VERSATILITY RANCH HORSE - RANCH RIDING

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:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to stickle face/pause
- 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/riders
- Improper western attire

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<th>Trot</th>
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<th>Lope</th>
<th>Stop &amp; go</th>
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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 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, +1/2 Correct, +1 Good, +1 1/2 Very Good, +1 1/2 Excellent

**SHOW:** San Antonio-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 05/05/2018

**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
# AQHA Stock Horse of Texas

## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW:
San Antonio-Versatility

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

### DATE:
05/05/2018

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

### 3 Point Penalties:
- Wrong lead or out of lead
- Dipped 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 chin
- 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

### 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.

- 1-2 Extremely Poor
- 3 Very Poor
- 4 Poor
- 5 Fair
- 6 Good
- 7-10 Excellent

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

### JUDGE'S SIGNATURE: ____________________________

Printed from HSW
### MANEUVER SCORES

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

- +1.0 Extremely Poor, +1.5 Very Poor, +2.0 Poor, +2.5 Good, +3.0 Very Good, +3.5 Excellent

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

**JUDGE'S SIGNATURE:**

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

**1 Point Penalties:**
- Overbrided (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 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
- Stopping 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)
- Spill pole in line over

**5 Point Penalties:**
- Spinning in front of cinch
- Partial 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 of pole
- Out or more steps on mount/dismount or ground tie
- Unnatural Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every mount/dismount)

**Off-Pattern (OP):**
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3d refusal
- Repeated blatant disobedience
- Failure to daily and remain dallied 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 next with a score of 70 points.

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

**JUDGE'S SIGNATURE:**

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

1 Point Penalties:
- Over-bred (par maneuver)
- Out of in one gap maneuver
- Each hit, bite, or stopping on a log, cone, plant or any component of the obstacle
- Incorrect 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
- Stepping over or falling into the required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split poles or wires over

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
- Two three steps on mount/dismount or ground tie

5 Point Penalties:
- Spiking in front of chin
- Reversal of direction
- Use of other hand to instill fear/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one hand between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Stepping on object required to be carried
- Two or more steps on mount/dismount or ground tie

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Halter pull is obvious and consistently carried in an unnatural manner in every stride)

**OBSTACLE SCORES**

<table>
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<tr>
<th>Obstacle Description</th>
<th>W/O</th>
<th>#</th>
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### Versatility Ranch Horse - Trail

**SHOW:** San Antonio-Versatility  
**CLASS:** $#71 - SHTX VTRL - Novice Trail  
**DATE:** 05/05/2018

#### Obstacle Penalties:  
- Overbidding (per maneuver)  
- Out of line (per man over)  
- 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  
- Slipping, over or failing to step into required space  
- Incorrect number of strides, if specified  
- One step on mounted mount or ground tie (except shifting to balance)  
- Split pick-up rope over  

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

#### 5 Point Penalties:  
- Spinning in limit of cinch  
- Distraction or unresponsiveness  
- Use of yellow band to instill fear/pause  
- Use of two hands (except in snaffle bit or hickamore) per maneuver  
- More than one finger between split reins or any fingers between main reins per maneuver  
- Knocking over, stepping out of, or falling off of an obstacle  
- Dropping an object required to be carried  
- Off or one cumulative refusal  
- Letting go of gate  
- Four or more steps on mounted mount 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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<tr>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
## AQHA Stock Horse of Texas
### Versatility Ranch Horse Trail

**SHOW:** San Antonio-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 05/05/2018

<table>
<thead>
<tr>
<th>3 Point Penalties:</th>
<th>4 Point Penalties:</th>
<th>OFF Pattern (OP): Cannot place others who complete pattern correctly</th>
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<tbody>
<tr>
<td>- Over-guided (per maneuver)</td>
<td>- Country at fault of ranch</td>
<td>- Breaking pattern</td>
</tr>
<tr>
<td>- Out of balance (per maneuver)</td>
<td>- Blanks disobedience</td>
<td>- Leasing arena before pattern is complete</td>
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<tr>
<td>- Each bit, бил, or stepping on a log, cone, plant or any component of the obstacle</td>
<td>- Use of either hand to instill fear/punish</td>
<td>- 3rd refusal</td>
</tr>
<tr>
<td>- Incorrect number or order of gates at walk or trot for two strides or less</td>
<td>- Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
<td>- Repeated blatant disobedience</td>
</tr>
<tr>
<td>- Both front or hind feet in a single stride space at walk or trot</td>
<td>- More than one finger between split reins or any fingers between loose reins per maneuver</td>
<td>- Failure to daily and remain halted during the drag</td>
</tr>
<tr>
<td>- Skipping over or falling to step into required space</td>
<td>- Knocking over, stepping out of, or falling off an obstacle</td>
<td>- Disqualification (DC):</td>
</tr>
</tbody>
</table>
| - Incorrect number of strides, if specified | - Dropping an object required to be carried | - 
| - One step on mount/dismount or ground tie (except shifting to balance) | - 2nd cumulative refusal | - Pounce  |
| - Built polis in trop over | - Utilize use of all | - 

