**VERSATILITY RANCH HORSE - RANCH RIDING**

1 Point Penalties:
- Overbrided (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

5 Point Penalties:
- Spurring in front 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 romal reins per maneuver
- 1st or 2nd cumulative refusal

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**MANEUVER SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins tie-run with a score of 70 points:
- 1-1.5 Extremely Poor, 1.5-2 Poor, 2-3.5 Fair, 3.5-4.5 Good, 4.5-6 Excellent

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**JUDGE'S NAME (PRINTED):** Fallon Burger  
**JUDGE'S SIGNATURE:** [Signature]
# AQHA American Quarter Horse Association
## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW:
Drippings Springs-SHTX

### CLASS:
#70 - SHTX VPLS - Novice Pleasure

### DATE:
06/30/2018

### MANEUVER SCORES

Each horse/rider team is scored between 5-100 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: Fair
- 9-10: Good
- 11-12: Very Good
- 13-14: Excellent

#### W/O: 1
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### JUDGE'S NAME (PRINTED):
Fallon Burger

### JUDGE'S SIGNATURE:
[Signature]

Printed from HSW
**Show:** Drippings Springs-SHTX  
**Class:** #70 - SHTX VPLS - Novice Pleasure  
**Date:** 06/30/2018

### Pattern

**1 Point Penalties:**
- Over bridled (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:**
- Spurning in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/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

### Maneuver Scores

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:

- 1-2 Extremely Poor  
- 3 Very Poor  
- 5 Poor  
- 8 Correct  
- 11 Very Good  
- 14 Excellent

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**Judge's Name (Printed):** Fallon Burger  
**Judge's Signature:** [Signature]

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

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 06/30/2018

#### 1 Point Penalties:
- Overbridled (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:
- Spurning in front of jib  
- Bistant 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 per maneuver  
- 1st or 2nd cumulative refusal

#### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

#### Disqualification (DG):
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rodeo  
- Improper western attire

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#### MANEUVER SCORES

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

- +1 2 Extremely Poor  
- V Very Poor  
- P Poor  
- S Correct  
- +1 2 Good  
- +1 Very Good  
- +1 2 Excellent

#### JUDGE'S NAME (PRINTED): Fallon Burger  
#### JUDGE'S SIGNATURE: [Signature]

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

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 06/30/2018

**1 Point Penalties:**
- Over-bridled (per maneuver)  
- Out of frame (per maneuver)  
- Toe 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:**
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- Blatant disobedience  
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- Use of two hands (except in case of bit or hackamore) per maneuver  
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**10 Point Penalty:**  
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

**Disqualification (DQ):**  
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

### MANEUVER SCORES

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

- 10 Excellent, +1 Very Good, +1/2 Good, -1/2 Poor, -1 Very Poor, -1/2 Extremely Poor, -1/2 Poor

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</table>

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

Printed from HSW
VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Chipping 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:
- Spanking in front of chair
- Blunt disobedience
- Use of either hand to instill fear/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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<th>#</th>
<th>Tie-Breaker</th>
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Score: 72

Penalty: 1

Penalty: -1/2 -1/2 -1/2 0 -1 0 -1 -1 -1

Score: 459

JUDGE'S NAME (PRINTED): Fallon Burger

JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-handled (per maneuver)
- Out of frame (per maneuver)
- 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
- Skipping over or falling into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split poles in lope over

**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
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spurning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

---

### OBSTACLE SCORES

Each horse/riders team is scored between 0-190 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
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<tbody>
<tr>
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<td>RR Push</td>
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<tr>
<td>Logs</td>
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<td>Loop Trot</td>
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**SHOW:** Drippings Springs-SHTX  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 06/30/2018

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

Printed from HSW
# Versatility Ranch Horse - Trail

## 1 Point Penalties:
- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- 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
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Slip pole in rope over

## 2 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at take off
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

## 5 Point Penalties:
- Spun out of control
- Blunt disobedience
- Use of either hand to 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 per maneuver
- Knocking over, stepping out of, or failing of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

## 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Obstacle Scores

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<td>Logs</td>
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<td>-1/2</td>
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<tr>
<td>Lope Log</td>
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<td>-1/2</td>
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<tr>
<td>Walk, Bridge</td>
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<td>-1/2</td>
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## Score Card

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**W/O # 757: 10/11/2**

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

**Judge's Signature:**

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

**1 Point Penalties:**
- Over-brided (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or slipping 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 mount/dismount or ground tie (except shifting to balance)
- Split poles in rope over

**5 Point Penalties:**
- Spun in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/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 out of, or failing of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Obstacle Scores**

