NOVICE/YOUTH COW WORK

**1 Point Penalties:**
- Loss of working advantage
- Working out of position
- Slipping rein

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

**5 Point Penalties:**
- Spurring in front of crotch
- Blatant disobedience
- Use of either hand to assist tauripraise
- Use of two hands except in sniffle bit or hackamore per maneuver
- More than one finger between split reins or any fingers between reins per maneuver (except two rein per maneuver)

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated Honor disobedience
- Fall horse rider; run ends; credit will be given for work done
- Schooling after entering arena prior to calling for cow
- Schooling horse between cows; F new cow is awarded
- Failure to attempt any part of the class

**CO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

**RUN CONTENT**
Each horse/rider/team is scored between 0 - 100 points and automatically begins the run with a score of 75 points:
- 1:2 Extremely Poor, 1 Very Poor, 1 Poor, 0:2 Fair, 0:2 Good, 1:2 Very Good, 1:4 Excellent

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**JUDGE'S SIGNATURE:**

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Printed from HSW
## NOVICE/YOUTH COW WORK

**Point Penalties:**
- Loss of working advantage
- Working out of position
- Slipping rein

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

**5 Point Penalties:**
- Spurring in hands or cinch
- Batting 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 roman reins (except two rein) per maneuver

### BOXING MANEUVERS

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**Run Content**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

1-10 Extremely Poor, 11-12 Poor, 13-14 Fair, 15-16 Good, 17-18 Very Good, 19-20 Excellent.
# NOVICE/YOUTH COW WORK

## Rule Penalties:
- Loss of working advantage
- Working outside of position
- Sloping reins

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

## Off-Penalties (OP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horsemen: run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

## DQ:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-1.2: Extremely Poor, -1.3 Very Poor, -1.4 Fair, -1.5 Good, -1.6 Very Good, -1.7 Excellent  

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**Judge's Signature:** [Signature]
**NOVICE/YOUTH COW WORK**

### Point Penalties:
- Loss of working advantage
- Working out of position
- Slapping rein

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

### 5 Point Penalties:
- Spurring in front of cow
- Blunt disobedience
- Use of other hand to assist tear-up
- Use of two hands (except in snaffle bit or buckmores) per maneuver
- More than one-finger between split reins or any fingers between normal reins (except two rein) per maneuver

### PP-Pattern (PP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horsemanship: run ends; credit will be given for work done
- Schooling of horse prior to calling for cow
- Schooling horsemanship: if new cow is awarded
- Failure to attempt any part of the class

### PO:
- Lame or ill
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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

### BOXING MANEUVERS

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<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>PENALTY</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
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**Summary:**
- maneuvre 1 scored 73.5 points
- maneuvre 2 scored 6.65 points
- maneuvre 3 scored 6.65 points
- maneuvre 4 scored 7.5 points
- maneuvre 5 scored 7.5 points
- maneuvre 6 scored 7.05 points
- maneuvre 7 scored 7.3 points
- maneuvre 8 scored 7.3 points
### VERSATILITY RANCH HORSE - RANCH RIDING

#### PATTERN 2

**SHOW:** Athens-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 07/22/2017

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

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

**2 Point Penalties:**
- Spurring in front of chin  
- 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 split 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 booted disobedience

**Disqualified:**
- Lame
- 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 70 points.  
- 1-10 Exceedingly Poor  
- 11-20 Very Poor  
- 21-30 Poor  
- 31-40 Correct  
- 41-50 Good  
- 61-70 Very Good  
- 71-100 Excellent

**Penalty Total**  
**Score**  
**Op**

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

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

**PATTERN 2**

**SHOW:** Athens-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 07/22/2017

### Penalties:

- Over-breded 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

### Penalties:

- Wrong lead or out of lead
- Diaped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

### Penalties:

- Searing in front of wither
- Blatant disobedience
- Use of either hand to instill fear or annoyance
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein and 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/riders

### Maneuver Scores

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

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

**SHOW:** Athens-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 07/22/2017

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**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 and rider

**Tie-Breaker:**

1. Horseman/Girl on a horse that shows the best overall appearance (tie goes to the best dressed)
# Versatility Ranch Horse - Ranch Riding

## Pattern

**SHOW:** Athens-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 07/22/2017

### Point Penalties:
- Over-bodied per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Hanging 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 front of cinch
- Blatant disobedience
- Use of either hand to incite fear 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 (DP):
- 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

