



SHOW: Sweetwater - Versatility

CLASS: SHTX YPLS - Youth Pleasure

DATE: 08/03/2019

VERSATILITY RANCH HORSE - RANCH RIDING

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Too slow (per maneuver)
 - Break of gait at walk
 - 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
 - Out of lead or cross-cantering more than two strides when changing leads
 - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
- 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
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between roman reins
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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		10	9	8	7	6	5	4	3	2	1				
Maneuver Description		Walk	Lope	Ext. Lope	Trot	Stop & Reverse	Ext. Walk	Trot	Ext. Trot	Lope	Stop & Back				
1	551														69.5
		PENALTY													
		CONTENT	0	0	-1/2	0	0	+1/2	0	0	0	-1/2			
			70		70		70		70		70				
2	478														72
		PENALTY													
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	-1/2	0	0	+1/2			
			71		71		72		71.5		72				
4	506														66
		PENALTY													
		CONTENT	0	-1	-1	0	0	+1/2	0	+1/2	0	-1			
			30P 30P		67.5		68		68		68				
5	461														73
		PENALTY													
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	+1	+1/2	-1/2			
			71		71.5		72		73		73				
6	579														76
		PENALTY													
		CONTENT	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2	+1	+1	+1/2			
			71.5		72		73		73		75.5				
7	586														70
		PENALTY													
		CONTENT	0	0	0	0	0	0	0	0	0	0			
			Tie-breakers												
8	471														59
		PENALTY	OP	OP	OP					3	OP	OP			
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0	-1	-1/2	-1			
			71		72		73		73		73				
9	448														74
		PENALTY													
		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	0	+1/2			
			71		72		73		73		73				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	08/03/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - 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 - Out of lead or cross-centering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <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 	<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 - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between roma! reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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 & Disc				
Maneuver Description															
10	463						1							1	72
		71		72		72									
11	441														68
		69.5		69		68.5		69		68					
12	540														72.5
		70		71		72									
13	591						1							1	67
		68.5		68											
14	565						1							4	60 OP
		67		66		65		64		63					
15	493														73.5
		72		72.5											
16	476														72.5
		71		72											
17	511														73.5
		71		72		73									

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____ *[Signature]*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	08/03/2019

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Too slow (per maneuver)
 - Break of gait at walk
 - 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
 - Out of lead or cross-carriering more than two strides when changing leads
 - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise

- 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
 - Use of two hands (except in snaffle bit or hackamores)
 - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

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																		
18	309	PENALTY			3				1									
		CONTENT	+1/2	+1/2	-1	0	0	0	0	-1	+1/2	+1/2				4	66	
			71		70				69		70							
19	552	PENALTY																
		CONTENT	0	+1/2	-1/2	0	0	0	0	-1	-1	-1						67
			70						69									
20	549	PENALTY						1										
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2						1	64
			69		68		67.5		66.5		66		65					
21	554	PENALTY			OP 35													
		CONTENT	0	-1/2	-1/2	0	-1/2	+1/2	-1/2	-1/2	-1/2	-1					8	56 1/2 OP
22	550	PENALTY			5													
		CONTENT	0	-1/2	-1	+1/2	+1/2	0	0	+1/2	+1/2						5	65.5
			69		70		70.5											
23	442	PENALTY																
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0	+1/2	+1/2	0						71.5
			71						71.5									
24	467	PENALTY																
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	0						73
			71		72													
25	479	PENALTY																
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	+1/2	+1/2						68.5
			69		68				68									

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



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VERSATILITY RANCH HORSE - RANCH RIDING

