# AQHA American Quarter Horse Association

## Stock Horse of Texas

### VERSATILITY RANCH HORSE - RANCH RIDING

#### Pattern 1

**SHOW:** Abilene - VRH  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 02/25/2017

**Point Penalties:**
- Over-handled per maneuver
- Out of place 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
- Umpied reins
- Break of gait at lope
- Break of gait at Walk or trot for more than two (2) strides

**5 Point Penalties:**
- Spurting in front of cinch
- Blatant disobedience
- Use of either hand to instill fear
- Use of both hands (except it snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver
- 1st or 2nd cumulative refusal

#### Off Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

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### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 75 points.

- 1/2 Extremely Poor, 1/1 Very Poor, 1/2 Poor, 1/2 Average, 1/2 Good, 1/1 Very Good, 1/2 Excellent

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

Printed from HSW
### MANEUVER SCORES

Each horse/team is scored between 1-190(0,6),(995,990) points and automatically begins the run with a score of 190 points.

- 91/2 Extremely Poor, -1 Very Poor, -12 Poor, 0 Correct, +12 Good, +1 Very Good, +1 1/2 Excellent

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1 Point Penalties:
- Over-extend 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 at Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:
- Sparing in more of circuit
- Blatant disobedience
- Use of either hand to nist / ear / tail / pin
- 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

**MANEUVER SCORES**

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

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**Penalty Total:**

**Score:** 73

**OP:** 1

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# AQHA American Quarter Horse Association
## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-bred per maneuver
- Out at frame per maneuver
- Too long per maneuver
- Gapping mouth
- Pause 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 at Lope
- Break of gait at Walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spanning at front of cinch
- Brutal disobedience
- Use of either hand to pull, lean, or raise
- 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 place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repaired blatant disobedience

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

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 71 points.

- -1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +2 Excellent

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<th>Trot</th>
<th>Ext Trot</th>
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# VERSATILITY RANCH HORSE - RANCH RIDING

## SHOW: Abilene - VRH
## CLASS: #50 - SHTX LNPP - Ltd Non Pro 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

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

### 5. Point Penalties:
- Spinning on haunch or croup
- Repeated 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 roman reins per maneuver
- 1st or 2nd cumulative refusal

### MANEUVER SCORES

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
### OBSTACLE SCORES

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

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**Judge’s Name (Printed):**

**Judge’s Signature:**

---

**SHOW:** Abilene - VRH  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 02/25/2017
## VERSATILITY RANCH HORSE - TRAIL

### SHOW: Abilene - VRH

### CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail

### DATE: 02/25/2017

### 3 Point Penalties:
- Each step, use or stepping on a leg, crow, 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
- Slip pole at lope

### 5 Point Penalties:
- Spinning in front of cinch
- Batting disobedience
- Use of either hand to resist rear raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins per maneuver
- Knitting over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait
- 4 or more steps on dismount 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

### 00:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

## OBSTACLE SCORING

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

### Tie-Breaker:
- 100 Gates / 90 Trot
- 80 Lope Poles / 60 Lope
- 40 Walk (Bridge / Chute / Back) / 30 Not Into Box
- 100 Drag Fig 8

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### Judges' Signature:

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Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Abilene - VRH  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 02/25/2017

#### 1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect break of gait at walk or trot for two strides or less
- Both front or hind feet in a single stride - over 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 first

#### 5 Point Penalties:
- Spinning in front of catch
- Blatant disobedience
- Use of either hand to instil fear or praise
- Use of both hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal 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
- Letting go of gait
- 4 or more steps on dismount 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

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

---

### OBSTACLE 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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### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Abilene - VRH  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 02/25/2017

#### Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect break of gait 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 a warm or ground tie except shifting to balance
- Split pole at top

#### 3 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
- 2-3 steps on a warm 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
- Repaired blatant disobedience

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

---

### OBSTACLE SCORES

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

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**JUDGE'S NAME (PRINTED):** 
**JUDGE'S SIGNATURE:**
### VERSATILITY RANCH HORSE - REINING

**Pattern 4**

**SHOW:** Abilene - VRH  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 02/25/2017

#### 12 Point Penalties:
- Stalling 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 Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

#### 5 Point Penalties:
- Spinning in front of cinch
- Blistant disobedience
- Use of either hand to instill fear/praise
- Use of two reins (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between thumb and 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 blatant disobedience

#### DOI:
- Lieneness
- Abuse
- Fall of horse/rider: run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

#### MANEUVER SCORES

Each horse/rider combination is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 1-79 Extremely Poor  
- 80-89 Very Poor  
- 90-99 Poor  
- 100-110 Very Good  
- 110-119 Excellent

