AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - CUTTING

SHOW: VOLRHA BEAT THE HEAT
CLASS: Open Class #45
DATE: SEPTEMBER 19, 2020

1 Point Penalties:
A - Losing working advantage
C - Working out of position
D - Toe, foot or stirrup on shoulder
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 Point Penalties
A - Hot Quit
B - Cattle picked up or scattered
D - Back fence
E - Pawing or biting cattle
F - Spurring on shoulder

5 Point Penalties:
A - Horse quitting cow
B - Losing the cow
C - Changing cattle after a specific commitment
D - Failure to separate a single animal after leaving the herd
E - Blatant disobedience

10 Point Penalty:
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turn Tail
H - Use of two hands on reins (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between romal reins
F - Failure to cut two cows

Disqualification (DQ):
A - Abuse
B - Lameness
D - Disrespect or misconduct
E - Excessive distrubance of herd
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete

W/O	#	PENALTIES						RUN CONTENT (Each horse/rider team 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)										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1				Cow 2				Courage	Average Cow 1/ Cow 2				
		1 POINT		3 POINTS		5 POINTS		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal						
Tie-Breaker																					
1	830			B				0	-1	0	0	-½	+½	0	0	+1	69/70		3	67	
2	464							0	-1	0	-1	+½	+1	+½	+½	0	68/72½			70½	
3	831							0	+½	0	+½	+1	+½	0	+½	0	71/72			71½	

2.19

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Jon McBeath

For more information on how exhibitors are scored visit www.aqhuniversity.com

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AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - CUTTING

SHOW: VOLRHA BEAT THE HEAT
CLASS: Amateur #46
DATE: SEPTEMBER 19, 2020

1 Point Penalties:
A - Losing working advantage
C - Working out of position
D - Toe, foot or stirrup on shoulder
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 Point Penalties
A - Hot Quit
B - Cattle picked up or scattered
D - Back fence
E - Pawing or biting cattle
F - Spurring on shoulder

5 Point Penalties:
A - Horse quitting cow
B - Losing the cow
C - Changing cattle after a specific commitment
D - Failure to separate a single animal after leaving the herd
E - Blatant disobedience

10 Point Penalty:
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turn Tail
H - Use of two hands on reins (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between romal reins
F - Failure to cut two cows

Disqualification (DQ):
A - Abuse
B - Lameness
D - Disrespect or misconduct
E - Excessive distrubance of herd
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete

W/O	#	PENALTIES						RUN CONTENT (Each horse/rider team 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)										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1				Cow 2				Courage	Average Cow 1/ Cow 2				
		1 POINT		3 POINTS		5 POINTS		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal						
Tie-Breaker																					
(1) 1	829							0	-1	-½	-½	-½	+½	0	0	0	68/70			69	
(4) 2	128					B	B	0	-1	0	-½	0	-1	0	-½	0	68/58½		10	58½	
(2) 3	489							-½	½	0	-1	-1	-1	-1	-1	0	68/66			67	
(5) 4	100					B	B	-½	-1½	0	-1	-½	-1	-1	-1	-1½	67/66½		10	56½	
(6) 5	405							+½	+1	0	+½	-1½	OP			0	72/60				66
(7) 6	475							+½	+½	0	0	-1½	OP			0	71/60				65½
(3) 7	487					5		-1½	-1	-1	-1	-1	-1	-1	-1	0	65½/66		5		61

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom McBeath

2.19

For more information on how exhibitors are scored visit www.aqhuniversity.com

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - CUTTING

SHOW: VOLRHA BEAT THE HEAT
CLASS: Youth #47
DATE: SEPTEMBER 19, 2020

1 Point Penalties:
A - Losing working advantage
C - Working out of position
D - Toe, foot or stirrup on shoulder
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 Point Penalties
A - Hot Quit
B - Cattle picked up or scattered
D - Back fence
E - Pawing or biting cattle
F - Spurring on shoulder

5 Point Penalties:
A - Horse quitting cow
B - Losing the cow
C - Changing cattle after a specific commitment
D - Failure to separate a single animal after leaving the herd
E - Blatant disobedience

