/handler

### MANEUVER SCORES

Each horse/handler team is scored between 1-100 points and automatically begins the run with a score of 10 points.  
- 1-12 Extremely Poor, 1-12 Poor, 1-12 Fair, 1-12 Good, 1-12 Very Good, 1-12 Excellent

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<th>Walk</th>
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<th>Lope</th>
<th>Stop &amp; Roper</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  

Printed from HSW
## Maneuver Scores

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 71-80 Extremely Poor
- 81-85 Very Poor
- 86-90 Poor
- 91-95 Good
- 96-100 Excellent

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<th>EXT Walk</th>
<th>TROT</th>
<th>EXT Trot</th>
<th>Lope</th>
<th>Stop &amp; Rest</th>
<th>Walk</th>
<th>Lope</th>
<th>EXT Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
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<th>SCORE</th>
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<td>+1</td>
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</table>
### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points: 
- 1 = Extremely Poor, 4 = Very Poor, 1/2 Poor, 0 Correct = 1/2 Good, +1 Very Good = +1 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Text</th>
<th>Lope</th>
<th>Sit &amp; Rev</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stay &amp; Bed</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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<tr>
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<td>+1</td>
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<td>+1</td>
<td>-74</td>
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</tbody>
</table>
# AQA AMERICAN QUARTER HORSE ASSOCIATION

## Stock Horse of Texas

### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Abilene - VRH  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 02/25/2017

**1 Point Penalties:**
- Each bite, bite, or stepping on a leg, cone, plant or any component of the obstacle
- Incorrect or break of gate at walk or trot for two strides or less
- Bath from or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on downtime or ground tie except shifting to balance
- Split pole at lope

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gate at Lope
- Break or gate at Walk or Trot for more than two (2) strides
- 2-3 steps on downtime or ground tie

---

### OBSTACLE SCORES

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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<tbody>
<tr>
<td>Tie-Breaker</td>
<td></td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
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<td>1</td>
<td></td>
<td></td>
<td>7</td>
<td>68</td>
<td></td>
<td></td>
</tr>
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</table>

**Obstacle Description:**
- RH Gate / SH Trot / Leaping Poles / Walk Bridges / Fence / Box

**1**
- **Penalty:** +1/2 -1/2 +1/2 +1/2 0 0 +1/2  
- **Total Score:** 3 68

**2**
- **Penalty:** +1 0 +1/2 +1 +1/2 +1/2 0 0 +1/2  
- **Total Score:** 1 72 1/2

**3**
- **Penalty:** +1/2 +1/2 +1/2 +1/2 0 0 -1  
- **Total Score:** 70 1/2

**4**
- **Penalty:** 0 0 0 +1/2 0 0 0  
- **Total Score:** 70 1/2

**5**
- **Penalty:** -1/2 -3 -1  
- **Total Score:** 4 1/2 6 1/2

**6**
- **Penalty:** +1/2 0 +1/2 +1/2 0 0 -1/2 0  
- **Total Score:** 3 1/2 6 1/2

**7**
- **Penalty:** +1/2 +1/2 +1/2 +1  
- **Total Score:** 1 72 1/2

**8**
- **Penalty:** 0 -1/2 -1 0 -1 -1/2 -1/2  
- **Total Score:** 6 59 1/2

---

**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gate at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Snipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on down or ground tie except shing to balance
- Split pole at gate

**5 Point Penalties:**
- Spurring in front of cinch
- Biting disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between pull reins per maneuver
- Knocking over, stepping out of or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Leaving gate of gape
- 4 or more steps on down or ground tie

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**OBSTACLE SCORES**

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Tie-Breaker</th>
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<tr>
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<td>4</td>
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<tr>
<td>Lasso Poles</td>
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<td>4</td>
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<tr>
<td>Walk Bridge</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>Shute / Black Rock into Box</td>
<td>5</td>
<td>4</td>
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<tr>
<td>Drag 'n' Go</td>
<td>5</td>
<td>4</td>
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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

**SHOW:** Abilene - VRH

**CLASS:** #62 - SHTX ITTR - Intermediate Trail

**DATE:** 02/25/2017

Printed from HSW
### OBSTACLE SCORES

Each horse/rider team is scored between 1-180 points and automatically begins the run with a score of 180 points. 1.0 = Extremely Poor, 1.5 = Very Poor, 2.0 = Poor, 2.5 = Correct, 3.0 = Good, 3.5 = Very Good, 4.0 = Excellent.

<table>
<thead>
<tr>
<th>WO</th>
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<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
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<td>401</td>
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<td>1 1/2 11 1/2 0 0 0</td>
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</table>
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Abilene - VRH  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 02/26/2017

### 1 Point Penalties:
- Each hit, bite, or stepping on a tag, cone, plant, or any component of the obstacle
- Incorrect or break of gate at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

### 2 Point Penalties:
- Wrong lead or not out of lead
- Dropped reins
- Break of gate at Lope
- Break of gate at Walk or trot for more than two (2) strides
- 2 or 3 steps on dismount or ground tie

### Obstacle Scores

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Score</th>
</tr>
</thead>
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<td>0.5 + 0.5 + 0.5 + 0.5 + 0.5</td>
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<tr>
<td>Trot Semi-circle</td>
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<td>0.5</td>
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<tr>
<td>Lope Poles</td>
<td>0.5</td>
<td>0.5</td>
</tr>
<tr>
<td>Walk Bridge</td>
<td>0.5</td>
<td>0.5</td>
</tr>
<tr>
<td>Chute / Black</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Not into Box /360</td>
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<td>0</td>
</tr>
<tr>
<td>Drag Fig 8</td>
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<td>0</td>
</tr>
</tbody>
</table>

**TOTAL**

### Off-Pattern (OP)
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fail of horse under

---

**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

Printed from HSW
# AQHA
# AMERICAN QUARTER HORSE ASSOCIATION
# SHOT
# Stock Horse of Texas

## VERSATILITY RANCH HORSE - REINING

### PATTERN

SHOW: Abilene - VRH  
CLASS: #64 - SHTX IRNN - Intermediate Reining  
DATE: 02/25/2017

#### 12 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Ryder Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

#### 5 Point Penalties:
- Spinning in full corners
- Blatant disobedience
- Use of either hand to instill fear
- Use of two hands (except in small bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### Off-Pattern CP:
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

#### Off-Score (OS):
- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

Each pattern is scored between 1-100 points and automatically begins the run with a score of 70 points.

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: [Signature]

Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Abilene - VRH  
**CLASS:** #84  - SHTX IRN - Intermediate Reining  
**DATE:** 02/25/2017

### PATTERN

**4**

### 1/2 Point Penalty:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalty:
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Sipping rein

### 2 Point Penalty:
- Breaks of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a loop departure on claim patterns
- Failure to be in a lope prior to the first marker on roll-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trailing beyond 2 strides, but less than 1/2 circle

### 5 Point Penalty:
- Spinning in front of center
- Blatant disobedience
- Use of either hand to instill fear/pace
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

### Off Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, lacking more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Lameness
- Abuse
- Fall of horse/side: run outs
- Illegal equipment
- Disrespect or misconduct
- Improper Western attire

### MANEUVER SCORES

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### PENALTY TOTAL | SCORE | OP
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

1/2 Point Penalties:
- Staging, e.g., sitting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop
- Over or under spinning up to 1½ turn

1 Point Penalties:
- Our lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1½ to 1¾ turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lead departure on trot-in patterns
- Failure to be in a lead prior to the first marker on run-in patterns
- Failure to complete pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1½ circle

5 Point Penalties:
- Spurring in front of the winch
- Blatant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rostral reins (except two rein) per maneuver

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blamable disobedience

**PC:**
- Lameness
- Abuse
- Fall of horse/riders; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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### MANEUVER SCORES

| WIO | # | Tie-Breaker | Maneuver Description | Run, Stop | 3 1/2 Spins Left | Run, Stop | 3 1/2 Spins Right | Run, Stop | 3 1/2 Spins Right | 7 Circles | 2 Circles Left | Step & Back | 1/2 Lead, Lead Closet | PENALTY TOTAL | SCORE | OP |
|-----|---|------------|----------------------|---------|------------------|---------|------------------|---------|------------------|-----------|----------------|-------------|------------------|-------------|------|
| 17  |   | 3          |                      |         |                  |         |                  |         |                  |           |                |             |                  | 1/2         | 6½  |   |
| 18  |   | 3          |                      |         |                  |         |                  |         |                  |           |                |             |                  | 1/2         | 6½  |   |
| 19  |   | 4          |                      | 1/2     | -1/2             | -1/2    | -1               |         |                  |           |                |             |                  | 1/2         | 61½ | OP|
| 20  |   | 4          |                      |         |                  |         |                  |         |                  |           |                |             |                  | 1/2         | 61½ | OP|
| 21  |   | 4          |                      |         |                  |         |                  |         |                  |           |                |             |                  | 1/2         | 61½ |   |
| 22  |   | 4          |                      |         |                  |         |                  |         |                  |           |                |             |                  | 1/2         | 64   |   |
| 23  |   | 4          |                      |         |                  |         |                  |         |                  |           |                |             |                  | 1/2         | 56½ |   |
| 24  |   | 4          |                      |         |                  |         |                  |         |                  |           |                |             |                  | 1/2         | 64½ | OP|

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**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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## VRH - LIMITED RANCH COW WORK (Amateur)

### 1 Point Penalties:
- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

### 3 Point Penalties:
- K - Knocking down the cow without having a working advantage
- L - Listing a cow while boxing

### 5 Point Penalties:
- D - Spurring in front of cinch
- B - Barani disobedience
- E - Use of either hand to instill fear prise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- A - Turning tail
- D - 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

### FE:
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rodeo
- N - Improper western attire

### RUN CONTENT

Each horse/rider pair is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1/2 extreme good, 1 extremely poor, 1/2 poor, 0 correct, 1/2 good, 1 very good, 1 1/2 excellent

