

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA TIE-DOWN

SHOW:	
CLASS:	Open
DATE:	3/22/05

- 1 Point Penalty**
 • A - dragging the calf including while being tied, deduct 1 point for each 3 feet moved – up to 12 feet.
- 2 Point Penalties**
 • A - freeze up in the box (refusing to move)
 • B - jumping the barrier
 • C - setting up or scotching
 • D - failure to continue backing while roper is flanking the calf
 • E - rubbing the rope
 • F - slack in the rope
- 3 Point Penalties**
 • A - a two-loop run
 • B - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Youth and Amateur only)

- 5 Point Penalties**
 • A - refusing to enter the box
 • B - rearing up in box
 • C - breaking the barrier
 • D - running into the calf
 • E - horse walking up the rope (rope on ground)
 • F - blatant disobedience including kicking, biting, bucking, rearing and striking
- Disqualifications:**
 • A - failure of calf to stay tied until roper has remounted and ridden forward to loosen rope
 • B - excessive schooling at any time in the arena
 • C - whipping or striking the horse with the rope
 • D - initiating the run with the rope on the opposite side of the horse's neck than exhibitor's roping hand
 • E - dragging the calf, while being tied or after the calf is tied, more than 12 feet
 • F - any attempt by a contestant to position his horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box.
 • G - inhumane treatment of the animal being worked, such as, but not limited to rider hitting or kicking the animal
 • H - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Open only)

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Two-Loop Run	Score	Comments
			Box & Barrier	Running & Rating	Stop	Working Rope	Degree of Difficulty	Eye Appeal			
1	203	PENALTY									
		MANEUVER SCORE	+1	H	+1	0	0	0	X	73	
2	181	PENALTY									
		MANEUVER SCORE	+2	+1	+1	+1	0	0	X	75	
3	104	PENALTY									
		MANEUVER SCORE	+2	+1	+1	+1	0	0	X	75	
4	135	PENALTY									
		MANEUVER SCORE	+1						X	0	
5	109	PENALTY									
		MANEUVER SCORE							X	0	
6	180	PENALTY									
		MANEUVER SCORE	+2						X	0	
7	157	PENALTY									
		MANEUVER SCORE	+1						X	0	
8	196	PENALTY									
		MANEUVER SCORE	+1	+1	0	0	0	0	X	72	
9	163	PENALTY									
		MANEUVER SCORE	+1	+2	+2	+2	0	0	X	77	
10	204	PENALTY									
		MANEUVER SCORE	+1	+1	+1	+1			X	74	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

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

AQHA

AMERICAN QUARTER HORSE ASSOCIATION
AQHA TIE-DOWN

SHOW:	
CLASS:	Open
DATE:	

<p>1 Point Penalty</p> <ul style="list-style-type: none"> A - dragging the calf including while being tied, deduct 1 point for each 3 feet moved - up to 12 feet. <p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - failure to continue backing while roper is flanking the calf E - rubbing the rope F - slack in the rope <p>3 Point Penalties</p> <ul style="list-style-type: none"> A - a two-loop run B - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Youth and Amateur only) 	<p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - breaking the barrier D - running into the calf E - horse walking up the rope (rope on ground) F - blatant disobedience including kicking, biting, bucking, rearing and striking <p>Disqualifications:</p> <ul style="list-style-type: none"> A - failure of calf to stay tied until roper has remounted and ridden forward to loosen rope B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - initiating the run with the rope on the opposite side of the horse's neck than exhibitor's roping hand E - dragging the calf, while being tied or after the calf is tied, more than 12 feet F - any attempt by a contestant to position his horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box. G - inhumane treatment of the animal being worked, such as, but not limited to rider hitting or kicking the animal H - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Open only)
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Two-Loop Run	Score	Comments
			Box & Barrier	Running & Rating	Stop	Working Rope	Degree of Difficulty	Eye Appeal			
11	155	PENALTY	BB								
		MANEUVER SCORE	-3	-1	0					0	
12	136	PENALTY									
		MANEUVER SCORE	+1	+1	+1	0	0	0		73	
13	172	PENALTY									
		MANEUVER SCORE	0							0	
14	183	PENALTY									
		MANEUVER SCORE	0							0	
15	206	PENALTY				A					
		MANEUVER SCORE	+1	+2	+2	-1	0	0		73	
16	158	PENALTY									
		MANEUVER SCORE	+1							0	
17	189	PENALTY									
		MANEUVER SCORE	0							0	
18	169	PENALTY				F					
		MANEUVER SCORE	+1	+1	+1	-1	0	0		70	
19	179	PENALTY									
		MANEUVER SCORE	+1	+1	+1	0	0	0		73	
20	162	PENALTY									
		MANEUVER SCORE	+2	+1	+2	+2	0	0		77	