10 Point Penalty:
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turn Tail
H - Use of two hands on reins (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between romal reins
F - Failure to cut two cows

Disqualification (DQ):
A - Abuse
B - Lameness
D - Disrespect or misconduct
E - Excessive distrubance of herd
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete

W/O	#	PENALTIES						RUN CONTENT (Each horse/rider team 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)										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1				Cow 2				Courage	Average Cow 1/ Cow 2				
		1 POINT		3 POINTS		5 POINTS		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal						
Tie-Breaker																					
1	129							0	-1	0	0	+½	+1	+1	+½	0	69/73			71	
2	128	A						+½	-1	0	0	0	0	+½	0	0	69½/70			70	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom McBeath

2.19

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AQHA

AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

SHOW: VOLRHA Beat The Heat

CLASS: #48 Open

DATE: 9-19-2020

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- 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
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- 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

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES

Each horse/rider team 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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker														
		Obstacle Description	Bridge	Log Trot drag	Steer	Back L	L.L. Logs	slicker	sidepass	L. push gate						
1	830	PENALTY				-1-1-1								-6	64	
		CONTENT	+1/2	+1/2	-1/2	-1 1/2	+1/2	+1/2	0	0						
2	831	PENALTY				-1			-1-1					-3	65 1/2	
		CONTENT	+1/2	+1/2	-1/2	-1/2	-1/2	0	-1	0						
		PENALTY														
		CONTENT														
		PENALTY														
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		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

12.17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

SHOW: VOLLHA Beat The Heat
CLASS: #50 Amateur
DATE: 9-19-2020

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- 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
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- 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

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES

Each horse/rider team 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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																
Obstacle Description			Bridge	Log drag	Steer	Back it	L.L. Loop	slicker	sidepass	L. push gate						
1	206	PENALTY			OP	-1-5	-3							-9		56
		CONTENT	+1/2	0	-1 1/2	-1 1/2	-1 1/2	-1/2	-1/2	0						
(8) 2	829	PENALTY				-5-1-5-1	-1							-13	56 1/2	
		CONTENT	+1/2	0	-1/2	-1	0	0	+1/2	0						
(1) 3	822	PENALTY												0	76 1/2	
		CONTENT	+1/2	+1	+1	+1	+1	+1	+1 1/2	+1/2						
(4) 4	475	PENALTY					-1		-1-1					-3	67	
		CONTENT	-1/2	+1/2	+1/2	+1/2	-1/2	0	-1/2	0						
(5) 5	128	PENALTY				-3-1-1			-1					-6	60	
		CONTENT	-1/2	-1/2	-1	-1	-1/2	0	-1/2	0						
(9) 6	485	PENALTY				-1-1-5	-1-1-3		-1					-13	56 1/2	
		CONTENT	+1/2	+1/2	+1/2	-1	-1	0	0	0						
(6) 7	100	PENALTY					-5		-1					-6	59	
		CONTENT	0	0	+1/2	+1/2	-1	+1/2	-1/2	0						
(2) 8	495	PENALTY					-1							-1	72	
		CONTENT	+1/2	+1/2	+1/2	+1	-1/2	0	+1/2	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: [signature]

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AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

SHOW: VOLRHA Beat The Heat
CLASS: #50 Amateur
DATE: 9-19-2020

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- 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
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 6 or more steps on mount/dismount or ground tie

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES

Each horse/rider team 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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																
Obstacle Description			Bridge	Log drag	Steer	Back U	L-L Logs	slicker	sidepass	L-push gate						
9	487	PENALTY				-1	-1							-2	71	
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2						
10	489	PENALTY				-1-5-1	-1-3							-11	57½	
		CONTENT	0	0	0	-1	-1	0	0	+1/2						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

92.17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom M Shatt

For more information on how exhibitors are scored visit www.aqhuniversity.com

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

SHOW: VOLUHA Beat The Heat
CLASS: #52 Youth
DATE: 9-19-2020

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- 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
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- 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

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES

Each horse/rider team 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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																
Obstacle Description			Bridge	Log drag	Steer	Back U	L.L Logs	slicker	sidepass	L. push gate						
1	129	PENALTY				-1-1-1-1	-1							-5	65 1/2	
		CONTENT	+1/2	+1/2	0	-1	-1/2	0	+1/2	+1/2						
2	823	PENALTY				-1-1-1	0	Schooling							Ø	
		CONTENT	+1/2	+1/2	+1/2	-1 1/2										
3	128	PENALTY				-1-1-1-1	-5		-1					-11	56	
		CONTENT	0	-1/2	-1/2	-1 1/2	-1	-1/2	-1/2	-1/2						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

12/17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom M Schmidt

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AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - RANCH RIDING #2

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#53 Youth
DATE:	SEPTEMBER 19, 2020

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES
Each horse/rider team 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

W/O	#														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																		
Maneuver Description			W	L	EXL	T	Stop	EXW	T	EXT	L	S/B						
1	129	PENALTY														0	68½	
		CONTENT	0	-½	+½	0	-½	0	-½	-½	0	0						
2	823	PENALTY				0	Schooling										Ø	
		CONTENT	0	-1½	-1													
3	128	PENALTY	-3-3								-3					-9	55½	
		CONTENT	-1½	-½	-1	-½	-½	0	-½	-½	-1	-1½						
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

12.17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom M Bennett

For more information on how exhibitors are scored visit www.aqhuniversity.com

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - RANCH RIDING #2

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#49 Open
DATE:	SEPTEMBER 19, 2020

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES
Each horse/rider team 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

W/O	#														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																		
Maneuver Description			W	L	EX L	T	Stop	EX W	T	EX T	L	S/B						
1	830	PENALTY	OP													0		70
		CONTENT	+1/2	+1/2	0	0	0	0	0	0	-1/2	-1/2						
2	831	PENALTY														0	67 1/2	
		CONTENT	0	0	0	-1/2	-1/2	0	-1/2	0	0	-1						
3	456	PENALTY								0	Schooling						Ø	
		CONTENT	+1/2	+1/2	+1/2	0	-1/2	+1/2	0									
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom McBeath

For more information on how exhibitors are scored visit www.aqhuniversity.com

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AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - RANCH RIDING #2

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#51 Amateur
DATE:	SEPTEMBER 19, 2020

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES

Each horse/rider team 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.

W/O	#															10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																			
Maneuver Description			W	L	EX L	T	Stop	EX W	T	EX T	L	S/B							
(8) 1	266	PENALTY								-1 -3							-5	65	
		CONTENT	0	+1/2	0	0	0	0	+1/2	-1	0	0							
(5) 2	829	PENALTY															0	71½	
		CONTENT	+1/2	0	0	0	0	0	-1/2	+1/2	+1/2	+1/2							
(1) 3	822	PENALTY															0	75½	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2							
4	415	PENALTY			-3			-1	-1	-1							-6	62	
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	-1	-1/2	-1/2	0	0							
5	128	PENALTY	-1		-3					-1							-5	57½	
		CONTENT	-1	-1	-1	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2							
(7) 6	485	PENALTY															0	69	
		CONTENT	0	-1	-1/2	0	0	+1/2	-1/2	0	0	+1/2							
(3) 7	100	PENALTY															0	72½	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	-1							
(2) 8	495	PENALTY															0	73½	
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2	+1	+1	-1/2							

12.17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tony M Bennett

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NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

ERSATILITY RANCH HORSE - RANCH RIDING #2

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#51 Amateur
DATE:	SEPTEMBER 19, 2020

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES
Each horse/rider team 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

W/O	#														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF-PATTERN
		Tie-Breaker																
		Maneuver Description	W	L	EX L	T	Stop	EX W	T	EXT	L	S/B						
(4) 9	487	PENALTY						-1								-1	72	
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	-1/2	+1/2	0	0	0						
10	489	PENALTY			-3			-1-1								-5	60 1/2	
		CONTENT	0	+1/2	-1	-1/2	0	-1	-1/2	-1/2	-1	-1/2						
(9) 11	476	PENALTY														0	64	
		CONTENT	0	-1/2	-1 1/2	-1	-1/2	-1/2	0	-1/2	-1	-1 1/2						
(6) 12	477	PENALTY														0	70 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	0	+1/2	0	+1/2	+1/2	+1/2						
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): ____________

