



NRSNA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

Date:	4/6/25
Show:	CW HSA Spring
Class:	NP Jr horse
Judge:	Crow

REINING

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall/fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn
- over-bridled (per maneuver) - out of frame (per maneuver) - out of lead in the circles, figure eights or around

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear

Off Pattern (OP) - to be placed below horses performing all maneuvers breaking pattern

- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

For more information on how classes are judged visit www.aqhuniversity.com

WOEntry

MANEUVER SCORES

Each horse/rider combination 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		MANEUVER DESCRIPTION								Horse and Rider Name	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		RLFS	LLFS	Stop	3/4L	Stop	3/4R	Stop	5th				
439	PENALTY	22 55		22		2			1/2		20 1/2	46 1/2	3
	MANEUVER SCORE	-1 1/2	-1 1/2	-1 1/2	-1	-1	-1 1/2	-1 1/2					
449	PENALTY		11	2					2		6	62 1/2	2
	MANEUVER SCORE	-1 1/2	-1	0	+1/2	0	-1 1/2	0					
454	PENALTY	2	2								4	66	1
	MANEUVER SCORE	0	0	0	0	0	0	0					
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												

Judge's Signature: _____



NRSNA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

BDBD COW WORK

Date:	4/6/25
Show:	NHSA Spring
Class:	Non pro Jr Horse
Judge:	Cody Crow

1 point

- A. Loss of working advantage
- P. Working out of position
- S. Slipping rein
- C. Driving the cow down the opposite fence on second drive (changing sides)
- T. On the first drive, failure to drive past the middle marker
- V. Over-bridled

3 points

- D. Dangerous Position
- K. Knocking down the cow without having a working advantage;
- W. Performing a fence turn (whether initiated by horse or rider)
- Z. failure to drive cow past the middle marker on second drive before time expired;

5 points

- B. Spurring in front of cinch;
- C. Blatant disobedience;
- E. Use of either hand to instill fear
- F. Failure to initiate at least one turn on the second boxing phase before crossing the center line
- X. Running cow into back fence

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- D - Repeated blatant disobedience
- E - Extremely out of control
- 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
- Q. On the first drive down the fence, failure to drive the cow past the middle marker after two attempts

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Inappropriate western attire
- H - Leaving arena before run is complete

S - Obvious schooling for multiple maneuvers

MANEUVER SCORES

WO	Entry #	Each horse/rider combination 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										PENALTIES		Penalty To	Score	Off Pattern
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
TIE-BREAKER																
	439	PENALTY														
		MANEUVER SCORE	-1	OP											OP	
	449	PENALTY														
		MANEUVER SCORE	-1 1/2	-1 1/2	-1	-1	-1	0	-1/2	0					63 1/2	
	454	PENALTY														
		MANEUVER SCORE	0	0	0	0	0	0	0	0					69 1/2	
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
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		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

STOCK HORSE TRAIL

Date:	4/6/25
Show:	QHSA Spring
Class:	Non pro Jr horse 336
Judge:	Clon

1 point - 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

- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or
space at a walk or trot

- skipping over or failing to step into required space
- split pole in lope-over

- incorrect number of strides, if specified

- 1 to 2 steps on mount/dismount or ground tie
except shifting to balance

- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides

- break of gait at lope, except when correcting an incorrect lead

- wrong lead or out of lead for more than 2 strides

- draped reins (per maneuver)

- 3 to 4 steps on mount/dismount or ground tie

- trotting for more than 3 strides in lope departures or exiting a roll back

- knocking over or severely disturbing an obstacle

- stepping out of or falling off an obstacle with 1 foot

- missing or evading a part of log/obstacle with 1 foot

5 points

- spurring in front of cinch

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

- use of either hand to instill fear

- stepping out of or falling off an obstacle with more than 1 foot

- dropping an object required to be carried

- 1st or 2nd cumulative refusal

- letting go of gate

- 5 or more steps on mount/ dismount or ground tie

- missing or evading a part of log/obstacle with more than 1 foot

Off Pattern (OP) - to be placed below horses performing all maneuver

- eliminates or adds maneuver

- incomplete maneuver

- 3rd refusal

- repeated blatant disobedience

- failure to dally and remain dalled during the drag

- lack of two hands (except junior and L1 horses shown in a snaffle bit/

hackamore), more than one finger between split reins or any fingers

between romal reins (except in the two rein)

- failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score

- lameness

- disrespect or misconduct

- illegal equipment

- willful abuse

- leaving working area before pattern is

complete

- improper western attire

- fall of horse/rider

- obvious schooling for multiple maneuvers

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MANEUVER SCORES											Horse Name and Number	Penalty Total	Score	Off Pattern
Each horse/rider combination 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														
MANEUVER DESCRIPTION														
			OG	TR	ETL	LOG	LL	WD	BRIDE	SAR	SPL			
		PENALTY					11							
449		MANEUVER SCORE	0	+1/2	0	0	-1/2	+1/2	0	0	+1/2		2	69
-2 1/2														
		PENALTY					3	1						
482		MANEUVER SCORE	0	+1/2	+1/2	0	-1/2	0	0	0	0		4	66 1/2
		PENALTY					3	1		3	1			
439		MANEUVER SCORE	+1/2	0	0	-1	-1/2	0	0	-1	0		9	58
		PENALTY					11	1	3	1				
454		MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	0	-1/2	0	0		7	64
		PENALTY						1		1	1			
486		MANEUVER SCORE	0	-1/2	0	0	0	0	0	-1/2	-1/2		3	65 1/2
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

Date:	04/16/25
Show:	BW HSA Spring
Class:	Non Pro Jr horse
Judge:	CC Crow

STOCK HORSE PLEASURE

1 point - too slow (per gait) - over-bridled (per maneuver) - out of frame (per maneuver) - break of gait at walk or trot for 2 strides or less - wrong lead or out of lead for 2 strides or less
3 points - break of gait at walk or trot for more than 2 strides - break of gait at lope, except when correcting an incorrect lead - wrong lead or out of lead for more than 2 strides - draped reins (per maneuver) - out of lead or cross-cantering more than 2 strides when changing leads - trotting more than 3 strides when making a simple lead change - trotting more than 3 strides in lope departures or when exiting a rollback - severe disturbance of any obstacle
5 points - blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver, never demonstrate correct lead
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

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WOEntry #

MANEUVER SCORES

Each horse/rider combination 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

MANEUVER DESCRIPTION

W

WD

LP

EL

T

1 1/2 S

W

T

ET

LL

SB

SPR

439

PENALTY

3

3

MANEUVER SCORE

0

0

-1

-1

1/2

0

+1/2

0

0

+1/2

+1/2

-1/2

8

8

7 1/2

449

PENALTY

MANEUVER SCORE

+1/2

0

0

-1/2

0

+1/2

0

0

0

0

0

0

0

454

PENALTY

1

MANEUVER SCORE

+1/2

+1/2

0

0

0

+1/2

0

0

0

0

0

0

+1/2

0

491

PENALTY

1

MANEUVER SCORE

0

+1/2

0

0

0

+1/2

+1/2

+1/2

+1/2

0

0

+1/2

0

486

PENALTY

OP

3

MANEUVER SCORE

0

+1/2

-1

-1/2

0

-1/2

0

0

0

-1/2

0

0

Judge's Signature: _____