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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																
		Tie-Breaker														
		Maneuver Description														
26	482	PENALTY														
		CONTENT	0	0	0	-1	-1/2	0	0	0	-1/2	-1/2		1	66.5	
27	564	PENALTY														
		CONTENT	0	0	0	0	0	0	+1/2	+1/2	0	0			71	
28	553	PENALTY														
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0	+1			73.5	
29	489	PENALTY														
		CONTENT	0	+1/2	0	0	0	0	+1/2	+1/2	+1/2	0			72	
30	300	PENALTY														
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	+1/2	-1/2	0	0	+1/2			70.5	
31	555	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2			73.5	
32	547	PENALTY														
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2	0	0	0			71.5	
33	546	PENALTY														
		CONTENT	0	-1/2	0	0	+1/2	-1/2	-1/2	0	-1/2	0			68 1/2	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	08/03/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - 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 - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <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 	<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 - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between roman reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is graded 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															
34	295	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1	+1/2	0			74
			71		72		74								
35	580	PENALTY							1						
		CONTENT	0	0	0	+1/2	+1/2	0	-1/2	-1	0	+1/2			69
			71		71			69.5							
36	450	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1	+1			77
			71		72.5		73		74						
37	472	PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2			73.5
			71		72										
38	521	PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	0	0	0	+1/2	0	0			72
			71		72										
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 08/03/2019

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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split leg 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Luring go of gate
- 5 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)

Disqualification (DD):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

Disqualification (DD):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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		8	7	6	5	4	3	2	1								
Obstacle Description		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk	Trot/ Swing	Ext Trot								
1	551	PENALTY		1		1 1	OP	1 1									
		CONTENT	0	-1/2	0	-1	-1/2	-1	0	+1/2						5	61.5
						68.5	67										
2	478	PENALTY		1	1 1			1 1									
		CONTENT	-1/2	0	-1	0	-1/2	-1/2	+1/2	+1						5	64
						67.5	68	67.5	69								
3	465	PENALTY															
		CONTENT															
4	506	PENALTY				3											
		CONTENT	+1/2	0	+1/2	-1	+1/2	0	-1/2	+1/2						3	67.5
						71	70										
5	461	PENALTY		1		3											
		CONTENT	+1/2	0	+1/2	-1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				4	68
						71	70	70.5	71								
6	579	PENALTY		1													
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2						1	73
						71	71.5	72	73								
7	586	PENALTY		5	1 1			1									
		CONTENT	0	-1	-1	0	+1/2	-1/2	+1/2	+1/2						8	61
						67		67.5	67								
8	471	PENALTY		5	OP	OP	OP										
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	+1/2	-1/2						5	56.5
						two hands											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 08/03/2019

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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Latching go of gate
- 5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Larceny
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Log/Bridge	Trot/Swing Rope	Ext Trot Bump								
9	448	PENALTY															77
		CONTENT	+1/2	+1/2	+1	+1	+1	+1	+1	+1							
			71		73		74		75								
10	463	PENALTY		1				1 1/2								4	68
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	-1	-1	+1							
			71		72.5		73		72		71						
11	441	PENALTY						1 1/2								2	64
		CONTENT	-1/2	0	-1/2	-1	0	-1	0	-1							
			69		68		67		66								
12	540	PENALTY			1 1/2	3										9	61
		CONTENT	0	+1/2	-1	-1	-1/2	+1/2	+1	+1/2							
			68.5		68		68.5		69.5		70						
13	591	PENALTY		1 1/2					1							3	67.5
		CONTENT	0	-1/2	0	-1/2	+1/2	0	+1/2	+1/2							
			69		70		70.5										
14	565	PENALTY			1 1/2	1										8	57.5
		CONTENT	0	0	-1	-1	-1	0	-1/2	-1							
			69		68		67		66.5		65.5						
15	493	PENALTY															73
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2							
			71		72												
16	476	PENALTY		1						1						2	70.5
		CONTENT	0	0	0	+1/2	+1/2	0	+1	+1/2							
			71		72												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 08/03/2019

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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/ or ground tie (except shifting to balance)
- Split log 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
- Three in four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Laying go of gate
- 5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Log/Bridge	Trot/ Swing Reins	Ext Trot								
17	511	PENALTY	1												2	74	
		CONTENT	+1/2	0	+1	+1	+1	+1/2	+1	+1							
							72.5	73.5	74	75							
18	309	PENALTY														72.5	
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2							
							71	72									
19	552	PENALTY		1		1	1	1						4	61.5		
		CONTENT	-1/2	0	-1/2	-1	-1	-1/2	-1/2	-1/2							
							69	68	67	66							
20	549	PENALTY				OP	55	11		OP				12	50.5	OP	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2							
							69	67	64.5	64	62.5						
21	554	PENALTY			55.5 ^{OP}	OP	55 ^{OP}							25		OP	
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1							
							69	67	64	62.5	61.5						
22	550	PENALTY		1	1									2	65		
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1	-1/2							
							69		68.5	67							
23	442	PENALTY				OP									72	OP	
		CONTENT	+1/2	+1	+1/2	-1/2	+1/2	+1/2	0	+1/2							
							72	70.5	71								
24	467	PENALTY		1										1	72.5		
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1	0	+1/2							
							71	72	73								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from RSH



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 08/03/2019

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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split log 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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 gale
- 5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Log Bridge	Trot/ Swing Reps	Ext Trot Reps								
25	479	PENALTY		1											1	68	
		CONTENT	0	-1/2	-1/2	0	0	0	0	0							
			69														
26	482	PENALTY		5		OP									5	61	OP
		CONTENT	0	-1	0	-1/2	-1/2	0	-1/2	-1/2							
			69 67.5 67 66														
27	564	PENALTY				1									1	72.5	
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2							
			71 72 73														
28	553	PENALTY			55 OP			111							13	55.5	OP
		CONTENT	0	+1/2	-1/2	0	0	-1	0	+1/2							
			69 68														
29	489	PENALTY				OP										70.5	OP
		CONTENT	0	0	0	-1	+1/2	+1/2	0	+1/2							
			69 70														
30	300	PENALTY		1					1						2	70	
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1/2							
			71														
31	555	PENALTY		1	1										2	72.5	
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	0	+1	+1/2							
			71 71.5 72 73														
32	547	PENALTY			3										3	65.5	
		CONTENT	+1/2	0	0	-1/2	-1/2	0	-1/2	-1/2							
			70 69														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: -08/03/2019

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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split leg 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Latching go of gate
- 5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Logs/Bridges	Trot/Swing Reps	Ext Trot Reps								
33	546	PENALTY 555		550P	1 0P										26	37	OP
		CONTENT -1 1/2	-1/2	-1 1/2	-1 1/2	0	-1/2	-1/2	-1								
			68.5	68	66.5	65		64	63								
34	295	PENALTY	1		3										4	67.5	
		CONTENT 0	+1/2	+1/2	-1	0	0	+1/2	+1								
				71	70				71.5								
35	580	PENALTY			3		1 1								4	69	
		CONTENT +1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2								
			71		72												
36	450	PENALTY	1												1	70.5	
		CONTENT +1/2	0	0	0	+1/2	0	0	+1/2								
					71												
37	472	PENALTY					1								1	72.5	
		CONTENT +1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2								
			71		72			73									
38	521	PENALTY	1		1										2	73	
		CONTENT +1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2								
			71		72	73	74										
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Sweetwater - Versatility
CLASS: #86 - SHTX YRNN - Youth Reining
DATE: 08/03/2019

VERSATILITY RANCH HORSE - REINING

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

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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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	#	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
			5	6	1	7	2	4	3								
		Maneuver Description	R Circles	L Circles	Center Stop	L Spins	Center Stop	R Spins	Stop & Back								
1	442	PENALTY															
		CONTENT	0	0	0	0	0	0	+1/2								70 1/2
2	478	PENALTY	2	2													
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1								4 1/2
3	586	PENALTY				2											
		CONTENT	-1/2	-1/2	-1/2	-1	0	-1/2	-1/2								2 1/2
4	295	PENALTY															
		CONTENT	-1/2	0	0	0	-1/2	0	0								69
5	441	PENALTY	2	2	3	0											
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1								60 1/2 00
6	493	PENALTY															
		CONTENT	0	0	-1/2	0	-1/2	-1/2	-1/2								68
7	463	PENALTY															
		CONTENT	0	+1/2	0	-1/2	+1/2	0	+1/2								71
8	461	PENALTY	5														
		CONTENT	-1/2	-1/2	0	0	+1/2	0	0								5 1/2

JUDGE'S NAME (PRINTED): Allen Walton

JUDGE'S SIGNATURE: *[Signature]*



SHOW: Sweetwater - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 08/03/2019

VERSATILITY RANCH HORSE - REINING

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

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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DO):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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 DESCRIPTION	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
Tie-Breaker			5	6	1	7	2	4	3								
Maneuver Description			R Circles	L Circles	Center Stop	L Spins	Center Stop	R Spins	Slop & Back								
9	547	PENALTY	1/2					OP	2 OP						4	59	OP 1/2
		CONTENT	-1	0	-1	-1	-1	-1 1/2	-1 1/2								
10	472	PENALTY														69 1/2	
		CONTENT	0	0	0	0	0	-1/2	0								
11	554	PENALTY	1 1/2	2					2						9	53	
		CONTENT	-1	-1/2	-1	-1	-1 1/2	-1 1/2	-1 1/2								
12	553	PENALTY														68 1/2	
		CONTENT	-1/2	0	0	-1/2	-1/2	0	0								
13	489	PENALTY	1	1 1/2	OP				2						7	56 1/2	OP
		CONTENT	0	-1	-1/2	-1	-1/2	-1 1/2	-1								
14	309	PENALTY														70	
		CONTENT	0	0	0	0	0	0	0								
15	485	PENALTY															
		CONTENT															
16	564	PENALTY														65 1/2	
		CONTENT	-1/2	0	-1	-1	-1	-1 1/2	-1 1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Sweetwater - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 08/03/2019

VERSATILITY RANCH HORSE - REINING

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

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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roma reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		5	6	1	7	7	4	3									
Maneuver Description		R Circles	L Circles	Center Stop	L Spins	Center Stop	R Spins	Stop & Back									
17	580	PENALTY					OP										65 OP
		CONTENT	-1/2	-1	-1/2	0	-1/2	-1/2	-1								
18	565	PENALTY	1,1,1,1,1,1,1,2	2	1,1,2	2											18 46
		CONTENT	-1	-1/2	-1/2	-1	-1	-1	-1								
19	300	PENALTY		1													70 1/2
		CONTENT	0	0	+1/2	+1/2	+1/2	-1/2	+1/2								
20	549	PENALTY	1														1 60 1/2
		CONTENT	-1	-1	-1	-1/2	-1/2	-1/2	-1								
21	546	PENALTY	1	2,2	1,1			2									9 55
		CONTENT	-1/2	-1	-1/2	-1/2	-1	-1/2	-1								
22	476	PENALTY				OP		OP									60 1/2 OP x2
		CONTENT	0	-1/2	0	-1/2	0	+1/2	0								
23	579	PENALTY		5		OP		OP									5 60 1/2 OP x2
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	-1/2								
24	448	PENALTY															72
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Sweetwater - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 08/03/2019

VERSATILITY RANCH HORSE - REINING

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

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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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	9	10						
Tie-Breaker		5	6	1	7	2	4	3									
Maneuver Description		R Circles	L Circles	Center Stop	L Spins	Center Stop	R Spins	Stop & Back									
25	450	PENALTY				1/2								1/2	71		
		CONTENT	0	+1/2	+1/2	0	0	+1/2	0								
26	540	PENALTY				1/2		2						2 1/2	60		
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2								
27	521	PENALTY													70		
		CONTENT	0	0	-1/2	0	+1/2	0	0								
28	511	PENALTY	1												71		
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2								
29	551	PENALTY		1/2	1/2										60		
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2								
30	471	PENALTY	2 1/2	2 1/2	5 OP		5 OP							24	35.5 OP		
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2								
31	591	PENALTY	1	1 1/2	1 1/2		OP	1/2	1/2					12	50		
		CONTENT	-1/2	-1 1/2	-1 1/2	-1	-1 1/2	-1	-1								
32	555	PENALTY	1 1/2	1 1/2	1 1/2									9	58 1/2		
		CONTENT	-1 1/2	-1	-1 1/2	0	-1 1/2	0	0								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *We*

SHOW: Sweetwater - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 08/03/2019

VERSATILITY RANCH HORSE - REINING

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

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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameress
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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	9	10							
Maneuver Description		R Circles	L Circles	Center Stop	L Spins	Center Stop	R Spins	Stop & Back										
33	550	PENALTY																
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	-1/2	+1/2									71
34	467	PENALTY				2	5 OP											
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2									75 1/2 OP
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Sweetwater - Versatility

