### VERSATILITY RANCH HORSE - RANCH RIDING

**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 06/10/2017

#### MANEUVER SCORES

Each horse/handler team is scored between 1-100 points and automatically begins the run with a score of 75 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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**Hand Signs:** 8

**SHOW:** Hamilton-Versatility
**CLASS:** #70 - SHTX VPLS - Novice Pleasure
**DATE:** 06/10/2017

**Pattern:** 1

**Penalties:**
- Over-bidded per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at walk or not for more than two (2) strides or less

**5 Point Penalties:**
- Spraying in front of each
- Blatant disobedience
- Use of either hand to insill fear/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
- 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

**BG:**
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**Judge:** Print Name
**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 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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Printed from HGW
# AQHA American Quarter Horse Association

## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW: Hamilton-Versatility
### CLASS: #70 - SHTX VPLS - Novice Pleasure
### DATE: 06/10/2017

#### 1 Point Penalties:
- Overside (edged/on edge)
- Out of frame
- 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 front of sich
- Blatant disobedience
- Use of any 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

#### OS-Penalties (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

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

### 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
- 1.2 Very Poor
- 1.2 Poor
- 3 Correct
- 1.2 Good
- 1.2 Very Good
- 1.2 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER SCORES

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

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<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Back</th>
<th>Walk</th>
<th>Lope</th>
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**TEST GROUP 1:** 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 aware
- Fall of horse/tender

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
**SHOW:** Hamilton-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 06/10/2017

**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**  
- Over-brushed 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  
- Dropped 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  
- Reckless 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 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

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

---

**MAEUVER SCORES**  
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 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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**JUDGES NAME (PRINTED):**  
**JUDGES SIGNATURE:**

---
### Show: Hamilton-Versatility
### Class: #70 - SHTX VPLS - Novice Pleasure
### Date: 06/10/2017

#### AQHA Stock Horse of Texas

**Pattern 1**

**Versatility Ranch Horse - Ranch Riding**

### Point Penalties:
- Over-bidiled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gauging mouth
- Break of gat at Walk or trot for two (2) strides or less

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

### 5 Point Penalties:
- Spurring in favor of分支
- Blasphemy disobedience
- Use of either hand to instill fear/pain
- Use of too many pens (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

### Off-Pattern (OP): Cannot place above those who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Refused by animal disobedience

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

### Maneuver Scores

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

**Judge's Signature:**

Printed from HSW
SHOW: Hamilton-Versatility  
CLASS: #71 - SHTX VTRL - Novice Trail  
DATE: 06/10/2017

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Each lost boot, cone, 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 foot 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 mount or ground tie except shifting to balance
- Split gate at gate

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

5 Point Penalties:
- Spinning in front of cinch
- Incorrect dismount
- Use of either hand to resist fear/prance
- Use of two hands (except a snaffle bit or hackamore) per maneuver
- More than one finger between spurs or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or falling off of any obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on mount or ground tie

Off-Pattern (OP): Cannot place above others who completed pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated slalom disobedience
- Do:
  - Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse/rider

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 06/10/2017

## Penalties

1. **Point Penalties:**  
   - Each hs, bhs, or stepping on a log, cline, plant or any component of the obstacle  
   - Incorrect or break of gaits at walk or trot for two strides or less  
   - Both front or hind feet in a single-stride space at a walk or trot  
   - Slipping or failure to stop into required space  
   - Incorrect number of strides, if specified  
   - One step on dismount or ground line except shifting to balance  
   - Split pole at fence

2. **Point Penalties:**  
   - Wrong lead or out of lead  
   - Dropped reins  
   - Break of gate at Lope  
   - Break of gate at Walk or Trot for more than two (2) strides  
   - 2-3 steps on dismount or ground line

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

- Breaking pattern  
- Leaving arena before pattern is complete  
- Third refusal  
- No attempt to perform obstacle  
- Repeated or blatant disobedience

## BOG:  
- 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.  
- 1-1/2 Extremely Poor, 1 Very Poor, 2 Poor, 3 Correct, 4 Good, 5 Very Good, 6-1/2 Excellent

### Obstacle Description
- WLOG to Chain  
- Back In to Cline  
- Walk Bridge  
- ILOG to Creek  
- Box SP R  
- RH Puts Gate  
- Fig B-Trot

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

Printed from HSW
# AQHA Stock Horse of Texas

## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 06/10/2017

### Point Penalties:
- Each he, she, 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 taking 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:
- Spinning in front of inch  
- Blazing disobedience  
- Use of other hand to assist in jumping over  
- 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 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 handler/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 Good  
- 4 Very Good  
- 5-1/2 Excellent

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**Judge's Signature:**

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# Versatility Ranch Horse - Trail

