

SHOW: Sweetwater-Versatility
 CLASS: #10 - SHTX OPLS - Open Pleasure
 DATE: 08/04/2018

VERSATILITY RANCH HORSE - RANCH RIDING

- 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, Ext Lope, Trot, Stop & Reverse, Ext Walk, Trot, Ext Trot, Lope, Stop & Back														
Maneuver Description																
		PENALTY														
		CONTENT														
1	233	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2				73 1/2	
2	184	0	0	0	+1/2	+1/2	-1/2	0	-1/2	0	+1/2		1		69 1/2	
3	170	0	+1/2	0	-1/2	0	+1/2	+1/2	-1/2	0	0				69 1/2	
4	173	-1/2	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	0	-1/2				66 1/2	
5	186	0	0	+1/2	0	0	0	0	+1/2	+1/2	+1/2				72	
6	156	0	0	-1/2	0	0	-1/2	0	+1/2	+1/2	0				70	
7	973	0	0	+1/2	0	0	+1/2	0	+1/2	+1/2	0				72	
8	188	0	0	0	0	+1/2	0	0	0	0	0				70 1/2	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater-Versatility
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	08/04/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <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 <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 - 1st or 2nd cumulative refusal 	<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 - Repeated blatant disobedience <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	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
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																
9	799	PENALTY														
		CONTENT	0	+1/2	0	+1/2	+1/2	0	0	+1/2	-1	-1/2			3	67 1/2
71																
10	155	PENALTY														
		CONTENT	0	0	+1/2	0	0	+1/2	+1/2	0	+1/2	7/2				72 1/2
71																
11	126	PENALTY														
		CONTENT	S	C	P	A	T	C	H							
71																
12	780	PENALTY														
		CONTENT	0	-1/2	0	+1/2	0	+1/2	0	+1/2	0	+1/2				71 1/2
71																
13	169	PENALTY														
		CONTENT	0	+1/2	0	+1/2	0	+1/2	+1/2	-1/2	+1/2	0			1	71
71 72																
14	243	PENALTY														
		CONTENT	S	C	P	A	T	C	H							
71 72																
15	187	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	+1/2	+1/2	0	+1/2				72
71																
16	171	PENALTY														
		CONTENT	+1/2	+1/2	0	-1/2	0	+1/2	+1/2	+1/2	+1/2	0				72 1/2
71 72																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Sty* *HU*

VERSATILITY RANCH HORSE - RANCH RIDING

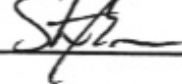
SHOW:	Sweetwater-Versatility
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	08/04/2018

- 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

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- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
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- 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	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
Maneuver Description															
17	163	PENALTY				1									
		CONTENT	0	0	+1/2	+1/2	0	-1/2	0	0	+1/2	+1/2		1	70 1/2
18	88	PENALTY				5					5				
		CONTENT	0	+1/2	-1/2	-1/2	-1/2	0	+1/2	0	+1/2	-1		10	59
19	244	PENALTY													
		CONTENT		S	C	P	A	T	C	H					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

<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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker															
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Slop SP R	Bridge	Back L	Trot Drag	Trot Logs/Cedar						
1	233	PENALTY					1		1				2	70	
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	+1	0						
			71												
2	184	PENALTY			1	1,1		1,1					5	66	
		CONTENT	+1	+1/2	-1/2	-1/2	+1/2	-1/2	+1/2	0					
			71												
3	170	PENALTY												75 1/2	
		CONTENT	+1/2	0	+1	+1/2	+1/2	+1	+1	+1					
			72												
4	173	PENALTY								1,1			2	68	
		CONTENT	0	0	0	0	+1/2	+1/2	0	-1					
			71												
5	186	PENALTY			1,3				1				5	64	
		CONTENT	0	0	-1	0	0	+1/2	-1	+1/2					
			71												
6	156	PENALTY			3,1			1					5	67 1/2	
		CONTENT	+1/2	+1/2	-1	+1/2	+1/2	0	+1	+1/2					
			71												
7	973	PENALTY			3								3	65	
		CONTENT	-1	0	-1	0	0	0	-1/2	+1/2					
			65												
8	188	PENALTY								1			1	70	
		CONTENT	+1/2	+1/2	0	0	0	+1/2	-1/2	0					
			71												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]

[Handwritten Initials]

SHOW: Sweetwater-Versatility

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 08/04/2018

VERSATILITY RANCH HORSE - TRAIL

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	
		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	Slop SP R	Bridge	Back L	Trot Drag	Trot	Logs/Cedar						
PENALTY																
CONTENT																
9	799			1 3					1				5	66 1/2		
								1 1/2								
10	155								1				1	72		
11	126															
12	780			1 1					1 1				4	67 1/2		
13	169			3									3	68 1/2		
14	243															
15	187			3									3	67 (OP)		
16	171													75		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Styler*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility

CLASS:#13 - SHTX OTRL - Open 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
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- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
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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

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SP R	Bridge	Back L	Trot Drag	Trot Logs/Cedar								
17	163	PENALTY		3.			1								4	66	
		CONTENT	+1/2	+1/2	-1	-1/2	0	0	+1/2	0							
				3,3	1			5	1,1						14	53 1/2	
		PENALTY															
		CONTENT	0	0	-1	0	+1/2	0	-1	-1							
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Stylin

AQHA

AMERICAN QUARTER HORSE ASSOCIATION

VERSATILITY RANCH HORSE - REINING



PATTERN 9

SHOW: Sweetwater-Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 08/03/2018

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

MANUEVER SCORES

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

W/O	#		MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8					
		Tie-Breaker	1	2	3	4	5	6	7						
		Maneuver Description	CLX	RLX	STOP	3/4	STOP	3/4	SB						
1	243	PENALTY	SCRATCH												
		CONTENT	SCRATCH												
2	180	PENALTY				OP		OP					71	✓	
		CONTENT	D	D	D	D	+1/2	0	+1/2						
3	170	PENALTY	1 1/2	OP 1/2									59	✓	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2						
4	799	PENALTY											71		
		CONTENT	D	D	+1/2	+1/2	0	0	D						
5	179	PENALTY		1		OP		OP					1	68.5	✓
		CONTENT	0	0	0	0	0	0	-1/2						
6	973	PENALTY		1									1	68.5	
		CONTENT	0	0	-1/2	0	0	0	0						
7	187	PENALTY												69.5	
		CONTENT	+1/2	0	0	0	0	-1/2	-1/2						
8	181	PENALTY				OP		OP						69.5	✓
		CONTENT	0	0	0	0	0	-1/2	0						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW

SHOW: Sweetwater-Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 08/03/2018

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 roman 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

MANUEVER SCORES

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, 0 Correct, +1/2 Good, +1 1/2 Excellent

W/O	#	MANUEVER DESCRIPTION	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8				
		Tie-Breaker	1	2	3	4	5	6	7					
		Manuever Description	LLX	RLX	Stop	3/2	Stop	3/8	S/B					
9	163	PENALTY						1/2						
		CONTENT	0	0	0	+1/2	+1/2	-1/2	+1/2		1/2	70.5		
10	233	PENALTY												
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1			73.5		
11	84	PENALTY						5						
		CONTENT	0	0	-1/2	+1/2	0	-1	0		5	64		
12	188	PENALTY		OP				5 OP						
		CONTENT	0	-1/2	0	0	0	-1/2	0		5	63	✓	
13	89	PENALTY		1		OP								
		CONTENT	0	0	-1/2	-1	-1/2	0	0		1	67	✓	
14	156	PENALTY	2											
		CONTENT	-1/2	0	0	0	0	-1/2	0		2	67		
15	173	PENALTY												
		CONTENT	0	-1/2	+1/2	+1/2	+1	+1/2	0			72		
16	186	PENALTY												
		CONTENT	0	0	0	+1/2	+1/2	-1/2	-1			70.5		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Jerry Payne
Printed from HSW

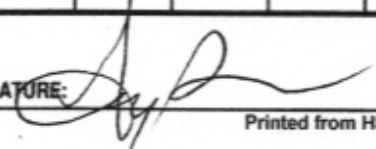
VERSATILITY RANCH HORSE - REINING

SHOW:	Sweetwater-Versatility
CLASS:	#16 - SHTX ORNN - Open Reining
DATE:	08/03/2018

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<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 (except two rein) per maneuver - Attempt to alter tension or length of reins from the bridle to the rein hand <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 - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <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	#	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		LLX	RLX	S	SL	S	SR	SB						
17	780	PENALTY		2.0P								2	68.5	✓
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2					
18	184	PENALTY										71	AR	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0					
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____
Printed from HSW

SHOW: Sweetwater-Versatility

CLASS: #19 - SHTX OWCH - Open Working
Cow

DATE: 08/04/2018

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 Point Penalties:

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- 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
- R - Failure to catch when roping in open/cowboy classes

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
- I - Illegal catch at end of run
- 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
- R - Complete loss of rope

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										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL										
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL							
L	R	L	R	TRACK & RATE	STOP & HOLD																					
		Tie-Breaker	5	8	1	2	2	4	3	4	7	6	9													
1	973	PENALTY				AL																				
		CONTENT	-1/2	0	0	-1/2			0	-1/2	0	0	0											61		
2	181	PENALTY			E																					
		CONTENT	0	+1/2	0	0	+1/2	+1/2			0	0	0											76	Work OP	
3	243	PENALTY				AE																				
		CONTENT	0	0	-1/2	-1/2	0	0			0	0	0												67	OP
4	156	PENALTY				AL																				
		CONTENT	+1/2	0	0	-1/2			0	0	0	0	0												65	
5	187	PENALTY				A																				
		CONTENT	0	0	-1/2	-1/2	+1/2	0			0	0	-1/2													66
6	163	PENALTY				AA																				
		CONTENT	-1/2	0	+1/2	0	0	0			0	+1/2	+1/2													69
7	780	PENALTY																								
		CONTENT	+1/2		0	0	+1/2	+1/2			+1/2	0	0													72
8	170	PENALTY				A	A																			
		CONTENT	0	-1/2	-1/2	-1/2					0	0	0													61 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Sweetwater-Versatility

CLASS: #19 - SHTX OWCH - Open Working Cow

DATE: 08/04/2018

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 Point Penalties:

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- 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
- R - Failure to catch when roping in open/cowboy classes

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
- I - Illegal catch at end of run
- 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
- R - Complete loss of rope

Disqualification (DQ):

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

W/O #	PENALTY	RUN CONTENT										PENALTIES					SCORE	OP	
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD										
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																		
9	179																		
	PENALTY																		
	CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	0			0	0	0					71 1/2		
10	188																		
	PENALTY			C	A	A													
	CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2			-1/2	0	0					64		
11	799																		
	PENALTY			C															
	CONTENT	0	+1/2	0	+1/2			+1/2	-1/2	0	0	0					70		
12	126																		
	PENALTY																		
	CONTENT																		
13	173																		
	PENALTY																		
	CONTENT	+1/2	0	0	+1/2	-1/2	+1/2			-1/2	0	-1/2					69		
14	180																		
	PENALTY				C														
	CONTENT	+1/2	0	-1/2	-1/2	0	-1/2			-1/2	-1/2	0					67 OP		
15	186																		
	PENALTY																		
	CONTENT	+1/2	+1/2	+1/2	0			+1/2	+1/2	+1/2	0	0					73		
16	233																		
	PENALTY																		
	CONTENT	+1/2	+1/2	+1/2	+1/2			+1/2	+1/2	+1/2	+1/2	0					74		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: