

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Sweetwater-Versatility
CLASS: #70 - SHTX VPLS - Novice 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

MANEUVER 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	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
Tie-Breaker		8	9	7	10	6	2	3	1	5	4						
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back						
		PENALTY															
1	976	+1/2	+1/2	-1/2	-1	+1/2	0	+1	0	+1/2	+1/2					72	
2	221	+1/2	0	0	+1/2	0	+1/2	0	+1/2	+1/2	0					72 1/2	
3	168	0	0	3	-1	0	0	OP	-1/2	0	0	0	0			3	6 1/2
4	980	0	0	0	+1/2	0	0	+1/2	+1/2	+1/2	0					72	
5	138	0	-1/2	0	+1/2	0	-1	0	0	0	-1/2					2	6 1/2
6	148	0	0	-1/2	+1/2	0	0	0	0	0	0					70	
7	993	0	-1/2	0	0	-1/2	-1	0	-1/2	-1/2	+1/2					1	6 1/2
8	224	-1	0	0	3	-1	0	1,1	-1/2	+1/2	0	+1/2	0			6	6 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Walton*

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VERSATILITY RANCH HORSE - RANCH RIDING

<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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Tie-Breaker		8	9	7	10	6	2	3	1	5	4				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
9	245	PENALTY	1												
		CONTENT	-1	-1/2	0	0	0	+1/2	0	0	0	0		1	68
10	215	PENALTY													
		CONTENT	+1/2	0	0	0	-1/2	0	0	0	0	-1/2			69 1/2
11	983	PENALTY													
		CONTENT	0	0	0	+1	0	+1/2	+1/2	+1	0	+1			74
12	153	PENALTY													
		CONTENT													
13	130	PENALTY		3		1		3OP						7	59 1/2
		CONTENT	0	-1 1/2	0	-1/2	0	-1/2	0	0	0	0			
14	201	PENALTY													
		CONTENT	0	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	0	+1/2			74
15	165	PENALTY				3								3	67 1/2
		CONTENT	0	0	0	-1	+1/2	0	+1/2	+1/2	0	0			
16	160	PENALTY													
		CONTENT	0	+1/2	0	+1/2	0	+1/2	0	-1/2	0	0			71

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Waltm*

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Tie-Breaker		8	9	7	10	6	2	3	1	5	4				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
17	202	PENALTY	1	1											
		CONTENT	-1/2	-1	-1/2	0	0	-1	0	0	-1/2			2	64 1/2
18	83	PENALTY			3										
		CONTENT	+1/2	+1/2	-1	0	0	0	+1/2	+1	+1/2	+1/2		3	69 1/2
19	213	PENALTY			3						1				
		CONTENT	0	-1/2	-1/2	0	-1	+1/2	-1/2	-1	0	-1/2		4	60 1/2
20	167	PENALTY													
		CONTENT	0	-1/2	-1/2	0	-1/2	+1/2	+1/2	0	0	-1			68 1/2
21	159	PENALTY													
		CONTENT	0	0	0	+1	-1/2	+1/2	0	0	0	+1/2			71 1/2
22	142	PENALTY													
		CONTENT													
23	998	PENALTY						OP							
		CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	0	-1/2			67
24	161	PENALTY					5								
		CONTENT	+1/2	-1/2	0	0	-1/2	0	-1/2	0	0	-1/2		5	62 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Kalton*

