## AQHA American Quarter Horse Association

### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** World Show #2  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 10/27/2018

### 1 Point Penalties:
- Overbitted (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 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 (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.

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

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**JUDGE’S NAME (PRINTED):** Buddy Fisher  
**JUDGE’S SIGNATURE:** [Signature]

Printed from HSW
**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
- 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
- Blistant 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 roman 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 patterns correctly:
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse or 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.

- 1.0 Extremely Poor
- 1.1 Very Poor
- 1.2 Poor
- 1.3 Correct
- 1.4 Good
- 1.5 Very Good
- 1.6 Excellent

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

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

## 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
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- Spurring in front of cinch
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- Use of either hand to instill fear/raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
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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 patterns correctly:
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## Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

## Maneuver Scores

| W/O | #  | Tie-Breaker | Maneuver Description | 9 | 7 | 1 | 4 | 10 | 2 | 5 | 10 | 3 | 2 | 10 | 5 | 10 | 2 | 3 | 10 | 8 | 10 | Off Pattern |
|-----|----|-------------|----------------------|---|---|---|---|----|---|---|----|---|---|----|---|---|----|---|---|----|---|---|----------------|
| 17  | 510| PENALTY     | CONTENT              | 0 | +1/2| +1/2| +1/2| 0  | +1/2| +1/2| +1  | +1/2| 0  |
| 18  | 527| PENALTY     | CONTENT              | -1| +1/2| +1/2| +1  | +1/2| +1/2| +1/2| +1  | 0  | -1/2|
| 19  | 556| PENALTY     | CONTENT              | 0 | 0   | 0  | +1/2| -1/2| -1/2| 0  | -1/2| 0  |
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| 21  | 515| PENALTY     | CONTENT              | +1/2| -1/2| 0  | +1/2| 0  | +1/2| +1/2| 0  | -7/2|
| 22  | 762| PENALTY     | CONTENT              | +1/2| +1/2| 0  | +1/2| 0  | +1/2| 0  | 0  | -7/2|
| 23  | 610| PENALTY     | CONTENT              | +1/2| +1/2| +1/2| 0  | 0  | +1/2| +1/2| 0  | -7/2|
| 24  | 678| PENALTY     | CONTENT              | +1/2| +1  | +1/2| +1/2| +1  | +1/2| +1/2| +1/2| 0  | -7/2|

## Judge's Name (Printed): Buddy Fisher

## Judge's Signature: [Signature]

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

**SHOW:** World Show #2  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 10/27/2018

**1 Point Penalties:**  
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- 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 orch  
- Blatant disobedience  
- Use of either hand to instill fear/panic  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
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- Repeated blatant disobedience

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

### MANEUVER SCORES

Each maneuver earn is scored between 0-100 points and automatically begins the run with a score of 75 points.  
- 1/2 Extremely Poor  
- 1 Very Poor  
- 12 Poor  
- 13 Fair  
- 14 Good  
- 15 Very Good  
- 16 Excellent

**W/O #**  
**Maneuver Description**  
**Penalty**  
**Content**

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

Printed from HSW
1 Point Penalties:
- Over-briddled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Clipping 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 tear/prise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
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- 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)

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- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

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

### MANEUVER SCORES

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

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**JUDGE’S NAME (PRINTED): Buddy Fisher**

**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.

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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
- Both front or hind feet in a single stride space at a walk or trot
- Skipping over or failing to stop 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:**
- Spinning in front of cinch
- Blisters on the horse
- Use of either hand to instill fear/practice
- Use of two hands (except in a snatch bit or hackamore) per maneuver
- More than one hand between split reins or any fingers between rein reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gage
- Four or more stops 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. Total scores are divided by 70 to determine the percentage score. 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 Good, +2 Very Good, +3: Excellent

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**SHOW:** World Show #2  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 10/27/2018  
**Judge's Name:** [Signature]  
**Judge's Signature:** [Signature]  
Printed from HSWS
### Obstacle Scores

Each obstacle class is scored between 0-150 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
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** World Show #2  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 10/27/2018

1 Point Penalties:  
- Over-briddled (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  
- 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 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 cinch  
- Blatant disobedience  
- Use of either hand to instill fear/prise  
- 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 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

