**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** San Antonio-Versatility  
**CLASS:** #80 - SHX YPUS - Youth Pleasure  
**DATE:** 05/05/2018

**1 Point Penalties:**  
- Over-briddled (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  
- Drapped reins  
- Break of gait at lope  
- Break of gait at walk or trot for more than two (2) strides

**5 Point Penalties:**  
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/raise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between 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  
- Lame/lest  
- Disrespect or misconduct  
- Ragged equipment  
- Fall of horse/rider  
- Improper western attire

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**MANEUVER SCORES**

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

- 1 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
**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** San Antonio-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 05/05/2018

### 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
- 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 reprimand or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

### 9 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):
- Abuser
- Lameness
- Disregard or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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### MANEUVER SCORES

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

**Penalty Points: -1 to -10**
- 1 Extremely Poor
- 2 Very Poor
- 3 Poor
- 4 Fair
- 5 Good
- 6 Very Good
- 7 Excellent

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

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

**SHOW:** San Antonio-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 05/05/2018  

**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:**  
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/pain  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins per maneuver  
- 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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### 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
### MANEUVER SCORES

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

- 1.5 Extremely Poor, -1.0 Very Poor, -0.5 Poor, 0.0 Correct, +0.5 Good, +1.0 Very Good, +1.5 Excellent

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**MANEUVER SCORES**

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

- 1-2 Extremely Poor, 3 Very Poor, 4 Poor, 5 Correct, 6 Very Good, 7 Excellent

**10 POINT PENALTY**

- Off-pattern: Cannot place above others who complete pattern correctly.
- Break 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.

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

**JUDGE'S SIGNATURE:**

Printed from HSW
VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over-bonded (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
- Skidding over or falling to step to required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split poles in line over

3 Point 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 strides
- Three steps on mount/dismount or ground tie

5 Point Penalties:
- Spurring in front of inch
- Baiting disobedience
- Use of either hand to instill fear/pressure
- 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
- Fat 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 is tail is obvious and consistently carried in an unnatural manner in every maneuver)

SHOW: San Antonio-Versatility
CLASS: #83 - SHTX YTRL - Youth Trail
DATE: 05/05/2018

OBSTACLE SCORES
Each horse/rider team is scored between 0-106 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 1/2 Very Good, +1 1/2 Excellent

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JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: [Signature]
Printed from HSW
## Versatility Ranch Horse - Trail

### Obstacle Scoring

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### Judging Information

- **SHOW:** San Antonio - Versatility
- **CLASS:** #83 - SHTX YTRL - Youth Trail
- **DATE:** 05/05/2018

### Penalty System

- **1 Point Penalties:**
  - Over-brokeled (per maneuver)
  - Out of time (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 at a walk or trot
  - Stepping 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

- **3 Point Penalties:**
  - Wrong lead or out of lead
  - Draped reins
  - Break of gait at trot
  - Break of gait at walk or trot for more than two (2) strides

- **5 Point Penalties:**
  - Spurring in front of circle
  - Biting, asseveration, and similar actions
  - Use of either hand to instill fear or pressure
  - Use of two hands, except to assist the rider
  - More than one finger between split reins or any fingers between the reins per maneuver
  - Knocking over, stepping out of, or falling off of an obstacle
  - Dropping an object required to be carried
  - Refusal or 3rd 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)

### Disqualification (DG)

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### Judge's Signature

JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]
## VERSATILITY RANCH HORSE - TRAIL

### SHOW:
San Antonio-Versatility

### CLASS:
#83 - SHTX YTRL - Youth Trail

### DATE:
05/05/2018

#### 1 Point Penalties:
- Over-bodied (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 walk or trot
- Snipping 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

#### 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:
- Spurring in front of inch
- Blatant disobedience
- Use of either hand to instil fear
- 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 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/charger is scored between 0-100 points and automatically begins the run with a score of 70 points.

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<th>Obstacle Description</th>
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### JUDGE'S NAME (PRINTED):

### JUDGE'S SIGNATURE:

Printed from HSW
# AQHA American Quarter Horse Association

## VERSATILITY RANCH HORSE - REINING

**SHOW:** San Antonio-Versatility  
**CLASS:** SHHT  
**DATE:** 05/05/2018

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

**1 Point Penalties:**  
- Over-bitted (per maneuver)  
- Out of balance (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 3 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**  
- Sparring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear or 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 (except two reins) per maneuver  
- Attempt to slide 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

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<tr>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Content</th>
<th>Score</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**
**VERSATILITY RANCH HORSE - REINING**

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<th>12 Point Penalties:</th>
<th>5 Point Penalties:</th>
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<td>• Starting a circle or exiting a rollback at a trot for up to two strides</td>
<td>• Spinning in front of crinch</td>
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<td>• Delayed change of lead by one stride where the lead change is required by the pattern description</td>
<td>• Blatant disobedience</td>
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<tr>
<td>• Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</td>
<td>• Use or offer hand to instil fear/pain</td>
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<td>• 3/4 point of under spin up to 1/8 turn</td>
<td>• Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
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<th>1 Point Penalties:</th>
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<tr>
<td>• Over bridled (per maneuver)</td>
<td>• More than one short between split reins or any fingers between normal reins (except two rein) per maneuver</td>
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<tr>
<td>• Out of frame (per maneuver)</td>
<td>• Attempts to alter tension or length of reins from the bridle to the rein hand</td>
</tr>
<tr>
<td>• 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</td>
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<tr>
<td>• Over or under spinning 1/8 to 1/4 turn</td>
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<td>• Slipping reins</td>
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<thead>
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<th>2 Point Penalties:</th>
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<tr>
<td>• Break of gait</td>
<td>• Abuse</td>
</tr>
<tr>
<td>• Freeze up in spins or rollbacks</td>
<td>• Laceration</td>
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<tr>
<td>• Failure to stop or walk off before executing a lope departure on trot in patterns</td>
<td>• Discourtesy or misconduct</td>
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<td>• Failure to be in a lope prior to the first marker on run-in patterns</td>
<td>• Illegal equipment</td>
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<td>• Failure to completely pass the specified marker before initiating a stop position</td>
<td>• Fall of non-entrant</td>
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<tr>
<td>• Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</td>
<td>• Improper western attire</td>
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### MANEUVER SCORES

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<th>Tie-Breaker</th>
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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 maintain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback.
- Over or under spin up to 1/4 turn.

#### 1 Point Penalties:
- Over-braked (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 rollicks.
- Failure to stop or walk 1/4 to 1/2 of a lope departure or trot in patterns.
- Failure to be in a lope or to the first marker on run-in patterns.
- Failure to completely pass the specified marker before initiating a stop position.
- Testing beyond 2 strides, but less than 1/2 circle or 1/2 length of arena.

#### MANEUVER SCORES

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#### 10 POINT PENALTY: 0 0 0 0 0 0 0 0 0

#### PENALTY TOTAL: 0 0 0 0 0 0 0 0 0

#### SCORE: 60 1/2

#### OFF PATTERN:

---

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW
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 1/4 turn

1 Point Penalties:
- Over-handled (per maneuver)
- Out of frame (per maneuver)
- Out of lead at 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 on spins or rollbacks
- Failure to stop or walk before executing a leap departure on trot in patterns
- Failure to be in the proper position to the first marker on mark patterns
- Failure to completely pass the specified marker before entering a stop position
- Trolling beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

### MANEUVER SCORES

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### JUDGE'S SIGNATURE:

[Signature]