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

**12 Point Penalty:**  
- Unauthorized Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every position of the pattern)

### Obstacle Scores

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<th>10 POINT PENALTY</th>
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<th>SCORE</th>
<th>OFF PATTERN</th>
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**Judge's Name (Printed):**  
**Judge's Signature:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**DATE:** 05/05/2018

**SHOW:** San Antonio - Versatility

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

#### 1. Fault Eliminations:
- Over-bred (per maneuver)
- Out of line (per maneuver)
- Each bit, bit, or slipping on a log, corn, plant or any component of the obstacle
- Incurred or break of gait at walk or trot for two strides or less
- Both front or hind foot in a single stride space at a walk or trot
- Stopping, cover or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/descent or gross shift (except shifting to balance)
- Stilt walk in loop over

#### 3. Point Penalties:
- Wrong lead or out of lead
- Dipped reins
- Break of gait at loop
- Break of gait at walk or trot for more than two strides
- Three or more steps on mount/descent or ground

#### 5. Point Penalties:
- Journey is fault of rider
- Rider's disobedience
- Use of other hand to inhibit fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one rider between split reins or reins or reins per maneuver
- Knocks over or stepping out of or falling off of an obstacle
- Sliding or slipping required to be carried
- One or more legs on loop or refusal
- Failure to pass through or refusal
- Four or more stops on mount/descent or ground

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

#### Disqualification (DQ):
- Abuse
- Lame
- Disfigured or missing limb
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### OBSTACLE SCORES

Each numerical team is scored from 0 to 90 points, and automatically begins the next with a score of 70 points:
- 1st Place: 0
- 2nd Place: 90
- 3rd Place: 80
- 1st Correct: 10
- 2nd Correct: 9
- 3rd Correct: 8
- Excellent: 7

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**1/2 Point Penalties:**
- Staring 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:**
- Over-loaded (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 roll-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:**
- Spraying in front of inch
- Rattant 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 rostral 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/ rider
- Improper western attire

### MANEUVER SCORES

| W/O | #  | Tie-Breaker | Maneuver Description | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | TOTAL PENALTY | SCORE | OFF PATTERN |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1   | 504| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | -1 | | | | | | 11 | 58 1/2 | OP |
| 507 | 510| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | 2 | 1/2 | -1 | 2 | 0 | 1/2 | | | 2 | 66 1/2 | |
| 508 | 635| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | 2 | 1/2 | -1 | 2 | 0 | 1/2 | | | 9 | 55 1/2 | OP |
| 509 | 637| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | 2 | 1/2 | -1 | 2 | 0 | 1/2 | | | 4 | 60 1/2 | |
| 511 | 542| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | 2 | 1/2 | -1 | 2 | 0 | 1/2 | | | 6 | 60 1/2 | OP |
| 513 | 501| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | 2 | 1/2 | -1 | 2 | 0 | 1/2 | | | 7 | 64 1/2 | |
| 514 | 552| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | 2 | 1/2 | -1 | 2 | 0 | 1/2 | | | 8 | 60 1/2 | |
| 515 | 627| 2 Circles Left, 2 Circles Right | Stop 3 1/2 Spins Left Stop 3 1/2 Spins Stop & Back | -2 | -2 | -4 | 2 | 2 | 1/2 | -1 | 2 | 0 | 1/2 | | | 9 | 64 1/2 | |

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

**JUDGE'S SIGNATURE:**

*Printed from HSW*
## MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically gains 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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**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

**1 Point Penalties:**
- Over-budded (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 specific 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
- Ristian disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in Arkansas bit or Hackamore) per maneuver
- More than one finger between split reins or any fingers between metal 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
- Breathing 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 (DG):**
- Abuse
- Lemonade
- 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

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:
- Over-bodied (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

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/inspire
- 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 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
- Breaching pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Prejudication (DG):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ rider
- Improper western attire

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### 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: Spurring in front of chin
- C: Bland disobedience
- D: Use of either hand to instill threat/pause
- 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 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

##### DQ:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- T: Fall horse/handler; run ended; credit will be given for work done

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

<table>
<thead>
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**JUDGE'S SIGNATURE:**

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### NOVICE/YOUTH COW WORK

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

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

**5 Point Penalties:**
- B: Spurring in front of circus
- C: Blistard disobedience
- D: Use of either hand to assist fairprise
- 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 canal 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

### QQ:
- A: Abuse
- B: Lameness
- D: Derespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horseshider run ends; credit will be given for work done

### RUN CONTENT

Each horse/dier team is scored between 0-100 points and automatically begins the run with a score of 10 points.

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**JUDGE'S SIGNATURE:**

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### 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: Spurring in front of cinch
- C: Blatant disobedience
- D: Use of either hand to instill fear/pain
- 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 last
- 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

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

#### RUN CONTENT
Each horse/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

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JUDGE'S SIGNATURE: [Signature]

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