



SHOW:	2024 Sun Circuit #1
CLASS:	#230 - AQHA 222000 - Amt Daily Team Roping - Heading
DATE:	3/4/2024

- 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, trucking, rearing and striking

- Disqualifications:**
- A - intentional and continuous swishing of the steer after the horses have faced
 - B - excessive snooking 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 circle
 - E - loss of rope by either the header or the heeler
 - F - failure of the rope on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must reool 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	Turning & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
1	942 [✓]	PENALTY							A			
		MANEUVER SCORE	+1	+1							0	
2	187 [✓]	PENALTY										
		MANEUVER SCORE	+1								0	
3	907 [✓]	PENALTY										
		MANEUVER SCORE	+1	+1	0	0	+1/2	0			72 1/2	
4	1019 [✓]	PENALTY										
		MANEUVER SCORE	0	-2	0	-1	0	0			67	
5	340 [✓]	PENALTY										
		MANEUVER SCORE	0	-1							0	
6	242 [✓]	PENALTY										
		MANEUVER SCORE	+1	+1							0	
7	1418 [✓]	PENALTY										
		MANEUVER SCORE	0	0	0	+1/2	0	0			70 1/2	
B	1902 [✓]	PENALTY										
		MANEUVER SCORE	+1								0	
9	1326 [✓]	PENALTY	C								5	
		MANEUVER SCORE	0	0	0	0					65	
10	1467 [✓]	PENALTY										
		MANEUVER SCORE	+1	+2	+1	0	0	0			74	

Doug Allen

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

Doug Allen

JUDGE'S SIGNATURE:

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DATE:	3/4/2024

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

- 3 Point Penalty**
- A - break local hat

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

- Disqualifications:**
- A - intentional and continuous striking of the steer after the horses have faced
 - B - excessive schooling at any time in the arena
 - C - whipping or striking the horses with the rope
 - D - failure of header and heeler to complete both salaries 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 rope on the horses being judged to catch with no more than two loops. If more than one loop is thrown, rider must recut rope and build an additional loop.
 - G - failure to maintain a daily 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 3 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
11	19 ✓	PENALTY										
		MANEUVER SCORE	0	0	+1	0	0	0			71	
12	77 ✓	PENALTY	C								5	
		MANEUVER SCORE	0	+1	+1	+1/2	0	0			67 1/2	
13	146 ✓	PENALTY									0	
		MANEUVER SCORE	+1	+2							0	
14	153 ✓	PENALTY									0	
		MANEUVER SCORE	+1								0	
15	1510 ✓	PENALTY									0	
		MANEUVER SCORE	+1	0	+1						0	
16	1164 ✓	PENALTY									0	
		MANEUVER SCORE	0	+1							0	
17	1324 ✓	PENALTY									66 1/2	
		MANEUVER SCORE	0	-2	-1	-1/2	0	0			66 1/2	
18	85 ✓	PENALTY									75	
		MANEUVER SCORE	+1	+1	+2	+1	0	0			75	
19	1469 ✓	PENALTY									0	
		MANEUVER SCORE	+1								0	
20	941 ✓	PENALTY									0	
		MANEUVER SCORE	+1								0	

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1 Point Penalties

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

2 Point Penalty

- A - three-loop run

3 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 rope on the horse being judged to catch with up more than two loops. If more than one loop is broken, rider must reloop rope and build an additional loop.
- G - failure to maintain a tally through the completion of the run.
- H - refused 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	1511 ✓	PENALTY	C									
		MANEUVER SCORE	0								0	
22	352 ✓	PENALTY										
		MANEUVER SCORE	+1								0	
23	1538 ✓	PENALTY										
		MANEUVER SCORE	+1	+1							0	
24	28 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+1/2	+1/2	0	0			73	
25	1825 ✓	PENALTY										
		MANEUVER SCORE	0								0	
26	940 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+1/2	+1	0	0			73 1/2	
27	24 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0			74	
28	552 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+1/2	+1	0	0			73 1/2	
29	18 ✓	PENALTY	C									
		MANEUVER SCORE	0	+1	+1	+1	0	0			70	
30	1536 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+2	+1/2					75 1/2	

Doug Allen

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Doug Allen

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DATE:	3/4/2024

- 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 sidestepping 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 rope on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recatch rope and build an additional loop.
 - G - failure to maintain a daily 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	1032	PENALTY										
		MANEUVER SCORE	0	0	+1	+1	0	0			72	
32	1144	PENALTY										
		MANEUVER SCORE	0								0	
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										

Doug Allen
 JUDGE'S NAME & AQHA ID# (PRINTED)

Doug Allen
 JUDGE'S SIGNATURE
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SHOW:	2024 Sun Circuit #1
CLASS:	#230 - AQHA 222000 - Amt Daily Team Roping - Heading
DATE:	3/4/2024

<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 - quaking 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 cut <p>5 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box H - 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 nooses 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 circle E - loss of rope by either the header or the heeler F - failure of the ropist on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recatch rope and build an additional loop. G - failure to maintain a daily through the completion of the run. H - refusal to face
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WD	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	942	PENALTY							SA			
		MANEUVER SCORE	+1/2	+1/2							0	NT
2	187	PENALTY										
		MANEUVER SCORE	0	0							0	NT
3	907	PENALTY										
		MANEUVER SCORE	+1	+1/2	-1/2	0	0	0			71	3.165
4	1019	PENALTY										
		MANEUVER SCORE	0	-1/2	-1/2	0	0	0			69	1.56
5	340	PENALTY										
		MANEUVER SCORE	0	+1/2	/	/	/	/			0	NT
6	242	PENALTY										
		MANEUVER SCORE	0	/	/	/	/	/			0	NT
7	1416	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	0	0			71 1/2	
8	1902	PENALTY										
		MANEUVER SCORE	+1/2								0	NT
9	1326	PENALTY	SC									
		MANEUVER SCORE	+1/2	0	-1/2	-1/2	0	+1/2			104	
10	1467	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	0			71 1/2	

Jeremy Cox 3414892
 JUDGE'S NAME & AQHA ID# (PRINTED):

[Signature]
 JUDGE'S SIGNATURE: Printed from HSW



SHOW:	2024 Sun Circuit #1
CLASS:	#230 - AQHA 222000 - Amt Daily Team Roping - Heading
DATE:	3/4/2024

- 1 Point Penalties**
- A - freezes up in the box (refusing to move)
 - B - jumping the barrier
 - C - setting up or socking
 - D - ducking off
 - E - failure to take completely
 - F - freeze up while facing
- 2 Point Penalty**
- A - three-loop run
- 3 Point Penalties**
- A - refusing to enter the box
 - B - leaning 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 searching of the steer after the horses have faced
 - B - excessive scrounging 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 rope on the horse being judged to catch with rope more than two loops. If more than one loop is thrown, rider must recast rope and build an additional loop.
 - G - failure to maintain a daily 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				
11	19	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	0	X	X	72	
12	777	PENALTY	GC									
		MANEUVER SCORE	0	0	0	+1/2	0	0	X	X	65 1/2	
13	1468	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	0				X	X	0	NT
14	1539	PENALTY										
		MANEUVER SCORE	+1/2						X	X	0	NT
15	1510	PENALTY								3A		
		MANEUVER SCORE	0	+1/2	+1				X	X	0	NT
16	1164	PENALTY										
		MANEUVER SCORE	0	0					X	X	0	NT
17	1324	PENALTY										
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	0	0	X	X	72	
18	85	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1	0	0	X	X	73 1/2	
19	1469	PENALTY										
		MANEUVER SCORE							X	X	0	NT
20	941	PENALTY										
		MANEUVER SCORE							X	X	0	NT

Jeremy Cox

341 489 Y

JUDGE'S NAME & AQHA ID# (PRINTED)

J. G. Cox

JUDGES SIGNATURE

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SHOW:	2024 Sun Circuit #1
CLASS:	#230 - AQHA 222000 - Amt Daily Team Roping - Heading
DATE:	3/4/2024

<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 accidenting D - sliding off E - failure to face completely F - freeze up while fixing <p>3 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop run <p>4 Point Penalties</p> <ul style="list-style-type: none"> A - refusing to enter the box B - leaning up in box C - broken barrier D - running into the deer E - refusing to pull F - blatant disobedience including kicking, biting, bucking, rearing and snorting 	<p>Disqualifications</p> <ul style="list-style-type: none"> A - intentional and continuous strapping of the steer after the horses have fixed B - excessive scowling 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 rope on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recatch 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	1511	PENALTY	66									
		MANEUVER SCORE									0	NT
22	352	PENALTY										
		MANEUVER SCORE	+1/2								0	NT
23	1538	PENALTY										
		MANEUVER SCORE	+1								0	NT
24	28	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	+1/2			72 1/2	
25	1225	PENALTY										
		MANEUVER SCORE	0								0	NT
26	940	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1	0	+1/2			73 1/2	
27	24	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1	0	0			73	
28	552	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0			74	
29	18	PENALTY	66									
		MANEUVER SCORE	+1	+1	0	0	0	0			67	
30	1536	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	0	0	0	0			71	

Jeremy Cox

3414858

JUDGE'S NAME & AQHA ID# (PRINTED)

JUDGE'S SIGNATURE

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DATE:	3/4/2024

2 Point Penalties

- A - freeze up in the box (refusing to move)
- B - jumping the barrier
- C - setting up or snatching
- 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 snatching 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 rope on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must reseat 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	1032	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	+1/2			72	
32	1144	PENALTY										
		MANEUVER SCORE									0	NT
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										

Jeremy Cox

34114898

JUDGE'S NAME & AQHA ID# (PRINTED)

JUDGE'S SIGNATURE

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DATE:	3/4/2024

<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 - free-loop (H) <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, tilting, 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 rope on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recatch rope and build an additional loop. G - failure to maintain a daily 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	942	PENALTY							3			
		MANEUVER SCORE	+1/2	+1							0	
2	187	PENALTY										
		MANEUVER SCORE	0	0							0	
3	907	PENALTY										
		MANEUVER SCORE	0	0	+1/2	-1/2	-1/2	0			69 1/2	
4	1019	PENALTY										
		MANEUVER SCORE	0	0	0	0	+1/2	0			70 1/2	
5	340	PENALTY							3			
		MANEUVER SCORE	-1/2	+1	+1						0	
6	242	PENALTY										
		MANEUVER SCORE	+1/2	+1/2							0	
7	1418	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	0			71 1/2	
8	1902	PENALTY										
		MANEUVER SCORE	0	0							0	
9	1326	PENALTY	5									
		MANEUVER SCORE	-1/2	0	0	-1/2	0	0			64	
10	1467	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1	0	0			73 1/2	

Pete McAlister

JUDGE'S NAME & AQHA ID# (PRINTED)

JUDGE'S SIGNATURE

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2 Point Penalties

- A - freeze up in the box (refusing to move)
- B - jumping the barrier
- C - setting up or scooting
- D - flaking 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 - spurring into the steer
- E - refusing to pull
- F - blatant disobedience including kicking, biting, bucking, rearing and striking

Disqualifications

- A - intentional and continuous striking of the steer after the horses have faced
- B - excessive extending 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 rope on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recut rope and build an additional loop.
- G - failure to maintain a daily through the completion of the run.
- H - refuse to face

W/D	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	19	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	0	0	0			72	
12	777	PENALTY	5									
		MANEUVER SCORE	0	+1	+1/2	0	0	0			66 1/2	
13	1468	PENALTY										
		MANEUVER SCORE	0	0							0	
14	1539	PENALTY										
		MANEUVER SCORE	0	+1/2							0	
15	1510	PENALTY										
		MANEUVER SCORE	-1/2	-1/2							0	
16	1164	PENALTY										
		MANEUVER SCORE	0	+1/2							0	
17	1324	PENALTY										
		MANEUVER SCORE	0	-1	+1/2	+1/2	0	0			70	
18	85	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1	0	+1/2			73	
19	1169	PENALTY										
		MANEUVER SCORE	+1/2	+1							0	
20	941	PENALTY										
		MANEUVER SCORE	0	-1	-2						0	

Pete McAllister

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

JUDGE'S SIGNATURE

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SHOW:	2024 Sun Circuit #1
CLASS:	#230 - AQHA 222000 - Amt Daily Team Roping - Heading
DATE:	3/4/2024

<p>1 Point Penalties</p> <ul style="list-style-type: none"> A - freeze up in the box (reluctant to move) B - jumping the barrier C - setting up or scooting D - ducking off E - failure to face completely F - freeze up while facing <p>2 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop run <p>3 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>Disqualifying Offense</p> <ul style="list-style-type: none"> A - intentional and continuous stretching of the rope 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 corners 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 rope on the horse being judged to catch with no more than two loops. If more than one loop is thrown, individual recall 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	1511	PENALTY	5									
		MANEUVER SCORE	0	0							0	
22	352	PENALTY										
		MANEUVER SCORE	0	-2							0	
23	1538	PENALTY										
		MANEUVER SCORE	+1/2	+1/2							0	
24	28	PENALTY										
		MANEUVER SCORE	0	+1/2	+1/2	0	0	0			71	
25	1325	PENALTY										
		MANEUVER SCORE	0	0							0	
26	940	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1	0	0			72 1/2	
27	24	PENALTY										
		MANEUVER SCORE	0	0	-1/2	+1/2	0	0			70	
28	552	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1	0	0			73	
29	18	PENALTY	0									
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0			66 1/2	
30	1536	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1/2	0	0			73	

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SHOW:	2024 Sun Circuit #1
CLASS:	#230 - AQHA 222000 - Amt Daily Team Roping - Heading
DATE:	3/4/2024

<p>1 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 scooting D - ducking off E - failure to face completely F - freeze up while facing <p>2 Point Penalty</p> <ul style="list-style-type: none"> A - three-loop cut <p>3 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 smacking 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 ropers on the horse being judged to catch with no more than two loops. If more than one loop is thrown, rider must recatch 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				
		PENALTY										
31	1032	MANEUVER SCORE	0	-1/2	+1/2	+1/2	0	0			70 1/4	
		PENALTY										
32	1144	MANEUVER SCORE	0	0							0	
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
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		MANEUVER SCORE										
		PENALTY										
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		PENALTY										
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