### MANEUVER SCORES

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, 3-4 Very Poor, 5-6 Poor, 7-8 Correct, 9-10 Good, 11-12 Very Good, 13-15 Excellent

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<th>Trot</th>
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<th>Lope</th>
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</table>
### MANEUVER SCORES

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

- 1.25 Extremely Poor: -1 Very Poor: -1 Poor: 0 Correct: +1.25 Good: +1 Very Good: +1.5 Excellent

<table>
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<tr>
<th>Tie Breaker</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Step 180</th>
<th>Walk</th>
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**JUDGE’S NAME (PRINTED):** A Walton

**JUDGE’S SIGNATURE:** [Signature]

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**Show:** Bryan -- Versatility  
**Class:** #80 - SHTX YPLS - Youth Pleasure  
**Date:** 09/22/2017

1. **Point Penalties:**
   - Over-laid 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

3. **Point Penalties:**
   - Sparring in front of cinch
   - Blatant disobedience
   - Use of either hand to instill fear/punish
   - 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

4. **Off-Pattern (OP):** Cannot place others who complete pattern correctly
   - Breaking pattern
   - Leaving arena before pattern is complete
   - Repeated blatant disobedience

5. **DQ:**
   - Lameness
   - Abuse
   - Illegal equipment
   - Disrespect or misconduct
   - Improper western attire
   - Fall of horse or 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 = 1/2 Extremely Poor, 1 = Very Poor, 2 = Poor, 3 = Correct, 4 = Good, 5 = Very Good, 6 = Excellent

<table>
<thead>
<tr>
<th>Tie-Breaker</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop 180</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
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**Judge's Name (Printed):** A. Wulkan  
**Judge's Signature:** [Signature]

Printed from HSW
# Pattern 1

## Versatility Ranch Horse - Ranch Riding

**SHOW:** Bryan -- Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/22/2017

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

### 5 Point Penalties:
- Spurning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- 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 rein 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
- Excessive fear/punishment
- 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.  
- 1-12 Extremely Poor, 1 Very Poor, 0-12 Poor, 0 Correct, 1-12 Good, 0-12 Very Good, 0-12 Excellent.

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<tr>
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<th>Walk</th>
<th>Lope</th>
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**Judge's Name (Printed):** A Walton  
**Judge's Signature:**

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**SHOW:** Bryan -- Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/22/2017  
**PATTERN:** 1

## 1 Point Penalties:
- Over-handled per maneuver  
- Out of frame per maneuver  
- Too slow per maneuver  
- Galloping 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 clinch  
- Blatant disobedience  
- Loss 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 normal reins per maneuver  
- 1st or 2nd cumulative refusal

## Off-Pattern (OP):
- 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

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, 1 = Very Poor, 1-1/2 Poor, 5 Correct, 1-1/2 Good, 1 Very Good, 1-1/2 Excellent

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop 180</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>3</td>
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</tbody>
</table>

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

Printed from HSW
### Point Penalties:
1. Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle.
2. Incorrect or break of gate at walk or trot for two strides or less.
3. Bush front or hind leg in a single-stride space at a walk or trot.
4. Stopping over or failing to stop in the required space.
5. Incorrect number of strides, if specified.
6. One step on in-mountain or ground tie except shifting to balance.
7. Split pole at level.

### 3 Point Penalties:
1. Wrong lead or out of lead.
2. Draped reins.
3. Break of gate at pace.
4. Break of gate at walk or trot for more than two (2) strides.
5. 2 or more stops on in-mountain or ground tie.

### Obstacale Scores

<table>
<thead>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each bit, bit or stepping on a big, cone, frame or any component of the obstacle.
- Incorrect or break of gait at walk or trot or two strides or less.
- Biff front or hind leg in a single stride space at a walk or trot.
- Slipping over or falling to step into a required space.
- Incorrect number of strides, if specified.
- One step on dismount or ground tie except shifting to balance.
- Split pole at gate.

