VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Lubbock-Versatility
CLASS: #60 - SHTX IFLS - Intermediate Pleasure
DATE: 04/07/2018

1 Point 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 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:
- Spurning in front of inch
- 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

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

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<th>W.O.</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
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<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Go</th>
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Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 76 points.
- 1.2 Extremely Poor, 1 Very Poor, 1.2 Poor, 5 Correct, 1.2 Good, 1.2 Very Good, 1.2 Excellent

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

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

#### PATTERN 1

1 Point Penalties:
- Over-bidled (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
- Snapped 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 or rage
- Use of slaps (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins
- 1st or 2nd cumulative refusal

#### 10 Point Penalties:
- 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.

- 12 Extremely Poor, -1 Very Poor, -12 Poor, 0 Correct, +1 Very Good, +12 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## 1 Point Penalties:
- Over-briddled (per maneuver)
- Out of frame (per maneuver)
- Tug 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 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 roman 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.

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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
- Fail of horse/rode
- Improper western attire

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW
**SHOW:** Lubbock - Versatility  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 04/07/2018

### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-brided (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)
- Split pole 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
- Blandant 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 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/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, 1 Poor, 2 Correct, 12 Good, 1 Very Good, 12 Excellent

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**JUDGE’S NAME (PRINTED):**

**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, 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
- Skipped 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 clinch
- Blatant disobedience
- Use of either hand to insist tear/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 to 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 others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to enter and remain dallying during the drag

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

## Obstacle Scores

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

### Table of Obstacles

| W/O | #  | Tie-Breaker | Obstacle Description | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content |
|-----|----|-------------|----------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 9   | 261|             | 5x7 Gate Walk bridge | +1/2    | -1/2    | +1/2    | +1      | +1/2    | +1/2    | +1/2    |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 14  | 309|             |                      |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 15  | 403|             | 1/2 1/2 1/2 1/2 1/2 1/2 | -1/2    | -1/2    | -1/2    | -1/2    | -1/2    | -1/2    | -1/2    |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 16  | 275|             |                      | +1/2    | +1/2    | +1/2    |         |         |         |         | +1/2    |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |

### Judge's Name (Printed): [Signature]

### Judge's Signature: [Signature]

Printed from HSW
# Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each bit, 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
- Skimming 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)
- Slip pole 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 strides
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spurring in front of onch
- Bistant 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 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)

**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 stalled during the drag

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- 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. Scores are: 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 2 Correct, 1/2 Good, 1 Very Good, 1/2 Excellent.

<table>
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<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>RH Push Gate</th>
<th>Trot Box</th>
<th>Trot, SP R</th>
<th>Lope Rl. Log. Chute</th>
<th>Back L</th>
<th>Trot Serp Walk Over</th>
<th>360 Rl. Walk</th>
<th>Drag at Trot</th>
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**Judge’s Name (Printed):**

**Judge’s Signature:**

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

**1 Point Penalties:**
- Over-bred (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
- No more or less than 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 strides
- Two-thrice steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spurred in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of both hands (except in a quick bit or huckemore) per maneuver
- More than one tongue between split reins or any fingers between rostral reins per maneuver
- Knocking over, stepping out of, or failing 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/rider team is scored between 0-100 points automatically begins the run with a score of 70 points

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<th>Obstacle Description</th>
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**Score Sheet**

- **523**
- **72 1/2**
- **155 0 5**
- **80 63 1/2**
- **25 30 4 0P**
- **29 53 0 0**
- **9 62 1/2**

**Judge's Signature:**
### Versatility Ranch Horse - Reining

**Show:** Lubbock-Versatility  
**Class:** #64 - SHTX IRNN - Intermediate Reining  
**Date:** 04/07/2018

**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  
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop  
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**
- Over-limited (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

**5 Point Penalties:**
- Spinning in front of cart  
- Blistant disobedience  
- Use of either hand to insist turn or stop  
- 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 Penalties:**
- 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  
- Lameless  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

#### MEANERIES SCORES

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**Judge's Name:** [Signature]  
**Judge's Signature:** [Signature]

Printed from HSW
**SHOW:** Lubbock-Versatility  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 04/07/2018

### VERSATILITY RANCH HORSE - REINING

**1/2 Point Penalties:**
- Stalling a circle or rearing 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  
- 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 1/6 turn

**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 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  
- Trailing beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

### MANEUVER SCORES

Each horse/handler team is scored between 0-100 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  
- 13-15 Excellent

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**VERATILITY RANCH HORSE - REINING**

**PATTERN**

**SHOW:** Lubbock-Versatility  
**CLASS:** #54 - SHX IRN - Intermediate Reining  
**DATE:** 04/07/2018

---

1. **Point Penalties:**
   - Starting a circle or exiting a roll back 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 roll back
   - Over-spin or under-spin up to 1/8 turn

2. **Point Penalties:**
   - Over-bidded (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

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VRH - LIMITED COW WORK (Amateur/Youth)

#### 1 Point Penalties:
- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-brinded (per maneuver)
- W - Out of frame (per maneuver)

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

#### 6 Point Penalties:
- B - Spurting in front of cinch
- C - blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### 10 Point Penalty:
- U - 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
- A - Turning tail
- B - Repeated blatant disobedience
- G - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- M - Failure to attempt any part of the class

#### Disqualification (DO):
- A - Abuse
- B - Lassness
- D - Disrespect or misconduct
- D - Illegal equipment
- F - Fall of horse/rider
- N - 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 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

#### PENALTIES

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

#### JUDGE'S SIGNATURE: [Signature]
## VRH - LIMITED COW WORK (Amateur/Youth)

### Point Penalties:
- A - Loss of working advantage
- D - Failure to drive cow past middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Overbridled (per maneuver)
- W - Out of frame (per maneuver)

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

### Penalties:
- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear or praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between nonal 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.

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### PENALTIES

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### Total Score

- **9**
- **10**
- **11**
- **12**
- **13**
- **14**
- **15**
- **16**

### Judge's Signature:

[Signature]

Printed from HSW
**SHOW:** Lubbock - Versatility  
**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 04/07/2018

### VRH - LIMITED COW WORK (Amateur/Youth)

#### Point Penalties:
- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

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

#### 6 Point Penalties:
- B - Spurring in front of cinch
- G - Bistant disobedience
- E - Use of either hard to instill fear/praise
- H - Use of two hands except in snaffle bit or hackamore (per maneuver)
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### Off-Pattern (OP):
- C - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- A - Turning tail
- B - Repeated distant disobedience
- H - Leaning arena before run is complete
- J - 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

#### Disqualification (DQ):
- A - Abuse
- B - Lasserness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

### RUN CONTENT
Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 points.

- 1.12 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent

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### PENALTIES
- BOXING: 3 POINTS 5 POINTS 10 POINTS  
- DRIVE: 3 POINTS 5 POINTS 10 POINTS  

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  
Printed from HSW
**SHOW:** Lubbock - Versatility  
**CLASS:** #68 - SHTX1WCH - Intermediate Working Cow  
**DATE:** 04/07/2018

### VRH - LIMITED COW WORK (Amateur/Youth)

**1 Point Penalties:**
- A: Loss of working advantage
- D: Failure to drive cow passed middle marker on second drive before time expires.
- P: Working out of position
- S: Slipping rein
- V: Over-bridled (per maneuver)
- W: Out of frame (per maneuver)

**2 Point Penalties:**
- U: 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
  - A: Turning tail
  - E: Repeated blatant disobedience
  - H: Leaving arena before run is complete
  - J: Schooling after entering the arena prior to calling for cow
  - K: Schooling horse between coves, if new cow is awarded
  - N: Failure to attempt any part of the class

**3 Point Penalties:**
- B: Spurring in front of cinch
- C: Blatant disobedience
  - E: Use of either hand to instill fear/praise
  - H: Use of two hands (except in snaffle bit or hackamore) per maneuver
  - M: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

**5 Point Penalties:**
- B: Spurring in front of cinch
- C: Blatant disobedience
  - E: Use of either hand to instill fear/praise
  - H: Use of two hands (except in snaffle bit or hackamore) per maneuver
  - M: More than one finger between split reins or any fingers between normal 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.  
- 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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### PENALTIES

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#### PENALTIES

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

**JUDGE'S SIGNATURE:**

Printed from HSW