



SHOW:	2024 Sun Circuit #1
CLASS:	#232 - AQHA 122000 - Daily Team Roping - Heading
DATE:	3/4/2024

**2 Point Penalties**

- A - freezes 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 - three-loop run

**4 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 straddling 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 healer 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 healer
- 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 reset 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 ✓	Healer 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
1	264 ✓	PENALTY	C								5	
		MANEUVER SCORE	0	+1	-2	0	0	0				64
2	943 ✓	PENALTY	C								5	
		MANEUVER SCORE	+1	+1	+1	-1	0	0				67
3	69 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+2	+1	+1/2	0				76 1/2
4	1298 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+2	+1	0	0				76
5	1164 ✓	PENALTY										
		MANEUVER SCORE	+1	+1								0
6	1082 ✓	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1/2	0	0				72
7	984 ✓	PENALTY										
		MANEUVER SCORE	+1/2	+2								0
8	70 ✓	PENALTY	C									
		MANEUVER SCORE	0									0
9	1537 ✓	PENALTY										
		MANEUVER SCORE	+1									0
10	882 ✓	PENALTY	C									
		MANEUVER SCORE	+1									0

Doug Allen

JUDGE'S NAME & AQHA ID# (PRINTED)

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<p><b>1 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A - freeze up (if the box (refusing to move)</li> <li>B - jumping the barrier</li> <li>C - setting up or scooting</li> <li>D - ducking off</li> <li>E - failure to face completely</li> <li>F - freeze up while facing</li> </ul> <p><b>2 Point Penalty</b></p> <ul style="list-style-type: none"> <li>A - three-loop run</li> </ul> <p><b>3 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A - refusing to enter the box</li> <li>B - rearing up in box</li> <li>C - broken barrier</li> <li>D - running into the steer</li> <li>E - refusing to pull</li> <li>F - blatant disobedience including kicking, biting, tramping, rearing and striking</li> </ul>	<p><b>Disqualifications:</b></p> <ul style="list-style-type: none"> <li>A - intentional and continuous stretching of the steer after the horses have faced</li> <li>B - excessive schooling at any time in the arena</li> <li>C - whipping or striking the horse with the rope</li> <li>D - failure of header and heeler to complete both calves within one minute from the time the steer leaves the chute</li> <li>E - loss of rope by either the header or the heeler</li> <li>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</li> <li>G - failure to maintain a dally through the completion of the run</li> <li>H - refusal to face</li> </ul>
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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	1536 ✓	PENALTY										
		MANEUVER SCORE	+1	+3	+2	0	0	0	X	X	76	
12	643 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+1	+1	0	0	X	X	74	
13	1449 ✓	PENALTY	C								5	
		MANEUVER SCORE	+1	+2	+1	+2	0	0	X	X	71	
14	982 ✓	PENALTY										
		MANEUVER SCORE	-3						X	X	0	
15	348 ✓	PENALTY										
		MANEUVER SCORE	+1	-1					X	X	0	
16	176 ✓	PENALTY	C								5	
		MANEUVER SCORE	+1	+1	-2	0	0	0	X	X	65	
17	976 ✓	PENALTY										
		MANEUVER SCORE	+1	0	+2	+1	0	0	X	X	74	
18	1219 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+3	+1	0	0	X	X	77	
19	1538 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+2	+1	0	0	X	X	75	
20	175 ✓	PENALTY	C									
		MANEUVER SCORE	0						X	X	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 scooting
- D - ducking off
- E - failure to face completely
- F - freeze up while facing

**1 Point Penalty**

- A - three-loop tail

**2 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 straddling of the steer after the horses have faced
- B - excessive shooting 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 rider 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 duty 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 & Handing	Facing	Degree of Difficulty	Eye Appeal				
21	1076 ✓	PENALTY										
		MANEUVER SCORE	0	+2	+1	+1	+1/2	0			74 1/2	
22	1444 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+3	+2	0	0			70	
23	24 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+1	0	0	0			73	
24	1079 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+2	+2	0	0			77	
25	942 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+2	+1/2	0	0			75 1/2	
26	883 ✓	PENALTY										
		MANEUVER SCORE	+1	0	+1	-1	0	0			71	
27	1078 ✓	PENALTY										
		MANEUVER SCORE	0	+1	+1						0	
28	1144 ✓	PENALTY	C									
		MANEUVER SCORE	0								0	
29	884 ✓	PENALTY										
		MANEUVER SCORE	0	0	+1	+1	0	0			72	
30	242 ✓	PENALTY	C									
		MANEUVER SCORE	0	-1	+1	-1	0	0			64	

