## MANEUVER SCORES

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

### Tie-Breaker

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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.

- 1-1/2 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):**

Buddy Fisher

**Judge's Signature:**

[Signature]

Printed from HSW
VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: World Show #1
CLASS: #80 - SHTX YPLS - Youth Pleasure
DATE: 10/26/2018

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

2 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/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/hide
- Insufferable western attire

MANEUVER SCORES
Each horse/ride team is scored between 0-100 points and automatically begins the run with a score of 70 points
1.0 Extremely Poor, 1 Very Poor, 1.2 Poor, 1.5 Correct, 1.8 Good, 2.1 Very Good, 2.5 Excellent

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<th>Lope</th>
<th>Stop 1-2</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Bank</th>
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<th>SCORE</th>
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JUDGE'S NAME (PRINTED): BUDDY FISHER
JUDGE'S SIGNATURE: [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 to 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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<th>Trot</th>
<th>Stop &amp; Back</th>
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JUDGE'S NAME (PRINTED): BUDDY FISHER

JUDGE'S SIGNATURE:

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

#### 1 Point Penalties:
- Over-handled (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 circh
- 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 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 (DIS):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper warm-up attire

### MANEUVER SCORES

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

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

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#### JUDGE’S NAME (PRINTED):

#### JUDGE’S SIGNATURE:

Printed from HSW
**SHOW:** World Show #1  
**CLASS:** SHTX YTRL - Youth Trail  
**DATE:** 10/26/2018

**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
- 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 lope 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:
- Spinning in front of cinch
- Blazing disobedience
- Use of either hand to instill lead/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
- 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:
- 1-1.2: Extremely Poor, 1.3-2: Poor, 2.1-3: Correct, 3.1-4: Good, 4.1-5: Excellent

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**TOTAL POINTS**

13 1/2 59 57

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**
**SHOW:** World Show #1  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 10/26/2018

### Obstacle Scores

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

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### Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Dressing pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to follow rules during the drag

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

---

**Judge's Name (Printed):**  
**Judge's Signature:**  
Printed from HSW
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**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, +1/2 Excellent

**Penalties:**
- 1 point: Over-linked (per maneuver)
- 1 point: Out of frame (per maneuver)
- 1 point: Each hit, bite, or stopping on a log, cone, plant, or any component of the obstacle
- 1 point: Incorrect or break of gate at walk or trot for two strides or less
- 1 point: Both front or hind feet in a single-stride space at a walk or trot
- 1 point: Skipping over or failing to step into required space
- 1 point: Incorrect number of strides, if specified
- 1 point: One step on mount/dismount or ground tie (except shifting to balance)
- 1 point: Split pole in lops over

**5 Point Penalties:**
- 5 point: Squaring in front of inch
- 5 point: Blasted disobedience
- 5 point: Use of either hand to instill fear/punish
- 5 point: Use of two hands (except in snaffle bit or hackamore) per maneuver
- 5 point: More than one finger between split reins or any fingers between normal reins per maneuver
- 5 point: Knocking over, stepping out of, or failing off of an obstacle
- 5 point: Dropping an object required to be carried
- 5 point: 1st or 2nd cumulative refusal
- 5 point: Letting go of gate
- 5 point: Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**
- 10 point: 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dwarfed during the drag

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

### 1 Point Penalties:
- Over-lonked (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
- 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 loop 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

### 5 Point Penalties:
- Spurting in front of cinch
- Stunt disodobence
- Use of either hand to instill fear/traumas
- Use of legs (except in snatch bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

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

---

### OBSTACLE SCORES

Each obstacle 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 Good
- 1 1/2 Excellent

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

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

---

**JUDGE'S SIGNATURE:**

*Printed from HSW*
**SHOW:** World Show #1  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 10/26/2018

### 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 step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

3 Point Penalties:
- Wrong lead or out of lead
- 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:
- 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 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 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 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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### 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 dailed during the drag

### 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
## Pattern

**SHOW:** World Show #1  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 10/26/2018

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and rollback
- Over-spin or under-spin up to 1 1/8 turn

### 1 Point Penalties:
- Over-bred (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 1/8 to 1 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 run-in patterns
- Failure to be in a lope previous 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 1/2 circle or 1 1/2 length of arena

### 5 Point Penalties:
- Spurning 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 (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 (DO):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### Maneuver Scores

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JUDGE'S SIGNATURE: [Signature]  
Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** World Show #1  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 10/26/2018

### 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 spin or under spin 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 like departure on trot-in patterns
- Failure to be in a lead 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 conch
- 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 dental 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

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

Printed from HSW
VERSATILITY RANCH HORSE - REINING

SHOW: World Show #1
CLASS: #86 - SHTX YRNN - Youth Reining
DATE: 10/26/2018

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

1 Point Penalties:
- Over-bred (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 manner 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/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 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

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MANEUVER SCORES

Each horse/rider team is scored between 8-100 points and automatically begins the run with a score of 70 points.

1/2 Extremely Poor 1 Very Poor 2 Poor 3 Good 4 Very Good 5 Excellent

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JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [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.

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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:
- X- Knocking down the cow without having a working advantage
- L- Losing a cow while boxing

5 Point Penalties:
- S- Sparring in front of cow
- C- Blatant 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 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, 1 new cow is awarded
- NE- Failure to attempt any part of the class

Disqualifications: (DQ)
- A- Abuse
- B- Lameness
- D- Degrade or misconduct
- G- Illegal equipment
- M- Improper western attire
- I- False horserider; run awarded; credit will be given for work done

**RUN CONTENT**

Each horserider 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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**BOXING MANEUVERS**

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**JUDGE'S SIGNATURE:**

**BUDDY FISHER**

Printed from HSW
## NOVICE/YOUTH COW WORK

### 1 Point Penalties:
- A: Loss of working advantage
- B: Working out of position
- C: 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 cinch
- C: Blatant disobedience
- D: Use of either hand to install fear/praise
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- P: More than one finger between split reins or any fingers between normal reins (except two reins) 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 horseshow, 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>BOXING MANEUVERS</th>
<th>PENALTIES</th>
<th>PENALTY TOTAL</th>
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<th>OP</th>
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<td>EYE APPEAL</td>
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### JUDGE'S SIGNATURE:

Ruddy Fisher

Printed from HSW
NOVICE/YOUTH COW WORK

**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 boosing

**5 Point Penalties:**
- B: Spurring n front of cinch
- C: Blatant disobedience
- D: Use of either hand to install headpiece
- 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
- L: Fail horselidr fails to end Credit will be given for work done

### RUN CONTENT
Each horsehildr team is scored between 0-100 points and automatically begins the run with a score of 50 points.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>BOXING MANEUVERS</th>
<th>PENALTIES</th>
<th>PENALTY TOTAL</th>
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<th>OP</th>
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**JUDGE'S SIGNATURE: RUDY R. FISHER**
### NOVICE/YOUTH COW WORK

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

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

#### 5 Point Penalties:
- B - Spurring in front of cow
- C - Blatant disobedience
- D - Use of either hand to restrict tear/pause
- F - More than one finger between split reins or any fingers between metal reins (except two rein) per maneuver

---

#### RUN CONTENT

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

- 1.25 Excellent
- 1.20 Very Good
- 1.15 Good
- 1.05 Fair
- 1.00 Poor
- 0.95 Very Poor
- 0.90 Poor
- 0.85 Very Poor
- 0.80 Poor
- 0.75 Very Poor

#### BOXING MANEUVERS

<table>
<thead>
<tr>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
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<th>COURAGE</th>
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#### PENALTIES

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#### JUDGE'S SIGNATURE:

Rudy Fisher