



Date:	
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Class:	
Judge	

## 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 - 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

WOEntry #		MANEUVER SCORES																Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER																					
MANEUVER DESCRIPTION																					
		PENALTY																			
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Judge's Signature: \_\_\_\_\_



updated 2/2024

Date:	
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## 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 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 rollback - 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/praise  
- 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 maneuvers - 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

MANEUVER SCORES											Natural Ranch Horse Appearance	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															
WOEntry #		TIE-BREAKER													
		MANEUVER DESCRIPTION													
		PENALTY													
		MANEUVER SCORE													
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## REINING

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#### 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
- 1 point** - over-bridled (per maneuver) - out of frame (per maneuver) - out of lead in the circles, figure eights or around

#### 2 points

- cutting beyond 2 strides, but less than 1/2 circle
- 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 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.)
- each refusal
- use of either hand to instill fear/praise

#### 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, etc.)
- cutting 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 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](http://www.aqhuniversity.com)**

WOEntry #		MANEUVER SCORES										Horse and Rider Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION														
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## COW WORK

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Clas

### 1 point

A - Loss of working advantage  
C - Using the corner or the end of the arena to turn the  
when going down the fence  
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  
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 turn animal gets within 3 feet of the end

### 3 points

E - Exhausting or overworking the cow before  
circling or roping  
H - Hanging up on the fence (refusing to turn)  
K - Knocking down the cow without having a  
working advantage  
R - Two-loop catch when roping in open/cowboy

### 5 points

A - Failure to turn the cow both directions on the  
B - Spurring or hitting in front of cinch at any time  
C - Blatant disobedience  
E - Use of either hand to instill fear/praise  
R - Failure to catch when roping in open/cowboy

### 6 points

A - Failure to turn the cow both directions on the  
B - Spurring or hitting in front of cinch at any time  
C - Blatant disobedience  
E - Use of either hand to instill fear/praise  
R - Failure to catch when roping in open/cowboy  
**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 E - Repeated blatant  
disobedience J - Schooling after entering the arena prior to calling  
for cow K - Schooling horse between cows, if new cow is awarded  
class L - Failure to attempt any part of the class R - Complete loss of  
rope in Open/Cowboy class **Disqualified - 0 Score** A - Abuse B -  
Incompetence D - Disrespect or misconduct 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  
all maneuvers

fence before being turned

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

MANEUVER SCORES														PENALTIES			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																			
WOEntry #		FENCE TURNS				CIRCLING		ROPING		POSITION & DEGREE CONTROL OF DIFF.		EYE APPEAL	2 POINT	3 POINT	5 POINT				
		BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD										
TIE-BREAKER																			
		PENALTY																	
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STOCK HORSE ALLIANCE

STOCK HORSE TRAIL

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Clas

- 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 entering a rollback
  - 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/praise
  - 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 maneuvers

  - eliminates or adds maneuver
  - incomplete maneuver
  - 3rd refusal
  - repeated blatant disobedience
  - failure to dally and remain dallied 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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WOEntry #		MANEUVER SCORES										Horse/Appl/Trainer	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION															
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STOCK HORSE ALLIANCE

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Clas

- 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 entering a rollback
  - 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/praise
  - 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 maneuvers

  - eliminates or adds maneuver
  - incomplete maneuver
  - 3rd refusal
  - repeated blatant disobedience
  - failure to dally and remain dallied 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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STOCK HORSE ALLIANCE

STOCK HORSE TRAIL

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Clas

- 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 entering a rollback
  - 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/praise
  - 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 maneuvers

  - eliminates or adds maneuver
  - incomplete maneuver
  - 3rd refusal
  - repeated blatant disobedience
  - failure to dally and remain dallied 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
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  - leaving working area before pattern is complete
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  - fall of horse/rider
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**NRSHA**  
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Clas

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  - 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 entering a rollback
  - 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/praise
  - 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 maneuvers

  - eliminates or adds maneuver
  - incomplete maneuver
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