





Date:	12 4/le	125
Show:	BIHSA	Sam
Class:	Novice	4.11
Judge:	arow	

REINING

1/2 point

1/2 point - starting a circle or exiting a roll-b. 2 strides - delayed change of lead by 1 stric change is required by the pattern - failure to remain a minimum of 20 fence when approaching a stop a - over-spin or under-spin up to 1/8 point - over-bridled (per maneuve) of frame (per maneuver) - out of 1 the circles, figure eights or around	e where the lead break of description - freeze up of freet from the walkelpiere to departure turn 1 - on run-in the first m.	length of the arena gait o in spins or rollbacks stop or walk before exe on trot-in patterns patterns, failure to be in arker	- inclusion - trotting i - repeated	n of maneuver (e.g. over n excess of 1/2 circle or d blatant disobedience vo hands (except junior a an one finger between sp o rein)	or under-spinning, back 1/2 length of the arena	ing more than 2 stri
the end of the arena (cumulative, of the circumference of a circle or - over or under spinning 1/8 to 1/4 (- slipping rein	5 points 1 point for each topurring any part thereof blatant di	n front of cinch sobedience (kick, bite, b	tion - disrespec - illegal equ - willful abu puck, rear, etc.) - improper - fall of hors	t or misconduct iipment se orking area before patter western attire		
		For more info	rmation on how cl	asses are iudged v	isit www aghuniya	weith com
TIE-BREAKER	ch horselrider combination is s 1/2 Extremely Poor, -1 Very Po	MANEUVER SCORES cored between 0-100 points or, -1/2 Poor, 0 Correct, +1/	and automatically begins the 2 Good, +1 Very Good, +1 1,	e run with a score of 70 pini 12 Excellent		Off Pattern
439 MANEUVER —)	11/22.	100	20-1	2	9 56	3
PENALTY MANEUVER SCORE						
PENALTY MANEUVER SCORE	0 +/2 0	00	00	0	70/2	1
492 PENALTY MANEUVER SCORE	2 2	0 -1/2	0-1	-1/2	4 64	2
MANEUVER SCORE						
PENALTY MANEUVER SCORE						
PENALTY MANEUVER 3CORE	D.					
PENALTY MANEUVER SCORE						
Judge's Signature:	C					







BOXING COW WORK

Date:	4/6/25	
Show:	Caltisa Som	
Class:	Novice	
Judge		

4	:

A - Loss of working advantage

P - Working out of position

S - Slipping rein

V - Over-bridled (per maneuver)

W - Excessive hollering

3 points

D - Dangerous position

K - Knocking down the cow without having a working advantage

L - Losing a cow while boxing

5 points

B - Spurring in front of cinch C - Blatant disobedience

E - Use of either hand to instill fear

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 Disqualified - 0 Score A - Abuse B - Lamer D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider N - Improper western attire H - Leaving arena before run is complete S - Obvious schooling for multiple maneuvers

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

MANEUVER SCORES Each horselrider 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 Penalty Total Off Pattern **PENALTIES** WO Entry # COMMENTS Position & Degree of Appeal TWitneked 1 POINT 3 POINT 5 POINT Courage TIE-BREAKER

Judge's Signature:	C.
0	







**************************************	11.196
Date:	4/10/01
Show:	CNH > A Spring
Class:	Nerice
Judge	CCYOU

STOCK HORSE TRAIL

1 point - over-bridled (per maneuver) out of frame (per maneuver) - each hit, bite or stepping on a log, cone plant or

- split pole in lope-over
- wrong lead or out of lead for 2 strides or less standing out of a falling of

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at waik or not for more than 2 sendes

 break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- break of gait at walk or trot for 2 strides or less to 4 steps on mount/dismount or ground tie
- skipping over or failing to step into required space or severely disturbing an obstacle with 1 foot missing or evading a part of log/obstacle with 1 foot 5 points
- incorrect number of strides, if specified
 incorrect number of strides, if specified
 1 to 2 steps on mount/dismount or ground tie spurring in front of cinch
 blatant disobedience (kick, bite, buck, rear, etc.) for each refusal amenes
 disrespect or misconduct 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

- 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 dallied during the drag
- preak or gait at walk or trot for Z strides or less to 3 steps of modification of ground the strides in lope departures or exiting a rollback of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a rollback of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a rollback of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a rollback of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a rollback of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a rollback of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a roll back of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a roll back of two hands (except junior and L1 horses shown in a smaller bit/short or hind feet in a single-stride slot of roll from the strides in lope departures or exiting a roll back of two hands (except junior and L1 horses).
 - failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score

- illegal equipment
 willful abuse
- leaving working area before pattern is complete
- improper western attire

The same of the sa	- letting go of gate - improper western and - 5 or more steps on mount/ dismount or ground tie - 5 or more steps on mount/ dismount or ground tie - 5 or more steps on mount/ dismount or ground tie - 5 or more steps on mount/ dismount or ground tie - 5 or more steps on mount/ dismount or ground tie - 5 or more steps on mount/ dismount or ground tie - 5 or more steps on mount/ dismount or ground tie - 6 over 6 or more western and the step of horse/rider - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or more steps on mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 6 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground tie - 7 over 6 or mount/ dismount or ground ti	
	WOEntry # Each horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points Each horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WOEntry # Lack horselrider combination is scored between 0-100 points and automatically bea	
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	Judge's Signature:	



Judge's Signature:



Date:	4/6	125		
Show:	GIAS	SA SP	n	
Class:	Novio	ie	33	0
Judge	CC ('MEN		

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 crosscantering 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), nore

than one finger between split reins or any fingers between romal reins (except in the two rein)

Disquali ied - 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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