Printed from HSW
# Versatility Ranch Horse - Ranch Cow Work

**SHOW:** San Antonio-Versatility  
**CLASS:** #90 - AQHA 483000 - Youth VRH Working Ranch Horse  
**DATE:** 05/05/2018

## 1 Point Penalties:
- A - Loss of working advantage  
- C - Using the corner or the end of the arena to turn the cow when going down the fence  
- E - Changing sides of arena to turn cow  
- L - For each length horse runs past cow  
- P - Working out of position  
- R - Two-loop catch in amateur and youth classes  
- S - Slipping rein  
- T - Failure to drive cow past middle marker on first turn  
- V - Over-birdied (per maneuver)  
- W - Out of frame (per maneuver)

## 2 Point Penalties:
- A - Going around the corner of the arena before turning cow  
- B - In an open field turn animal gets within 3 feet of the end fence before being turned  
- R - Failure to catch if roping in amateur and youth classes

## 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping  
- H - Hanging up on the fence (refusing to turn)  
- K - Knocking down the cow without having a working advantage  
- N - Two-loop catch when roping in open/cowboy classes

## 4 Point Penalties:
- A - Failure to turn the cow both directions on the fence  
- S - Sparring or hitting in front of clinch at any time  
- C - Blind disloyalty  
- E - Use of either hand to instill fear/anger  
- M - Use of two hands (except in snaffle bit or hackamore) per maneuver  
- N - More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver  
- R - Failure to catch when roping in open/cowboy classes

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

---

**RUN CONTENT**

Each horse/visor team is scored between 0-100 points and automatically begins the run with a score of 75 points:
- 1-17 Extremely Poor, 18-39 Poor, 40-59 Fair, 60-79 Good, 80-99 Very Good, 100-112 Excellent

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<th>FENCE TURNS</th>
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**JUDGE'S NAME (PRINTED):** Bobby Hunt  
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
# AQHA SHiT

## Stock Horse of Texas

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

**SHOW:** San Antonio-Versatility

**CLASS:** 49 - AQHA 485000 - Youth VRH Limited Stock Horse Work

**DATE:** 05/05/2018

---

**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-bred in (per maneuver)
- W: Out of frame (per maneuver)

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

**6 Point Penalties:**
- B: Spurming in front of cinch
- G: Dissent disobedience
- E: Use of either hand to instill fear/pain
- 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)

**Out 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 cows, if new cow is awarded
- N: Failure to attempt any part of the class

**Disqualification (DQ):**
- A: Abuse
- B: Lamentation
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fail of horsemaner
- 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

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

### PENALTIES

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

**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** San Antonio-Versatility  
**CLASS:** #91 - AQHA 485000 - Youth VRH Limited  
**Ranch Cow Work**  
**DATE:** 05/05/2018

**1 Point Penalties:**  
A - Loss of working advantage  
D - Failure to drive cow pasted 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:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while towing

**3 Point Penalties:**  
B - Spurring in front of cinch  
C - Blatant disobedience  
E - Use of either hand to instill fear/raise  
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

**Disqualification (DQ):**  
A - Abuse  
B - Lassiness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse rider  
I - 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, 0 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

### 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

### DQ:
- A. Abuse
- B. Lameness
- D. Disrespect or misconduct
- G. Illegal equipment
- M. Improper western attire
- I. Fall horse/hider, 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.

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### PENALTY TOTAL | SCORE | OF
---|---|---|
|   |   |   |

### JUDGE'S SIGNATURE: [Signature]

Printed from HSW
## NOVICE/YOUTH COW WORK

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

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## NOVICE/YOUTH COW WORK

### Show Information
- **SHOW:** San Antonio-Versatility
- **CLASS:** #89 - SHTX YWCH - Youth Working Cow
- **DATE:** 05/05/2018

### Penalties
- **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: Spuming in front of chin
  - C: Blistant disobedience
  - D: Use of either hand to instill fear/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 rostral 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 area 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
- S: Fall horse/hider 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.
- 1-1/2 Extremely Poor
- 1 Very Poor
- 2 Poor
- 3 Correct
- 4+1/2 Good
- 5+1/2 Very Good
- 6 Excellent

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### Judge's Signature: