# Versatility Ranch Horse - Ranch Riding

**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 (3) strides

**5 Point Penalties:**
- Spurring in front of canter
- 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
- 1st or 2nd cumulative refusal

## Maneuver Scores

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

**Judge's Signature:**

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**Show:** Lubbock Versatility  
**Class:** #70 - SHTX VPLS - Novice Pleasure  
**Date:** 04/07/2018  
**Printed from HSW**
# VERSATILITY RANCH HORSE - RANCH RIDING

## SHOW: Lubbock-Versatility

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

## DATE: 04/07/2018

### 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 circle
- Blistant disobedience
- Use of either hand to instill 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 (Horser'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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### MANEUVER SCORES

Each horserider/team is scored between 5-100 points and automatically begins the run with a score of 75 points.
- 1.3/3 Extremely Poor
- 1.1/3 Very Poor
- 1.3/2 Poor
- 1.3/1 Correct
- 1.1/2 Good
- 1.5/2 Very Good
- 1.5/2 Excellent

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** Lubbock-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 04/07/2018

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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

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### MANEUVER SCORES

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MANEUVER SCORES

Each horse/rider team is scored between 0-120 points and automatically advances per run with a score of 70 points.
- 1 = Extremely Poor, 2 = Very Poor, 3 = Poor, 4 = Fair, 5 = Good, 6 = Very Good, 7 = Excellent

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: ECK

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

**SHOW:** Lubbock-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 04/07/2018

1. **Point Penalties:**
   - Over-eccentric (per maneuver)
   - Out of frame (per maneuver)
   - Too slow (per maneuver)
   - Gasping 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

3. **Point Penalties:**
   - Sparrowed in front of sash
   - Blunt disobedience
   - Use of either hand to instill tear/pause
   - Use of two hands (except in snaffle bit or hackamores) per maneuver
   - More than one finger between split reins or any fingers between normal reins per maneuver
   - 1st or 2nd cumulative refusal

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

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

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

---

### MANEUVER SCORES

Each horse/rider 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, 2= Poor, 3= Correct, 4= Good, 5= Very Good, 6= Excellent

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

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

**SHOW:** Lubbock-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 04/07/2018

**1 Point Penalties:**  
- Over-sided (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 sash  
- Blatant disobedience  
- Use of either hand to instill fear/promise  
- 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 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

*Printed from HSW*
### Obstacle Scores

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

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**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**
- Over-bitted (per maneuver)
- Out of frame (per maneuver)
- Each bit, bolo, 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
- Both front or hind feet in a single stride space at a walk or trot
- Stepping over or falling to step into required space
- Incorrect number of straddles, 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 gate at lope
- Break of gate 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.

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

| W/O | Tie-Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Penalty Total | Score | Off Pattern |
|-----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---------|
| 9   | SC                | 13                   | +1      | +1     | 0 | +5 | +1 | +½ | +5 |
| 10  | 76                 |                      |         |         | 13|    |    |    |    |    |    |    |    |    |    |    |        |
| 11  | 351               |                      | -5 ½  | -1 ½   | 0 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| 12  | 262               |                      | 5      | +½     | +1 | +½ | +1 | +½ | +1 |
| 13  | 380               |                      | -5 0   | 0   | -1 | +½ | +½ | +1 | +½ |
| 14  | 313               |                      | 0      | +½     | +1 | +½ | +1 | +½ | +1 |
| 15  | 403               |                      | 0      | 0      | +½ | +1 | 0  | 0  | -1 |
| 16  | 274               |                      | +½     | +½     | +1 | +½ | +1 | +½ | -1 | -5 | -½ | +5 |

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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**SHOW:** Lubbock-Versatility  
**CLASS:** #1 - SHTX VTRL - Novice Trail  
**DATE:** 04/07/2018
### Obstacle Scores

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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 skilled during the day

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

### 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: -12 Poor: 0 Correct: +12 Good: +1 Very Good: +1.2 Excellent:

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**SHOW:** Lubbock-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 04/07/2018

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Lubbock-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 04/07/2018

### 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

### Point Penalties:
- Spurning in front of crotch  
- Blatant disobedience  
- Use of either hand to instill fear/pause  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein/rope 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

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<th>Obstacle Description</th>
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- 1 1/2 E: Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 Very Good, +1 1/2 Excellent

---

**Judge's Name (Printed):**  
**Judge's Signature:**  
Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-reaching (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 starting to balance)
- Split pole in line over

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

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of other hand to instill less praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between horn 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 and automatically begins the run with a score of 70 points.

