### VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**
- Overbridled (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 lop
- Break of gait at walk or trot for more than two (2) strides

**6 Point Penalties:**
- Spurning is 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. 1.25 Excellent, 1 Very Good, 1.25 Good, 1.25 Very Poor, 1.25 Excellent.

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

**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 100 points.

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**SHOW:** World Show #2  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 10/27/2018

### VERSATILITY RANCH HORSE - RANCH RIDING

**Pattern:**

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  
- 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 install hair/purpose  
- 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  
- 1/2 Correct  
- 1/2 Good  
- 1 Very Good  
- 1 1/2 Excellent

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| 19  | 708| +1/2 +1/2 0 0 0 0 +1/2 +1/2 0 | - | -70  
| 20  | 524| +1/2 +1/2 +1/2 +1 +1/2 +1 +1 +1 | - | -70  
| 21  | 622| +1/2 0 0 0 0 0 0 +1/2 0 | - | -70  
| 22  | 565| 0 -1 -1/2 0 0 -1/2 0 0 0 | - | -70  
| 23  | 513| 0 +1/2 0 0 0 0 +1/2 0 -1/2 | - | -70  
| 24  | 711| 0 0 -1/2 -1/2 -1/2 -1/2 -1/2 0 -1 | - | -70  

JUDGE'S NAME (PRINTED): Buddy Fifer  
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### MANEUVER SCORES

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

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

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**Tie-Breaker**: Walk - Lope - Ext-Lope - Trot - Gallop & Reversal

**Score**: 71\(\frac{1}{2}\)

**Judge's Name**: Buddy Fisher
### VERSATILITY RANCH HORSE - RANCH RIDING

**Pattern:**

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 circh
- 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/riders
- Improper western attire

### MANEUVER SCORES

Each horse/riders 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:**
**Versatility Ranch Horse - Trail**

1 Point Penalties:
- Over-bred (per maneuver)
- Cut 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 tape over

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

3 Point Penalties:
- Over-length of lead
- Draped reins
- Break of gait at walk
- 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:
- Spur or in front of cinch
- Belligerent disobedience
- Use of either hand to instill fear
- 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
- Kneeling over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

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

### Obstacle Scores

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** World Show #2  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 10/27/2018

1 Point Penalties:  
- Over- bridged (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 line 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 clinch  
- Thwart disobedience  
- Use of either hand to insist 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 nasal reins per maneuver  
- Knocking over, stepping out of, or falling off 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)

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

Printed from HSW
### Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Over-bred or (per maneuver)
- Cut 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 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

**5 Point Penalties:**
- Spurred in front of cinch
- Blunt disbortude
- 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
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

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

### Obstacle Scores

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

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** World Show #2  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 10/27/2016

#### 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 area over

#### 5 Point Penalties:
- Sparring in front of cinch  
- Blemish disobedience  
- Loss of either hand to install feet/pause  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between reins per maneuver  
- Knocking over, stepping out of, or falling off of an obstacle  
- Dropping an object required to be carried  
- 1st or 2nd cumulative refusal  
- Letting go of gate  
- Four or more steps on mount/dismount or ground tie

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

#### OBSTACLE SCORES

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  SP Log  
  Trot Log  
  Chute Lope RL  
  Extended Trot  
  Stickover  
  Trot  
  Lope  
  L.I. Bridge | 5  | 2  | 8  | 3  | 1  | 9  | 6  | 4  | 7  | 7 | -  | -71 | -71 | |
| Penalty | +½ | +⅓ | +⅔ | 0  | 0  | ⅔ | -⅔ | 0  | -⅔ | +⅔ |
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**JUDGE'S NAME (PRINTED):** Buddy Finner  
**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** World Show #2  
**CLASS:** #33 - SHTX YTRL - Youth Trail  
**DATE:** 10/27/2018

**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
- Skipping 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 lope over

### 5 Point Penalties:
- Spurting in front of cinch
- Blistenter disobedience
- Use of either hand to dislill 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
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- Letting go of gate
- Four or more steps on mount/dismount or ground tie
- 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 dalled during the drag
- Disqualification (QO):
  - Abuse
  - Lamesness
  - 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 run with a score of 70 points.