CLASS: #90 - AQHA 483000 - Youth V&H
Working Ranch Horse

DATE: 08/03/2019

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
- R - Failure to catch when roping in open/cowboy classes

10 point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly 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
- 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 in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/ rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

W/O	#	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, -2 Poor, 0 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent																				
		Tie-Breaker																		
		PENALTY																		
1	461	CONTENT	0	-1/2	0	+1/2	-1	0											7	6 1/2
		PENALTY																		
2	580	CONTENT	+1/2	-1/2	+1/2	0	+1/2	0											2	69 1/2
		PENALTY																		
3	478	CONTENT	0	-1/2	0	0	-1	-1											3	63 1/2
		PENALTY																		
4	564	CONTENT	0	-1/2	-1/2	-1/2	0	-1/2											5	63
		PENALTY																		
5	295	CONTENT	+1/2	+1/2	0	+1/2	-1	0											2	69
		PENALTY																		
		PENALTY																		
		PENALTY																		
		PENALTY																		

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters
Printed from HSW



SHOW: Sweetwater - Versatility

CLASS: #09 - SHTX YVCH - Youth Working Cow

DATE: 08/03/2019

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-bridged (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

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

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obviously 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
- 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
- H - Use of two hands (except in snaffle bit or hackamors)
- M - More than one finger between split reins or any fingers between normal reins (except two rein)

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Imp: per western attire
- H - Leaving arena before run is complete

WO	#	RUN CONTENT												PENALTIES				SCORE	OP			
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL					
		POS. & CNTRL	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG OF DIFF.									
Tie-Breaker																						
		PENALTY																				
1	511	CONTENT	∅	∅	∅	+1/2	∅	∅	∅	∅	∅	-1/2	∅	∅								70
2	555	CONTENT	+1/2	∅	∅	+1/2	∅	∅	∅	∅	∅	0	-1/2	∅								70 1/2
3	300	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	∅	+1/2	∅	∅	+1/2	+1/2	∅								74
4	493	CONTENT	-1/2	∅	∅	-1	-1/2	∅	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2							2	57
5	309	CONTENT	-1	∅	∅	+1/2	∅	∅	-1	-1/2	+1/2	-1/2	-1/2	+1/2	LL						9	55
6	463	CONTENT	+1/2	∅	+1/2	-1/2	∅	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							2	59
7	448	CONTENT	∅	∅	∅	-1	-1	∅	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2							2	57
8	461	CONTENT	∅	∅	+1/2	+1/2	∅	+1/2	-1/2	∅	∅	∅	∅	∅								71

JUDGE'S NAME (PRINTED):

Marilyn Peters

JUDGE'S SIGNATURE:

Marilyn Peters



SHOW: Sweetwater - Versatility

CLASS: #89 - SHTX YVCH - Youth Working Cow

DATE: 08/03/2019

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)
- E - Driving cow down the opposite fence (changing sides)

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

10 Point Penalty:

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any finger between normal reins (except two rein)

Disqualification (DQ):

- A - Abuse
- B - Lateness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP			
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL					
		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																				
		PENALTY																				
9	450	CONTENT	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1	0	0					75 1/2			
		PENALTY																				
10	506	CONTENT	-1/2	0	0	AAA	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				3	56			
		PENALTY				A																
11	564	CONTENT	0	0	0	-1	-1/2	0	0	0	-1/2	0	0	0				1	67			
		PENALTY							A													
12	476	CONTENT	0	-1/2	-1/2	0	0	-1/2	-1	0	0	-1/2	-1/2	-1/2	L			4	59			
		PENALTY							A													
13	442	CONTENT	-1/2	0	0	+1/2	-1/2	0	-1/2	0	+1/2	-1	0	0				1	67 1/2			
		PENALTY							AA													
14	295	CONTENT	0	0	0	-1	0	+1/2	0	0	0	+1/2	0	+1/2				2	68 1/2			
		PENALTY							AA													
15	580	CONTENT	+1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				1	56 1/2	N/OP		
		PENALTY							A (N/OP)													
		CONTENT																				