Doug Allen

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

*Doug Allen*

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<p><b>2 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A - freezes up in the box (refusing to move)</li> <li>B - jumping the barrier</li> <li>C - setting up or scotching</li> <li>D - ducking off</li> <li>E - failure to face completely</li> <li>F - freezes up while facing</li> </ul> <p><b>3 Point Penalty</b></p> <ul style="list-style-type: none"> <li>A - three-loop hat</li> </ul> <p><b>4 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A - refusing to enter the box</li> <li>B - rearing up in box</li> <li>C - broken barrier</li> <li>D - turning into the steer</li> <li>E - refusing to pull</li> <li>F - blatant disobedience including kicking, biting, bucking, rearing and striking</li> </ul>	<p><b>Disqualifications:</b></p> <ul style="list-style-type: none"> <li>A - intentional and continuous stretching of the steer after the horses have faced</li> <li>B - excessive sidestepping at any time in the arena</li> <li>C - whipping or striking the horse with the rope</li> <li>D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chile</li> <li>E - loss of rope by either the header or the heeler</li> <li>F - failure of the rope on the horse being judged to catch with no more than two loops. If more than one loop is broken, rider must recut rope and build an additional loop</li> <li>G - failure to maintain a dally through the completion of the run</li> <li>H - refuse to face</li> </ul>
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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				
31	71 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+2	+1	0	0			76	
32	985 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	0	0	0	0			73	
33	1786 ✓	PENALTY										
		MANEUVER SCORE	0	+1	+1	+1	0	0			73	
34	944 ✓	PENALTY										
		MANEUVER SCORE	+1	+1	+2	+1	+1/2	0			75 1/2	
35	1077 ✓	PENALTY										
		MANEUVER SCORE	+1	+1/2	+1						0	
36	1901 ✓	PENALTY										
		MANEUVER SCORE	0	+2	+1	+1	0	0			74	
37	1521 ✓	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1/2	0	0			73	
38	1911 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+1/2	0	0	0			73 1/2	
39	517 ✓	PENALTY										
		MANEUVER SCORE	+1	+2	+1	0	0	0			74	
40		PENALTY										
		MANEUVER SCORE										

Doug Allen

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**2 Point Penalties**

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

**1 Point Penalty**

- A - three-loop hat

**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 stroking 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 circle
- E - loss of rope by either the header or the heeler
- F - failure of the rider on the horse being judged to catch with up 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 - 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				
1	264	PENALTY	69									
		MANEUVER SCORE	0	+1	0	1 1/2	0	0			66 1/2	
2	943	PENALTY	56									
		MANEUVER SCORE	0	0	0	0	0	0			65	
3	69	PENALTY										
		MANEUVER SCORE	1 1/2	+1	+1	0	1 1/2	+1			74	
4	1298	PENALTY										
		MANEUVER SCORE	+1	+1/2	+1	+1	0	+1			74 1/2	
5	842	PENALTY										
		MANEUVER SCORE									72	
6	1164	PENALTY										
		MANEUVER SCORE	+1	+1							0	NT
7	1082	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	0			71 1/2	
8	^	PENALTY										
		MANEUVER SCORE										
9	981	PENALTY										
		MANEUVER SCORE	1 1/2	+1	+1						0	NT
10	70	PENALTY	56									
		MANEUVER SCORE	+1								0	NT

Jeremy Cox 3484898  
JUDGE'S NAME & AQHA ID# (PRINTED)

*Jeremy Cox*  
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DATE:	3/4/2024

**2 Point Penalties**

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

**3 Point Penalty**

- A - three-loop net

**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, tucking, 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 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 dally through the completion of the run
- H - refusal to face

W/O	Entry #	Maneuver Description	-3 - Extremely Poor, -2 - Very Poor, -1 - Fair, 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	1537	PENALTY										
		MANEUVER SCORE	+1/2	+1/2						0	NT	
12	4862	PENALTY	90									
		MANEUVER SCORE	0	+1/2						0	NT	
13	1536	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1/2	0	+1/2			73 1/2	
14	6413	PENALTY										
		MANEUVER SCORE	+1	+1	+1	0	+1/2	0			73 1/2	
15	1449	PENALTY	90									
		MANEUVER SCORE	+1	+1/2	+1/2	+1	0	0			68	
16	982	PENALTY										
		MANEUVER SCORE	-1							0	NT	
17	340	PENALTY										
		MANEUVER SCORE	0	0						0	NT	
18	176	PENALTY	90									
		MANEUVER SCORE	+1/2	+1/2	0	0	0	0			66	
19	476	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1	0	+1/2			74	
20	1219	PENALTY										
		MANEUVER SCORE	+1	+1 1/2	+1 1/2	+1	0	+1			76	

Jeremy Cox 3414898  
 JUDGE'S NAME & AQHA ID# (PRINTED)

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**2 Point Penalties**

- A - Rears up in the box (refusing to move)
- B - Jumping the barrier
- C - setting up or scootching
- D - ducking off
- E - failure to face completely
- F - rears up while facing

**3 Point Penalty**

- A - three-loop tail

**4 Point Penalties**

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

**Disqualifications:**

- A - intentional and continuous erecting 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 copes 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

WO	Entry #	Maneuver Description	Box				Degree of Difficulty		Eye Appeal	Header 2 Loop ✓	Heeler 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal					
21	1538	PENALTY											
		MANEUVER SCORE	+1/2	+1	+1	+1/2	0	+1/2			74 1/2		
22	175	PENALTY	SC										
		MANEUVER SCORE	0								0	NT	
23	1076	PENALTY											
		MANEUVER SCORE	+1/2	+1/2	+1	+1	0	0			73		
24	1476	PENALTY											
		MANEUVER SCORE	+1	+1 1/2	+2	+1 1/2	+1	+1			78		
25	24	PENALTY											
		MANEUVER SCORE	+1/2	+1	+1	+1/2	0	0			73		
26	1078	PENALTY											
		MANEUVER SCORE	+1/2	+1	+1 1/2	+1 1/2	0	+1/2			75		
27	942	PENALTY											
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	0	+1/2			72		
28	982	PENALTY											
		MANEUVER SCORE	0	+1/2	0	-1/2	0	0			70		
29	1078	PENALTY											
		MANEUVER SCORE	0	+1							0	NT	
30	1144	PENALTY	SC										
		MANEUVER SCORE	+1								0	NT	

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

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<p><b>4 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A - freeze up in the box (refusing to move)</li> <li>B - jumping the barrier</li> <li>C - setting up or scotching</li> <li>D - ducking off</li> <li>E - failure to face completely</li> <li>F - freeze up while facing</li> </ul> <p><b>3 Point Penalty</b></p> <ul style="list-style-type: none"> <li>A - three-loop run</li> </ul> <p><b>5 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A - refusing to enter the box</li> <li>B - rearing up in box</li> <li>C - broken barrier</li> <li>D - running into the steer</li> <li>E - refusing to pull</li> <li>F - blatant disobedience including kicking, biting, bucking, rearing and striking</li> </ul>	<p><b>Disqualifications:</b></p> <ul style="list-style-type: none"> <li>A - interval and continuous stretching of the steer after the horses have faced</li> <li>B - excessive schooling at any time in the arena</li> <li>C - whipping or striking the horse with the legs</li> <li>D - failure of header and heeler to complete both catches within one minute from the time the steer leaves the chute</li> <li>E - loss of rope by either the header or the heeler</li> <li>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.</li> <li>G - failure to maintain a daily through the completion of the run.</li> <li>H - refused to face</li> </ul>
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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				
31	824	PENALTY										
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0			71 1/2	
32	242	PENALTY	42									
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0			64 1/2	
33	71	PENALTY										
		MANEUVER SCORE	+1	+1	+1/2	+1	0	0			73 1/2	
34	985	PENALTY										
		MANEUVER SCORE	+1	+1	+1	0	0	0			73	
35	1726	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1/2	0	+1			74	
36	944	PENALTY										
		MANEUVER SCORE	+1	+1 1/2	+1	+1/2	0	+1/2			74 1/2	
37	1077	PENALTY										
		MANEUVER SCORE	+1								0	NT
38	1901	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+1 1/2	0	0			73 1/2	
39	1541	PENALTY										
		MANEUVER SCORE	+1	+1 1/2	+1 1/2	+1/2	+1/2	+1/2			75 1/2	
40	1911	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	0			72	

Jeremy Cox

3611 4898

JUDGE'S NAME & AQHA CN (PRINTED)

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- 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
- 4 Point Penalties**
- A - refusing to enter the box
  - B - freezing 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
  - E - excessive scotching 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	Header				Heeler		Score	Comments
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal		
		PENALTY								
41	517	MANEUVER SCORE	+1/2	+1	+1	+2	0	+1/2		75
		PENALTY								
		MANEUVER SCORE								
		PENALTY								
		MANEUVER SCORE								
		PENALTY								
		MANEUVER SCORE								
		PENALTY								
		MANEUVER SCORE								
		PENALTY								
		MANEUVER SCORE								
		PENALTY								
		MANEUVER SCORE								

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

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 JUDGE'S SIGNATURE



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**2 Point Penalties**

- A - freezes 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 - freezes up while facing

**3 Point Penalty**

- A - three-loop tie

**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 unstrapping of the steer after the horses have faced
- B - excessive shouting 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 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 dally 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				
1	264	PENALTY	5									
		MANEUVER SCORE	0	0	0	0	0	0			65	
2	943	PENALTY	5									
		MANEUVER SCORE	-1/2	0	+1/2	0	0	0			65	
3	69	PENALTY										
		MANEUVER SCORE	+1/2	+1 1/2	+1 1/2	+1 1/2	0	0			78	
4	1298	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1/2	0	0			72	
5	1164	PENALTY										
		MANEUVER SCORE	+1/2	+1							φ	
6	1082	PENALTY										
		MANEUVER SCORE	0	-1	0	+1/2	0	0			69 1/2	
7	984	PENALTY										
		MANEUVER SCORE	0	-1	0						φ	
8	70	PENALTY	5									
		MANEUVER SCORE	0	0							φ	
9	1537	PENALTY										
		MANEUVER SCORE	0	+1/2							φ	
10	882	PENALTY	5									
		MANEUVER SCORE	0								φ	

Pate McAllister

JUDGE'S NAME & AQHA ID# (PRINTED)

*[Signature]*

JUDGE'S SIGNATURE

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# AQHA

AMERICAN QUARTER HORSE ASSOCIATION  
AQHA HEADING

SHOW:	2024 Sun Circuit #1
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- 1 Point Penalties**
- A - freezes 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
- 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 snatching 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 healer 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 healer
  - 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 recoll 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 ✓	Healer 2 Loop ✓	Score	Comment
			Box	Running & Rating	Setting & Handling	Facing	Degree of Difficulty	Eye Appeal				
11	1536	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1/2	0	0			73	
12	643	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	0			72	
13	1449	PENALTY	5									
		MANEUVER SCORE	0	+1/2	+1/2	+1	0	0			67	
14	922	PENALTY										
		MANEUVER SCORE	-3	0							0	
15	340	PENALTY										
		MANEUVER SCORE	0	+1/2	+1/2						0	
16	176	PENALTY										
		MANEUVER SCORE	0	+1/2	-2	-1/2	0	0			63	
17	476	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1	0	0			72 1/2	
18	1219	PENALTY										
		MANEUVER SCORE	+1/2	+1 1/2	+2	+1	+1/2	0			75 1/2	
19	1538	PENALTY										
		MANEUVER SCORE	+1/2	+1	+1	+1	0	0			70 1/2	
20	175	PENALTY	5									
		MANEUVER SCORE	-1/2								0	

Pete McAllister  
JUDGE'S NAME & AQHA ID# (PRINTED)

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**2 Point Penalties**

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

**3 Point Penalty**

- A - three-loop run

**4 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 encroaching 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

WO	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	1076	PENALTY										
		MANEUVER SCORE	0	+1	+1	+1/2	0	0			72 1/2	
22	1446	PENALTY										
		MANEUVER SCORE	0	+1/2	+1	+1/2	0	0			72	
23	24	PENALTY										
		MANEUVER SCORE	0	+1/2	-1/2	0	0	0			70	
24	1079	PENALTY										
		MANEUVER SCORE	+1/2	+1 1/2	+1 1/2	+1/2	0	0			74	
25	942	PENALTY										
		MANEUVER SCORE	+1/2	+1/2	+1	+2	0	0			74	
26	883	PENALTY										
		MANEUVER SCORE	0	0	0	-1/2	0	0			69 1/2	
27	1078	PENALTY										
		MANEUVER SCORE	0	+1	+1						0	
28	1144	PENALTY	5									
		MANEUVER SCORE	0	-1							0	
29	884	PENALTY										
		MANEUVER SCORE	0	0	0	-1/2	0	0			67 1/2	
30	242	PENALTY	5									
		MANEUVER SCORE	0	-1	0						0	

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

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 JUDGE'S SIGNATURE

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