### MANEUVER SCORES

Each horse/rider pair 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):** EARNEST WILSON  
**JUDGE'S SIGNATURE:** [Signature]
**MAINE SERVERS**

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

- **1.5**: Extremely Poor
- **5**: Very Poor
- **10**: Poor
- **15**: Correct
- **20**: Good
- **25**: Very Good
- **30**: Excellent

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

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

Printed from HSW
# AQHA American Quarter Horse Association

## Stock Horse of Texas

### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** San Antonio-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 05/06/2017

#### 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

#### 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

#### 3. Point Penalties:
- Spurning in frame of clinch  
- Blatant disobedience  
- Use of either 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 per maneuver  
- 1st or 2nd cumulative refusal

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### MANEUVER SCORES

Each horse/builder team is scored between 1-10 points and automatically begins the run with a score of 70 points

- 1/2 Extra Credit: +1 Very Poor: -1 Poor: -2 Poor: -3 Poor: -4 Poor: -5 Poor: -6 Poor: -7 Poor: -8 Poor: -9 Poor: -10 Poor

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<th>Trot</th>
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<th>Lope</th>
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**JUDGE'S NAME (PRINTED):** EARNEST WILSON  
**JUDGE'S SIGNATURE:**

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*Printed from HSW*
### MANEUVER SCORES

Each maneuver is scored between 1-100 (points) and automatically begins the run with a score of 10 points. A score of 0 will not be awarded.

#### Off-Form (OOP)
- 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

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

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

**1 Point Penalties:**
- Over-br ridge 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

**3 Point Penalties:**
- Spining in front of cinch
- Blurred disobedience
- Use of either hand to incll legs/straps
- 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/rider

---

**MANEUVER 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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**JUDGE'S NAME (PRINTED):** EARNEST WILSON  
**JUDGE'S SIGNATURE:**

Printed from HSW
### Pattern 1

**Versatility Ranch Horse - Ranch Riding**

**Show:** San Antonio-VRH  
**Class:** #70 - SHTX VPLS - Novice Pleasure  
**Date:** 05/06/2017

**1 Point Penalties:**
- Over-bred at center line
- Out of frame at maneuver
- Too slow at 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:**
- Squaring in from of cinch
- Blatant disobedience
- Use of either hand to instill fear/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 (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/riders

---

### Maneuver Scores

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

- 1-10: Extremely Poor, 1-3 Very Poor, 1-2 Poor, 0 Correct, 1-2 Good, 1-3 Very Good, 1-5 Excellent

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<th>Trot</th>
<th>Ext Trot</th>
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**Judges Name (Printed):** Earnest Wilson  
**Judge's Signature:**

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### SHOW:
San Antonio-VRH

### CLASS:
SHTX VTRL - Novice Trail

### DATE:
05/06/2017

---

### OBSTACLE SCORES

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

- 1.5 Extremely Poor, 1 Very Poor, 1/2 Poor, 3 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

### PENALTY TOTAL | SCORE | OP
--- | --- | ---

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JUDGE’S NAME (PRINTED): ERNEST WILSON

JUDGES SIGNATURE: [Signature]

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### 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 leg 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 as loose

### 3 Point Penalties:
- Wrongs lead out or head
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

### 5 Point Penalties:
- Spinning in front of corner
- Blatant disobedience
- Use of either hand to instill fear/punishment
- Use of hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rostral 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 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

### DO:
- 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.

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

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

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle.
- Incorrect or break of gait at walk or trot for two strides or less.
- Both turns or standlsee in a single-stride space at a walk or trot.
- Skipping over or failing to step into required space.
- Incorrect number of strides, specified.
- One step on dismount or ground tie except shifting to balance.
- Split pole at slope.

### 3 Point Penalties:
- Wrong lead or cut 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:
- Spurring in front of cinch.
- Blatant disobedience.
- Use of either hand to mount or dismount.
- Use of two hands (except in shuttle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between rein rings 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.