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25	129	PENALTY																	CONTENT	0	0	0	0	0	0	+1/2	0	0	+1/2				71	26	997	PENALTY																	CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1	0	+1/2				73	27	972	PENALTY																	CONTENT	0	0	0	0	0	+1/2	0	+1/2	0	+1/2				71 1/2	28	136	PENALTY																	CONTENT	0	+1/2	+1/2	0	0	0	0	+1	0	0				72	29	985	PENALTY																	CONTENT	0	0	0	+1/2	0	0	0	+1/2	0	0				71	30	209	PENALTY	SCRATCH														31	984	PENALTY		3					1	1,1,1									CONTENT	0	-1 1/2	-1/2	0	-1/2	0	-1	-1 1/2	0	+1/2			7	58 1/2	32	970	PENALTY				1													CONTENT	0	0	0	-1/2	-1	0	0	0	0	0			1	60 1/2
		CONTENT	0	0	0	0	0	0	+1/2	0	0	+1/2				71																																																																																																																																																																																																																																														
26	997	PENALTY																	CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1	0	+1/2				73	27	972	PENALTY																	CONTENT	0	0	0	0	0	+1/2	0	+1/2	0	+1/2				71 1/2	28	136	PENALTY																	CONTENT	0	+1/2	+1/2	0	0	0	0	+1	0	0				72	29	985	PENALTY																	CONTENT	0	0	0	+1/2	0	0	0	+1/2	0	0				71	30	209	PENALTY	SCRATCH														31	984	PENALTY		3					1	1,1,1									CONTENT	0	-1 1/2	-1/2	0	-1/2	0	-1	-1 1/2	0	+1/2			7	58 1/2	32	970	PENALTY				1													CONTENT	0	0	0	-1/2	-1	0	0	0	0	0			1	60 1/2																																		
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1	0	+1/2				73																																																																																																																																																																																																																																														
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		CONTENT	0	0	0	0	0	+1/2	0	+1/2	0	+1/2				71 1/2																																																																																																																																																																																																																																														
28	136	PENALTY																	CONTENT	0	+1/2	+1/2	0	0	0	0	+1	0	0				72	29	985	PENALTY																	CONTENT	0	0	0	+1/2	0	0	0	+1/2	0	0				71	30	209	PENALTY	SCRATCH														31	984	PENALTY		3					1	1,1,1									CONTENT	0	-1 1/2	-1/2	0	-1/2	0	-1	-1 1/2	0	+1/2			7	58 1/2	32	970	PENALTY				1													CONTENT	0	0	0	-1/2	-1	0	0	0	0	0			1	60 1/2																																																																																																						
		CONTENT	0	+1/2	+1/2	0	0	0	0	+1	0	0				72																																																																																																																																																																																																																																														
29	985	PENALTY																	CONTENT	0	0	0	+1/2	0	0	0	+1/2	0	0				71	30	209	PENALTY	SCRATCH														31	984	PENALTY		3					1	1,1,1									CONTENT	0	-1 1/2	-1/2	0	-1/2	0	-1	-1 1/2	0	+1/2			7	58 1/2	32	970	PENALTY				1													CONTENT	0	0	0	-1/2	-1	0	0	0	0	0			1	60 1/2																																																																																																																																								
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31	984	PENALTY		3					1	1,1,1									CONTENT	0	-1 1/2	-1/2	0	-1/2	0	-1	-1 1/2	0	+1/2			7	58 1/2	32	970	PENALTY				1													CONTENT	0	0	0	-1/2	-1	0	0	0	0	0			1	60 1/2																																																																																																																																																																																											
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*