JUDGE'S SIGNATURE: Tom McBride

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AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#107 Open
DATE:	SEPTEMBER 19, 2020

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES
Each horse/rider team 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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker														
		Maneuver Description	RL	LL	Stop	3 1/2R	~~Stop~~	3 1/2L	Stop/B							
1	830	PENALTY	-2	-2					-2					-6	61½	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	-1/2							
2	821	PENALTY												0	68½	
		CONTENT	0	-1/2	-1/2	0	0	0	-1/2							
3	455	PENALTY	-1/2			0	two	Hands							Ø	
		CONTENT	0	0	-1											
4	457	PENALTY	0	Schooling											Ø	
		CONTENT														
5	831	PENALTY	-2	-2										-4	60	
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

12/17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: [signature]

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NATIONAL RANCH AND STOCKHORSE ALLIANCE

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#109 Amateur
DATE:	SEPTEMBER 19, 2020

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES (Each horse/rider team 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)										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Maneuver Description			RL	LL	STOP	3½R	STOP	3½L	S/B							
9	100	PENALTY	-2	-3-2	-2-2									-11	52½	
		CONTENT	-½	-1½	-1½	-1	-½	-½	-1							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom M Scott

For more information on how exhibitors are scored visit www.aqhuniversity.com

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NRSHA
NATIONAL RANCH AND STOCKHORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

SHOW: VOLRHA BEAT THE HEAT
CLASS: #109 Amateur
DATE: SEPTEMBER 19, 2020

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES

Each horse/rider team 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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker	6	2	1	2	3	4	5							
		Maneuver Description	RL	LL	Stop	3½ R	Stop	3½ L	S/B							
(4) 1	829	PENALTY	-2	-2		-1										
		CONTENT	0	0	-1/2	-1	0	0	-1					-5	62½	
(2) 2	432	PENALTY														
		CONTENT	0	0	-1/2	0	0	0	-1/2					0	69	
(6) 3	485	PENALTY		-1-1-2	-2											
		CONTENT	-1/2	-1/2	-1 1/2	-1/2	-1/2	-1/2	-2 -1/2					-8	57½	
(3) 4	475	PENALTY														
		CONTENT	0	0	-1	-1/2	0	0	-1 1/2					0	67	
(5) 5	128	PENALTY	-1-2	-2-1-2												
		CONTENT	-1	-1	-1	-1	-1	OP -2 -1 1/2	-1					-14		39½
(1) 6	487	PENALTY														
		CONTENT	0	+1/2	+1/2	0	-1 1/2	-1/2	0					0	69	
(7) 7	495	PENALTY		-1-1-2	-1-2											
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1	-1/2					-7	58	
(8) 8	489	PENALTY			-1	OP		OP								
		CONTENT	0	0	-1 1/2	-1 1/2	+1/2	-1/2	+1/2					-1		67½

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom M Shaw

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#112 Youth
DATE:	SEPTEMBER 19, 2020

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES
Each horse/rider team 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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker														
		Maneuver Description	RL	LL	Stop	3 1/2 R	Stop	3 1/2 L	S/B							
1	823	PENALTY	-2											-2	64	
		CONTENT	-1/2	0	-1 1/2	0	-1 1/2	0	-1 1/2							
2	482	PENALTY	-2	-2	-2-2		-2	OP	-2					-12		51 1/2
		CONTENT	-1	-1	-1 1/2	0	-1	-1	-1							
3	129	PENALTY							OP							64 1/2
		CONTENT	-1	-1/2	-1 1/2	-1/2	-1	0	-1							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: [signature]

For more information on how exhibitors are scored visit www.aqhuniversity.com

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NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: VOLRHA BEAT THE HEAT

CLASS: #108 Open

DATE: SEPTEMBER 19, 2020

1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow 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 Point Penalties:
- 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 fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:
- 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 classes

5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- 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 classes

10 point Penalty:
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- 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
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):
- A - Abuse
- B - Lameness
- 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

RUN CONTENT
Each horse/rider team 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

W/O	#		BOXING	RATING	FENCE TURNS (Form & Quality) L	FENCE TURNS (Form & Quality) R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	PENALTIES 2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP
		Tie-Breaker																		
	821	PENALTY				IIII	X	X								R			53	
		CONTENT	0		-1/2	-1 1/2	X	X	-1 1/2	-1 1/2	-1	-1	-1							
		PENALTY																		
		CONTENT																		
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		CONTENT																		

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: [signature]

For more information on how exhibitors are scored visit www.aqhuniversity.com

AQHA AMERICAN QUARTER HORSE ASSOCIATION

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#111 Amateur Limited
DATE:	SEPTEMBER 19, 2020

VRH - LIMITED COW WORK (Amateur/Youth)

1 [illegible] Penalties:
A - Loss of working advantage
D - Failure to drive cow passed middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 Point Penalties:
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

5 Point Penalties:
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear/praise

10 Point Penalty:
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turning tail
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
N - Failure to attempt any part of the class
H - Use of two hands (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between romal reins (except two rein)

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

W/O	#		RUN CONTENT (Each horse/rider team 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				SCORE	OP
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
Tie-Breaker			1	2	3	4	5	6	7	8						
(1)	829	PENALTY													71½	
		CONTENT	0	+½	+½	-½	0	0	+½	+½						
(2)	432	PENALTY													69½	
		CONTENT	-½	0	-½	+½	0	0	0	0						
(8)	485	PENALTY									L				60	
		CONTENT	-½	-½	-1½	-1½	-1	-1	-1	0						
(3)	475	PENALTY													68	
		CONTENT	-½	+½	0	-1	-½	0	-½	0						
(7)	128	PENALTY													61	
		CONTENT	-1½	-1½	-1½	-1	-1½	-1	-1	0						
(5)	487	PENALTY									L				62	
		CONTENT	0	-1	-1½	-1½	-1	0	0	0						
(9)	495	PENALTY	A			D					L L				52½	
		CONTENT	-1	-1	-1	-1½	-1½	-1	-1½	-1						
(4)	489	PENALTY													62½	
		CONTENT	-½	-1	-1	-1½	-1½	-1	-1	0						

JUDGE'S NAME (PRINTED): JUDGE'S SIGNATURE: Tom McElrath

For more information on how exhibitors are scored visit www.aqhuniversity.com

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#111 Amateur Limited
DATE:	SEPTEMBER 19, 2020

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:
A - Loss of working advantage
D - Failure to drive cow passed middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 Point Penalties:
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

5 Point Penalties:
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear/praise

10 Point Penalty:
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turning tail
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
N - Failure to attempt any part of the class
H - Use of two hands (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between romal reins (except two rein)

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

W/O	#		RUN CONTENT (Each horse/rider team 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				SCORE	OP
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
Tie-Breaker			1	2	3	4	5	6	7	8						
(6)	100	PENALTY													6 1/2	
		CONTENT	-1 1/2	-1	-1	-1	-1	-1	-1	-1						
		PENALTY														
		CONTENT														
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		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): JUDGE'S SIGNATURE: Tom McEbert

For more information on how exhibitors are scored visit www.aqhuniversity.com

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

SHOW:	VOLRHA BEAT THE HEAT
CLASS:	#114 Youth Limited
DATE:	SEPTEMBER 19, 2020

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:
A - Loss of working advantage
D - Failure to drive cow passed middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 Point Penalties:
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

5 Point Penalties:
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear/praise

10 Point Penalty:
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turning tail
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J - Schooling after entering the arena prior to calling for cow
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H - Use of two hands (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between romal reins (except two rein)

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

W/O	#		RUN CONTENT: Each horse/rider team 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				SCORE	OP
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
Tie-Breaker			1	2	3	4	5	6	7	8						
	823	PENALTY									L				54	
		CONTENT	-1½	-1½	-1½	-1½	-1½	-1½	-1½	-1½						
	129	PENALTY													71	
		CONTENT	+½	+½	0	-½	+½	0	0	0						
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Tom McBeath