### Maneuver Scores

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### Tie-Breaker

Each horse/rider/team is scored between 1-190 points and automatically begins tie 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
SHOW: Athens-VRH  
CLASS: #71 - SHTX VTRL - Novice Trail  
DATE: 07/22/2017

VERSATILITY RANCH HORSE - TRAIL

**Point Penalties:**
- Each bit, bridle, or stepping on a leg, toe, 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
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on diagonal or ground tie except shifting to balance
- Split pole at low

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

**5 Point Penalties:**
- Spurring in front of cinch
- Blunt disobedience
- Use of other hand to assist horse
- 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 failing 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 diagonal or ground tie

**Off Pattern (OP):** Canter place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blunt disobedience

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

---

### OBSTACLE SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 1-12 Extremely Poor, 1-5 Very Poor, 1-2 Poor, 3 Correct, 1-2 Good, 1-3 Very Good, 1-5 Excellent

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**Judge's Name (Printed):**  
**Judge's Signature:**
# AQHA VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Athens-VRH  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 07/22/2017

**1 Point Penalties:**
- Each hit, bite, 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 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.

**5 Point Penalties:**
- Spurting in front of cinch.
- Biting or disobedience.
- Use of either hand to instill fear/graze.
- 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 gate.
- 4 or more steps on dismount or ground tie.

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

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

## OBSTACLE SCORES

Each horse/rider run is scored between 1-10 points and automatically begins the run with a score of 70 points:
- 1.25 Excellent (E), 1 Very Poor (VP), 1 Poor (P), 2 Correct (C), 2 Good (G), 3 Very Good (VG), 4 Excellent (EX),

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**Judge's Signature:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Athens-VRH  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 07/22/2017

#### 1 Point Penalties:
- Each hit, bite, 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
- Bath front or hind feet in a single-stride space at a walk or trot
- Slipping 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 takeoff

#### 5 Point Penalties:
- Stumbling at front of inch
- Blunder disobedience
- Use of either hand is insul fearpaise
- 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
- Unstarting at gate
- 4 or more steps on dismount or ground tie

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Leaps 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

---

#### OBSTACLE SCORES

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**JUDGE'S SIGNATURE:**  
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**Obstacle Scores**

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

-1/2 Extra miles, -1 1/2, -1, 1/2, 1, 1 1/2, 2, 2 1/2, 3, 3 1/2, 4, 4 1/2, 5, 5 1/2, 6, 6 1/2, 7, 7 1/2, 8, 8 1/2, 9, 9 1/2, 10, 10 1/2 Excellent.
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Athens-VRH  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 07/22/2017

**1 Point Penalties:**  
- Each hit, bite, or stepping on a leg, coat, plant or any component of the obstacle  
- Incomplete or break out of gait at walk or trot for two strides or less  
- Stallion from or head in a single-file 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 rope

**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

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

**QO:**  
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Insufficient 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 1/2 Excellent Pass, 1 Very Pass, 1/2 Pass, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

| WO | #  | Tie- Breaker | Obstacle Description | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE | OP |
|----|----|-------------|----------------------|---|---|---|---|---|---|---|---|---|---|---|----------------|-------|-----|
| 33 | 679| L Loop LL  | SP R Walk Bridge Rock L Walk Trot Fig 8 Int Zip-Zap RH Push Gate | −½ | +½ | +½ | +½ | +1 | +½ | +1 |     |     |     |     | 2             | 72½ |     |
| 34 | 985| H Loop RL  | SP R Walk Bridge Rock L Walk Trot Fig 8 Int Zip-Zap RH Push Gate | −½ | −½ | −½ | +½ | +½ | +½ | +½ |     |     |     |     | 2             | 69½ |     |
| 35 | 985| C Loop CC  | SP R Walk Bridge Rock L Walk Trot Fig 8 Int Zip-Zap RH Push Gate | +½ | +½ | +½ | +½ | +½ | +½ | +½ |     |     |     |     | 2             | 71   |     |

---

**Judge's Name (Printed):**  
**Judge's Signature:**
### VERSATILITY RANCH HORSE - REINING

#### MANEUVER SCORES

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**Tie-Breaker:**

- 1st Place: 63/2
- 2nd Place: 68 1/2
- 3rd Place: 54
- 4th Place: 59
- 5th Place: 63
- 6th Place: 63
- 7th Place: 63 1/2
- 8th Place: 58 1/2

**JUDGE’S NAME:** Fred deGuiseppi

**JUDGE’S SIGNATURE:** [Signature]

---

- **SHOW:** Athens-VRH
- **CLASS:** #72 - SHTX VRNN - Novice Reining
- **DATE:** 07/22/2017
- **Penalties:**
  - 1/2 Point Penalties:
    - Staring 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)
    - Poor 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
  - 5 Point Penalties:
    - Spinning in front of crutch
    - Blisters, disobedience
    - Use of other hand to instill fear or praise
    - 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
  - 10 Point Penalties (OP): Cannot place above others who complete pattern correctly
    - Breaking pattern
    - Inclusion of maneuver e.g., over or under spinning, backing more than two strides
    - Leaving arena before pattern is complete
    - Repeated blatant disobedience

**DQ:**
- Lameness
- Abuse
- All of horse rider or run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**Rules:**
- Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1-5 Difficulty Points awarded for patterns 1-5.
- 1-10 Difficulty Points awarded for patterns 6-10.
- 2-10 Difficulty Points awarded for patterns 11-15.
- 2-10 Difficulty Points awarded for patterns 16-20.
- 1-10 Difficulty Points awarded for patterns 21-25.
VERSATILITY RANCH HORSE - REINING

SHOW: Athens-VRH
CLASS: #72 - SHTX VRNN - Novice Reining
DATE: 07/22/2017

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 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 at spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on trot-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 POINT PENALTIES:
- Spinning in front of circh
- Blatant disobedience
- Use of either hand to instill leaping or pause
- Use of two hands (except in scuffle 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 (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Lameness
- Abuse
- Fall of horseman; cut 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 = Extremley Poor, 1 = Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, +1 Very Good, +1/2 Excellent

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JUDGE'S NAME (PRINTED): Frederick Gilligan
JUDGE'S SIGNATURE: [Signature]
Printed from HSW
### MANEUVER SCORES

Each horse/reiner exam is scored between 0-50 points and automatically begins the run with a score of 70 points.

- 110 Extremely Poor, 11 Very Poor, 12 Poor, 13 Correct, 14 Good, 15 Very Good, 16 Excellent

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<th>PENALTY</th>
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| 10 | 971| 2 3 4 5 6 7 | 2 Cycles Left, Stop, 3 1/2 Spins Left, Right & Back | -1/2, -1/2, -1/2, -1/2, -1/2, -1/2 | 7 | 5 | 62
| 20 | 966| 2 2 2 1 1 | 2 Cycles Left, Stop, 3 1/2 Spins Left, Right & Back | -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2 | 8 | 13 1/2 | 52
| 21 | 743| 5 2 4 6 | 2 Cycles Left, Stop, 3 1/2 Spins Left, Right & Back | -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2 | 9 | 23 | 37 1/2
| 22 | 947|  | 2 Cycles Left, Stop, 3 1/2 Spins Left, Right & Back | -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2 | 9 | 2 | 65 1/2
| 23 | 889| 1 0 1 2 3 4 5 | 2 Cycles Left, Stop, 3 1/2 Spins Left, Right & Back | -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2 | 9 | 6 | 6
| 24 | 943| 1 2 1 2 3 | 2 Cycles Left, Stop, 3 1/2 Spins Left, Right & Back | -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2, -1/2 | 9 | 12 1/2 | 52

### JUDGE’S NAME (PRINTED): Frederick Gilmore

### JUDGE’S SIGNATURE: [Signature]
# VERSATILITY RANCH HORSE - REINING

**SHOW:** Athens-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 07/22/2017

**PATTERN:** 8

## 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- or underspin up to 1 1/2 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 underspin 1 1/2 to 1 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 lope departure on rein-in patterns
- Failure to be in a lope prior to the first marker on rein-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trolling beyond 2 strides, but less than 1/2 circle

### MANEUVER SCORES

Each horse/rider pair is scored between 1-120 points and automatically begins the run with a score of 70 points.  
- 1 1/2Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, -1/2 Good, 1 Very Good, 1 1/2 Excellent

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

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Printed from HSW
### MANEUVER SCORES

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**Tie-Breaker:**
- Catches Line: 2 Circles
- Lift/Reversal: 1 Circles
- Stop: 3 1/2 Spins Left
- Stop: 3 1/2 Spins Right
- Stop & Back Right

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

**Judge's Signature:**

**Printed from HSW**