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

| WO | #  | Tie-Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 10 Point Penalty | Penalty | Total | Score | Off Pattern |
|----|----|------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---------|---------|-------|------|-------------|
| 25 | 610| Walk Logs  | Lope LL  | Trot Drag | RL Lope | SP Log | Gate | Trailer | 0  | 0  | -1 | 0  | +1/2 | +1/2 | +1  | 9  | 62 |            |        |
| 26 | 627| Penalty    | Content            |         |         |     |     |     |     |     |     |     |     |     |     |     |     |    |        |        |
| 27 | 536| Penalty    | Content            |         |         |     |     |     |     |     |     |     |     |     |     |     |     |    |        |        |
| 28 | 515| Penalty    | Content            |         |         |     |     |     |     |     |     |     |     |     |     |     |     |    |        |        |
| 29 | 731| Penalty    | Content            |         |         |     |     |     |     |     |     |     |     |     |     |     |     |    |        |        |
| 30 | 690| Penalty    | Content            |         |         |     |     |     |     |     |     |     |     |     |     |     |     |    |        |        |
| 31 | 600| Penalty    | Content            |         |         |     |     |     |     |     |     |     |     |     |     |     |     |    |        |        |
| 32 | 503| Penalty    | Content            |         |         |     |     |     |     |     |     |     |     |     |     |     |     |    |        |        |

**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 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 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 pole over

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

### 5 Point Penalties:
- Sprperiod in front of cinch
- Blasting 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 a required object to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

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

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

### OBSTACLE SCORES

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### Scoring Rules:
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- +1/2 = 1.5
- -1/2 = -1.5

### Judge's Signature:
[Signature]
### VERSATILITY RANCH HORSE - REINING

12 Point Penalties:
- Starting a circle or exiting a rollback at a trot or 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-bredied (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 oder 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 rope departure on or in patterns
- Failure to be in a rope 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

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### JUDGE'S SIGNATURE

Bozo Rogers
### Pattern 6

**SHOW:** World Show #2  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 10/27/2018

#### 1/2 Point Penalties:
- Starting a circle or ending 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-bristed (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:
- Spurting in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/praise  
- Use of two hands (except in seatlift sit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

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

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

### Manuever Scores

| W/O | #  | Tie-Breaker | Maneuver Description | S & B | Center | Right | Change | S & B | Center | Left | Change | S & B | Center | Left | Change | S & B | Center | Left | Change | S & B | Center | Left | Change | S & B | Center | Left | Change |
|-----|----|-------------|----------------------|------|--------|-------|--------|------|--------|-------|--------|------|--------|-------|--------|------|--------|------|--------|------|--------|------|--------|------|--------|------|--------|------|--------|
| 9   | 505| 6           | 1                    | 2    | 3      | 5     | 4      |      |        |       |        |      |        |       |        |      |        |       |        |      |        |       |        |      |        |       |        |
| 10  | 568|             |                      | 1/2  | 1/2    | 0     | 1/2    | 1/2  | 1      | 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  | 1/2    | 1/2  | 1/2    |
| 11  | 581|             |                      | 1/2  | 1/2    | 0     | 1/2    | 1/2  | 1      | 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  | 1/2    | 1/2  | 1/2    |
| 12  | 688|             |                      | 1/2  | 1/2    | 0     | 1/2    | 1/2  | 1      | 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  | 1/2    | 1/2  | 1/2    |
| 13  | 725|             |                      | 1/2  | 1/2    | 0     | 1/2    | 1/2  | 1      | 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  | 1/2    | 1/2  | 1/2    |
| 14  | 1  |             |                      | 1/2  | 1/2    | 0     | 1/2    | 1/2  | 1      | 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  | 1/2    | 1/2  | 1/2    |
| 15  | 704|             |                      | 1/2  | 1/2    | 0     | 1/2    | 1/2  | 1      | 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  | 1/2    | 1/2  | 1/2    |
| 16  | 556|             |                      | 1/2  | 1/2    | 0     | 1/2    | 1/2  | 1      | 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  | 1/2    | 1/2  | 1/2    |

#### Judge's Name (Printed): Bozo Roger

#### Judge's Signature: [Signature]

Printed from HSW
### MANEUVER SCORES

Each maneuver is scored between 0-100 points and automatically begins the run with a score of 75 points.

