

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater-Versatility
CLASS:	#60 - SHTX IPLS - Intermediate Pleasure
DATE:	08/04/2018

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Bistant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN																																																																																																																																																																																																																																																																																																																																																																																																																																															
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																																																																																																																																																																																																																																																																																																																																																																																																																																																															
Tie-Breaker		8	2	1	5	10	7	5	4	6	9																																																																																																																																																																																																																																																																																																																																																																																																																																																				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back																																																																																																																																																																																																																																																																																																																																																																																																																																																				
1	152	PENALTY																			CONTENT	-1/2	-1	-1	-1	-1/2	0	-1/2	-1	-1	-1						62 1/2	66																		2	138	PENALTY																			CONTENT	0	0	-1/2	-1/2	-1/2	-1	-1/2	-1	0	-1/2						1 64 1/2	69																		3	220	PENALTY																			CONTENT	0	+1/2	0	-1/2	-1/2	0	0	+1/2	+1/2	-1/2						70	70																		4	988	PENALTY																			CONTENT	0	-1/2	-1/2	0	0	+1/2	+1/2	-1/2	-1/2	-1/2						68 1/2	69 70																		5	235	PENALTY																			CONTENT	-1/2	-1/2	-1	-1/2	-1	-1	-1	0	-1	-1/2						2 61	69																		6	202	PENALTY																			CONTENT	0	-1/2	-1/2	-1	-1/2	0	-1/2	-1/2	-1/2	0						66	69 68 67																		7	983	PENALTY																			CONTENT	0	0	-1/2	-1/2	-1	-1/2	0	0	0	+1/2						68	69																		8	982	PENALTY																			CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2	0						65	69 68 67																	
		CONTENT	-1/2	-1	-1	-1	-1/2	0	-1/2	-1	-1	-1						62 1/2																																																																																																																																																																																																																																																																																																																																																																																																																																													
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Stk*

mat

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater-Versatility
CLASS:	#60 - SHTX IPLS - Intermediate Pleasure
DATE:	08/04/2018

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

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- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
Maneuver Description															
9	969	PENALTY													
		CONTENT	0	0	0	-1/2	-1/2	-1/2	-1/2	-1	-1/2	0			66 1/2
										68	67				
10	219	PENALTY													
		CONTENT	0	+1/2	+1/2	0	0	-1/2	0	+1/2	0	0			71
										71	71				
11	975	PENALTY													
		CONTENT	0	+1/2	+1/2	-1/2	0	-1/2	+1/2	+1/2	+1/2	0			71 1/2
										71	70	71			
12	140	PENALTY													
		CONTENT	0	0	+1/2	-1/2	0	-1/2	-1/2	+1/2	0	0			69 1/2
13	992	PENALTY													
		CONTENT	0	0	0	0	+1/2	0	0	0	+1/2	0			71
14	210	PENALTY													
		CONTENT	-1/2	-1/2	0	0	-1/2	0	-1/2	+1/2	0	+1/2			69
										68	68				
15	148	PENALTY													
		CONTENT	-1/2	-1/2	-1	-1/2	0	-1/2	-1/2	-1/2	-1/2	0		1	64 1/2
										68	60				
16	189	PENALTY													
		CONTENT	0	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			73
										71	72				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Steph*

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater-Versatility
CLASS:	#60 - SHTX IPLS - Intermediate Pleasure
DATE:	08/04/2018

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		Walk	Lope	Exit Lope	Trot	Stop & Reverse	Exit Walk	Trot	Exit Trot	Lope	Stop & Back				
Maneuver Description															
17	162	PENALTY													
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0			75
						72		13			75				
18	139	PENALTY													
		CONTENT	0	+1/2	-1/2	0	0	-1/2	-1/2	-1/2	0	0		2	66 1/2
19	981	PENALTY													
		CONTENT	0	+1/2	+1/2	0	0	0	+1/2	-1	0	0		1	69 1/2
						71									
20	83	PENALTY													
		CONTENT	0	+1/2	-1	-1/2	0	-1/2	-1/2	+1/2	+1/2	-1/2		10	58 1/2
						3	1		1			5			
21	166	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1	0	+1/2	+1/2	+1	+1	+1/2			76 1/2
						77				75					
22	971	PENALTY													
		CONTENT	0	0	+1/2	0	-1/2	0	0	-1	0	-1/2			68 1/2
23	88	PENALTY													
		CONTENT	0	0	0	-1/2	0	-1	0	0	-1/2	0		2	66
								1,1							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Steph

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 08/04/2018

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		6	2	1	8	4	3	5	7								
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SP R	Bridge	Back L	Trot Drag	Trot Logs/Cedar								
1	152	PENALTY			1			1								2	63 1/2
		CONTENT	-1/2	-1/2	-1	-1/2	0	-1/2	-1	-1/2							
			60			66		69									
2	138	PENALTY					1									1	70
		CONTENT	+1/2	-1/2	-1/2	+1/2	0	0	+1/2	+1/2							
			70		70		70										
3	220	PENALTY				1			1							2	69
		CONTENT	0	0	+1/2	0	0	0	0	+1/2							
4	988	PENALTY															71
		CONTENT	+1/2	0	0	-1/2	0	+1/2	+1/2	0							
			70			71											
5	235	PENALTY		1	3	5		11								11	57
		CONTENT	0	-1	-1	-1 1/2	-1 1/2	-1	-1 1/2	-1 1/2							
6	202	PENALTY			3											3	63 1/2
		CONTENT	-1/2	0	-1	-1/2	-1/2	0	-1	0							
7	983	PENALTY					5		5	1						11	56
		CONTENT	0	-1/2	+1/2	0	-1	0	-1 1/2	-1 1/2							
8	982	PENALTY			3	1	1		1							9	59 1/2
		CONTENT	+1/2	+1/2	-1	-1	+1/2	0	-1	0							
			70														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

St. H.

mat

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 08/04/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Skipping over or falling to step into required space - Incorrect number of strides, if specified - One step on mount/dismount or ground tie (except shifting to balance) - Split pole in lope over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Two-three steps on mount/dismount or ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins per maneuver - Knocking over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - 1st or 2nd cumulative refusal - Letting go of gate - Four or more steps on mount/dismount or ground tie <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SP R	Bridge	Back L	Trot Drag	Trot Logs/Cedar							
9	969	PENALTY		3			1,1,1						6	60 1/2		
		CONTENT	0	-1/2	-1	-1/2	-1/2	-1	0	0						
10	219	PENALTY		1,1									2	69 1/2		
		CONTENT	0	+1/2	-1/2	+1/2	+1/2	0	0	+1/2						
11	975	PENALTY			1								1	72		
		CONTENT	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1	+1/2						
12	140	PENALTY												75		
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2						
13	992	PENALTY		3									3	68		
		CONTENT	0	+1/2	-1	0	0	+1/2	+1/2	+1/2						
14	210	PENALTY		3			1,1,1						6	60		
		CONTENT	0	+1/2	-1	0	0	-1	-1/2	-1						
15	148	PENALTY		3,3			1,1		1				9	56 1/2		
		CONTENT	-1/2	-1/2	-1	0	0	-1/2	-1	-1						
16	189	PENALTY		1			1						2	70		
		CONTENT	+1/2	+1/2	-1/2	-1/2	+1/2	0	+1	+1/2						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Stph*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 08/04/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Skipping over or falling to step into required space - Incorrect number of strides, if specified - One step on mount/dismount or ground tie (except shifting to balance) - Split pole in lope over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Two-three steps on mount/dismount or ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins per maneuver - Knocking over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - 1st or 2nd cumulative refusal - Letting go of gate - Four or more steps on mount/dismount or ground tie <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN				
		1	2	3	4	5	6	7	8	9	10								
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
		Tie-Breaker: 6 2 1 8 4 3 5 7 Obstacle Description: Gate Trot Cedars Lope LL Logs Stop SP R Bridge Back L Trot Drag Trot Logs/Cedar																	
17	162	PENALTY																	
		CONTENT	-1	0	0	0	0	+1/2	+1/2	+1/2						70 1/2			
			64		70														
18	139	PENALTY		1	3														
		CONTENT	0	0	0	+1/2	+1/2	+1/2	-1/2	+1/2						4	67 1/2		
19	981	PENALTY			1,1														
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	+1/2	0	+1/2						2	70		
			71		69														
20	83	PENALTY						1	1,5										
		CONTENT	0	0	+1	+1/2	0	-1/2	-1	+1/2						7	63 1/2		
21	166	PENALTY						1											
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1/2						1	73 1/2		
22	971	PENALTY						1,1											
		CONTENT	0	0	0	+1/2	+1/2	-1/2	0	+1/2						2	69		
			71																
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sth

Mat

VERSATILITY RANCH HORSE - REINING

SHOW: Sweetwater-Versatility
CLASS: #64 - SHTX IRNN - Intermediate Reining
DATE: 08/04/2018

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
		Tie-Breaker											
		Maneuver Description											
		1	2	3	4	5	6	7	8				
		2 Circles L	2 Circles R	Run Down/Stop	3 1/2 Spins	Run Down/Stop	3 1/2 Spins	R Run Down/Stop	Back				
1	166	PENALTY	OP								1	66	✓
		CONTENT	-1/2	-1/2	0	-1	0	0	-1				
			67.5	69	67								
2	969	PENALTY										67.5	
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1/2				
			67.5	69	64.5			67	67.5				
3	981	PENALTY										72	
		CONTENT	-1/2	0	0	+1/2	-1/2	+1/2	0				
			70.5			71	71.5	71					
4	971	PENALTY										69.5	
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	+1/2	0				
			67.5	69		67.5	69	71.5					
5	210	PENALTY						1/2			1/2	70	
		CONTENT	0	0	+1/2	+1/2	0	-1/2	0				
					70.5	71		71					
6	235	PENALTY	2	2				OP			4	60	✓
		CONTENT	-1/2	0	-1	-1	-1	-1/2	-1				
			67.5	62.5	64	62.5	67.5	61					
7	982	PENALTY										70.5	
		CONTENT	-1/2	0	0	0	+1/2	0	+1/2				
			67.5				71		70.5				
8	992	PENALTY										69	
		CONTENT	-1/2	0	-1/2	0	0	0	0				
			69.5		69								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - REINING

PATTERN 9

SHOW:	Sweetwater-Versatility
CLASS:	#64 - SHTX IRNN - Intermediate Reining
DATE:	08/04/2018

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ rider
- Improper western attire

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
		1	2	3	4	5	6	7	8				
Tie-Breaker		1	2	3	4	5	6	7	8				
Maneuver Description		2 Circles L	2 Circles R	Run Down/Slip	3 1/2 Spins	Run Down/Slip	3 1/2 Spins	R Run Down/Slip	Back				
9	189	PENALTY										68	
		CONTENT	0	0	-1/2	-1/2	-1/2	0	+1/2				
10	138	PENALTY										69	
		CONTENT	0	0	0	0	-1/2	-1/2	0				
11	139	PENALTY		1								1	68.5
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	0	+1/2				
12	152	PENALTY											67
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	+1/2	-1/2				
13	162	PENALTY											69
		CONTENT	0	0	0	0	0	+1/2	+1/2				
14	975	PENALTY											
		CONTENT											
15	983	PENALTY			2							2	67.5
		CONTENT	0	0	0	0	0	0	-1/2				
16	140	PENALTY		1								1	68.5
		CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	+1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]

VERSATILITY RANCH HORSE - REINING

PATTERN 9

SHOW:	Sweetwater-Versatility
CLASS:	#64 - SHTX IRNN - Intermediate Reining
DATE:	08/04/2018

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
Tie-Breaker		1	2	3	4	5	6	7	8				
Maneuver Description		2 Circles L	2 Circles R	Run Down/Stop	3 1/2 Spins L	Run Down/Stop	3 1/2 Spins R	Run Down/Stop	Back				
17	988	PENALTY			OP							68	✓
		CONTENT	D	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  Printed from HSW

SHOW: Sweetwater-Versatility

CLASS: #66-SHTXIWCH-Intermediate Working Cow

DATE: 08/04/2018

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bidled (per maneuver)
- W - Out of frame (per maneuver)

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE								
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP		
Tie-Breaker		1	2	3	7	8	9	4	5	6	10	11	12						
1	975	PENALTY							A										
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	0	-1/2	0	0				1	66
2	139	PENALTY																	
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2	-1/2	0	-1/2	-1/2	-1/2					66 1/2
3	202	PENALTY				A							D						
		CONTENT	0	0	-1/2	-1	-1	0	-1	-1	-1	-1	-1	-1				2	59 1/2
4	988	PENALTY																	
		CONTENT	+1/2	0	0	+1/2	0	0	0	+1/2	0	-1/2	0	-1/2					70 1/2
5	189	PENALTY							A	A			D						
		CONTENT	0	0	0	0	0	0	-1/2	-1	-1	-1	-1	-1				4	60 1/2
6	235	PENALTY																	
		CONTENT	-1/2	0	-1/2	0	0	0	0	0	-1/2	0	0	0					68 1/2
7	982	PENALTY							A				D						
		CONTENT	+1/2	0	+1/2	0	0	0	-1/2	0	-1/2	-1	-1	-1				2	65
8	162	PENALTY							A										
		CONTENT	+1/2	0	0	-1/2	0	0	-1/2	0	0	-1/2	0	-1/2				1	67 1/2

JUDGE'S NAME (PRINTED):

Trigg Rentfro

JUDGE'S SIGNATURE:

mat

SHOW: Sweetwater-Versatility

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 08/04/2018

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Biantant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamores) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL						
		BOXING			DRIVE			BOXING			DRIVE												
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.									
Tie-Breaker		1	2	3	7	8	9	4	5	6	10	11	12										
9	166	PENALTY																				70	
		CONTENT		0	0	0	-1/2	0	0	0	0	0	0	+1/2	0	0							
10	992	PENALTY																				69	
		CONTENT		0	0	0	-1/2	0	0	0	-1/2	0	0	0	0	0							
11	210	PENALTY																				72 1/2	
		CONTENT		+1/2	0	0	+1/2	+1/2	0	0	0	0	0	+1/2	+1/2	0							
12	83	PENALTY												D					#			6	55 A ^{OP}
		CONTENT		0	0	+1/2	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1							
13	140	PENALTY																				70	
		CONTENT		+1/2	0	0	0	0	0	-1/2	0	0	0	0	0	0							
14	983	PENALTY																				70	
		CONTENT		+1/2	+1/2	0	0	0	0	-1/2	0	0	-1/2	0	0	0							
15	152	PENALTY								A				A								2	66
		CONTENT		-1/2	0	0	+1/2	0	0	-1/2	0	-1/2	-1/2	-1/2	0	0							
16	969	PENALTY																				70 1/2	
		CONTENT		0	0	0	-1/2	0	0	0	0	0	0	+1/2	+1/2	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Sweetwater-Versatility

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 08/04/2018

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

Disqualification (DQ):

- A - Abuse
- B - Lameress
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL			
		BOXING			DRIVE			BOXING			DRIVE									
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	3 POINTS	5 POINTS	10 POINTS	TOTAL					
Tie-Breaker		1	2	3	7	8	9	4	5	6	10	11	12							
17	138	PENALTY																		
		CONTENT	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	0	+1/2	0	+1/2					73 1/2	
18	971	PENALTY																		
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	0	0	0	+1/2	0	+1/2					73	
19	981	PENALTY																		
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0					74 1/2	
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]
met