### 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 dismount or ground tie.

### 5 Point Penalties:
- Spur in foot or hitting.
- Blunt disobedience.
- Use of either hand to insist 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 roman 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 at gate.
- 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 blunt disobedience.
- Lamineness.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.
- Fall of horse/ rider.

### OBSTACLE SCORES

Each horse/rider team is scored between 1-10 points and automatically begins the run with a score of 10 points.

| WIO | Tie Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE | OP |
|-----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 5   | 4           | 6                    | 7       | 2       | 1 | 3 | 8 |   |   |   |   |   |   |   |   |   |

### JUDGE’S NAME (PRINTED): [Signature]

### JUDGE’S SIGNATURE: [Signature]
## 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 Extremely Poor, 1-5 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

### Penalties
- 1 Point Penalties:
  - Each bite, 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 fee in a single-stride space at a walk or trot
  - Stooping 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 top

- 2 Point Penalties:
  - Dropped reins
  - Break of gait at walk or trot
  - Break of gait at Walk or trot for more than two (2) strides
  - 2-3 steps on dismount or ground tie

- 3 Point Penalties:
  - Wrong lead or out of lead
  - Dropped reins
  - Break of gait at walk or trot

- 4 Point Penalties:
  - Spinning in front of circh
  - Blasting disobedience
  - Use of other hand to instill fear/praise
  - Use of two hands (except in saddtle 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 blasting disobedience

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

---

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**OBSTACLE SCORING**

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, 0 Very Poor, 1/2 Poor, 2 Fair, 3 Good, 4/2 Very Good, 6 Excellent

**PENALTY TOTAL**

Penalties for the following offenses result in the deduction of points from the team's score:

- Incorrect or break of gate at walk or trot for two strides or less
- Both front or hind foot in a single-space space at a trot or trot
- Stepping 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 gate

- Penalties for the following offenses result in the deduction of points from the team's score:
- Wrong lead or out of lead
- Dropped reins
- Break of gate at gate
- Break of gate at gate at walk or trot for more than two strides
- 2-3 steps on dismount or ground tie

**Score**

- 1/2: Extremely Poor, 0 Very Poor, 1/2 Poor, 2 Fair, 3 Good, 4/2 Very Good, 6 Excellent

**Judge's Signature:**

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Broke front or hind feet in a single-sixteens space at a walk or trot
- Slipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on a dismount or ground tie except shifting to balance
- Split pole at tape

### 5 Point Penalties:
- Spurring in front of cloch
- Blatant disobedience
- Use of other than hand to install fearful 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 per maneuver
- Knocking over, stepping off, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Losing pole of gate
- 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 blatant disobedience

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

### OBSTACLE SCORES

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

- 1/2 Extremely Poor
- 1 Very Poor
- 2 Poor
- 3 Correct
- 4 Good
- 5 Very Good
- 6 Excellent

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

**SHOW:** Bryan - Versatility  
**CLASS:** #6 - SHTX YRNN - Youth Reining  
**DATE:** 09/22/2017

**MANEUVER SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 10: Extremely Poor; -1 Year Poor; -2 Poor; 0 Correct; +1 Good; +2 Very Good; +3 Excellent

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<td>6 1/2</td>
<td>60</td>
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</table>
# VERSATILITY RANCH HORSE - REINING

## SHOW:
Bryan -- Versatility

## CLASS:
#86 - SHTX YRNN - Youth Reining

## DATE:
09/22/2017

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a canter 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 rear

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on a spin or pattern
- Failure to be in a lope prior to the first marker on a spin or pattern
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 11/2 circle

### 5 Point Penalties:
- Spinning in front of circl
- Evasive disobedience
- Use of either hand to incite 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 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:
- Laminence
- Abuses
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## MANEUVER SCORES

Each horse/rider team is scored between 1-120 points and automatically begins the run with a score of 70 points. E-mail scores: 1-1.5 Excellent, 2-4 Excellent, 5-12 Good, 13-15 Very Good, 16-20 Very Excellent

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<tr>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER SCORES

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**JUDGE'S NAME (PRINTED):** [Signature]

**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## PATTERN 8

### SHOW: Bryan - Versatility
### CLASS: #86 - SHTX YRNN - Youth Reining
### DATE: 09/22/2017

### 1 Point Penalties:
- Starting a circle or rolling 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

### 2 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

### 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

### 0C:
- 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 a score of 72 points:

- 1.0 Excellent (91-100)
- 1.5 Very Good (81-90)
- 2.0 Good (71-80)
- 2.5 Fair (61-70)
- 3.0 Poor (51-60)

### Tie-Breaker

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<tr>
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<th>Penalty</th>
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### JUDGE'S NAME (PRINTED)

[Signature]

### JUDGE'S SIGNATURE

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

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

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

**5 Point Penalties:**
- **B:** Spurning in front of catch
- **C:** Distant disobedience
- **E:** Use of either hand to inspect 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

**Dis-Penalties (DP):**
- **A:** Turning till
- **E:** Repeated blatant disobedience
- **J:** Schooling after entering the arena prior to calling or 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/rider; run ends
- **N:** Improper western attire

### RUN CONTENT

Each horse/rider team is scored on a 10-point scale (1 being poor, 10 being excellent). The team with the highest total score wins.

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

**Point Penalties:**
- A - Loss of working advantage
- B - 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

**Rule:**
- **DQ:**
  - A - Abuse
  - B - Lameness
  - C - Disrespect or misconduct
  - D - Illegal equipment
  - E - Fall of horse/rodeo run ends
  - F - Improper western attire

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**RUN CONTENT**
Each horse/rodeo team is 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

**JUDGE'S SIGNATURE:**

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(printed from HSW)
# VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** Bryan - Versatility  
**CLASS:** 480 - Versatility  
**DATE:** 09/22/2017

**1. POINT PENALITIES:**
- A - Losing of working advantage  
- B - Using the corner or the end of the arena to turn the cow when going down the fence  
- C - Changing sides of arena to turn cow  
- D - Wrong length horse runs past cow  
- E - Wrong out of position  
- F - Slipping in fence  
- G - Failure to drive cow past middle marker on first turn  

**2. POINT PENALITIES:**
- H - Failure around the corner of the arena before turning cow  
- I - In an open field turn animal gets within 3 feet of the fence before turning  
- J - Failure to catch  

**RUN CONTENT**

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**NOVICE/YOUTH COW WORK**

**SHOW:** Bryan – Versatility  
**CLASS:** #09–SHTX YWCH – Youth  
**DATE:** 09/22/2017

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

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

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

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail  
- Repeated blatant disobedience  
- Fail to secure the 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 called  
- Failure to attempt any part of the class

**BO:**
- Lamination  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

---

**RUN CONTENT**

Each horserider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1-1/2 Extremely Poor, 2-1/2 Poor, 3- Good, 4 Very Good, 5 Excellent

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<th>PENALTY</th>
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**JUDGE’S SIGNATURE:**

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**SHOW:** Bryan -- Versatility  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 09/22/2017

**NOVICE/YOUTH COW WORK**

**5 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  

**2 Point Penalties:**
- Spurring in front of cinch  
- Blistar disobedience  
- Use of either hand to instill fear/prase  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between reins (except two rein) per maneuver

**Off-Patients (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  

**BG:**  
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespekt or misconduct  
- Improper western attire

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

### BOXING MANEUVERS

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<th>PENALTY</th>
<th>CONTENT</th>
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**JUDGE'S SIGNATURE:**

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### NOVICE/YOUTH COW WORK

**SHOW:** Bryan – Versatility  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 00/22/2017

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

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

### Off Pattern:
- Lameness  
- Abuse  
- Illegal equipment  
- Disrupt or misconduct  
- Improper western attire

### RUN CONTENT

Each horse/handler 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 1/2 Excellent

### BOXING MANEUVERS

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