

PENALTY

MANEUVER
SCORE





Date:	4/6/25	
Show:	COUHSA Spring	
Class:		
Judge	Crow	

## REINING

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Judge's Signature:	C	p P
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Date:	4	6	25
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# **FENCE WORK**

fence before being turned

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DIFI	

A - Loss of working advantage C - Using the comer or the end of the arena to turn the collax hausting or overworking the cow before when going down the fence

E - Changing sides of arena to tum cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and youth classes S - Slipping rein T - Failure to drive cow past middle marker on first turn V - Overbridled (per maneuver) W - Excessive Hollering 2 points 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

R - Failure to catch if roping in amateur and youth classes

#### oints

- D Dangerous Position
- circling or roping
- H Hanging up on the fence (refusing to turn)
- K Knocking down the cow without having a working advantage
- Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear
- R Failure to catch when roping in open/cowboy classes

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 R - Two-loop catch when roping in open/cowboy class of the class R - Complete loss of rope in Open/Cowboy class Disqualified - 0 Score A - Abuse B - Lameness D - Disrespect or A - Failure to turn the cow both directions on the fenice and uct G - Illegal equipment F - Fall of horse/rider N -Improper western attire H - Leaving arena before run is complete J - Bringing the cow straight over backwards landing on its back or head S - Obvious schooling for multiple maneuvers

MANEUVER SCORES Each horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points

PENALTIES **WOEntry** # -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent CIRCLING ROPING **FENCE TURNS** 2 POINT 3 POINT 5 POINT POSITION & DEGREE EYE CONTROL OF DIFF. APPEAL TRACK & STOP & HOLD BOXING RATING TIE-BREAKER MANEUVE SCORE PENALTY MANEUVE PENALT MANEUVER OP O PENALT PENALT MANEUVE PENALT MANEUV PENALTY MANEUVE







### STOCK HORSE PLEASURE

Date:	4	16	29
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Class:	Op	ren	322
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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 a 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), niore

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

WOEntry #	j	•					tion is sc	MANE ored betw	EUVER S veen 0-10	CORES 10 points a	and auton	natically I	pegins the	run with	a score d		ğ	Penalty Tota	Score	Off Pattern
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460	MANEUVER	+1/2	+1/2	+1/2	+1/2	0	0	+1/2		0	0	0	0			<u> </u>			72%	2
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	MANEUVE SCORE	1									25			- 52						

Judge's Signature:	

STOCK HOP	OL	IIVAIL				Judg	er (	$^{\circ}$	Cru	)		
1 point - over-bridled (per mai out of italite (pci italite veci) bite or stepping on a log, cone p any component of the obstacle - break of gait at walk or trot for 2 both front or hind feet in a single space at a walk or trot - skipping over or failing to step i split pole in lope-over - incorrect number of strides, if s - 1 to 2 steps on mount/dismoun except shifting to balance - wrong lead or out of lead for 2 single point in the point in	ant or  2 strides or lee-stride slot  nto required  pecified  t or ground ti  strides or les	ortrotting for mo - knocking over space in a count - missing or eva 5 points e spurring in fro - blatant disobe	at lope, excelout of lead fiper maneuven an mount/dism re than 3 str or severely of or falling of ading a part of the control	of when core for more that er or mount or growing the second of the seco	recting an in 2 strides ound tie departures an obstacle ele with 1 for rear, etc.)	or exiting a ot oot for each ref e than 1 for	ad - incom - 3rd re - repea - failure a rollbæaka betwe - failure Disque - disres ot - illegal - willful - leaving comple - impropoot - fall of	nplete manu- fusal ted blatant at the dally are fit two hands are to open a constant at the two sector missis equipment abuse goworking a gower western horse/rider	disobedier disobedier dermain of s (except ju re than one re than one re that gat except disobedier conduct rea before attire	nce dallied durinor and Life finger between the two ends or failure and the two ends o	ng the drag 1 horses sh ween split re o rein) e to complet	eins or any in
			For	more inf	ormatio	n on how		s schooling are iuda			<sub>rs</sub>  hunivers	ity.com
TIE-BREAKER	-1 1/2 Extreme	der combination is aly Poor, -1 Very I	MANEU scored betwee Poor, -1/2 Poor	VER SCORE en 0-100 poin , 0 Correct, +	s sts and autom	atically begin	s the run wi	th a score of	亨	Penalty Tota	Score	Off Pattern
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## STOCK HORSE TRAIL

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out	of	frame	(per	man	euve	r) -	each	hit
		etanni						

any component of the obstacle

- split pole in lope-over

except shifting to balance

- 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)

- break of gait at walk or trot for 2 strides or less to 4 steps on mount/dismount or ground tie

- both front or hind feet in a single-stride slot of trotting for more than 3 strides in lope departures or exiting a rollback of two hands (except junior and L1 horses shown in a snaffle bit/ - knocking over or severely disturbing an obstacle space at a walk or trot - skipping over or failing to step into required spaceping out of or falling off an obstacle with 1 foot

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

- incorrect number of strides, if specified - 1 to 2 steps on mount/dismount or ground tie spurring in front of cinch

- wrong lead or out of lead for 2 strides or less use of either hand to instill fear

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

stepping out of or falling off an obstacle with more than 1 foot - illegal equipment - willful abuse

- 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 fall of horse/rider

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

hackamore), more than one finger between split reins or any lingers between romal reins (except in the two rein)

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

### Disqualified - 0 Score

- disrespect or misconduct

- leaving working area before pattern is
- complete
- improper western attire
- -obvious schooling for multiple maneuvers

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Off Pattern Each horselrider combination is scored between 0-100 points and automatically begins the run with a score of 70 points **WOEntry** # Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Penalty TIE-BREAKER MANEUVER DESCRIPTION OG PENALTY MANEUVER SCORE PENALTY MANEUVER PENALTY MANEUVER SCORE PENALTY MANEUVER PENALTY MANEUVER SCORE PENALTY MANEUVER PENALTY MANEUVER

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