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

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**SHOW:** World Show #2  
**CLASS:** #86 - SHTX YRHN - Youth Reining  
**DATE:** 10/27/2018

#### 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 marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena.

#### 5 Point Penalties:
- Spinning in front of cinch
- Blistant 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 (except two rein) per maneuver
- Attempt to alley tension or length of reins from the bridles 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 8-100 points and automatically begins the run with a score of 70 points.

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Each maneuver is scored as follows:

- **S & S to Center Right Circles**
- **Left Circles**
- **3 1/2 R**
- **3 1/2 L**

#### Maneuver Description:
- **S & S to Center Right Circles**
- **Left Circles**
- **3 1/2 R**
- **3 1/2 L**

**Score Sheet**

- **Penalty**
- **Content**

---

**Judge's Signature:**

---

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**SHOW:** World Show #2  
**CLASS:** #36 - SHTX YRNN - Youth Reining  
**DATE:** 10/27/2018

#### 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-trotted (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:
- 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 mala 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 compete 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
- Dishonesty or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### MANEUVER SCORES

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 70 points. Each maneuver is scored between 1-3 points, with a total of 8 maneuvers. The lowest score is 24 points, and the highest score is 240 points.

#### Tie-Breaker

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Reining

**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 maintain 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
- Slipping rein
- Break of gait
- Freezes up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**
- Spinning in front of circle
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between normal reins (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
- Laminens
- 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
### MANEUVER SCENES

Each horse/ rider team is scored between 50-100 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
VERSUMIUTY 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-bridle (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 1/3 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to install 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 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/rode
- Improper western attire

### MANEUVER SCORES

Each horse-rider team is scored between 5-100 points and automatically begins the run with a score of 75 points.

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| CONTENT | 0 2 |

| PENALTY | 0 |
| CONTENT | 0 |

| PENALTY | 0 |
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| PENALTY | 0 |
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| PENALTY | 0 |
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| PENALTY | 0 |
| CONTENT | 0 |

| PENALTY | 0 |
| CONTENT | 0 |

JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: [Signature]
## NOVICE/YOUTH COW WORK

### POINT PENALTIES:
- A: Loss of working advantage
- F: 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

### PENALTY POINTS:
- A: Spur in front of cinox
- C: Blunt disobedience
- D: Use of either hand to instill fear/prise
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

### PENALTY POINTS (OP):
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena prior to calling for cow
- K: Schooling horse between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1-12 Extremely Poor, -1 Very Poor, -12 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

### BOXING MANEUVERS

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<th>EYE APPEAL</th>
<th>COURAGE</th>
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JUDGES SIGNATURE: [Signature]

[Signature from HSW]
## NOVICE/YOUTH COW WORK

**SHOW:** World Show #2  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 10/27/2018

### POINT PENALTIES:
- A: Loss of working advantage
- P: Working out of position
- S: Slipping rein

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

### RUN CONTENT:
Each horse/handler team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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### JUDGES SIGNATURE:

Printed from HSW

AK
### 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 cinch
- C: Blatant disobedience
- D: Use of either hand to instill fear/panic
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

### RUN CONTENT

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<td>-1</td>
<td>-1</td>
<td>-1</td>
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</table>

**Off-Pattern (OP):**
- A: Tuning tall
- 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: Laxness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse/riders; run ends; credit will be given for work done

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**JUDGES SIGNATURE:**

Printed from HSW

AK
#5 - 11/2 - 1 3/4 - 1 3/4 - 1 3/4

**RUN CONTENT**
Each horsemanship 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>
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<tr>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>COURAGE</th>
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**BOXING MANEUVERS**

**PENALTIES**

**NOTES**

**JUDGE'S SIGNATURE: ____________________________**

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