### MANEUVER SCORES

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

- **1.0 Extremely Poor** - 1.0 Very Poor  - 1.0 Poor  - 1.0 Correct  - 1.0 Good  - 1.0 Very Good  - 1.0 Excellent

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<tr>
<td>8</td>
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**Penalties:**
- Spinning in front of cinch
- Biting/desobedience
- Use of either hand to instill fear/perspective
- Use of two hands (except in a salute orHackamore) 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
- DQ:
  - Lameness
  - Abuse
  - Fall of horse/rider; run ends
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
1/2 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 where 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 lope departure on trot-in patterns
- Failure to be at a lope prior to the first marker on run in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Failing beyond 2 strides, but less than 1/2 circle

5 Point Penalties:
- Spurring in front of cinch
- Bodily disobedience
- Use of other hand or instill fear/panic
- 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

6 Point Penalties (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 bodily disobedience

Disqualifications (DQ):
- Lameness
- Abuse
- Fall of horse/runner
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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**MANEUVER SCORES**

- Each horse/driver is scored between 1-100 points.
- A score of 70 points is a pass.
- [Score calculation details and formulas]

**PENALTY TOTAL**

- [PENALTY TOTAL calculations and results]

**SCORE**

- [SCORE calculations and results]

**OP**

- [Additional observations or comments]

**JUDGE’S NAME (PRINTED):**

[Signature]

**JUDGE’S SIGNATURE:**

[Signature]
### VERSATILITY RANCH HORSE - REINING

**Pattern:** 6  
**Show:** Dripping Springs-SHTX  
**Class:** #86 - SHTX YRNN - Youth Reining  
**Date:** 07/01/2017

#### 1/2 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

#### 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
- Spinning rein

#### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk after executing a stop departure or trot-in patterns
- Failure to be in the proper position prior to the first marker on run-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 cinch
- Blasphemy disobedience
- Use of either hand to instil fear/raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between splint 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 maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Lameness
- Abuse
- Fall of horse/horsemanship; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper Western attire

### MANEUVER SCORES

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

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**Judge's Name (Printed):**  
**Judge's Signature:**  
Printed from HSW
### Rules

**1 Point Penalties:**
- Over-tiredness per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Capping mouth
- Break of gait at Walk or not for two (2) strides or less

**3 Point Penalties:**
- Wrong lead or out of lead
- Grappled reins
- Break of gait at Trot
- Break of gait at Walk or not for more than two (2) strides

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

### Maneuver Scores

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

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**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Over-trod/led 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
- Dragged 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
- Blunt tail disobedience
- Use of either hand to stall/tear/tease
- 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
- 1st or 2nd cumulative refusal

**MANEUVER SCORES**

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<tr>
<th>W/O</th>
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<th>MANEUVER DESCRIPTION</th>
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**Judge's Name (Printed):** Fallon Burger

**Judge's Signature:**

Printed from HSW
**RUN CONTENT**

Each horse/rider 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

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**Tie-Breaker**

1. 855
   - Position: A
   - EYE APPEAL: 0
   - Degree of Difficulty: +1
   - COURAGE: +1
   - Notes: "Flying or Stop" 3 67.5

2. 774
   - Position: A
   - EYE APPEAL: 0
   - Degree of Difficulty: 0
   - COURAGE: 0
   - Points: 70

3. 735
   - Position: A
   - EYE APPEAL: -1 1/2
   - Degree of Difficulty: -1 1/2
   - COURAGE: 0
   - Points: 3 65

4. 778
   - Position: A
   - EYE APPEAL: 0
   - Degree of Difficulty: -1 1/2
   - COURAGE: 0
   - Notes: "Stop - Turn Around" 69

5. 806
   - Position: A
   - EYE APPEAL: 0
   - Degree of Difficulty: -1 1/2
   - COURAGE: -1/2
   - Points: 67.5

6. 776
   - Position: A
   - EYE APPEAL: +1 1/2
   - Degree of Difficulty: +1
   - COURAGE: 0
   - Notes: "Big Stop" 71

7. 771
   - Position: A
   - EYE APPEAL: -1
   - Degree of Difficulty: -1 1/2
   - COURAGE: 0
   - Points: 66

8. 737
   - Position: A
   - EYE APPEAL: -1 1/2
   - Degree of Difficulty: 1 1/2
   - COURAGE: -1 1/2
   - Points: 3 61

9. 764
   - Position: A
   - EYE APPEAL: 0
   - Degree of Difficulty: -1/2
   - COURAGE: 0
   - Points: 69

10. 858
    - Position: A
    - EYE APPEAL: 0
    - Degree of Difficulty: +1 1/2
    - COURAGE: +1 1/2
    - Points: 71.5
# AQHA NOVICE/YOUTH COW WORK

**SHOW:**  Dripping Springs-SHTX  
**CLASS:**  #89 - SHTX YWCH - Youth Working Cow  
**DATE:**  07/01/2017

## Penalties
1. Loss of working advantage
2. Working out of position
3. Slipping rein
4. Knocking down the cow without having a working advantage
5. Losing a cow while boxing

## Off-Pattern (OP)
- Turning tail
- Repeated blatant disobedience
- Fall horse/ rider; 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

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

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

### Scoring
- 1-2: Extremely Poor, 3-4: Very Poor, 5-6: Poor, 7-8: Correct, 9-10: Good, 11-12: Very Good, 13-15: Excellent

### Penalty
- Position & Control
- Eye Appeal
- Degree of Difficulty
- Courage

### Tie-Breaker

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**Judge's Signature:**

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

**SHOW:** Dripping Springs-SHTX

**CLASS:** SHTX YTRL - Youth Trail

**DATE:** 07/01/2017

**1 Point Penalties:**
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle.
- Incorrect or break of gate at walk or trot for two strides or less.
- Bath front or hind feet in a single-saddle 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 diagonal or ground tie except shifting to balance.
- Split pole at fence.

**3 Point Penalties:**
- Wrong lead or out of lead.
- Dropped reins.
- Break of gate in rope.
- Break of gate at Walk or trot for more than two (2) strides.
- 2-3 steps on a diagonal or ground tie.

**5 Point Penalties:**
- Spinning in front of the judge.
- Blaming disobedience.
- Use of either hand to instill fear/pace.
- List 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 girth.
- 4 or more steps on a diagonal or ground tie.

**OBSTACLE SCORES**

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

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**JUDGE’S NAME (PRINTED):** Fallon Burger

**JUDGE’S SIGNATURE:** [Signature]

Printed from HSW
### Versatility Ranch Horse - Trail

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#### 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, 13-19 Poor, 20-39 Fair, 40-59 Good, 60-69 Very Good, +1/3 Excellent.

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#### Judge's Name (Printed): Fallon Burger

SHOW: Dripping Springs-SHTX
CLASS: #83 - SHTX YTRL - Youth Trail
DATE: 07/01/2017
SHOW: Dripping Springs-SHTX  
CLASS: #83 - SHTX YTRL - Youth Trail  
DATE: 07/01/2017

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of 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
- Skidding 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 fence

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:
- Spurning in front of lunch
- Blazing disobedience
- Use of either hand to resist fear/panic
- 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 on, or falling off of an object
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of girth
- 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

OBSTACLE 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, 1-1 Very Poor, 1-5 Poor, 6-10 Fair, 11-15 Good, 16-20 Very Good, 21-25 Excellent.

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JUDGE'S NAME (PRINTED): Fallon Burger  
JUDGE'S SIGNATURE: Fallon Burger