**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
- Draped reins
- Break of gait at lope
- Break of gait at Walk or trot for more than two (2) strides

**5 Point Penalties:**
- Spurring in form of clinic
- Blatant disobedience
- Use of either hand to incite fear/hoise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between caudal reins per maneuver
- 1st or 2nd cumulative refusal

---

### MANEUVER SCORES

Each maneuver is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1/2 Excellent
- 1/2 Very Good
- 1 Excellent
- 1 Very Good
- 1/2 Excellent

<table>
<thead>
<tr>
<th>W.O.</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Tie Breaker</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Tandem</th>
<th>Walk</th>
<th>Lope</th>
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<th>Trot</th>
<th>Stop &amp; Back</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

---

*Printed from HSIV*
# AQHA
## American Quarter Horse Association
### Stock Horse of Texas

**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Abilene - VRH  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 02/25/2017

### 1 Point Penalties:
- Over briddled or 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 in front of clint  
- Blasphemy disobedience  
- Use of either hand to instill fear/pause  
- Use of one hand (except in shuttle bit or halter/brems) 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 horse/rider team scored between 1-100 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

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<tr>
<th>W/O</th>
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<tr>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

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Printed from HSW
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<th>Penalties</th>
<th>Maneuver Description</th>
<th>TIE-BREAKER</th>
<th>Penalty</th>
<th>Score</th>
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## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Abilene - VRH  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 02/25/2017

### 1 Point Penalties:
- Each hit, bite, or stepping on a leg, core, plant or any component of the obstacle  
- Incorrect or 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  
- Stepping over or treading on step on required space  
- Incorrect number of strides, if specified  
- One step on dismount or ground tie except shifting to balance  
- Split pincers at Gait

### 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 strides on dismount or ground tie

### 5 Point Penalties:
- Spurring, in front of chin  
- Bilateral disobedience  
- Use of either hand to install/arrange  
- 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  
- 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 gage  
- 4 or more steps on dismount or ground tie

### Off-Point (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 bilateral disobedience

### DQ:
- Lumbering  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horseman

### OBSTACLE SCORES

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

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</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>
</tr>
</thead>
</table>
| 577 | 1654321 | RH Gate/Sl/ | Trot | Lope Poles | Walk Bridge/Shute/| Rail | Int into Box | Drag/Fig 8 | OP | 4 | 67 | 4 | 67 | **4.0**
| 576 | 11111111 | RH Gate/Sl/ | Trot | Lope Poles | Walk Bridge/Shute/ | Rail | Int into Box | Drag/Fig 8 | OP | 4 | 67 | 4 | 67 | **4.0**
| 355 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | **0.0**
| 448 | 11111111 | RH Gate/Sl/ | Trot | Lope Poles | Walk Bridge/Shute/ | Rail | Int into Box | Drag/Fig 8 | OP | 4 | 67 | 4 | 67 | **4.0**
| 630 | 11111111 | RH Gate/Sl/ | Trot | Lope Poles | Walk Bridge/Shute/ | Rail | Int into Box | Drag/Fig 8 | OP | 4 | 67 | 4 | 67 | **4.0**
| 512 | 11111111 | RH Gate/Sl/ | Trot | Lope Poles | Walk Bridge/Shute/ | Rail | Int into Box | Drag/Fig 8 | OP | 4 | 67 | 4 | 67 | **4.0**
| 361 | 11111111 | RH Gate/Sl/ | Trot | Lope Poles | Walk Bridge/Shute/ | Rail | Int into Box | Drag/Fig 8 | OP | 4 | 67 | 4 | 67 | **4.0**
| 475 | 11111111 | RH Gate/Sl/ | Trot | Lope Poles | Walk Bridge/Shute/ | Rail | Int into Box | Drag/Fig 8 | OP | 4 | 67 | 4 | 67 | **4.0**

**JUDGE'S NAME (PRINTED):** [Signature]  
**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 break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at 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 90°

**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 or more steps on dismount or ground tie

**5 Point Penalties:**
- Sparring in front of cinch
- Blunt disobedience
- Use of either hand to insist favor/praise
- 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
- Kneeling, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gare
- 4 or more steps on dismount or ground tie

**OBSTACLE SCORES**

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

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>PENALTY</th>
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</thead>
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<tr>
<td>144 Gate / SF</td>
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<td>97 Lope Polos</td>
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<td>Walk Bridge/Chuck / Buck / Rattler Box</td>
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<td>73</td>
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<td>Long Fig. 9</td>
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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