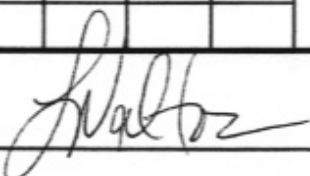
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33	182	PENALTY																	CONTENT	0	+1/2	0	-1/2	+1/2	0	+1/2	+1/2	0	0				71 1/2	34	986	PENALTY																	CONTENT	0	+1/2	0	0	+1	0	+1/2	+1	+1	+1				75			PENALTY																	CONTENT																164	PENALTY	1																CONTENT	-1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			1	71 1/2		91	PENALTY	5	5	5	5	5	5	5	5	3.5	5							CONTENT	0	0	-1/2	+1/2	0	0	0	0	-1/2	-1/2			53	15		92	PENALTY		3,3	3														CONTENT	0	-1/2	-1/2	0	0	0	0	0	-1/2	0			9	57 1/2		153	PENALTY																	CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73			PENALTY																	CONTENT														
		CONTENT	0	+1/2	0	-1/2	+1/2	0	+1/2	+1/2	0	0				71 1/2																																																																																																																																																																																																																																																															
34	986	PENALTY																	CONTENT	0	+1/2	0	0	+1	0	+1/2	+1	+1	+1				75			PENALTY																	CONTENT																164	PENALTY	1																CONTENT	-1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			1	71 1/2		91	PENALTY	5	5	5	5	5	5	5	5	3.5	5							CONTENT	0	0	-1/2	+1/2	0	0	0	0	-1/2	-1/2			53	15		92	PENALTY		3,3	3														CONTENT	0	-1/2	-1/2	0	0	0	0	0	-1/2	0			9	57 1/2		153	PENALTY																	CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73			PENALTY																	CONTENT																																																
		CONTENT	0	+1/2	0	0	+1	0	+1/2	+1	+1	+1				75																																																																																																																																																																																																																																																															
		PENALTY																	CONTENT																164	PENALTY	1																CONTENT	-1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			1	71 1/2		91	PENALTY	5	5	5	5	5	5	5	5	3.5	5							CONTENT	0	0	-1/2	+1/2	0	0	0	0	-1/2	-1/2			53	15		92	PENALTY		3,3	3														CONTENT	0	-1/2	-1/2	0	0	0	0	0	-1/2	0			9	57 1/2		153	PENALTY																	CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73			PENALTY																	CONTENT																																																																																		
		CONTENT																																																																																																																																																																																																																																																																													
	164	PENALTY	1																CONTENT	-1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			1	71 1/2		91	PENALTY	5	5	5	5	5	5	5	5	3.5	5							CONTENT	0	0	-1/2	+1/2	0	0	0	0	-1/2	-1/2			53	15		92	PENALTY		3,3	3														CONTENT	0	-1/2	-1/2	0	0	0	0	0	-1/2	0			9	57 1/2		153	PENALTY																	CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73			PENALTY																	CONTENT																																																																																																																				
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			1	71 1/2																																																																																																																																																																																																																																																															
	91	PENALTY	5	5	5	5	5	5	5	5	3.5	5							CONTENT	0	0	-1/2	+1/2	0	0	0	0	-1/2	-1/2			53	15		92	PENALTY		3,3	3														CONTENT	0	-1/2	-1/2	0	0	0	0	0	-1/2	0			9	57 1/2		153	PENALTY																	CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73			PENALTY																	CONTENT																																																																																																																																																						
		CONTENT	0	0	-1/2	+1/2	0	0	0	0	-1/2	-1/2			53	15																																																																																																																																																																																																																																																															
	92	PENALTY		3,3	3														CONTENT	0	-1/2	-1/2	0	0	0	0	0	-1/2	0			9	57 1/2		153	PENALTY																	CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73			PENALTY																	CONTENT																																																																																																																																																																																								
		CONTENT	0	-1/2	-1/2	0	0	0	0	0	-1/2	0			9	57 1/2																																																																																																																																																																																																																																																															
	153	PENALTY																	CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73			PENALTY																	CONTENT																																																																																																																																																																																																																										
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2				73																																																																																																																																																																																																																																																															
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility
CLASS: #71 - SHTX VTRL - Novice 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

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		5	3	7	6	1	2	8	4								
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SP R	Bridge	Back L	bucket	Trot Logs/Cedar								
1	976	PENALTY															73 1/2
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1							
2	221	PENALTY			1,1	1		5								8	59 1/2
		CONTENT	0	0	-1/2	0	-1	-1	-1/2	+1/2							
3	168	PENALTY			1,3	1,5		5,5,OP								20	45
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	+1/2	-1/2							
4	980	PENALTY						1,1		1						3	70
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0							
5	138	PENALTY						1,1								2	70 1/2
		CONTENT	0	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1							
6	148	PENALTY			1			OP	OP	OP						1	64
		CONTENT	-1/2	0	-1/2	+1	-1/2	-1/2	-1/2	-1/2							
7	993	PENALTY			1,1,3			1,1,1								9	59 1/2
		CONTENT	-1/2	-1/2	-1	+1/2	+1/2	-1/2	0	0							
8	224	PENALTY			1			1,1								3	64
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility
CLASS:#71 - SHTX VTRL - Novice 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 failing to step into required space - Incorrect number of strides, if specified - One step on mount/dismount or ground tie (except shitting 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 |
|--|--|---|

