**SHOW:** Drippings Springs-SHTX  
**CLASS:** #80 - SHTX YR - Youth Ple  
**DATE:** 06/30/2018

**VERSATILITY RANCH HORSE - RANCH RIDING**

1. **Penalties:**
   - Over-bred (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. **Penalties:**
   - Wrong lead or out of lead
   - Dropped reins
   - Break of gait at pace
   - Break of gait at walk or trot for more than two (2) strides

5. **Penalties:**
   - Bumping in front of stand
   - Blatant disobedience
   - Use of either hand to resist your cues
   - Use of more than one hand (except to guide or to hold rein)
   - More than one finger between split reins or any fingers between reins at ground
   - 1st or 2nd cumulative refusal

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<th>W/O</th>
<th>#</th>
<th>Penalty</th>
<th>Maneuver Description</th>
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**Judge's Name (Printed):** Fallon Burger  
**Judge's Signature:** [Signature]
### Versatility Ranch Horse - Ranch Riding

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 06/30/2018

#### Pattern 1

**1 Point Penalties:**  
- One-handed (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

**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:**  
- Spurting in front of canter  
- Reckless disobedience  
- Use of either hand to aid head or neck  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein and 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 (DQ):**  
- Abuse  
- Lameness  
- Disrespect or molestation  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

#### Maneuver Scores

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<tr>
<th>Maneuver Description</th>
<th>Ext-Web</th>
<th>Trot</th>
<th>Cer-Trot</th>
<th>Lope</th>
<th>Stop</th>
<th>Walk</th>
<th>Lope</th>
<th>Cer-Lope</th>
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**Judge's Name (Printed):** Fallon Burger  
**Judge's Signature:** Fall Boy

Printed from HSW
### MANEUVER SCORES

Each maneuver is scored between 0-10 points and automatically begins the run with a score of 70 points.

- 1-1.5 Extremely Poor
- 1.5-2 Very Poor
- 2-2.5 Poor
- 2.5-3.0 Fair
- 3.0-3.5 Good
- 3.5-4.0 Excellent

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<th>Maneuver Description</th>
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<th>Seat Test</th>
<th>Lope</th>
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**JUDGE'S NAME (PRINTED):** Fallon Burger  
**JUDGE'S SIGNATURE:** [Signature]
# Versatility Ranch Horse - Ranch Riding

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Copping 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 trots
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:
- Spurning in front of ahles
- Bistant disobedience
- Use of other hand to assist headpiece
- Use of two hands (except in a silent 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 maneuver score is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 0-10: Entering Poor; 11-20: Poor; 21-30: Fair; 31-40: Good; 41-50: Very Good; 51-60: Excellent

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

Each horse/riders total is scored between 0-100 points and automatically begins the run with a score of 70 points. Points are awarded or deducted as follows:
- 1/2 = Extremely Poor, 1 Very Poor, 1/2 Poor, 1 Good, 1/2 Very Good, 1 Excellent

**PENALTY**

- Over-brilled (per maneuver)
- Cut of hand (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

**Score**

- 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 lateral dismount

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/hider
- Improper withers titus

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

**JUDGE’S SIGNATURE:** [Signature]

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Over-brieded (per maneuver)
- Out of frame (per maneuver)
- Each hit, hit, or stopping 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 walk or trot
- Stepping 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)
- Split pole in lope over

## 3 Point Penalties:
- Wrong lead or out of lead
- Dressed 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:
- Spurring in front of onlooker
- Bystander disobedience
- Use of either hand to stall feed/praise
- Use of hand (except in snaffle bit or hackamore) per maneuver
- More than 5 feet between split reins or any fingers
- Normal reins per maneuver
- Knocking over, stepping out of, or tacking 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)

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### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points automatically begins tie run with a score of 75 points.

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| 2 630 | RH Push               | -1/2    | 0           | 0 | 0 | 0 | 0 | 0 | 0 | +1/2 | | | 69 |
| 3 815 | Trot Logs             | 0       | +1/2 | -1 | -1 | -1/2 | -1/2 | -1/2 | -1 | 0 | 0 | 57 |
| 4 773 | Trot Logs             | -1/2    | -1/2 | -1 | -1 | 0 | 0 | 0 | -1/2 | -1/2 | 0 | 51 |
| 5 768 | Walk Bridge           | +1/2    | +1/2 | +1/2 | 0 | +1/2 | -1/2 | 0 | | | | 64/2 |
| 6 800 | Roof Logs             | SCRATCH | SCRATCH | SCRATCH | SCRATCH | SCRATCH | SCRATCH | SCRATCH | SCRATCH | SCRATCH | SCRATCH | SCRATCH |
| 7 802 | Roof Logs             | 0       | 0 | 0 | -1/2 | 0 | -1 | 0 | | | | 60/2 |
| 8 729 | Roof Logs             | +1/2    | +1/2 | 0 | 0 | +1/2 | 0 | -1/2 | | | | 70 |
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-briddled (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 loop over

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

**3 Point Penalties:**
- Spurring in front of cinch
- Biting either hand to instill fear/raze
- 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

**4 Point Penalties:**
- 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 75 points.

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

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie- breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
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<tr>
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<td>4 65</td>
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**Off-Penalty (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 daubed during the drag

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

**Judge’s Name (PRINTED):** Fallon Burger

**Judge’s Signature:**

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 leg, foot, 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/disamount or ground tie (except shifting to balance)
- Split pole in leper 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 or more steps on mount/disamount or ground tie

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to install feed/pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins per maneuver
- 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/disamount 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:
- 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):** Fallon Burger  
**Judge's Signature:** [Signature]

---

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 06/30/2018

---

**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 skilled during the drag

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

---

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

#### One 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 pole over

#### Five Point Penalties:
- Spurring 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 nasal rein 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

#### 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 detailed during the drag

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

---

### Obstacle Scores

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<tr>
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<th>Tie-Breaker</th>
<th>Obstacle Description</th>
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</table>

---

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

---

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

1 Point Penalties:
- Over-riding (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 treading 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

5 Point Penalties:
- Spurring in front of clinch
- 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 rein 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 Penalties:
- 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 0-100 points and automatically begins the run with a score of 75 points.*

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
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<td>HH Path</td>
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<td></td>
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<td>Trot Logs</td>
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<td>Lope Logs</td>
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<td></td>
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<td>Side Pass</td>
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**Score:** 269

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<td>HH Path</td>
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<td>Side Pass</td>
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**Score:** 1058
# Versatility Ranch Horse - Reining

## Pattern

- **SHOW:** Drippings Springs-SHTX
- **CLASS:** #86 - SHTX RHN - Youth 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 1/8 turn

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to resist test/praise
- Use of two hands (except in satellite 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

### 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
- 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/riders
- 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.

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<thead>
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<th>#</th>
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<th>Score</th>
<th>Off Pattern</th>
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<tr>
<td>1</td>
<td>631</td>
<td>S&amp;B to Center, Right Order Chrome</td>
<td>-½</td>
<td>-½</td>
<td>1/2</td>
<td>60 1/2</td>
</tr>
<tr>
<td>2</td>
<td>796</td>
<td>S&amp;B to Center</td>
<td>1</td>
<td>-½</td>
<td>0</td>
<td>62</td>
</tr>
<tr>
<td>3</td>
<td>728</td>
<td>S&amp;B to Center</td>
<td>+½</td>
<td>0</td>
<td>71 ½</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>571</td>
<td>S&amp;B to Center</td>
<td>1</td>
<td>-½</td>
<td>1/2</td>
<td>70</td>
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<tr>
<td>5</td>
<td>816</td>
<td>S&amp;B to Center</td>
<td>2</td>
<td>1/2</td>
<td>99</td>
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<tr>
<td>6</td>
<td>765</td>
<td>S&amp;B to Center</td>
<td>-1</td>
<td>-1/2</td>
<td>1/2</td>
<td>63 ½</td>
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<tr>
<td>7</td>
<td>648</td>
<td>S&amp;B to Center</td>
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**JUDGE'S NAME:** Frederick Gillespie

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

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## SHOW:
Drippings Springs-SHTX

## CLASS:
#86 - SHTX YRNN - Youth Reining

## DATE:
06/30/2018

### 10 Point Penalties:
- Starting a circle or settling 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 1.5 turns

### 1 Point Penalties:
- Over-blinked (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 1.5 to 1.0 turns
- 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 1.0 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.

