

<b>EVENT</b>	<b>DATE</b>

**GOLD BUCKLE  
FUTURITIES**  
**BREAKAWAY ROPING**

**RE-RUNS WILL BE GIVEN BY THE JUDGES**

1. For a calf that ducks back.
2. If a calf falls before the score line.
3. If a roper/horse is fouled by something other than the arena.

**CREDITS**

1. Scoring
  - a. Quiet in the Box (Walking into the box on a loose rein.
  - b. Scoring in the bridle ( Stand in box, looking straight, minimal extra movements.
2. Running/Rating
  - a. Horse leaves the box flat and in a straight line with body and head.
  - b. Doesn't run too close or doesn't hang when chasing the calf.
  - c. Tracks the calf willingly with minimal assistance.
3. Stopping
  - a. Horse rates the calf and stops straight.
  - b. Horse has good timing and correctness when stopping. (Not hitting on front end excessively)
4. Overall Run
  - a. Eye Appeal
  - b. Degree of Difficulty

**SCORING**

Each maneuver will be scored from a 6 (excellent), to a 0 (extremely poor), in 1 point increments. Time limit is 25 seconds.

A score can be held by any one (1) judge to be reviewed at the end of the round.

**0 SCORE**

- Failure to catch legally (Tie Down is catch as catch can).
- Fall of horse or rider
- Excessive schooling during any point of run
- Failure to work in the proper draw order
- Failure to get horse into corner (3 attempts) whistle will blow

**PENALTIES**

**5 POINT PENALTY**

- Moving hind end out of corner. This does not include riding up to reset.
- Squatting in the box.
- Coming off the front end in the box

**10 POINT PENALTY**

- Refusing to enter the box (Locking up, turning around before entering box, etc)
- Blatant disobedience anytime during the run. Defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate behavior.
- Breaking the barrier.

<b>RIDER</b>	<b>HORSE</b>	<b>HORSE NUMBER</b>

\* THE TIME WILL BE SUBTRACTED FROM 80

MANEUVER SCORES: 0 Extremely Poor, 1 Very Poor, 2 Poor, 3 Completed the Maneuver Satisfactory, 4 Good, 5 Very Good, 6 Excellent

ROUND	MANEUVER DESCRIPTION	Box / Barrier	Run / Rate	Stopping	Overall Run	TOTAL PENALTY	SCORE
		1	2	3	4		
	PENALTY						
	CREDIT						
	PENALTY						
	CREDIT						
	PENALTY						
	CREDIT						
	PENALTY						
	CREDIT						

<b>COMMENTS:</b>	<b>TOTAL</b>