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA TIE-DOWN

SHOW:	
CLASS:	Open
DATE:	

<p>1 Point Penalty</p> <ul style="list-style-type: none"> A - dragging the calf including while being tied, deduct 1 point for each 3 feet moved - up to 12 feet. <p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - failure to continue backing while roper is flanking the calf E - rubbing the rope F - stack in the rope <p>3 Point Penalties</p> <ul style="list-style-type: none"> A - a two-loop run B - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Youth and Amateur only) 	<p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - breaking the barrier D - running into the calf E - horse walking up the rope (rope on ground) F - blatant disobedience including kicking, biting, bucking, rearing and striking <p>Disqualifications:</p> <ul style="list-style-type: none"> A - failure of calf to stay tied until roper has remounted and ridden forward to loosen rope B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - initiating the run with the rope on the opposite side of the horse's neck than exhibitor's roping hand E - dragging the calf, while being tied or after the calf is tied, more than 12 feet F - any attempt by a contestant to position his horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box. G - inhumane treatment of the animal being worked, such as, but not limited to rider hitting or kicking the animal H - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Open only)
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Two-Loop Run	Score	Comments	
			Box & Barrier	Running & Rating	Stop	Working Rope	Degree of Difficulty	Eye Appeal				
21	188	PENALTY				F						
		MANEUVER SCORE	+1	0	0	-1	0	0			68	
22	206	PENALTY										
		MANEUVER SCORE	0								0	
23	178	PENALTY										
		MANEUVER SCORE	H	+2	+1	0	0	0			74	
24	156	PENALTY	CS			AA					F	
		MANEUVER SCORE	+1	+1	+1	-3					0	
25	164	PENALTY				A						
		MANEUVER SCORE	+1 1/2	+2	+2 1/2	0	0	0			75	
26	171	PENALTY										
		MANEUVER SCORE	+1	0							0	
27	198	PENALTY										
		MANEUVER SCORE	+1								0	
28	167	PENALTY										
		MANEUVER SCORE	+1	0	+1	0	0	0			72	
29	205	PENALTY										
		MANEUVER SCORE	-1								0	
30	207	PENALTY										
		MANEUVER SCORE	-1								0	

JUDGE'S NAME & AQHA ID# (PRINTED):

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA TIE-DOWN

SHOW:	
CLASS:	Am
DATE:	