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

---

### OBSTACLE SCORES

| NO | #   | Tie Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Penalty Total | Score | OP |
|----|-----|------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 17 | 446 | 2 3 5 4 7 6 8 |                      | +1 -1 +1/2 +1 -1 1/2 -1 1/2 +1/2 |         | 60 | 63 1/2 |   |   |   |   |   |   |   |   |   |   |   |
| 18 | 740 |           |                      | +1 +1 +1 +1/2 +1 +1/2 +1 +1/2 +1/2 |         | 30 | 76  |   |   |   |   |   |   |   |   |   |   |   |
| 19 | 473 |           |                      | +1 +1 +1 +1/2 +1 +1 +1 +1 +1 |         | 40 | 91 1/2 |   |   |   |   |   |   |   |   |   |   |   |
| 20 | 660 |           |                      | -1         |         | 50 | 67  |   |   |   |   |   |   |   |   |   |   |   |   |
| 21 | 732 |           |                      | +1 +1 +1 +1/2 +1 +1 +1 +1 +1 |         | 30 | 71  |   |   |   |   |   |   |   |   |   |   |   |
| 22 | 575 |           |                      | -1         |         | 30 | 68 1/2 |   |   |   |   |   |   |   |   |   |   |   |
| 23 | 669 |           |                      | +1 +1 +1 +1 +1 +1 +1 +1 +1 |         | 70 | 69 1/2 |   |   |   |   |   |   |   |   |   |   |   |
| 24 | 457 |           |                      | -1 +1 +1 +1/2 +0 +0 +0 +0 +1 |         | 90 | 63 1/2 |   |   |   |   |   |   |   |   |   |   |   |

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

---

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each hic, 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 leg in a single-stride space at a walk or trot
- Slipping over or failing to make steps in required space
- Incorrect number of strides, if specified
- One step or less on dismount or ground tie except shifting to balance
- Split pole at lope

### 3 Point Penalties:
- Wrong lead or out of lead
- Dropping 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:
- Spurring in front of cinch
- Bitless disobedience
- Use of either hand to aid in picking up
- Use of two hands (except to 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 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
- Laziness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

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

**JUDGE'S SIGNATURE:**

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### SHOW: San Antonio-VRH  
CLASS: #71 - SHTX VTRL - Novice Trail  
DATE: 05/06/2017

### 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 foot in a single-stride space at a walk or trot.
- Skipping over or falling to step into required space.
- Incorrect number of strides, if specified.
- One step on dismount or ground tie except shifting to balance.
- Split pole at lope.

### 5 Point Penalties:
- Spurting in front of cinch.
- Bizarre disobedience.
- Use of either hand to install harness.
- Use of two hands (except in small bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between coronal nerves 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 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.

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

### OBSTACLE SCORES

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JUDGE'S NAME (PRINTED): EARNEST WILSON  
JUDGE'S SIGNATURE: [Signature]

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

**PATTERN 8**

**SHOW:** San Antonio-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 05/03/2017

1/2 Point Penalties:
- Spinning a circle or exiting a rollback at a trot for up to two strides
- Deduction of one point for each circle where the lead change is required by the pattern description
- Failure to stop or take at least two strides from the wall of fence
- Over-spin or under-spin up to 1/2 turn

1 Point Penalties:
- Out of lead in the circles, figure eights, or around the end of the arena
- Over or under spinning 1/2 to 1 turn
- Slipping rein

2 Point Penalties:
- Breaking gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure or return
- Failure to stay in a lope prior to the first marker on the pattern
- Failure to completely pass the specified marker before initiating a stop
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:
- Spinning in front of the cinch
- Excessive disobedience
- Use of either hand to install, remove, or wither
- Use of two hands (except 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:**
- Lameness
- Abuse
- Fall of horse/horseman
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER SCORES

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**JUDGE’S NAME (PRINTED):** Allen Walton

**JUDGES SIGNATURE:**
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** San Antonio-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 05/06/2017