**SHOW:** Hamilton-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 06/10/2017

## 5 Point Penalties:
- Spinning in front of clinch  
- Blaming 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 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  
- Losing go of gait  
- 4 or more steps on dismount or ground tie

## 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  
- 2-3 steps on dismount or ground tie

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**SHOW:** Hamilton - Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 06/10/2017
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Hamilton-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 06/10/2017

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1 Point Penalties:  
- Each hic, bite, or stepping on a log, core, plant or any component of the obstacle  
- Incorrect or treat of gait at walk or trot for [two] strides or less  
- Both front or hind feet in a single-stride pace 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 pole

2 Point Penalties:  
- Wrong lead or out of gait  
- Draped reins  
- Break of gait at Lope  
- Break of gait at Walk or Trot for more than two (2) strides  
- 1-5 steps on dismount or ground tie

3 Point Penalties:  
- Spinning in front of cone  
- Blatant disobedience  
- Use of either hand to disturb location  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein reins per maneuver  
- Knocking over, stepping on, or failing to dismount 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

4 Point Penalties:  
- Off-Pattern (OP): Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Leaping area before pattern is complete  
- Ind. refusal  
- No attempt to perform obstacle  
- Repeated blatant disobedience

5 Point Penalties:  
- Failure to enter arena  
- Failure to dismount  
- Failure to grease  
- Failure to exercise

---

**OBSTACLE SCORES**  
Each horse/rider team is scored between 1-130 points and automatically begins the run with a score of 70 points:  
1-7: Excellent; 8-12: Very Good; 13-18: Good; 19-29: Fair; 30-37: Fair

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

Printed from HSW
**SHOW:** Hamilton-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/10/2017

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 7**

### 1/2 Point Penalties:
- Sailing a circle or exiting a rollback at a trot or 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:
- Cut off 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
- Stopping run

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollback
- Failure to stop or walk before executing a lope departure on non-in patterns
- Failure to be in a lope prior to the first marker or 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 the coffin
- Blazin disobedience
- Use of either hand to stall fear
- Use of two hands (except in shaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between serial reins (except two rein) per maneuver

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of non-pattern (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blazin disobedience
- Improper western attire

### MANEUVER SCORES

Each horse/runder 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:** Frank Craighead  
**JUDGE'S SIGNATURE:** [Signature]

Printed from KBW
### VERSATILITY RANCH HORSE - REINING

**PATTERN 7**

**SHOW:** Hamilton-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/10/2017

**MANEUVER SCORES**

Each horse/ride team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 10: Extremely Poor; 6: Very Poor; 2: Poor; 1: Correct; 1/2 Good; +1/2 Good; +1 Very Good; +1 1/2 Excellent

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

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**1/2 Point Penalties:**  
- Starting a circle or ending 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 in a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1)  
- Over or under-spin up to 1/8 turn  

**1 Point Penalties:**  
- Out of lead in one or more 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 gallop  
- Freeze-up in stops or rollbacks  
- Failure to stop or walk before executing a leg separation on trot-in patterns  
- Failure to be in a leg 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 12 circle  

**5 Point Penalties:**  
- Spinning in front of cinch  
- Bimanual 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 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/rider; run ends  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire
**VERSATILITY RANCH HORSE - REINING**

**PATTERN 7**

**SHOW:** Hamilton-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/10/2017

---

**MANEUVER SCORES**

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

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**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE'S SIGNATURE:** [Signature]
### VERSATILITY RANCH HORSE - REINING

**SHOW:** Hamilton-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/10/2017

#### 5 Point Penalties:
- Spinning in front of circle  
- Bucolic disobedience  
- Use of either hand to mold 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

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Inclusion of maneuver (i.e., over or under spinning, hacking more than two times)  
- Leaving arena before pattern is complete  
- Repeated bucolic disobedience  
- Lack of control  
- Abuse  
- Fall of horse/rider; run outs  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

### MANEUver Scores

Each horse/rider team is scored on a scale of 0-100 points and automatically begins the run with a score of 70 points. Addition of 1/2 = Extraordinary, -1/2 = Very Poor, -1 = Poor, 0 = Correct, +1 = Good, +1 1/2 = Excellent

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| Tie-Breaker | Right Close (1/2) | Left Circle, Left Close (3/4) | Stop & Spin (3/4) | Stop & Spin & Block (4) | Stop & Block (5) |

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

[Printed from HSW]
1/2 Point Penalties:
- Stalling or exiting a rollback at a trot for up to 2 strides
- Delayed change or 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-skip or under-skip up to 1/4 turn

1 Point Penalties:
- Oust 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 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break at gait
- Preceding to spins or rollbacks
- Failure to stop or walk before executing a leg extension on trot-in patterns
- Failure to be in a lead prior to the first marker or run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Testing beyond 2 strides, but less than 1/2 circle

5 Point Penalties:
- Spinning in front of clinch
- Blatant 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 rein reins (except two rein) per maneuver