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		5	3	7	6	1	2	8	4								
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SP R	Bridge	Back L	Bucket	Trot Logs/Cedar								
9	245	PENALTY		1	1,1		1,1,1		1					7	60 1/2		
		CONTENT	0	0	-1	-1	-1/2	-1	+1	0							
10	215	PENALTY		1	1		5,1,5,5							18	49 1/2		
		CONTENT	0	0	-1/2	-1/2	-1	-1 1/2	+1/2	+1/2							
11	983	PENALTY		1,1					1					3	69		
		CONTENT	+1/2	+1/2	-1/2	+1/2	-1/2	+1/2	+1	0							
12	153	PENALTY															
		CONTENT															
13	130	PENALTY		3,3	1		1,1		1					10	57 1/2		
		CONTENT	0	0	-1/2	-1	0	-1/2	+1/2	0							
14	201	PENALTY					1,1							2	71		
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2							
15	165	PENALTY	5,5				5,5,OP		1					21	45		
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	0	0							
16	160	PENALTY					1,1							2	70 1/2		
		CONTENT	+1/2	0	0	+1/2	+1/2	-1/2	+1/2	+1							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Walter*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility

CLASS:#71 - SHTX VTRL - Novice 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 roman 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

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		5	3	7	6	1	2	8	4								
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Stop SP R	Bridge	Back L	Bucket	Trot Logs/Cedar								
17	202	PENALTY		3,1,1,1		5			1					12	57		
		CONTENT	+1/2	0	-1/2	+1/2	-1	0	+1/2	0							
18	83	PENALTY						1,1	5,5					12	59 1/2		
		CONTENT	+1	-1/2	+1	+1/2	+1/2	0	-1/2	+1/2							
19	213	PENALTY		1	3,3	1	5,5	1	OP					19	45 1/2		
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	0							
20	167	PENALTY			3,1,1		5	1,1	OP					13	52		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	+1/2							
21	159	PENALTY													74 1/2		
		CONTENT	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	+1							
22	142	PENALTY															
		CONTENT															
23	998	PENALTY			5	5,1,1		1,1,1						15	51 1/2		
		CONTENT	-1	-1/2	-1/2	-1/2	0	0	0	0							
24	161	PENALTY			1,3	1	1	1,5	OP	1				13	51 1/2		
		CONTENT	-1/2	-1/2	-1/2	-1	0	-1	0	-1							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Walter*

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 failing 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

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 Bucket Trot Logs/Cedar															
25	129			1			1							2	69 1/2		
				1			1,1,1							4	69 1/2		
26	997																
				5,1,1,3			1,5,5	OP	1					25	41 1/2		
27	972																
				OP		1,1,1	5,5	1						14	53 1/2		
28	136																
				1,1	OP	1	5							8	59 1/2		
29	985																
30	209			SCRATCH													
				1,1,1	1,1,3			1,1						10	57 1/2		
31	984																
				1,1,3			1							7	64 1/2		
32	970																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Malton

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-Versatility
CLASS:#71 - SHTX VTRL - Novice 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 failing 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 |
|--|--|---|

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	Stop SP R	Bridge	Back L	Bucket	Trot	Logs/Cedar					
33	182	PENALTY		1			1.1		1				4	68	
		CONTENT	+1	+1/2	-1/2	+1/2	+1/2	0	+1/2	-1/2					
34	986	PENALTY		1.1									2	71	
		CONTENT	+1	+1/2	-1	+1/2	-1/2	+1	+1	+1/2					
		PENALTY					5	1.1	1				8	59 1/2	
	164	CONTENT	+1/2	0	-1/2	+1/2	-1	-1	-1	0					
		PENALTY			1.1, 3.1								6	68	
	153	CONTENT	+1	+1/2	-1 1/2	+1/2	+1	+1/2	+1	+1					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Walton

VERSATILITY RANCH HORSE - REINING

SHOW: Sweetwater-Versatility
CLASS: #72 - SHTX VRNN - Novice Reining
DATE: 08/04/2010

