

SHOW:	Sweetwater-Versatility
CLASS:	#50 - SHTX LNPP - Ltd Non Pro Pleasure
DATE:	08/04/2018

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 per maneuver - 1st or 2nd cumulative refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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													
Tie-Breaker		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
Maneuver Description															
1	149	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1	0	+1/2	+1/2	+1	+1/2	+1/2			76
2	175	PENALTY													
		CONTENT	0	0	+1/2	-1/2	0	-1/2	0	0	0	-1/2			69
3	150	PENALTY													
		CONTENT	0	-1	-1	-1/2	-1/2	0	0	-1/2	-1	-1/2	3	3	62
4	236	PENALTY													
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2			67
5	968	PENALTY													
		CONTENT	0	0	+1/2	0	0	0	+1/2	+1/2	0	-1/2			71
6	158	PENALTY													
		CONTENT	0	0	0	+1/2	0	0	+1/2	0	0	+1/2	1		70 1/2
7	222	PENALTY													
		CONTENT	0	+1/2	-1/2	-1	0	-1/2	0	-1/2	-1/2	-1/2			67
8	190	PENALTY													
		CONTENT	0	0	0	0	-1/2	+1	0	+1	0	+1/2			72

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Sty...

SHOW:	Sweetwater-Versatility
CLASS:	#50 - SHTX LNPP - Ltd Non Pro Pleasure
DATE:	08/04/2018

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 per maneuver - 1st or 2nd cumulative refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	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														
Tie-Breaker		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
Maneuver Description																
9	128	PENALTY														
		CONTENT	0	-1	-1/2	0	0	-1/2	0	+1/2	-1/2	0			68	
															67	
10	133	PENALTY														
		CONTENT	0	+1/2	+1/2	0	0	+1/2	0	+1	+1/2	+1/2			73 1/2	
															71	
11	1	PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	0	-1/2	0	+1/2	+1/2	0			71	
12	987	PENALTY														
		CONTENT	0	+1/2	0	+1	0	0	+1/2	+1/2	+1/2	0			73	
13	207	PENALTY	SCRATCHED													
		CONTENT	SCRATCHED													
14	974	PENALTY														
		CONTENT	0	-1/2	-1/2	0	0	0	+1/2	-1/2	0	0			69	
															69	
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Stb*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility

CLASS:#52 - SHTX LNPT - Ltd Non Pro Tra

DATE: 08/04/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN				
		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																	
Tie-Breaker		1	2	3	4	5	6	7	8	9	10								
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SPR	Bridge	Back L	Trot Drag	Trot Logs/Cedar										
1	149	PENALTY																	
		CONTENT	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1	+1/2									73 1/2
						11		12											
2	175	PENALTY																	
		CONTENT	0	0	-1	0	+1/2	0	-1/2	0									69
3	150	PENALTY		1.1	1														
		CONTENT	0	-1	0	-1/2	-1/2	0	OP	-1									3 63 (OP)
4	236	PENALTY							5										
		CONTENT	-1/2	-1/2	0	+1/2	+1/2	0	-1	+1/2									5 64 1/2
5	968	PENALTY																	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2							73 1/2
6	158	PENALTY			3				1										
		CONTENT	+1/2	+1/2	-1	+1/2	+1/2	0	+1/2	+1/2									4 68
7	222	PENALTY		OP					1	OP									
		CONTENT	+1/2	-1	-1/2	+1/2	+1/2	0	-1	-1									1 67 (OP)
8	190	PENALTY																	
		CONTENT	0	+1/2	+1	+1/2	+1/2	-1/2	0	0									1 71

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

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VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility
CLASS:#52 - SHTX LNPT - Ltd Non Pro Trai
DATE: 08/04/2018

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|--|--|---|
| <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) | <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire |
|--|--|---|

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		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															
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SP R	Bridge	Back L	Trot Drag	Trot Logs/Cedar								
9	128	PENALTY					1	5									
		CONTENT	+1/2	+1/2	0	+1/2	0	-1/2	-1/2	0					6	64 1/2	
				71			70	6 1/2									
10	133	PENALTY		3			1								4	70	
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1	+1/2							
11	1	PENALTY					1										
		CONTENT	0	0	+1	+1/2	+1/2	0	+1/2	+1/2					1	72	
							72										
12	987	PENALTY															
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2						74	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

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HW

SHOW: Sweetwater-Versatility

CLASS: #54 - SHTX LNPR - Ltd Non Pro Reining

DATE: 08/04/2018

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-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 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 roma 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

MANUEVER 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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8					
Tie-Breaker		1	2	3	4	5	6	7	8					
Maneuver Description		2 Circles L	2 Circles R	Run Down/Stop	3 1/2 Spins	Run Down/Stop	3 1/2 Spins	R Run Down/Stop	Back					
1	150	PENALTY	2, 2	2, 2	2,			OP	2		12	54	✓	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2					
2	190	PENALTY						OP	5		5	60.5	✓	
		CONTENT	-1	0	-1	-1/2	-1	-1/2	-1/2					
3	987	PENALTY					2				2	67.5		
		CONTENT	0	-1/2	-1/2	0	0	0	+1/2					
4	207	PENALTY	[Wavy line]											
		CONTENT	[Wavy line]											
5	974	PENALTY		1, 2							3	69		
		CONTENT	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
6	222	PENALTY		OP								67 1/2	✓	
		CONTENT	-1/2	-1/2	-1/2	+1/2	+1/2	-1/2	-1/2	-1/2				
7	158	PENALTY		5							5	63.5		
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2					
8	968	PENALTY		1								68.5		
		CONTENT	0	0	0	0	-1/2	0	0					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]
HCC

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

VERSATILITY RANCH HORSE - REINING



PATTERN 9

SHOW: Sweetwater-Versatility

CLASS: #54 - SHTX LNPR - Ltd Non Pro Reining

DATE: 08/04/2018

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 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 roma 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

MANUEVER 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

W/O	#	PENALTY	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8				
			1	2	3	4	5	6	7	8				
			2 Circles L 2 Circles R Run Down/Stop 3 1/2 Spins Run Down/Stop 3 1/2 Spins R Run Down/Stop Back											
9	128		0	0	+1/2	-1/2	+1/2	0	+1				72.5	
10	149		0	0	-1	0	-1	0	+1/2				68.5	
11	175		0	0	+1/2	-1/2	-1/2	-1/2	0				69	
12	133		0	0	0	-1/2	0	0	+1/2				71	
13	1		0	2	-1/2	-1/2	0	0	-1/2			2	66.5	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

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

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
- E - Use of either hand to instill fear/praise
- 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 romal reins (except two rein) per maneuver

10 Point Penalty:

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

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

- 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

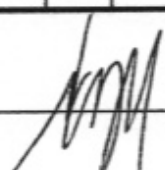
Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP					
		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												3 POINTS	5 POINTS	10 POINTS	TOTAL							
		BOXING			DRIVE			BOXING			DRIVE													
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.										
Tie-Breaker		1	2	3	7	8	9	4	5	6	10	11	12											
1	158	PENALTY				A					A											2	64 1/2	
		CONTENT	0	0	0	-1/2	0	0	-1	-1/2	-1/2	-1/2	-1/2	0										
2	190	PENALTY																						
		CONTENT	0	0	0	0	0	0	-1/2	0	-1/2	-1/2	0	-1/2										68
3	222	PENALTY												D										
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1									1	60
4	149	PENALTY																						
		CONTENT	+1/2	0	+1/2	0	-1/2	0	0	0	+1/2	-1/2	-1/2	0										70
5	968	PENALTY																						
		CONTENT	0	+1/2	0	+1/2	0	0	-1/2	0	0	0	0	0										70 1/2
6	128	PENALTY																						
		CONTENT	0	+1/2	0	0	0	+1/2	0	0	0	+1/2	+1/2	0										72
7	974	PENALTY																						
		CONTENT	-1/2	0	0	0	0	0	-1/2	0	0	-1/2	-1/2	0										68
8	987	PENALTY																						
		CONTENT	+1/2	0	0	0	0	0	+1/2	0	0	0	0	0										71

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Sweetwater-Versatility
CLASS: #56-SHTXLNPW - Ltd Non Pro Working Cow
DATE: 08/04/2018


VRH - LIMITED COW WORK (Amateur/Youth)

- 1 Point Penalties:**
 A - Loss of working advantage
 D - Failure to drive cow passed middle marker on second drive before time expires
 P - Working out of position
 S - Slipping rein
 V - Over-bridled (per maneuver)
 W - Out of frame (per maneuver)
- 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
 E - Use of either hand to instill fear/praise
 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 romal reins (except two rein) per maneuver

- 10 Point Penalty:**
 U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
 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 - Lameness
 D - Disrespect or misconduct
 G - Illegal equipment
 F - Fall of horse/rider
 N - Improper western attire

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		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												3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE								
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP		
		Tie-Breaker																	
		1	2	3	7	8	9	4	5	6	10	11	12						
9	1	PENALTY																	
		CONTENT		-1/2	-1/2	0	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1		1	60 1/2	
10	150	PENALTY																	
		CONTENT		+1/2	+1/2	0	+1/2	+1/2	0	0	0	0	+1/2	+1/2	0			73	
11	133	PENALTY																	
		CONTENT		+1/2	0	0	+1/2	0	0	0	0	+1/2	+1/2	-1/2	0			71 1/2	
12	175	PENALTY							A										
		CONTENT		-1/2	0	0	0	0	0	-1/2	-1/2	0	-1/2	0	0		1	67	
13	164	PENALTY		CHANGED DIVISIONS															
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____
 Printed from HSW mat