**STOCK HORSE PLEASURE**
**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Overbridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

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

**9 Point Penalties:**
- Spurring 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 roman reins (except two rein) per maneuver

---

### MANEUVER SCORES

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<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Walk</th>
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<th>Ext Lope</th>
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<th>Stop &amp;</th>
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<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
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**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #10 - SHOT OPLS - Open Pleasure  
**DATE:** 08/06/2016

**OFF-PATTERN (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/ rider; run ends; credit will be given for work done

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**JUDGE'S SIGNATURE:** Earnest Wilson  
Printed from HSW
# STOCK HORSE PLEASURE
## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW:
SHOT Versatility Ranch-Hamilton

### CLASS:
#10 - SHOT OPLS - Open Pleasure

### DATE:
08/06/2016

### 1 Point Penalties:
- Over-brided
- Out of frame
- Too slow
- Gagging mouth
- Break of gait at Walk or trot for two (2) strides or less

### 3 Point Penalties:
- Wrong 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/raise
- 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

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
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- Fall horse/rider; run ends; credit will be given for work done

### DQ:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

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<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
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### JUDGE'S SIGNATURE:

[Signature]

EARNEST WILSON

Printed from HSW
**CLASS:** #10 - SHOT OPLS - Open Pleasure

**DATE:** 08/06/2016

### STOCK HORSE PLEASURE
VERSATILITY RANCH HORSE - RANCH RIDING

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

#### 3 Point Penalties:
- Wrong 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/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

#### Off-Pattern (OP):
Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

#### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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:
- 1.0 Extremely Poor, 1.0 Very Poor, 1.0 Poor, 0 Correct, 1.0 Good, 1.0 Very Good, 1.0 Excellent

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<th>#</th>
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<th>Lope</th>
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<th>Trot</th>
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**JUDGE'S SIGNATURE:** Earnest Wilson

**Printed from HSW**
STOCK HORSE PLEASURE
VERSEATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:
- Over-bridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead
- Draped reins
- Break of gait at Lope
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5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pair
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- Illegal equipment
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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 SIGNATURE: Earnest Wilson

Printed from HSW
#395 - Stock of Texas

**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #13 - SHOT OTRL - Open Trail  
**DATE:** 08/06/2016

## STOCK HORSE TRAIL  
VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- 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 dismount or ground tie except shifting to balance

### 3 Point Penalties:
- Wrong lead  
- Draped reins  
- Break of gait at Lope  
- Break of gait at Walk or trot for more than two (2) strides  
- 2-3 steps on dismount or ground tie

### 5 Point Penalties:
- Spurring in front of cinch  
- Blistant 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 rostral reins (except two rein) 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

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern  
- Leaving arena before pattern is complete  
- 3rd refusal  
- No attempt to perform obstacle  
- Repeated blant disobedience  
- Fall horse/rider; run ends; credit will be given for work done

### DO:
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

## OBSTACLE SCORES
Each horse/rider 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 Signature:
Chris Hardcastle

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.

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

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**JUDGE'S SIGNATURE:**

Chris Hardcastle
**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #13 - SHOT OTRL - Open Trail  
**DATE:** 08/06/2016

### STOCK HORSE TRAIL  
**VERSATILITY RANCH HORSE - TRAIL**

#### 1 Point Penalties:
- 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 fee 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 dismount or ground tie except shifting to balance

#### 3 Point Penalties:
- Wrong lead  
- Draped reins  
- Break of gait at Lope  
- Break of gait at Walk or trot for more than two (2) strides  
- 2-3 steps on dismount or ground tie

#### 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 romal reins (except two rein) 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

#### OIh-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern  
- Leaving arena before pattern is complete  
- 3rd refusal  
- No attempt to perform obstacle  
- Repeated blatant disobedience  
- Fall horse/rider; run ends; credit will be given for work done

#### DO:
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

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- Tie-Breaker

#### Judge's Signature:

Chris Hardcastle

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Printed from HSW
# STOCK HORSE TRAIL

## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- 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 into step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- 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

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse/rode; run ends; credit will be given for work done

### DG:
- Lameness
- Abuse
- Illegal equipment
- Disrespect of misconduct
- Improper western attire

## OBSTACLE SCORES

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

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W/O    #    S
25    592    S

## OBSTACLE SCORES

### Penalty

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W/O    #    S
25    592    S

### Judge's Signature:

Chris Hardcastle
# STOCK HORSE REINING
## 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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:
- 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 roll-in patterns
- Failure to completely pass the specified marker before initiating a stop position

### 5 Point Penalties:
- Spinning 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 normal reins (except two rein) per 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
- Fall horse/rider, run ends; credit will be given for work done

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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**JUDGE’S SIGNATURE:**