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 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 in a lope 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
- Blisters disobedience
- Use of either hand to instill fear/raise
- Use of two hands (except shackle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except a 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

**W/O #** | **Maneuver Description** | **Penalty** | **Content** | **Score** | **OP**
--- | --- | --- | --- | --- | ---
17 | 401 | Circular, 2 Circles, Lead Change Right Lead | 2 | -1/2 | 5 | 88%
18 | 609 | Circular, 2 Circles, Stop 3/4 Spins Left, Stop | 2 | -1/2 | 2 | 63%
19 | 695 | Circular, 2 Circles, Stop 3/4 Spins Left, Stop & Back | 2 | -1/2 | 13 | 50%
20 | 459 | Circular, 2 Circles, Stop 3/4 Spins Left, Stop & Back | 2 | -1/2 | 6 | 60%
21 | 470 | Circular, 2 Circles, Stop 3/4 Spins Left, Stop & Back | 0 | -1/2 | 1 | 47%
22 | 666 | Circular, 2 Circles, Stop 3/4 Spins Left, Stop & Back | 0 | -1/2 | 2 | 69%
23 | 481 | Circular, 2 Circles, Stop 3/4 Spins Left, Stop & Back | 0 | -1/2 | 2 | 69%
24 | 744 | SCRATCH | 0 | -1/2 | 0 | 0%

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

Printed from HSW
## 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
- 0 Correct
- 1/2 Good
- 1 Very Good
- +1/2 Excellent

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

**JUDGE'S SIGNATURE:**
**SHOW:** San Antonio-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 05/06/2017

**VERSATILITY RANCH HORSE - REINING**

**PATTERN** 8

*1 Point Penalties:*  
- Starting a circle or rolling a rollback as a turn 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 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  
- Slipshoe run

*5 Point Penalties:*  
- Spurring in front of a clinch  
- 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 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/sun stands  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

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### 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 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):** Allen Walton  
**JUDGE'S SIGNATURE:**

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**NOVICE/YOUTH COW WORK**

**SHOW:** San Antonio-VRH  
**CLASS:** #73 - SHTXVWCH - Novice Working Cow  
**DATE:** 05/06/2017

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

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

### Point Penalties:
- Spurting in front of cattle
- Biting or disobedience
- Use of either hand to instill fear or praise
- Use of two hands (except in pinch bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein relays (except two rein) per maneuver

### OFF Pattern (OP):
- Cannot place above others who complete pattern correctly
- Tuning 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
- Disregard or misconduct
- Improper western attire

### RUN CONTENT

Each horseman/team is scored between 0-100 points and automatically begins the run with a score of 70 points. 
1 = 10 Extremely Poor, 2 = Very Poor, 3 = Poor, 4 = Fair, 5 = Good, 6 = Very Good, 7 = Excellent

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Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters
# AQHA NOVICE/YOUTH COW WORK

**SHOW:** San Antonio-VRH  
**CLASS:** #73 - SHTX VVCH - Novice Working Cow  
**DATE:** 06/06/2017

### Point Penalties:
1. Loss of working advantage  
2. Working out of position  
3. Slipping rein

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

### Off Pattern (OP):
1. Cannot place above others who complete patterns correctly
   - Turning tail
   - Repeated blatant disobedience
   - Fail horse ride; 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

### Moo:
1. Lauteness
2. Abuse
3. Illegal equipment
4. Disrespect or misconduct
5. 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.  

1/12 Excellent: 110-101  
1/2 Good: 100-91  
2/3 Fair: 90-81  
1/2 Poor: 80-71  
Very Poor: 70-61  
1/2 Very Poor: 60-51

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**NOVICE/YOUTH COW WORK**

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

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

3. Point Penalties:
   - Spurring in front of ech
   - Bitless disobedience
   - Use of various hand to instill fear/raise
   - 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

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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:

- 0-19: Extremely Poor; 20-29: Very Poor; 30-49: Poor; 50-69: Correct; 70-89: Good; 90-100: Excellent