# NOVICE/YOUTH COW WORK

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

- 1 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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**Judge's Signature:**

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Printed from HSW
# AQHA NOVICE/YOUTH COW WORK

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

## PENALTY SYSTEM

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

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

### 3. POINT PENALTIES:
- Spurring in front of cinch
- Blunt 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 (except two reins) per maneuver

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

## BOXING MANEUVERS

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# AQHA AMERICAN QUARTER HORSE ASSOCIATION

**NOVICE/YOUTH COW WORK**

**SHOW:** Sweetwater-VRH  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 08/05/2017

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

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

### 5 POINT PENALTIES:
- Spurring in front of cinch  
- Blatant 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 normal reins (except two reins) per maneuver  
- 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 court, if new cow is awarded  
- Failure to attempt any part of the course

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

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### RUN CONTENT
Each horse/rider team is scored between 0-180 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

### BOXING MANEUVERS

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

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

**SHOW:** Sweetwater VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 08/05/2017

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

#### 5 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 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
- Fail of horse rider

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**JUDGE'S NAME (PRINTED):** Debby Saquini   
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## PENALTY:
- Over-birded 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:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instil fear/punishment
- 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

### MANEUVER SCORES

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

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Judge's Name: Debbie Sangerhoff

Signed: [Signature]
# Versatility Ranch Horse - Ranch Riding

**SHOW:** Sweetwater-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 08/05/2017

## 1 Point Penalties:
- Over-breded per maneuver  
- Out of frame per maneuver  
- Too slow per maneuver  
- Gapping mouth  
- Break of gait at Walk or trot for two (2) strides or less

## 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 clinic  
- Bilateral 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 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 bilateral disobedience

## DD:
- Lameness  
- Abusing  
- 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.

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__Judge's Name (Printed):__ Debby Saneyth  
__Judge's Signature:__ [Signature]
# VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Sweetwater VRH  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 08/05/2017

**1 Point Penalties:**  
- Each bot, bot, or stepping on a log, cone, plant or any component of the obstacle  
- Incorrect or break of gate at walk or trot for two strikes or less  
- Both front or hind feet in a single-size-space at a walk or trot  
- Slipping or falling to step into required space  
- Incorrect number of strikes, if specified  
- One step on down or ground tie except shifting, to balance  
- Slip gate at gate

**2 Point Penalties:**  
- Wrong lead or out of lead  
- Draped reins  
- Break of gate at gate  
- Break of gate at Walk or trot but for more than two (2) strikes  
- 2-3 steps on down or ground tie

**5 Point Penalties:**  
- Squaring in front of cone  
- Bizarre disobedience  
- Use of either hand to insist the gait/pulse  
- 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 kicking 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 down 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

**00:**  
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horse/handler

## OBSTACLE SCORES

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

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

**Judge's Signature:**

[Handwritten Signature]

Printed from HSW
SHOW: Sweetwater-VRH  
CLASS: #71 - SHTX VTRL - Novice Trail  
DATE: 08/05/2017

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OSTACLE SCORES

Each horse/rider 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.

Penalty Total: 10
Score: 62 1/2
OP: 5

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

## SHOW:
Sweetwater-VRH

## CLASS:
#71 - SHTX VTRL - Novice Trail

## DATE:
08/05/2017

### 1 Point Penalties:
- Each tie, time, 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 from or hind feet in a single stride pace at a walk or trot
- Slipping over or taking to steps into required space
- Incorrect number of strides, if specified
- One step on diagonal or ground tie except shifting to balance
- Split gate at gate

### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gate or leads
- Break of gate at walk or trot for more than two strides
- 2-3 steps on diagonal or ground tie

### 5 Point Penalties:
- Spinning in front of cone
- Biting obedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snatch 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 diagonal or ground tie

### Off-Path (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform pattern
- Repeated instant disobedience

### Off-Sides (OS):
- Lackness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fail of horserider

---

### 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 Perfect, 1/10 Poor, 0/10 Correct, 1/10 Excellent

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

**Judge's Signature:**

Printed from HSW
### 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 Extensive Peet, -1 Very Poor, -12 Poor, 0 Correct, +12 Good, +1 Very Good, +12 Excellent

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<td>67</td>
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**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
- Break foot or hind foot in a single-stride space at a walk or trot
- Slipping over or falling into step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Slip pole at lasso

**Obstacles:**

- Wrong lead or out of lead
- Dragged reins
- Break of gate at Lasso
- Break of gate at Walk or Trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

**Total Score:**

- 8

**Judge's Name:**

Chad MacFarland

**Date:** 08/05/2017
### MANEUVER 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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# VERSATILITY RANCH HORSE - REINING

**SHOW:** Sweetwater-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 08/05/2017

## Pattern 8

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback as a test 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 eight, 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 rims

### 2 Point Penalties:
- Break of gait
- Freeze up in spits or rollbacks
- Failure to stop or walk before executing a lope departure on test 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
- Treading beyond 2 strides, but less than 1/2 circle

### 5 Point Penalties:
- Spinning in front of cinch
- Bilateral 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 split reins or any fingers between central reins (except two reins) per maneuver

### 0/1 Pattern (OP):
- Cannot place above others who complete pattern correctly
- Completing pattern
- Inclusion of maneuver (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

### MANEUVER SCORES

Each maneuver score is averaged between 1-100 points and automatically logs the score with a score of 70 points.

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

Printed from ISW
**SHOW:** Sweetwater-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 08/05/2017

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 8**

### 1/2 Point Penalties:
- Stopping 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

### 5 Point Penalties:
- Sparring in front of cinch
- Blatant disobedience
- Use of either hand to insist, lean, or pull
- 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
- DQ:
  - Lameness
  - Abuse
  - Fall of horse/rider; run ends
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire

### MANEUVER SCORES

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

- 70 Extremely Poor
- 60 Very Poor
- 50 Poor
- 40 Fair
- 30 Good
- 20 Very Good
- 10 Excellent

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## SHOW: Sweetwater-VRH
## CLASS: #72 - SHTX VRHN - Novice Reining
## DATE: 08/05/2017

### 10 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description.
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1 Youth Reining Pattern #1)
- Over spin or under-spin up to 1/8 turn

### 5 Point Penalties:
- Spinning in front of cock
- Blatant disobedience
- Use of other hand to instill head-pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between罗马 数 (except two feet) 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
- Improper western attire

### NO:
- Laminers
- Abuse
- Full of horse/tender run ends
- Illegal equipment
- Disrespect or misconduct

### PENALTY GRID:

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<td></td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
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<td></td>
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<td>-1/2</td>
</tr>
<tr>
<td>28</td>
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<td>0</td>
<td>+1/2</td>
</tr>
<tr>
<td>29</td>
<td></td>
<td>2</td>
<td>-1/2</td>
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### MANEUVER SCORES
Each maneuver team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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<tbody>
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<td>3</td>
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<td>29</td>
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</tbody>
</table>

### PENALTY TOTAL | SCORE | OP
---|---|---
| 68 | 68 | 69 |

### MANEUVER DESCRIPTIONS:
- 25: Right Lead, Left Lead, 2 Circles Left
- 26: Right, Left Lead, 3 1/2 Spins Right
- 27: 3 1/2 Spins Left
- 28: 3 1/2 Spins Right
- 29: Right Lead, Left Lead, 2 Circles Left

### JUDGE'S NAME (PRINTED):

### JUDGE'S SIGNATURE:

Printed from HSW