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

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**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Lubbock-Versatility  
**CLASS:** #72 - SHTX VRN - Novice Reining  
**DATE:** 04/07/2018

**5 Point Penalties:**
- Spurring in front of cinch  
- Bistari disobedience  
- Use of either hand to inebriate  
- Use of two hands (except in snaffle bit or hackamore), one hand per maneuver  
- More than one finger between split reins or any fingers between rostral reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins from the bit to the rein hand

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

**Off-Addition (OD):**  
- 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 bistari disobedience  
  - Disqualify (DQ):  
    - Abuse  
    - Lameness  
    - Disrespect or misconduct  
    - Illegal equipment  
    - Fall of horse/riders  
    - Improper western attire

---

**MANEUVER SCORES**

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, 1-12 Poor, 3 Correct, 12 Good, 71 Very Good, 112 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Reining

**Pattern 7**

**Show:** Lubbock-Versatility

**Class:** #72 - SHTX VRNN - Novice Reining

**Date:** 04/07/2018

### 1 Point Penalties:
- Over-brinded (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 spurs or rollback
- Failure to stop or walk before executing a stop departure on trot-in patterns
- Failure to be in a trot 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 cinch
- Blatant disobedience
- Use of either hand in the face of the horse
- 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 (except two rein)
- 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 prolonged 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, lacking 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):**

**Judge's Signature:**

Printed from HSW
# Versatility Ranch Horse - Reining

**Pattern**: 7

**Show**: Lubbock-Versatility

**Class**: #72 - SHTX VRNN - Novice Reining

**Date**: 04/07/2018

## 12 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-stop or under-stop up to 1/8 turn

## 5 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 finger 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-Point (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

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

**Judge's Signature**: Printed from HSW
VERSATILITY RANCH HORSE - REINING

SHOW: Lubbock-Versatility
CLASS: #72 - SHTX VRNN - Novice 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 description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-split or under-split up to 1/8 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
- 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

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

Printed from HSW
**SHOW:** Lubbock-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 04/07/2018

### 1 Point Penalties:
- Overshot (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 chinch
- Blatant disobedience
- 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-Order (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
- Lamierness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

---

### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**

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Printed from HSW
**SHOW:** Lubbock-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 04/07/2018

### PATTERN 7

**VERSATILITY RANCH HORSE - REINING**

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

2. **1 Point Penalties:**
   - Over-bredled (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 where the horse is out of lead
   - Over or under spinning 1/8 to 1/4 turn
   - Slipping rein

3. **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

### MANEUVER SCORES

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

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
**NOVICE/YOUTH COW WORK**

1. **Penalties:**
   - A: Loss of working advantage
   - B: Working out of position
   - S: Slipping rein

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

3. **Penalties:**
   - R: Spurring in front of cinch
   - C: Blisters of disobedience
   - D: Use of either hand to install freeze/pease
   - H: Use of two hands (except in snaffle bit or hackamore) per maneuver
   - F: More than one finger between split reins or any fingers between roman reins (except two reins) per maneuver

**RUN CONTENT**

Each horseman team is scored between 0-120 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:**

[Signature]

Printed from HSW
## 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: Spurning in front of cow
- C: Bland, disobedience
- D: Use of either hand to instill fear/praise
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between rein reins (except two rein) per maneuver

### OP-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 warranted
- 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 to marriner, run out, cut off will be given for work done

### RUN CONTENT
Each horse/handler team is scored between 0-35 points and automatically begins the run with a score of 20 points.

- 1 to 10 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 to 2 Good, +1 1/2 to 2 Excellent

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

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# AQHA AMERICAN QUARTER HORSE ASSOCIATION

# Stock Horse of Texas

## NOVICE/YOUTH COW WORK

**SHOW:** Lubbock-Versatility  
**CLASS:** #73-SHTX WWCH - Novice Working Cow  
**DATE:** 04/07/2018

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

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

### 3 Point Penalties:
- R - Spinning in front of circle  
- G - Blisters disobedience

### Off-Pattern (OP):
- 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 - Dis rip or misconduct  
- G - Illegal equipment  
- I - Improper western attire  
- L - Fall horse or rider: run ends; credit will be given for work done

### Run Context

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

### BOXING MANEUVERS

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**JUDGE'S SIGNATURE:**

Printed from HSW
## NOVICE/YOUTH COW WORK

### POINT PENALTIES:
- A: Loss of working advantage
- B: Working out of position
- S: Slapping rein

### INDIVIDUAL PENALTIES:
- K: Knocking down the cow without having a working advantage
- L: Losing a cow while boxing

### OTHER PENALTIES:
- B: Spurning in front of circh
- C: Blistter disobedience
- D: Use of either hand to instill fear/pain

### POINT PENALTIES:
- H: Use of two hands (except in 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

### 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: Fall horse/riders; run ended, 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 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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