**SHOW:** Abilene - VRH

**CLASS:** #32 - SHTX NPTR - Non Pro Trail

**DATE:** 02/25/2017
### 1 Point Penalties:
- Each ha, zip, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single stride space are walk or trot
- Skipping over or falling 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

### 3 Point Penalties:
- Spurting in front of each
- Blatant disobedience
- Use of either hand to instill fear
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one hind between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or failing to go over an obstacle
- Dropping an object required to be carried
- Fat or 2nd cumulative refusal
- Letting go of gage
- 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
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

### OBSTACLE SCORES

Each horse/rider is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 1-10 Extremely Poor
- 11-30 Very Poor
- 31-50 Poor
- 51-60 Fair
- 61-70 Good
- 71-80 Very Good
- 81-100 Excellent

<table>
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<th>Obstacle Description</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**
# VERSATILITY RANCH HORSE - REINING

## 12 Point Penalties:
- Starting a circle or exiting a rollback are not 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 circh
- Blatant disobedience
- Use of either hand to instill fear/prise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between bridle 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

### 10:
- Lameness
- Abuse
- Fall of horse/rider; run ends
-Illegal equipment
- Disrespect or misconduct
- Improper western attire

## MANEUVER SCORES

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalties</th>
<th>Score</th>
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<td>1/2 Spins 3/2 Spins Left</td>
<td>+1/2 +1/2 +1/2 +1/2 +1/2 +1/2 +1/2 +1/2</td>
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<td>1/2 Spins Right</td>
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<td>68 1/2</td>
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### Penalty Positions:
- +1/2: Total

---

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

**JUDGE'S SIGNATURE:**

*Same as morning class with score added*
# Versatility Ranch Horse - Reining

## Rules

### 1 Point Penalties:
- Scoring a circle or exiting a rollback at a trot for up to two circles
- Delayed change of lead by one score where the lead change is required by the pattern description
- Failure to maintain 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

### 2 Point Penalties:
- Break of form
- Freeze up in stops or rollbacks
- Failure to stop or walk before executing a lope departure or re-entries in patterns
- Failure to be in a lope prior to the first marker on an in-pattern
- Failure to completely pass the specified marker before initiating a stop position
- Trimming beyond 2 strides, but less than 1/2 circle

### 3 Point Penalties:
- Spurring in front of the horse
- Blatant disobedience
- Use of either hand to instill lassapade
- 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 piece 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

## Maneuver Scores

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>SCORE</th>
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<tbody>
<tr>
<td>9</td>
<td>534</td>
<td>3</td>
<td>Run, Stop</td>
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<td>72.5</td>
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<td>6</td>
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<td>0</td>
<td>64</td>
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<tr>
<td>16</td>
<td>546</td>
<td>10</td>
<td></td>
<td>0</td>
<td>65</td>
</tr>
</tbody>
</table>

---

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

**PATTERN 4**

**SHOW:** Abilene - VRH  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 02/25/2017

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at two or 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 1/16 turn

### 1 Point Penalties:
- Out of lead in 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 1/16 to 1/4 turn
- Slipping run

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a loop departure on non-in patterns
- Failure to be in a loop prior to the first mark on non-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 10 circle

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

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

---

### MANEUVER SCORES

| WIO | # | Tie Breaker | Maneuver Description | Penalty | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | TOTAL | PENALTY | SCORE | OP |
|-----|---|------------|----------------------|---------|---|---|---|---|---|---|---|---|---|---|---|-------|---------|-------|-----|
| 17  | 630 | 3 4 1 5 7 2 6 8 | RuOn, Stop 3 1/2 Sins Left | 0 0 0 +1/2 -1/2 0 0 0 | 70 | | |
| 18  | 575 | -1/2 -1/2 -1/2 -1/2 0 0 -1/2 -1/2 | | | | | | | | | | | | | 67 | |
| 19  | 500 | -1/2 0 -1 0 -1 -1/2 -1/2 -1/2 | | | | | | | | | | | | | 38 | 25 | 156 |
| 20  | 518 | 0 +1/2 0 +1/2 -1/2 0 -1/2 -1/2 | | | | | | | | | | | | | 69 1/2 | |
| 21  | 369 | -1/2 -1/2 0 +1/2 -1/2 0 -1 -1/2 | | | | | | | | | | | | | 60 1/2 | |
| 22  | 649 | +1/2 +1/2 +1/2 +1/2 0 0 +1/2 +1/2 | | | | | | | | | | | | | 70 | |
| 23  | 512 | 0 0 -1/2 -1/2 -1/2 -1 -1/2 -1/2 | | | | | | | | | | | | | 52 1/2 | |
| 24  | 355 | 0 +1/2 0 0 0 -1 -1/2 | | | | | | | | | | | | | 69 | |

---

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

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### VERSATILITY RANCH HORSE - REINING

**SHOW:** Abilene - VRH  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 02/25/2017

#### PENALTY 4

**10 Point Penalties:**
- Stealing 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 not from cinch  
- Blatant disobedience  
- Use of either hand to pull lead/rein  
- Use of two hands (except in snaffle 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 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 team is scored between 1-100 points and automatically begins the run with a score of 70 points. 

1 = 1/2 Extremely Poor, 2 = Very Poor, 3 = Poor, 4 = Fair, 5 = Good, 6 = Very Good, 7 = Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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<tr>
<td>25</td>
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<td>3 4 1 5 7 2 6 8</td>
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<td>-1 -1/2 -1 -1 -1/2 -1/2 -1/2 -1/2</td>
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<td>46</td>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

- Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**1. Point Penalties:**
- A: Loss of working advantage
- B: Using the corner of the arena to run the cow when going down the fence
- C: Changing sides or arena to turn cow
- D: For each length horse runs past cow
- E: Slipping rein
- F: Failure to drive cow past middle marker on first turn

**2. Point Penalties:**
- A: Going around the corner of the arena before turning cow
- B: In an open field, animal gets within 3 feet of the end fence before being turned
- C: Failure to catch

**3. Point Penalties:**
- 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 a working advantage

**4. Point Penalties:**
- A: Failure to turn the cow both directions on the fence
- B: Spurring or hitting in front of cinch at any time
- C: Busying disobedience
- E: Use of either hand to instill fear/punishment
- 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 no rein) per maneuver

**OFF-PATTERN (OP): Cannot place above others who complete pattern correctly**
- A: Turning tail
- E: Repeated blatant disobedience
- H: Leaving arena before run is complete
- I: Illegal catch at end of run
- 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

**SHOW: #36-SHTXNPWC-NonProWorking Cow**

**CLASS: 02/25/20**

---

<table>
<thead>
<tr>
<th>RUN CONTENT</th>
<th>PENALTIES</th>
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<td>RATING</td>
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<tr>
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**SCORE | OP**
---|---
12 | 16
4 | 6
2 | 6
4 | 9
5 | 9
5 | 9
5 | 9
3 | 6
1 | 6

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW
## VERSATILITY RANCH HORSE - RANCH COW WORK

### 1 Point Penalties:
- 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
- S - Slinging rope
- T - Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
- 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

### 3 Point Penalties:
- 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

### 5 Point Penalties:
- 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 listed 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 reins) per maneuver

### 2 Points
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- J - Schooting after entering the arena prior to calling for cow
- K - Schooting horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

### DQ:
- A - Abuse
- B - Lamentness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse and rider

### RUN CONTENT

Each horseman is scored between 1-10 points and automatically begins the run with a score of 70 points.

### PENALTIES

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>ROCEING</th>
<th>RATING</th>
<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>TRAPP &amp; RATE</th>
<th>STOP &amp; HOLD</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>2 POINTS</th>
<th>3 POINTS</th>
<th>5 POINTS</th>
<th>TOTAL</th>
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</table>
# Versatility Ranch Horse - Ranch Cow Work

**SHOW:** Abilene - VRH
**CLASS:** #36-SHTXNPWC-NonProWorking Cow
**DATE:** 02/25/2017

### 1 Point Penalties:
- 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
- I - For each length horse fantastic past cow
- P - Working out of position
- S - Slipping run
- T - Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
- 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

### 3 Point Penalties:
- 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

### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spinning or hitting in front of cinch at any time
- C - Blatant disobedience
- D - Use of either hand to stand firepoint
- 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 normal reins (except two reins per maneuver)

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- F - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- J - Schooling after entering 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 - Lammness
- C - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fail of horse/rider

## Run Content

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#### Tie-Breaker:
- **Boxing:**
- **Rating:**
- **Finch Turns:**
  - **Left:**
  - **Right:**
- **Circling:**
  - **Left:**
  - **Right:**
- **Roping:**
- **Position & Control:**
- **Degree & Difficulty:**
- **Eye Appeal:**
- **2 Points:**
- **3 Points:**
- **5 Points:**
- **Total:**

### Penalties

- **Eve Appeal:**
- **Penalty:**
- **Content:**

### Score
- **Total:**

---

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

**Judge's Signature:**

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