Maggie Rentfro
# Stock Horse Reining

## Versatility Ranch Horse - Reining

### Pattern 3

#### 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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

#### 1 Point Penalties:
- 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

#### 5 Point Penalties:
- Sprinling 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 rowal reins (except two rein) per 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
- Fall horse/rider, run ends; credit will be given for work done

#### DQ:
- Lameness
- Abuse
- Illegal equipment
- Derelict respect or misconduct
- Improper western attire

## Maneuver Scores

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 75 points:
- 1.12 Extremely Poor, 1. Very Poor, 1.2 Poor, 0. Correct, +1.2 Good, +1 Very Good, +1.2 Excellent

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**JUDGE’S SIGNATURE:**

Trigg Rentfro

**Printed from HSW**
### AQHA SHOT

#### STOCK HORSE REINING

**VERSATILITY RANCH HORSE - REINING**

**Pattern**: 3

**Show**: SHOT Versatility Ranch-Hamilton

**Class**: #16 - SHOT ORNN - Open Reining

**Date**: 08/06/2016

---

**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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties**:
- 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

**5 Point Penalties**:
- Sparring in front of cinch
- Blistant 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 (except two rein) per 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
- Fall horse/rider; run ends; credit will be given for work done

**DO**:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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 Signature**: Trigg Rentfro

Printed from HSW
# STOCK HORSE REINING

**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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1 1/8 turn

### 1 Point Penalties:
- 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 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

### 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 normal reins (except two rein) per 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
- Fall horse/rider; run ends; credit will be given for work done

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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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<thead>
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<th>OP</th>
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**JUDGE'S SIGNATURE:**

Trigg Rentfro
### 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 Good - 1 Very Good - 1 1/2 Excellent

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</table>

**JUDGE'S SIGNATURE:**

Trigg Renfro
**SHOW:** SHOT Versatility Ranch Horse Hamilton  
**CLASS:** #19 - SHOT OWCH - Open Working Cow  
**DATE:** 08/06/2016

**STOCK HORSE COW WORK**  
VERSATILITY RANCH HORSE - RANCH COW WORK

**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  
S - Slipping rein  
T - Failure to drive cow past middle marker on first turn

**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 a working advantage  
- Missed first loop  
- Losing a cow while boxing

**5 Point Penalties:**  
A - Failure to turn the cow both directions on the fence  
B - Sparring or hitting in front of cinch at any time  
C - Blatant disobedience  
- Failure to catch  
- 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 roman reins (except two rein) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly.

**Disqualifications (DQ):**  
A - Abuse  
B - Lameness  
G - Illegal equipment  
N - Improper western attire  
- Derespect or misconduct

---

**RUN CONTENT**  
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 79 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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<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
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**JUDGE’S SIGNATURE:** Janette Marie Dublin

Printed from HSW
### STOCK HORSE COW WORK
#### VERSATILITY RANCH HORSE - RANCH COW WORK

**1 Point Penalties:**
- A - Loss of working advantage
- C - Using the corner 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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

**2 Point Penalties:**
- A - Going around the corner of the arena before turning cow
- B - In an open field run animal gets within 3 feet of the end fence before being turned

**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
  - Missed first loop
  - Losing a cow while boxing

**5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
- B - Spurning or hitting in front of cinch at any time
- C - Blatant disobedience
  - Failure to catch
  - 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 rein) per 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
- I - Fall horse/rider; run ends; credit will be given for work done
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows; if new cow is awarded
  - Failure to attempt any part of the class

**DQ:**
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- O - Disrespect or misconduct

### RUN CONTENT

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 SIGNATURE:**

Janette Marie Dublin

Printed from HSW
### STOCK HORSE COW WORK

#### VERSATILITY RANCH HORSE - RANCH COW WORK

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#### RUN CONTENT

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

- 1½ Extremely Poor - 1 Very Poor - ½ Poor - 3 Correct - ½ Good - ½ Very Good - 1½ Excellent

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<th>PENALTY</th>
<th>TOTAL</th>
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<td>521</td>
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**JUDGE'S SIGNATURE:**

Janette Marie Dublin

Printed from HSW
SHOW: SHOT Versatility Ranch-Hamilton  
CLASS: #19 - SHOT OWCH - Open Working Cow  
DATE: 08/06/2016

STOCK HORSE COW WORK  
VERSATILITY RANCH HORSE - RANCH COW WORK

### 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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

### 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

### 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
  - Missed first loop
  - Losing a cow while boxing

### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of chin at any time
- C - Blatant disobedience
  - Failure to catch
  - 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 (except two rein) per 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
- I - Fall horse/ rider; run ends; credit will be given for work done
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows; if new cow is awarded
  - Failure to attempt any part of the class

### DG:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- O - Disrespect or misconduct

### Run Content
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- X 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>RATING</th>
<th>FENCE TURNS (Form &amp; Quality)</th>
<th>CIRCLING</th>
<th>STOP &amp; HOLD</th>
<th>ROPE</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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### Judge's Signature:
Janette Marie Dublin

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