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

**JUDGE'S SIGNATURE:**

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Printed from HSW
# AQHA American Quarter Horse Association
## VERSATILITY RANCH HORSE - REINING

### Pattern 4

**SHOW:** Abilene - VRH  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 02/25/2017

#### 12 Point Penalties:
- Slashing 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 3 Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

#### 5 Point Penalties:
- Spurring from behind the cinch
- Blatant disobedience
- Use of either hand to instill fear/pressure
- 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 rein) per maneuver

**OH 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 blatant disobedience

#### DQ:
- Lameness
- Abuse
- Fall of horse/rider, man ends
- Illegal equipment
- Dissrespect or misconduct
- Improper western attire

---

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<th>Maneuver Scores</th>
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**Judge's Name (Printed):**  
**Judge's Signature:**
**VERSATILITY RANCH HORSE - REINING**

**PATTERN 4**

### 10 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 Youth Reining Pattern #1).
- Over-spin or under-spin up to 1/8 turn.

### 5 Point Penalties:
- Spurring in front of cinch.
- Blatant disobedience.
- Use of either hand to instill fear/raise.
- 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, backing more than two strides).
- Leaving arena before pattern is complete.
- Repeated blatant disobedience.

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

### MANEUVER SCORES

Each horse/rider pair is scored between 1-100 points and automatically begins the run with +5 points.

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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:

- 90 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 90 Excellent.

#### MANEUVER DESCRIPTION

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#### MANEUVER PENALTY

- Falling off
- Loss of control
- Fault inmorality (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Break of gait
- Freezing in spin or rollback
- Failure to stop or walk before executing a stop departure on true-in patterns
- Failure to be in a stop prior to the first marker on true-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trodding beyond two strides, but less than 1/2 circle

#### MANEUVER DESCRIPTION

- Run, stop
- 1 1/2 spins
- 2 circles
- 3 circles
- Satin run
- Scratch

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

**Judge's Signature:**
# VERSATILITY RANCH HORSE - REINING

## Pattern 4

### 12 Point Penalties:
- Starting a circle or exiting a rollback at a rate 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 3 Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:
- 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
- Slipping rein

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop departure on test-in patterns
- Failure to be in a lead prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Riding beyond 2 strides, but less than 1/2 circle

### 5 Point Penalties:
- Spurring in front of the judge
- Blunt disobedience
- Use of either hand to assist the rider in the pattern
- Use of two hands (except for small, bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between nasal 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, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blunt disobedience

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

## Maneuver Scores

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</table>

**Maneuver Description**

- Run, Stop, 3 1/2 Spins Left
- Run, Stop, 3 1/2 Spins Right
- Run/Stop, 2 Circles
- Run/Stop, 2 Circles Left
- Stop

**Penalty**

- Content
- Off Center
- Off Lead
- Lead Change

**WiO 34 404**

- Score: 65
- OP: 1

**WiO 35 457**

- Score: 54 1/2
- OP: 1

**WiO 36 354**

- Score: 69
- OP: 1

**WiO 37 350**

- Score: 69
- OP: 1

**WiO 38 601**

- Score: 69
- OP: 1

**WiO 39 473**

- Score: 69
- OP: 1

**WiO 40 647**

- Score: 68
- OP: 1

**WiO 41 427**

- Score: 69
- OP: 1

### Judge's Name (Printed):

[Signature]

### Judge's Signature:

[Signature]
### Maneuver Scores

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
- 11-20 Very Poor
- 21-30 Poor
- 31-40 Fair
- 41-50 Good
- 51-60 Very Good
- 61-100 Excellent

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Penalties:
- Run, Stop
- 3 1/2 Splain Left
- 3 1/2 Splain Right
- Run, Stop
- 2 Circles
- 2 Circles Left
- Step & Back

Score: 70

**Judge’s Signature:**

---

**JUDGE’S NAME [PRINTED]:**

---

**SHOW: Abilene - VRH**
**CLASS: #64 - SHTX LNPR - Ltd Non Pro Reining**
**DATE: 02/25/2017**
### AQHA American Quarter Horse Association

#### SHH Stock Horse of Texas

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

**SHOW:** Abilene - VRH  
**CLASS:** #56-SHTX-LNPW-LtdNonProWorkingCow  
**DATE:** 02/25/2017

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

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

#### Point Penalties:
- B - Sparing in front of cinch  
- C - Boastful disobedience  
- D - Use of other hands to insist fear/cruse  
- E - Use of two hands (except it snaffle bit or hackamore) per maneuver  
- F - 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  
- B - Repeated blatant disobedience  
- C - Schooling after entering the arena prior to calling for cow  
- D - Schooling horse between cows, if new cow is awarded  
- E - Failure to attempt any part of the class

#### DO:
- A - Abuse  
- B - Lame
- C - Disrespect or misconduct  
- D - Regal equipment  
- E - Fall of horse/rider, run ends  
- F - Improper western attire

### RUN CONTENT

Each horse/team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
1-12 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 Excellent

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

Printed from HSW
### AQHA AMERICAN QUARTER HORSE ASSOCIATION

**SHOW:** Abilene - VRH  
**CLASS:** #56-SHTXLNWP-LtdNcnProWorkingCow  
**DATE:** 02/25/2017

**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: Losing a cow while boxing

#### 5 Point Penalties:
- B: Sparring in front of cinch  
- C: Bilateral disobedience  
- E: Use of either hand to instill fear or raise  
- F: Use of two hands (except in snaffle bit or hackamore) per maneuver  
- M: More than one finger between split reins or any fingers between reins (except two rein) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly

- A: Turning tail  
- E: Repeated blatant disobedience  
- J: Schoolling after entering the arena prior to calling for cow  
- K: Schoolling horse between cows, if new cow is awarded  
- N: Failure to attempt any part of the class

**DG:**  
- A: Abuse  
- B: Lameness  
- D: Disrespect or misconduct  
- G: Illegal equipment  
- F: Foul of horses; leg or head entanglement  
- N: Improper western attire

### RUN CONTENT

Each horse/riders team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 10: Extremely Poor  
- 20: Very Poor  
- 30: Poor  
- 40: Correct  
- 50: Good  
- 60: Very Good  
- 70: Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### AQHA
### AMERICAN QUARTER
### HORSE ASSOCIATION
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Abilene - VRH  
**CLASS:** #56 - SHTXLNWP-Ltd Non Pro Working Cow  
**DATE:** 02/25/2017

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

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

---

### Tie-Breaker

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**RUN CONTENT**
- Each horse/team is scored between 1-100 and automatically begins the run with a score of 70 points.
- 1-12 Extremely poor, 13 Very Poor, 12 Poor, 11 Poor, 11 Good, 10 Very Good, 1-12 Excellent

### PENALTIES

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### JACK'S NAME (PRINTED):

[Signature]

### JUDGE'S SIGNATURE:

[Signature]

Printed from HSW
### AQHA AmERICAN QUARTER HORSE ASSOCIATION

**SHOW:** Abilene - VRH  
**CLASS:** #56-SHTXLNPW-LtdNonProWorkingCow  
**DATE:** 02/25/2017

#### 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 - Losing a cow while boxing

**5 Point Penalties:**  
B - Spurring in front of clinch  
C - Bitless disobedience  
E - Use of other hand to instill fear/praise  
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

**DR-Patterns (OP):**  
A - Turning tail  
B - 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

**DD:**  
A - Abuse  
B - Lameness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horseman; run ends  
H - Improper western attire

### RUN CONTENT

Each horse/cow team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 1-12 - Extremely Poor  
- 13-20 - Very Poor  
- 21-30 - Poor  
- 31-40 - Correct  
- 41-50 - Good  
- 51-60 - Very Good  
- 61-120 - Excellent

### PENALTIES

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### JUDGE'S NAME (PRINTED):  

### JUDGE'S SIGNATURE:  

Printed from HSW
### AQHA American Quarter Horse Association

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

**SHOW:** Abilene - VRH  
**CLASS:** #56-SHTXLNWP-Ltd Non-Pro Working Cow  
**DATE:** 02/25/2017

#### 1 Point Penalties:
- A - Loss of working advantage
- B - 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 - Spurting in front of cow
- C - Brazen disobedience
- E - Use of either hand to instill fear or praise
- 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 reins/rope (except two rein) per maneuver

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

#### DD:
- A - Abuse
- B - Lameness
- D - Disrespect for misbehavior
- G - Illegal equipment
- F - Fall of horse/behind 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.

- 1/2 Extremely Poor: -1 Very Poor: -1 Poor: -144 Good: +1 Very Good: +1 1/2 Excellent

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#### 5 Point Penalties:
- B - Spurring in front of cinch  
- C - Blatan disobedience  
- E - Use of either hand to install hackamore  
- 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 rein rings (except two rings) per maneuver

---

### RUN CONTENT
Each horse/rider team is scored between 1-100 points and automatically begins their run with a score of 70 points.
- 1/2 Extremely Poor  
- 1/2 Very Poor  
- 1/2 Poor  
- 0 Correct  
- 1/2 Good  
- 1 Very Good  
- 1 1/2 Excellent

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**JUDGE'S SIGNATURE:**  
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