### PENALTIES

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### JUDGE'S SIGNATURE:

Printed from HSW
### AQHA AMERICAN QUARTER HORSE ASSOCIATION
### VRH - LIMITED RANCH COW WORK (Amateur)
### SHOW: Abilene - VRH
### CLASS: #66-SHTXIWCH-IntermediateWorkingCow
### DATE: 02/25/2017

#### POINT PENALIES:
- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

#### POINT PENALIES:
- K - Knocking down the cow without having a working advantage
- L - Losing a cow whileailing

#### POINT PENALIES:
- B - Spurring in front of cinch
- C - Bilateral disobedience
- E - Use of other hand to install headstall
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

#### OFF-PATTERN (OP):
- A - Turning tail
- B - Repeated bilateral disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cases, if new cow is awarded
- N - Failure to attempt any part of the class

#### PENALITIES:
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider; run ends
- N - Improper western attire

#### RUN CONTENT:
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

#### PENALITIES:
- 3 POINTS
- 5 POINTS
- TOTAL

#### W/O #
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#### JUDGE'S NAME (PRINTED):

#### JUDGE'S SIGNATURE:  

**Printed from HSW**
# AQHA AMERICAN QUARTER HORSE ASSOCIATION
## SHOT Stock Horse of Texas
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Abilene - VRH  
**CLASS:** #66-SHTX1WCH-Intermediate Working Cow  
**DATE:** 02/25/2017

### Points Penalties:

- A - Loss of working advantage  
- P - Working out of position  
- S - Slipping rein  

### 3 Point Penalties:

- K - Knocking down the cow without having a working advantage  
- L - Losing a cow while boxing  

### 5 Point Penalties:

- B - Spurring in front of cinct  
- C - Bisect disorder  
- D - Use of either hand to stop feet/prance  
- E - Use of two hands (except in snaffle bit or hackamore) per maneuver  
- M - More than one finger between spurs or any fingers between a roma's reins (except two rein) per maneuver  

### Off-Pattern (OP):

- Cannot place above others who complete pattern correctly  
- A - Turning tail  
- E - Repeated bisect disorder  
- 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  

### NO:

- A - Abuse  
- B - Lameness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse, rider, run ends  
- N - Improper western attire

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### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 1-10 Extremely Poor, -1 Very Poor, -12 Poor, 3 Correct, +12 Good, +1 Very Good, +12 Excellent  

### PENALTIES

### Tie-Breaker:

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| 19  | 421| -1/2 0 0 0 +1/2 -1 -1 -1 | AP 0  
| 20  | 434| +1/2 +1/2 0 -1/2 0 0 +1/2 0 0 | 0  
| 21  | 540| -1 -1/2 0 0 -1 -1 -1 -1 | L C 10 5/45  
| 22  | 563| +1/2 +1/2 0 0 +1/2 +1/2 0 +1 | 0  
| 23  | 401| +1/2 0 0 -1/2 0 0 +1/2 0 +1/2 | 0  
| 24  | 378| +1/2 -1/2 0 0 -1/2 0 0 0 0 | 1 67.5

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
## AQHA VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Abilene - VRH  
**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 02/25/2017

### 1 Point Penalties:
- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

### 3 Point Penalties:
- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

### 6 Point Penalties:
- O - Pattern (OP): Cannot place above others who complete pattern correctly
  - A - Turning tail
  - E - Repeated blatant disobedience
  - J - Schooling after entering the arena prior to calling for cow
  - X - Schooling horse between cows, if new cow is awarded
  - N - Failure to attempt any part of the class

### Penalties:
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider; run ends
- N - Improper western attire

### RUN CONTENT

Each horse/rider entry is scored between 1-100 points, and automatically begins the run with a score of 70 points:

1/1:2 Extremely Poor, 1/1 Very Poor, 1/2 Poor, 1/2 Correct, 1/2 Good, 1/1 Very Good, 1/1/2 Excellent

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### Penalties

- 3 POINTS: 3
- 5 POINTS: 5
- TOTAL: SCORE

**JUDGE'S NAME (PRINTED):**

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**SHOW:** Abilene - VRH  
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**DATE:** 02/25/2017

#### VRH - LIMITED RANCH COW WORK (Amateur)

**1 Point Penalties:****
- A - Loss of working advantage  
- P - Working out of position  
- S - Slippin rein

**3 Point Penalties:**  
- K - Knocking down the cow without having a working advantage  
- L - Losing a cow while boxing

**5 Point Penalties:**  
- B - Spurring in front of cinch  
- C - Blatant disobedience  
- E - Use of either hand to stall fearful raise  
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver  
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly  
- A - Turning tail  
- E - Repaired 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

**DO:**  
- A - Abuse  
- B - Lameness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/rode; run ends  
- N - Improper western attire

---

#### RUN CONTENT

Each horse/rode team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- .50 = Excellent  
- .25 = Good  
- .00 = Correct  
- -.25 = Poor  
- -.50 = Very Poor  
- 1.00 = Extra Poor

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