<p>1 Point Penalty</p> <ul style="list-style-type: none"> A - dragging the calf including while being tied, deduct 1 point for each 3 feet moved – up to 12 feet. <p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - failure to continue backing while roper is flanking the calf E - rubbing the rope F - slack in the rope <p>3 Point Penalties</p> <ul style="list-style-type: none"> A - a two-loop run B - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Youth and Amateur only) 	<p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - breaking the barrier D - running into the calf E - horse walking up the rope (rope on ground) F - blatant disobedience including kicking, biting, bucking, rearing and striking <p>Disqualifications:</p> <ul style="list-style-type: none"> A - failure of calf to stay tied until roper has remounted and ridden forward to loosen rope B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - initiating the run with the rope on the opposite side of the horse's neck than exhibitor's roping hand E - dragging the calf, while being tied or after the calf is tied, more than 12 feet F - any attempt by a contestant to position his horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box. G - inhumane treatment of the animal being worked, such as, but not limited to rider hitting or kicking the animal H - bringing the calf over backwards with the calf landing on its back or head with all four feet in the air. (Open only)
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Two-Loop Run	Score	Comments
			Box & Barrier	Running & Rating	Stop	Working Rope	Degree of Difficulty	Eye Appeal			
1	205	PENALTY									
		MANEUVER SCORE	+1	+1	+1	0	0	0	X	73	
2	156	PENALTY									
		MANEUVER SCORE	0						X	0	
3	135	PENALTY				ES					
		MANEUVER SCORE	+1	0	+1	-2	0	0	X	65	
4	194	PENALTY		DS							
		MANEUVER SCORE	+1	-2	0	0	0	0	X	64	
5	197	PENALTY									
		MANEUVER SCORE	+1	-1	+	-			X	0	
6	196	PENALTY									
		MANEUVER SCORE	+1 1/2	+2					X	0	
7	189	PENALTY									
		MANEUVER SCORE	-1	+1	+2	+1	0	0	X	73	
8	208	PENALTY									
		MANEUVER SCORE							X	0	
9	103	PENALTY									
		MANEUVER SCORE	0	-1					X	0	
10	195	PENALTY									
		MANEUVER SCORE	0	-1					X	0	

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JUDGE'S SIGNATURE:

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEADING

SHOW:	
CLASS:	JR Heading
DATE:	

2 Point Penalties

- A - freeze up in the box (refusing to move)
- B - jumping the barrier
- C - setting up or scotching
- D - ducking off
- E - failure to face completely
- F - freeze up while facing

3 Point Penalty

- A - three-loop run

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - broken barrier
- D - running into the steer
- E - refusing to pull
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.
- H - refusal to face

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
1	235	PENALTY	A2									
		MANEUVER SCORE									0	
2	105	PENALTY										
		MANEUVER SCORE	+1	+1	0	+1	0	0			73	
3	239	PENALTY										
		MANEUVER SCORE	+1	+1	+2	0	0	0			74	
4	174	PENALTY										
		MANEUVER SCORE	+1	+1	0	0	0	0			72	
5	106	PENALTY										
		MANEUVER SCORE	+2	+2	+1	+2	0	0			77	
6	215	PENALTY										
		MANEUVER SCORE	+1								0	
7	233	PENALTY										
		MANEUVER SCORE	+1	+1	0	+1	0	0			73	
8	122	PENALTY										
		MANEUVER SCORE									0	
9	146	PENALTY										
		MANEUVER SCORE	0	0	+1	+1	0	0			72	
10	182	PENALTY										
		MANEUVER SCORE	+1	+1	0	0	0	0			72	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

AQHA

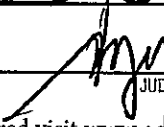
AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEADING

SHOW:	TRNG
CLASS:	JR. Heed
DATE:	

<p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - ducking off E - failure to face completely F - freeze up while facing <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop run <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - broken barrier D - running into the steer E - refusing to pull F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run. H - refusal to face
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
11	238	PENALTY										
		MANEUVER SCORE	0	+1	0	0	0	0	X	X	71	
12	173	PENALTY	A2	25								
		MANEUVER SCORE	-1	0	0	-1	0	0	X	X	61	
13	116	PENALTY										
		MANEUVER SCORE	+2	+2	+2	+2	0	0	X	X	78	
14	161	PENALTY										
		MANEUVER SCORE	+2	+1	+2	+2	0	0	X	X	77	
15	245	PENALTY										
		MANEUVER SCORE	+2	+1	+1				X	X	0	
16	147	PENALTY										
		MANEUVER SCORE	+1	+2	+1	+2	0	0	X	X	70	
17	232	PENALTY										
		MANEUVER SCORE	0	+1	0				X	X	0	
18	213	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0	X	X	74	
19	200	PENALTY	B5									
		MANEUVER SCORE	-3						X	X	0	
20	240	PENALTY										
		MANEUVER SCORE	+2	+1	+2	+2	0	0	X	X	77	

JUDGE'S NAME & AQHA ID# (PRINTED):

 JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEADING

SHOW:	
CLASS:	JR. Honor
DATE:	

2 Point Penalties

- A - freeze up in the box (refusing to move)
- B - jumping the barrier
- C - setting up or scotching
- D - ducking off
- E - failure to face completely
- F - freeze up while facing

3 Point Penalty

- A - three-loop run

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - broken barrier
- D - running into the steer
- E - refusing to pull
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.
- H - refusal to face

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
21	251	PENALTY										
		MANEUVER SCORE	+2	+1	0	+2	0	0			75	
22	199	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1	+2	0	0			75 1/2	
23	219	PENALTY										
		MANEUVER SCORE	+1	+1							0	
24	221	PENALTY										
		MANEUVER SCORE	0	+1	+1	+1	0	0			73	
25	146	PENALTY										
		MANEUVER SCORE	+2								0	
26	282	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0			74	
27	234	PENALTY										
		MANEUVER SCORE	+1	-1	0	+1	0	0			71	
28	170	PENALTY	50									
		MANEUVER SCORE	+1	+1							0	
29	154	PENALTY										
		MANEUVER SCORE	+1	+1	0	+1	0	0			73	
30	145	PENALTY										
		MANEUVER SCORE	0	+1	0	+2					73	

JUDGE'S NAME & AQHA ID# (PRINTED):

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AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEADING

SHOW:	
CLASS:	JR Head
DATE:	

2 Point Penalties

- A - freeze up in the box (refusing to move)
- B - jumping the barrier
- C - setting up or scotching
- D - ducking off
- E - failure to face completely
- F - freeze up while facing

3 Point Penalty

- A - three-loop run

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - broken barrier
- D - running into the steer
- E - refusing to pull
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.
- H - refusal to face

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
31	200	PENALTY										
		MANEUVER SCORE	+2	-1	-1						0	
32	270	PENALTY										
		MANEUVER SCORE	+1	+2	+1	+1	0	0			75	
33	219	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	0	0	0			70h	
34	108	PENALTY										
		MANEUVER SCORE	0	-1	-1	-1	0	0			107	
35	203	PENALTY										
		MANEUVER SCORE	+1	+1							0	
6		PENALTY										
		MANEUVER SCORE										
7		PENALTY										
		MANEUVER SCORE										
8		PENALTY										
		MANEUVER SCORE										
9		PENALTY										
		MANEUVER SCORE										
10		PENALTY										
		MANEUVER SCORE										

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEELING

SHOW:	
CLASS:	JR. Heel
DATE:	

2 Point Penalty

- A - header breaking the barrier

3 Point Penalty

- A - additional loop on either end

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - assuming position on the wrong side of the steer
- D - running into the steer
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
1	122	PENALTY										
		MANEUVER SCORE									0	
2	221	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1	0	0			73 1/2	
3	107	PENALTY										
		MANEUVER SCORE									0	
4	226	PENALTY										
		MANEUVER SCORE	0	0							0	
5	124	PENALTY										
		MANEUVER SCORE	0	0							0	
6	140	PENALTY										
		MANEUVER SCORE	-1/2	0	-1	0	0	0			68 1/2	
7	171	PENALTY										
		MANEUVER SCORE	+1/2	0	-1/2	+1	0	0			71	
8	170	PENALTY										
		MANEUVER SCORE	0	+1							0	
9	224	PENALTY										
		MANEUVER SCORE	-1/2								0	
10	114	PENALTY										
		MANEUVER SCORE	+1	0	+1	+2	0	0			74	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER HORSE ASSOCIATION
AQHA HEELING

SHOW:	
CLASS:	Jr. Heel
DATE:	

2 Point Penalty
 · A - header breaking the barrier

3 Point Penalty
 · A - additional loop on either end

5 Point Penalties
 · A - refusing to enter the box
 · B - rearing up in box
 · C - assuming position on the wrong side of the steer
 · D - running into the steer
 · F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:
 · A - intentional and continuous stretching of the steer after the horses have faced
 · B - excessive schooling at any time in the arena
 · C - whipping or striking the horse with the rope
 · D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
 · E - loss of rope by either the header or the heeler
 · F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
 · G - failure to maintain a dally through the completion of the run.

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
11	219	PENALTY										
		MANEUVER SCORE	0	1/2							D	
12	255	PENALTY										
		MANEUVER SCORE	+1	+1							D	
13	1302	PENALTY										
		MANEUVER SCORE	+1	0	+1	+1	0	0			73	
14	1064	PENALTY										
		MANEUVER SCORE	+1/2	+1	+2	+2	0	0			70 1/2	
15	137	PENALTY										
		MANEUVER SCORE	0	+1/2	+1/2	-1/2	0	0			70 1/2	
16	119	PENALTY										
		MANEUVER SCORE	+1/2	1/2	0	+1	0	0			71	
17	202	PENALTY										
		MANEUVER SCORE	0	+1/2	-1/2	+1	0	0			71	
18	203	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1	0	0			73	
19	152	PENALTY										
		MANEUVER SCORE	0	-1/2							D	
20	144	PENALTY										
		MANEUVER SCORE	+1	+1/2	+1/2	+1					73	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEELING

SHOW:	Thy
CLASS:	Je.
DATE:	

2 Point Penalty

- A - header breaking the barrier

3 Point Penalty

- A - additional loop on either end

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - assuming position on the wrong side of the steer
- D - running into the steer
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - Intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
21	146	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+2	0	0			74	
22	165	PENALTY										
		MANEUVER SCORE	+1	+1/2	+1/2	+1/2	0	0			75 1/2	
23	130	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	0			76	
24	139	PENALTY										
		MANEUVER SCORE	+1	+1/2							0	
25	112	PENALTY										
		MANEUVER SCORE	-2	0	-1/2	0	0	0			67 1/2	
26	245	PENALTY										
		MANEUVER SCORE	+1/2	+1							0	
27	201	PENALTY										
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0			72 1/2	
28	209	PENALTY										
		MANEUVER SCORE	+1	2A	+1	+1					71 1/2	
29	121	PENALTY										
		MANEUVER SCORE	0	-1/2	0	+1/2	0	0			70	
30	147	PENALTY										
		MANEUVER SCORE	0	+1/2	-1/2	+1/2	0	0			70 1/2	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

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

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEELING

SHOW:	TRIS
CLASS:	JR Heel
DATE:	

2 Point Penalty

- A - header breaking the barrier

3 Point Penalty

- A - additional loop on either end

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - assuming position on the wrong side of the steer
- D - running into the steer
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
31	247	PENALTY	0									
		MANEUVER SCORE	+1 1/2								0	
32	148	PENALTY										
		MANEUVER SCORE	+2	+1 1/2	+1 1/2	+2	0	0			77	
33	174	PENALTY										
		MANEUVER SCORE	+1	+1/2	+1	+1	0	0			73 1/2	
34	179	PENALTY										
		MANEUVER SCORE	0								0	
35	173	PENALTY										
		MANEUVER SCORE	+1	+1	+1 1/2	0					78 1/2	
36	145	PENALTY										
		MANEUVER SCORE	+1 1/2	+1/2	+1	+2	0	0			75	
37	113	PENALTY										
		MANEUVER SCORE	+1	+1	+1 1/2	+2	0	0			75 1/2	
38	154	PENALTY										
		MANEUVER SCORE	+2	+1	+1/2	+1	0	0			74 1/2	
39	244	PENALTY										
		MANEUVER SCORE	+1	+1							0	
40	125	PENALTY										
		MANEUVER SCORE	+2	H							0	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEELING

SHOW:	
CLASS:	Tony Jr.
DATE:	

<p>2 Point Penalty</p> <ul style="list-style-type: none"> A - header breaking the barrier <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - additional loop on either end <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - assuming position on the wrong side of the steer D - running into the steer F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run.
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
41	106	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	0			73	
42	246	PENALTY										
		MANEUVER SCORE	+1	+1	+2	-1	0	0			72	
43	134	PENALTY										
		MANEUVER SCORE	+1/2	+1/2							0	
44	172	PENALTY										
		MANEUVER SCORE	+1/2	0	+1/2	+1	0	0			72	
45	140	PENALTY										
		MANEUVER SCORE	+1/2								0	
46	252	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	0	0			75 1/2	
47	226	PENALTY										
		MANEUVER SCORE	+1/2	-1/2	+1/2	-1/2	0	0			71	
48	181	PENALTY										
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	0	0			71 1/2	
49	199	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1	0	0			73	
50	217	PENALTY										
		MANEUVER SCORE	-1/2	0							0	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEELING

SHOW:	Trigg
CLASS:	JR
DATE:	

2 Point Penalty

- A - header breaking the barrier

3 Point Penalty

- A - additional loop on either end

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - assuming position on the wrong side of the steer
- D - running into the steer
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
51	128	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	0						0	
52	118	PENALTY										
		MANEUVER SCORE	+1	+1/2	0	+1/2	0	0			72	
53	227	PENALTY										
		MANEUVER SCORE	+1	0							0	
54	161	PENALTY										
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	0	0			71 1/2	
55	204	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1 1/2	0	0			73	
56	136	PENALTY										
		MANEUVER SCORE	0								0	
57	254	PENALTY										
		MANEUVER SCORE	+1/2	-1/2	+1	+1 1/2	0	0			72 1/2	
58		PENALTY										
		MANEUVER SCORE										
59		PENALTY										
		MANEUVER SCORE										
60		PENALTY										
		MANEUVER SCORE										

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

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

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEADING

SHOW:	
CLASS:	SR
DATE:	

<p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - ducking off E - failure to face completely F - freeze up while facing <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop run <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - broken barrier D - running into the steer E - refusing to pull F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run. H - refusal to face
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
1	133	PENALTY										
		MANEUVER SCORE	+1 1/2	+1/2	0						0	
2	151	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1 1/2	0	0			74 1/2	
3	143	PENALTY										
		MANEUVER SCORE	+2	0	+2	+1	0	0			73 1/2	
4	141	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1	+1	0	0			74 1/2	
5	193	PENALTY										
		MANEUVER SCORE	+2	+1	+1 1/2	+1 1/2	0	0			70	
6	200	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1	+1 1/2	0	0			74	
7	104	PENALTY										
		MANEUVER SCORE	+2	+1 1/2	0	+1	0	0			74 1/2	
8	231	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1	+1 1/2	0	0			74	
9	159	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1 1/2					0	
10	210	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1 1/2					73 1/2	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEADING

SHOW:	TRNG
CLASS:	SR
DATE:	

<p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - ducking off E - failure to face completely F - freeze up while facing <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop run <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - broken barrier D - running into the steer E - refusing to pull F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run. H - refusal to face
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
11	142	PENALTY										
		MANEUVER SCORE	+1	+1	0	0	0	0	X	X	72	
12	149	PENALTY										
		MANEUVER SCORE	+1 1/2						X	X	0	
13	150	PENALTY										
		MANEUVER SCORE	0	+1					X	X	0	
14	114	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1 1/2	+1	0	0	X	X	75	
15	237	PENALTY										
		MANEUVER SCORE	+1 1/2	0					X	X	0	
16	111	PENALTY										
		MANEUVER SCORE	0						X	X	0	
17	230	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0	X	X	74	
18	152	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1				X	X	0	
19	129	PENALTY										
		MANEUVER SCORE	+1	+1 1/2	+1 1/2	+1 1/2	0	0	X	X	75 1/2	
20	177	PENALTY										
		MANEUVER SCORE	+1						X	X	0	

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEADING

SHOW:	
CLASS:	SR
DATE:	

3

<p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - ducking off E - failure to face completely F - freeze up while facing <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop run <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - broken barrier D - running into the steer E - refusing to pull F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - Intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run. H - refusal to face
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
21	192	PENALTY										
		MANEUVER SCORE	+1	+1	+1 1/2	+2	0	0			75 1/2	
22	229	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0			74	
23	110	PENALTY										
		MANEUVER SCORE	0								0	
24	175	PENALTY										
		MANEUVER SCORE	+1	0	+1	+1	0	0			73	
25	120	PENALTY										
		MANEUVER SCORE	+1	+1	+1 1/2	+2	0	0			75 1/2	
26	153	PENALTY										
		MANEUVER SCORE	+2	+1	+1 1/2	+1 1/2	0	0			70	
27	243	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1	+1	0	0			74 1/2	
8		PENALTY										
		MANEUVER SCORE										
9		PENALTY										
		MANEUVER SCORE										
10		PENALTY										
		MANEUVER SCORE										

JUDGE'S NAME & AQHA ID# (PRINTED):

JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION
AQHA HEELING

SHOW:	TRIS
CLASS:	SR
DATE:	

<p>2 Point Penalty</p> <ul style="list-style-type: none"> A - header breaking the barrier <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - additional loop on either end <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - assuming position on the wrong side of the steer D - running into the steer F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - Intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a daily through the completion of the run.
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
1	198	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1	0	0			72 1/2	
2	149	PENALTY										
		MANEUVER SCORE	+1	+1	+1 1/2	+2	0	0			75 1/2	
3	177	PENALTY										
		MANEUVER SCORE	-1/2	0	0	+1 1/2	0	0			70	
4	210	PENALTY										
		MANEUVER SCORE	+2	0	+1/2	+1	0	0			73 1/2	
5	242	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1	+1 1/2	0	0			75	
6	175	PENALTY										
		MANEUVER SCORE	+1	+1/2	+1	+1 1/2	0	0			74	
7	120	PENALTY										
		MANEUVER SCORE	+1 1/2	+1							0	
8	150	PENALTY										
		MANEUVER SCORE	-1/2	=							0	
9	110	PENALTY										
		MANEUVER SCORE	+1 1/2	+1 1/2	+1 1/2	+2	0	0			70 1/2	
10	152	PENALTY										
		MANEUVER SCORE	+1	+1 1/2	+1 1/2	+2	0	0			75	

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DATE:	

2 Point Penalty

- A - header breaking the barrier

3 Point Penalty

- A - additional loop on either end

5 Point Penalties

- A - refusing to enter the box
- B - rearing up in box
- C - assuming position on the wrong side of the steer
- D - running into the steer
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications:

- A - intentional and continuous stretching of the steer after the horses have faced
- B - excessive schooling at any time in the arena
- C - whipping or striking the horse with the rope
- D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute
- E - loss of rope by either the header or the heeler
- F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop.
- G - failure to maintain a dally through the completion of the run.

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
11	126	PENALTY										
		MANEUVER SCORE	+2	+1 1/2	+1 1/2	+1 1/2	0	0			75	
12	223	PENALTY										
		MANEUVER SCORE	+1	+1	+1 1/2	+2	0	0			75 1/2	
13	115	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+2	+2	0	0			75 1/2	
14	109	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1 1/2	+2	0	0			70	
15	889	PENALTY	A									
		MANEUVER SCORE	+1								0	
16	810	PENALTY										
		MANEUVER SCORE	+2	+2	+1	+2	0	0			72 1/2	
17	121	PENALTY										
		MANEUVER SCORE	+1 1/2								0	
18	151	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1 1/2	0	0			74 1/2	
19	162	PENALTY										
		MANEUVER SCORE	+1	0	0	+1	0	0			72	
20	123	PENALTY										
		MANEUVER SCORE	+2	+1							0	