Off-pattern (OP): Cannot place above others who complete pattern correctly
- Breeding pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated biaxial disobedience
- DG:
  - Lame
  - Abuse
  - Fall of horse/tire; run outs
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire

**MANEUVER SCORES**
Each maneuver 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; -1/2 Poor; 0 Correct; +1/2 Good; +1 = Very Good; +1 1/2 Excellent

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**JUDGE'S NAME (PRINTED):** Frank Craig | **JUDGE'S SIGNATURE:** Frank Craig
**SHOW:** Hamilton  
**CLASS:** SHTX Novia Reining  
**DATE:** 6-10-17

### MANEUVER SCORES

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**Notes:**
- Each horse/rider team is scored between 1-10 points and automatically begins the run with a score of 10 points.
- 1-5 Extremely Poor, 6-12 Poor, 13-16 Fair, 17-20 Good, 21-24 Very Good, 25-30 Excellent.

**Maneuver Description:**
- [Details of the maneuver described here.]

**Penalty Breakdown:**
- [Detailed breakdown of penalties earned for the maneuver.]
# AQHA Stock Horse of Texas
## NOVICE/YOUTH COW WORK

### 1. Point Penalties:
- Loss of working advantage
- Working out of position
- Skipping reins

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

### 3. Point Penalties:
- Spurring in front of clinch
- Blaring disobediences
- Use of either hand to instill fear/ispraise
- Use of two hands (except ir snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between handle reins (except two reins) per maneuver

### US Pattern (OP): Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horseshow; 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:
- Lamingness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Inappropriate western attire

---

### RUN CONTENT
Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 8-10 Excellent, 6-7 Very Good, 4-5 Good, 2-3 Fair, 0-1 Poor

### BOXING MANEUVERS

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**JUDGE'S SIGNATURE:** [Signature]
# AQHA American Quarter Horse Association
## Stock Horse of Texas

### NOVICE/YOUTH COW WORK

#### POINT PENALTIES:
- Loss of working advantage
- Working out of position
- Slipping rein

#### POINT PENALTIES:
- Eounding down the cow without having a working advantage
- Losing a cow while boxing

#### POINT PENALTIES:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/tax
- 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
- Tuning tail
- Repeated blatant disobedience
- Fall on horse's head; credit will be given for work done
- Schooling after showing or prior to calling by cow
- Schooling horse between cows; if new cow is awarded
- Failure to attempt any part of the class

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

---

#### RUN CONTENT

Each horsemanship team is scored between 0-100 points and automatically begins the run with a score of 75 points.

- 1/2: Extremely Poor
- 1/2: Poor
- 0: Correct
- 1/2: Good
- 1: Very Good
- 1¼: Excellent

#### BOXING MANEUVERS

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**JUDGE'S SIGNATURE:**

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Printed from HSW
### NOVICE/YOUTH COW WORK

**SHOW:** Hamilton-Versatility  
**CLASS:** #73 - SHTX WWCH - Novice Working Cow  
**DATE:** 06/10/2017

**1 Point Penalties:**
- Loss of working advantage  
- Working out of position  
- Stopping run

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

**5 Point Penalties:**
- Spurning in front of cinch  
- Blatant disobedience  
- Use of either hand to pull headprase  
- 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  
- Turning tail  
- Repeated blatant disobedience  
- Fail to adhere; 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

**BO:**  
- Lameness  
- 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, 1 Very Poor, 1/2 Poor, 0 Correct, -1 Good, -1 Very Good, -1 1/2 Excellent

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**JUDGE'S SIGNATURE:**

Printed from HSW
### NOVICE/YOUTH COW WORK

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

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

#### Off-Patrol (OP):
- Lassiness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### RUN CONTENT

Each horseman team is scored between 6-100 points and automatically begins the run with a score of 70 points:
- 1-1.2 Extremely Poor
- 1.3-1.4 Very Poor
- 1.5-1.6 Poor
- 1.7-1.9 Fair
- 2.0-2.2 Good
- 2.3-2.5 Very Good
- 2.6-2.8 Excellent

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### JUDGE'S SIGNATURE:

W.D. DeLanct

Printed from HQM
# NOVICE/YOUTH COW WORK

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

**Penalty Penalties:**
- Knicking down the cow without having a working advantage
- Losing a cow while boxing

**Off Pattern (OP):**
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Foul horse: rider: no points; credit will be given for work done
- Schooled after entering the arena prior to calling for cow
- Schooled horse between cows; if new cow is awarded
- Failure to attempt any part of the class

**Dis:**
- Luminous
- 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 10 points.

- 1-1.3: Extremely poor, 1.4-2.0: Poor, 2.1-2.6: Fair, 2.7-3.1: Good, 3.2-3.5: Very Good, 3.6-4.0: Excellent

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