

Steer Stopping (SC-286) Penalty Reference Sheet

- **Time Allowed:** 60 seconds
- **Scoring:** On a basis of 0-100, 70 denoting an average run
- **Maneuver Scores:** +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor
- **Maneuvers:** Box & Barrier, Run & Rate, Stop

1 POINT PENALTIES

- Nervous in box
- Turns head severely
- Squats in corner
- Stopping crooked

2 POINT PENALTIES

- Freeze-up in box
- Jumping the barrier
- Scotching
- Missing second loop

3 POINT PENALTIES

- Freeze-up in box
- Jumping the barrier
- Scotching
- Missing second loop

5 POINT PENALTIES

- Refusing to enter box
- Breaking barrier
- Rearing up in box
- Running into steer
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

DISQUALIFICATION (0 SCORE)

- Loss of rope
- Failure to make legal catch
- Fall of horse or exhibitor
- Excessive schooling
- Whipping or hitting horse with rope
- Failure of horse to stop steers forward motion
- Failure to have steer face horse before dally is released
- Failure to work in the proper working order

NO SCORE

- Lameness of the horse
- Abuse

NE- Failure of an exhibitor to attempt to complete the pattern