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SHOW:	
CLASS:	SR
DATE:	Thig

<p>2 Point Penalty</p> <ul style="list-style-type: none"> A - header breaking the barrier <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - additional loop on either end <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - assuming position on the wrong side of the steer D - running into the steer F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run.
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
21	246	PENALTY										
		MANEUVER SCORE	+1	+h	+h	+h	0	0			7h	
22	153	PENALTY										
		MANEUVER SCORE	+h	+1	+1	+1 1/2	0	0			7h	
23	192	PENALTY										
		MANEUVER SCORE	+1 1/2	+h	+h	+1	0	0			7h	
24	129	PENALTY										
		MANEUVER SCORE	0	+1	0	+h	0	0			7h	
25	104	PENALTY										
		MANEUVER SCORE	+1 1/2	+1 1/2							0	
26	257	PENALTY										
		MANEUVER SCORE	+1	-h							0	
27	193	PENALTY										
		MANEUVER SCORE	+1								0	
8		PENALTY										
		MANEUVER SCORE										
9		PENALTY										
		MANEUVER SCORE										
10		PENALTY										
		MANEUVER SCORE										

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AQHA HEADING

SHOW:	
CLASS:	Am. Tnyg
DATE:	

<p>2 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (refusing to move) B - jumping the barrier C - setting up or scotching D - ducking off E - failure to face completely F - freeze up while facing <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop run <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - broken barrier D - running into the steer E - refusing to pull F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run. H - refusal to face
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
1	129	PENALTY	CS									
		MANEUVER SCORE	-1/2								0	
2	249	PENALTY										
		MANEUVER SCORE	+1 1/2	+1	+1	+1	0	0			7 1/2	
3	253	PENALTY	CS									
		MANEUVER SCORE	+1								0	
4	154	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0			7 1/2	
5	101	PENALTY										
		MANEUVER SCORE	+1 1/2	+1							0	
6	131	PENALTY										
		MANEUVER SCORE	+1								0	
7		PENALTY										
		MANEUVER SCORE										
8		PENALTY										
		MANEUVER SCORE										
9		PENALTY										
		MANEUVER SCORE										
10		PENALTY										
		MANEUVER SCORE										

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SHOW:	Thgg
CLASS:	Am
DATE:	

<p>2 Point Penalty</p> <ul style="list-style-type: none"> A - header breaking the barrier <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - additional loop on either end <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - rearing up in box C - assuming position on the wrong side of the steer D - running into the steer F - blatant disobedience including kicking, biting, bucking, rearing and striking 	<p>Disqualifications:</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the steer after the horses have faced B - excessive schooling at any time in the arena C - whipping or striking the horse with the rope D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute E - loss of rope by either the header or the heeler F - failure of the roper on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recoil rope and build an additional loop. G - failure to maintain a dally through the completion of the run.
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W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Poor, 0 - Correct, +1 - Good, +2 - Very Good, +3 - Excellent				-1 - Very Poor, 0 - Correct, +1 - Very Good		Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Run and Rate	Position	Stop	Degree of Difficulty	Eye Appeal				
1	256	PENALTY	B2									
		MANEUVER SCORE	+1	+1							0	
2	131	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1					0	
3	240	PENALTY										
		MANEUVER SCORE	+1	0	+1	+1	0	0			73	
4	117	PENALTY										
		MANEUVER SCORE	+1	+1							0	
5	154	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1 1/2					74	
6	102	PENALTY										
		MANEUVER SCORE	+1								0	
7	129	PENALTY										
		MANEUVER SCORE	+1	+1/2							0	
8	250	PENALTY										
		MANEUVER SCORE	0	0							0	
9	241	PENALTY										
		MANEUVER SCORE	+1	+1/2							0	
10	101	PENALTY										
		MANEUVER SCORE	+1	+1/2							0	

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