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**JUDGE'S NAME (PRINTED):** BOZO ROGER  
**JUDGE'S SIGNATURE:** [Handwritten Signature]
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-bitted (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 leg departure on trot-in patterns
- Failure to be in a leg 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 to instill fear or panic
- Use of two hands (except in small bits or hackamores) 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 saddle 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
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): ROGER
JUDGE'S SIGNATURE: Printed from HSW
**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 while approaching a stop and/or rollback
- Over-slip or under-slip up to 1/8 turn

**1 Point Penalties:**
- Electric bitted (per maneuver)
- Out of frame (per maneuver)
- Out of lead in 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 steps or rollbacks
- Failure to step or walk before executing a lunge departure on trot-in patterns
- Failure to be in a lunge 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 1/3 circle or 1/3 length of arena

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**MANEUVER SCORES**

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**JUDGE'S SIGNATURE:**

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

BOZO ROGER
**SHOW:** World Show #2  
**CLASS:** #56 - SHTXLNPW-LtdNonProWorkingCow  
**DATE:** 10/27/2016

---

### 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 reins  
- V: Over-bridled (per maneuver)  
- W: Out of frame (per maneuver)

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

### 5 Point Penalties:
- B: Spurring in front of cinch  
- C: Blistard disobedience  
- E: Use of either hand to instill fear/praize  
- 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 roman reins (except two reins) per maneuver

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

### Off-Pattern (OP):
- A: Turning tail  
- C: 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 (DD):
- A: Abuse  
- B: Lameness  
- 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 0-100 points and automatically begins the run with a score of 70 points.  
- 1-1.5 Extremely Poor  
- .5-1 Very Poor  
- .5-1 Poor  
- 0 Correct  
- 0 Good  
- 1 Very Good  
- 1.5 Excellent

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**JUDGE'S NAME (PRINTED):** [Signature]  
**JUDGE'S SIGNATURE:** [Signature]  
**Printed from HSW**
## VRH - LIMITED COW WORK (Amateur/Youth)

### 10 Point Penalty:
- **U**: Unnatural Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)
- **O**: 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 cows, if new cow is awarded
  - **N**: Failure to attempt any part of the class

### Disqualification (DQ):
- **A**: Abuse
- **B**: Laminence
- **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 0-100 points and automatically begins the run with a score of 70 points.

- 1-1.2 = Extremely Poor
- 1.3 Poor 0, 1.2 Poor 0 Correct, +1 Good, +1.1 Good, +1.2 Excellent

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

### Judge's Signature: [Signature]
### VRH - LIMITED COW WORK (Amateur/Youth)

**SHOW:** World Show #2  
**CLASS:** #56-SHTXLPW-LtdNonProWorkingCow  
**DATE:** 10/27/2018

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

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

#### Point Penalties:
- B - Sounding in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear or 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 reins) per maneuver

#### Point Penalty:
- J - Unnatural, Poor 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 cows, if new cow is awarded
- N - Failure to attempt any part of the class

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

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**Judge's Signature:**

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

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Printed from HSW
**SHOW:** World Show #2  
**CLASS:** #56-SHTX LNPW-LtdNonProWorkingCow  
**DATE:** 10/27/2018

### 1 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 - 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 boxing

### 3 Point Penalties:
B - Soring in front of cinch  
C - Blatant disobedience  
F - Use of either hand to instill fear  
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):
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 - Lameress  
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 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. -2 Poor & Correct. +2 Good. +1 Very Good. +1 1/2 Excellent

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

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

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

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

### Point Penalties:
- B: Souring in front of cinch
- C: Blistard disobedience
- E: Use of either hand to instill fearfulness
- F: Use of any hand (except in snaffle bit or hackamore) per maneuver
- H: More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

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

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

---

**RUN CONTENT**

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

- 1.2 Excellent
- 1.0 Very Good
- 1.2 Poor
- 0.0 Correct

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

**JUDGE'S SIGNATURE:**

Printed from HSW