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**Tie-Breaker**

- S & B to Center Right Umpire Change
- Left Umpire Change
- S & B
- S & B

---

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

**JUDGE'S SIGNATURE:**
[Signature]
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 06/30/2018

**1 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

**2 Point Penalties:**  
- Break of gait  
- Freeze up in spins or rollbacks  
- Failure to stop or walk before executing a lepe departure on trot in patterns  
- Failure to be in a lepe 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

**5 Point Penalties:**  
- Spurping in front of cinch  
- Blatant disobedience  
- Use of either hand to lift or press  
- 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  
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

**Penalties (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern  
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

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

### MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>W/O</th>
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<th>Tie Breaker</th>
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**JUDGE'S NAME (PRINTED):** Frederick Gillespie  
**JUDGE'S SIGNATURE:** [Signature]
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 06/30/2018  

### 1 Point Penalties:
- Over-handled (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 18 to 14 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

### 5 Point Penalties:
- Spurring in front of clinic  
- Blatant disobedience  
- Use of either hand to resist transition  
- 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 bridle 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 place above others who complete pattern correctly  
- Breaking pattern  
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)  
- Leaping arena before pattern is complete  
- Repeated blatant disobedience

### Disqualification (DQ):
- Abuse  
- Lame  
- 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:

Printed from HSW
## NOVICE/YOUTH COW WORK

### 1 Point Penalties:
- A: Loss of working advantage
- B: 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 boxing

### 5 Point Penalties:
- B: Spur in front of clich
- C: Blistert disobedience
- D: Use of either hand to disturb/please
- E: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between split reins (except two rein) per maneuver

### OFF-PATTERN (OP): Cannot 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
- K: Schooling horse between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

### DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fail horse/rider run ends; 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: Excellent Poor, 2 Very Poor, 3 Poor, 4: Compet., 5: Good, 6: Very Good, 7: Excellent

### BOXING MANEUVERS

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**JUDGE'S SIGNATURE:**

[Signature]

Printed from HSW
# Novice/Youth Cow Work

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

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

## 5 Point Penalties:
- B: Spurning in front of chair
- C: Blunt disobedience
- D: Use of either hand to restrict feet/paws
- E: Use of a hand with a snaffle bit or hackamore per maneuver
- F: More than one finger between split reins or any fingers between central reins (except two rein) per maneuver

## Off-Pattern (OP): Cannot 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
- K: Schooling horse between cows; if new cow is awarded
- N: Failure to attempt any part of the class

## DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegible equipment
- M: Improper western attire
- I: Fail horse/hide run ends; credit will be given for work done

---

## Run Content

Each horse/hide team is scored between 0-100 points; automatically begins the run with a score of 90 points.

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<th>W/O</th>
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**JUDGE'S SIGNATURE:** [Signature]
### NOVICE/YOUTH COW WORK

#### 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 boxing

#### 5 Point Penalties:
- B: Spinning in front of a cinch
- C: Blatant disobedience
- D: Use of either hand to Instill fear/pain
- H: Use of two hands (except in a snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

---

### RUN CONTENT

Each horse/riders 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, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 Excellent

#### BOXING MANEUVERS

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**Judge's Signature:**

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Printed from HSW
## NOVICE/YOUTH COW WORK

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

### DO:
- A: Abuse
- B: Lameness
- C: Disrespect or misconduct
- D: Illegal equipment
- M: Improper western attire
- I: Fail horse/riding run ends; credit will be given for work done

### RUN CONTENT

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, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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