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Judge	

STOCK HORSE PLEASURE

<u>1 point</u> - 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 - 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) ______

Disqualiied - 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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STOCK HORSE TRAIL

Class Judge

Date: Show

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 maneuer) - 3 to 4 steps on mount/dismount or ground tie -trotting for more than 3 strides in lope departures or exiting a rollback - knocking over or severely distrubing 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/praise stepping out of or falling off an obstacle with more than 1 foot dropping an object required to be carried

- Ist 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 maneuvers e eliminates or adds maneuver - incomplete maneuver - 3rd refusal - repeated blatant disobedience -failure to dally and remain dallied during the drag - 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)

- 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

WOEntry # TIE-BREAK MANEUVER DE	-1 1/2 E ER	orselrider con Extremely Poc	nbination is s or, -1 Very P	scored betwe	UVER SCOF een 0-100 po r, 0 Correct,	ints and auto	matically beg +1 Very Goo	gins the run v d, +1 1/2 Exc	vith a score o ellent	of 70 points	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
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1 point E - Exhausting or overworking the cow befold maneuvers A - turning can b to be the common one finger between split reins or bit or hackamore) C - More than one finger between split reins or when going down the fence C - Using the comer or the end of the area to turn the courcling or roping the courcling or overworking the cow befold maneuvers A - turning can b to be the courcling or between split reins or bit or hackamore) C - More than one finger between split reins or disobelience J - Schooling after entering the arena prior to calling working advantage E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and of position R - Two-loop catch in amateur and to the tropic of the totage to the former to the split reins or the followeness D - Disrespect or misconduct G - Illegal equipment F - Sponts 1 point 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 - Over-bridled (per maneuver) W - Out of frame (per maneuver) **2 points** A - Going around the corner of the arena before turning cow B - In an open field ture nigned active utility 2 for of the ord

field turn animal gets within 3 feet of the end

- 3 points E Exhausting or overworking the cow before

- R Failure to catch when roping in open/cowboy chasting maneuvers

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

A - Failure to turn the cow both directions on the forest D - Disrespect or misconduct G - Illegal equipment F -B - Spuring or hitting in front of cinch at any time Fall of horse/rider N - Improper western attire H - Leaving arena C - Blatant disobedience E - Use of either hand to instill fear/praise

fence before being turned R - Failure to catch if roping in amateur and youth classes

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