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</table>

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

**Judge's Signature:**

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Over-breded (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant on 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 walk or trot
- Skipping over or tacking to step into required space
- Incorrect number of strides, if specified
- One step over mount/dismount or ground tie (except shifting to balance)
- Split pole in rope over

## 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at rope
- Break of gait at walk or trot for more than two (2) strides
- Two steps on mount/dismount or ground tie

## 5 Point Penalties:
- Spuning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/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 or stepping out of, or tripping off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

## 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain padded during the drag

## Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/riders
- Improper western attire

## Obstacle Scores

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

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<th>Obstacle Description</th>
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**Judge's Name (Printed):** Fallon Burger

**Judge's Signature:**

[Signature]

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

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 06/30/2018

### 1 Point Penalties:
- Over-bridled (per maneuver)  
- Out of frame (per maneuver)  
- 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  
- Skipping over or failing to step into required space  
- Incorrect number of strides, if specified  
- One step on mount/dismount or ground tie (except shifting to balance)  
- Split pole in lope over

### 5 Point Penalties:
- Spurring in front of cinch  
- 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 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  
- Four or more steps on mount/dismount or ground tie

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

---

### OBSTACLE SCORES

Each horse/team is scored between 0-100 points and automatically begins to run with a score of 75 points:
- 1/2 Excellent, 1/2 Very Good, 1/2 Good, 1/2 Fair, 1/2 Poor, 1/2 Very Poor

<table>
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<th>Obstacle Description</th>
<th>Penalty</th>
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<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
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**Judge's Name (Printed):** Fallon Burger  
**Judge's Signature:**

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**Off-Pattern (OP): Cannot place above others who complete pattern correctly**  
- Breaking pattern  
- Leaving arena before pattern is complete  
- 3rd refusal  
- Repeated blatant disobedience  
- Failure to daily and remain dalled during the drag

**Disqualification (DQ):**  
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Irregular equipment  
- Fall of horse/rider  
- Improper western attire

---

**Printed from HSW**
### Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in line over

**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
- Two-three steps on mount/dismount or ground tie

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

---

#### Obstacle Scores

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

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**Off-Pattern (OP):**
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain delayed during the drag

**Disqualification (DQ):**
- Abuse
- lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

---

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

**Judge's Signature:**

---

*Printed from HSW*
# Versatility Ranch Horse - Reining

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #72 - SHTX V8HN - Novice Reining  
**DATE:** 06/30/2018

### 1 Point Penalties:
- Over-bridled (per maneuver)  
- Out of frame (per maneuver)  
- 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 stop 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  
- Trimming beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

### 5 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of other hand to instill fear/pain/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 rein) per maneuver  
- Attempt to alter tension or length of reins from the bridge to the rein hand

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP): Cannot please 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

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

### Maneuver Scores

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

Printed from HSW
# Pattern 6

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/30/2018

## 12 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
- Over- or under- spin up to 1/8 turn

## 1 Point Penalties:
- Over-bitted (per maneuver)
- Out of frame (per maneuver)
- 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 spin or rollback
- Failure to stop or walk before executing a stop departure on trot-in patterns
- Failure to be in a spin 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 or 1/2 length of arena

### Maneuver Scores

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

Printed from HSW
### Pattern 6

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/30/2018

**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  
- Over-spin or under-spin up to 1/4 turn

**5 Point Penalties:**  
- Spinning in front of the clinch  
- Blatant disobedience  
- Use of either hand to aid the rein  
- Loss of two hands (except in a simple bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand

**1 Point Penalties:**  
- Over-bridled (per maneuver)  
- Out of frame (per maneuver)  
- 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 rollback  
- 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 or 1/2 length of arena

---

**Maneuver Scores**  
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1/8 Extremely Poor  
- 1/4 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):** Frederick Gillis  
**Judge's Signature:**

Printed from HSW
**SHOW:** Drippings Springs-SHTX  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/30/2018

### Pattern 6

**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
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**
- Out of frame (per maneuver)
- 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 step position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

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**10 Point Penalties:**

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<th>OFF PATTERN</th>
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**Judge's Name (Printed):**

**Judge's Signature:**

---

Printed from HSW
# Pattern 6

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/30/2018

**VERSATILITY RANCH HORSE - REINING**

1/2 Point Penalties:
- Starting a circle or setting 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  
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bidled (per maneuver)  
- Out of frame (per maneuver)  
- 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 or 1/2 length of arena

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<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>MANEUVER SCORES</th>
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**MANEUVER SCORING**
Each horse/rider 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, -2 Poor, 0-Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

**OFF PATTERN (OP):**
- Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every 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
- Disqualification (DQ): Abuse
- Lame
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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

Printed from HSW
### NOVICE/YOUTH COW WORK

#### Penalties:
- **A**: Loss of working advantage
- **B**: Working out of position
- **C**: Slipping rein

#### 3 Point Penalties:
- **E**: Kneeling down the cow without having a working advantage
- **I**: Losing a cow while boxing

#### 5 Point Penalties:
- **B**: Spurring in front of a cow
- **C**: Biting disobedience
- **D**: Use of either hand to touch head/paws
- **E**: Use of two hands (except in one-handed or hackamore) per maneuver
- **F**: More than one finger between split reins or any fingers between rostral reins (except two reins) per maneuver

#### Official Pattern (OP):
Correct places above others who complete pattern correctly.
- **A**: Turning tail
- **B**: Repeated blatant disobedience
- **C**: Schooling horse after entering the arena prior to calling for cow
- **D**: Schooling horse between cows, if a new cow is awarded
- **E**: Failure to attempt any part of the class

#### DQs:
- **A**: Abuse
- **B**: Lameness
- **C**: Disrespect or misconduct
- **D**: Illegal equipment
- **E**: Improper western attire
- **F**: Fall horse/riding on exit; credit will be given for work done

#### Run Content:
Each horse/cow 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

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#### Judge's Signature:

---

**Printed from HSW**

KW
# Drippings Springs-SHTX
## CLASS: #73 - SHTX VWCH - Novice Working Cow
## DATE: 06/30/2018

### AQHA AMERICAN QUARTER HORSE ASSOCIATION

### Stock Horse of Texas

### NOVICE/YOUTH COW WORK

#### 1 Point Penalties:
- A: Loss of working advantage
- B: Working out of position
- C: Slipping rein

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

#### 5 Point Penalties:
- B: Spanking in front of the cow
- C: Blatant disobedience
- D: Use of either hand to instill fear/pain
- E: Use of two hands (except in small bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between rigid reins (except two rein) per maneuver

#### OFF-PATTERN (OP): Cancel place above others who complete pattern correctly
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena; prior to calling for cow
- D: Schooling horse between cows; if new cow is awarded
- E: Failure to attempt any part of the pattern

#### DQ:
- A: Abuse
- B: Laminating
- C: Disrespect or misconduct
- D: Illegal equipment
- E: Improper western attire
- F: Fail horse/rider run ends; credit will be given for work done

### RUN CONTENT

Each horse/team is scored between 5-100 points and automatically begins the run with a score of 70 points:

1-2: Extremely Poor, 3 Very Poor, 4 Poor, 5 Good, 6-7: Very Good, 8-10: Excellent

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**JUDGE'S SIGNATURE:** Mike Sample

Printed from HSW
# NOVICE/YOUTH COW WORK

**Show:** Drippings Springs-SHTX  
**Class:** #73 - SHTX VWCH - Novice Working Cow  
**Date:** 06/30/2018

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

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

**5 Point Penalties:**  
- B: Spurning in front of stock  
- C: Distant disobedience  
- D: Use of either hand to instil fear/terror  
- E: Use of two hands (except in an extol bit of headdress) per maneuver  
- F: More than one finger between split reins or any fingers between tandem reins (except two rein) per maneuver

---

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

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**Penalty Total:**  
**Score:** 6 59  
**Op:** 1 70 1/2 10 57 1/2 2 69 74 71 72 1/2 15 50 72 1/2 73 1/2

---

**Judge's Signature:** [Signature]  
Printed from HSW
# NOVICE/YOUTH COW WORK

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #73-SHTX VVCH-Novice Working Cow  
**DATE:** 06/30/2018

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

### 3 Point Penalties:
- K: Knocking down the cow without having a working advantage
- L: Losing a cow while locating

### 6 Point Penalties:
- B: Spurring in front of stock
- C: Excessive disobedience
- D: Use of either hand to instill fear/raise
- G: Use of two hands (except in snaffle bit or Hackamore) per maneuver
- F: More than one finger between split reins or any fingers between nasal and oral reins (except two rein) per maneuver

### Off Pattern (OP): Cannot allow others who complete pattern correctly
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena, prior to calling for cow
- G: Schooling horse between cows, if new cow is awarded
- N: Failure to attempt any part of the class

### DONC:
- A: Abuse
- D: Lameness
- D: Disrespect or misbehavior
- G: Illegal equipment
- M: Improper western attire
- L: Fall horse/rider run out; credit will be given for work done

## RUN CONTENT
Each horse/rider 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, -2 Poor, 0 Good, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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<th>W/O</th>
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**JUDGE'S SIGNATURE:** [Signature]

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