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters



SHOW: Sweetwater - Versatility

CLASS: #93 - SHTX NYWCH - Novice Youth Working Cow

DATE: 08/03/2019

NOVICE/YOUTH COW WORK

1 Point Penalties:

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

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
- D- Use of either hand to instill fear/raise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- 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
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/ rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP
		BOXING MANEUVERS					PENALTIES			NOTES				
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS					
Tie-Breakers >														
1	441	-1	5	2	3	4	AA					2	66	A/OP
2	476	-1/2	φ	φ	φ	φ	AA					2	67 1/2	
3	521	-1	φ	φ	-1/2	-1	A	L				4	63 1/2	
4	553	φ	-1/2	φ	φ	φ							69 1/2	
5	467	-1/2	φ	φ	-1/2	φ	A				Knot in tail	1	68	
6	506	-1	φ	-1/2	φ	-1/2	A	L				4	64	H/OP
7	550	+1	φ	+1/2	+1/2	+1/2							70 1/2	
8	551	-1	+1/2	-1/2	φ	-1/2	AAA					3	65 1/2	
9	540	-1/2	φ	φ	φ	φ	AA					2	67 1/2	
10	472	+1/2	φ	φ	φ	φ							70 1/2	

JUDGE'S SIGNATURE:

Maureen Pelen



SHOW: Sweetwater - Versatility

CLASS: #93 - SHTX NYWCH - Novice Youth Working Cow

DATE: 08/03/2019

NOVICE/YOUTH COW WORK

1 Point Penalties:

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

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
- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- 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
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between roman reins (except two rein)

DD:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP		
		BOXING MANEUVERS					PENALTIES						NOTES	
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS					
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 Very Good, +1 1/2 Excellent														
Tie-Breakers >														
11	565	φ	φ	-1/2	φ	-1/2						69		
12	546	-1/2	φ	-1/2	φ	-1/2	A					1	67 1/2	
13	586	-1	-1/2	-1/2	-1/2	-1/2	A					1	66	
14	547	-1	+1/2	-1	φ	φ	AAAA L					6	60 1/2	
15	591	-1/2	φ	φ	φ	-1/2							69	
16	579	+1/2	φ	+1/2	φ	+1/2							71 1/2	
17	489	-1	φ	-1/2	-1/2	-1/2	AA					2	65 1/2	
18	471	+1/2	φ	-1/2	φ	-1	AAAA					4	62	H-OP A-OP
19	549	-1/2	φ	-1/2	φ	-1	AAAA L					7	59	
20	479	-1/2	-1/2	φ	-1/2	-1							67 1/2	

JUDGE'S SIGNATURE: Marilyn Poler



SHOW: Sweetwater - Versatility
CLASS: #93 - SHTX NYWCH - Novice Youth Working Cow
DATE: 08/03/2019

NOVICE/YOUTH COW WORK

- 1 Point Penalties:**
- A- Loss of working advantage
 - P- Working out of position
 - S- Slipping rein
- 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
 - D- Use of either hand to instill fear/praise
 - H- Use of two hands (except in snaffle bit or hackamore) per maneuver
 - F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A- Turning tail
 - B- Repeated blatant disobedience
 - C- 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
 - H- Use of two hands (except in snaffle bit or hackamore)
 - M- More than one finger between split reins or any fingers between romal reins (except two rein)
- DO:**
- A- Abuse
 - B- Lameness
 - D- Disrespect or misconduct
 - G- Illegal equipment
 - M- Improper western attire
 - H- Leaving arena before run is complete
 - I- Fall horse/ rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP		
		BOXING MANEUVERS					PENALTIES							
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				NOTES	
Tie-Breakers >														
21	478	ϕ	ϕ	-1/2	-1/2	-1/2						68 1/2		
22	482	-1/2	ϕ	-1/2	ϕ	ϕ	A					1	68	
23	448	ϕ	ϕ	ϕ	ϕ	ϕ							70	
24	554	-1/2	ϕ	-1/2	ϕ	-1	AAA A					4	62	(A-OP)

JUDGE'S SIGNATURE: Marilyn Pelus