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/riders
- Improper western attire

MANUEVER SCORES

Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points
-1 1/2 Extremely Poor, -1 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	PENALTY	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8				
Tie-Breaker			1	2	3	5	5	6	7					
Manuever Description			2 Circles Left Lead Change	2 Circles Right Lead Change	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back					
1	976		-1/2	-1/2	-1/2	-1/2	0	0	0	2	2	66		
2	182		0	-1/2	-1/2	-1	-1	-1	-1	5	7	58	✓	
3	138		-1/2	0	0	0	+1/2	-1/2	0	1	1	68.5		
4	993		0	2	-1	-1	-1	-1	-1	2	2	63		
5	983		0	0	0	0	-1/2	-1/2	-1/2			68.5		
6	159		0	0	-1/2	+1/2	0	+1/2	0			70.5		
7	972		0	1	-1/2	-1/2	-1	-1/2	-1/2	1	1	64.5		
8	221		+1/2	+1/2	0	0	-1/2	-1	-1/2			69		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

VERSATILITY RANCH HORSE - REINING

SHOW:	Sweetwater-Versatility
CLASS:	#72 - SHTX VRNN - Novice 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 Left Lead Change	2 Circles Right Lead Change	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back					
10	165	PENALTY	1, 2, 7		DP						10	57.5	✓
		CONTENT	-1.2	-1	0	-1	0	0	0				
9	43	PENALTY	2		2		1/2	2			6 1/2	59	
		CONTENT	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2				
11	980	PENALTY				DP						67.5	✓
		CONTENT	0	-1/2	-1	-1/2	0	-1/2	0				
12	202	PENALTY	2	2							4	61	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1	-1				
13	215	PENALTY		3	2, 2						7	58.5	
		CONTENT	0	-1/2	-1	-1	-1/2	-1	-1/2				
14	167	PENALTY	2, 2	2, 2, 2, 2		DP					12	51.5	✓
		CONTENT	-1/2	-1/2	-1	-1	-1/2	-1	-1				
15	129	PENALTY		2, 2							6	62	
		CONTENT	-1/2	0	-1/2	+1/2	-1/2	-1	2	0			
16	984	PENALTY	2	1, 2, 2							7	58	
		CONTENT	0	-1	-1/2	-1/2	-1/2	-1	-1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]
HSC

VERSATILITY RANCH HORSE - REINING

SHOW:	Sweetwater-Versatility
CLASS:	#72 - SHTX VRNN - Novice 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 Left Lead Chang	2 Circles Right Lead Chang	Slop	3 1/2 Spins Left	Slop	3 1/2 Spins Right	Slop & Back						
17	224	PENALTY	5								5	61.5		
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	0					
			64.5	64	63.5	62.5	62	61.5						
18	136	PENALTY		1							1	70		
		CONTENT	0	-1/2	0	0	+1/2	+1/2	+1/2					
			70	69.5	69.5	69	69.5	70						
19	998	PENALTY	5	2, 2		5 OP					14	(49)	✓	
		CONTENT	-1/2	-1	-1	-1 1/2	-1	-1	-1					
			64.5	64.5	63.5	57	57	57	49					
20	148	PENALTY	1			OP		OP	2		3	(65)	✓	
		CONTENT	-1	0	-1/2	+1/2	-1/2	0	-1/2					
			67	64	63.5	64	63.5	65	65					
21	201	PENALTY	2	2				OP			4	(67)	✓	
		CONTENT	0	0	0	-1/2	0	-1/2	0					
			67	66	66	67.5	67.5	67	67					
22	209	PENALTY	S C R A T C H											
		CONTENT												
23	985	PENALTY			2				2		4	63.5		
		CONTENT	0	0	-1/2	-1/2	-1	0	-1/2					
			70	70	63.5	63	62	66	63.5					
24	160	PENALTY	2	2	2						6	60.5		
		CONTENT	0	0	-1/2	-1	+1/2	-1	-1/2					
			68	66	63.5	62.5	62	61						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Andy Ray*

SHOW:	Sweetwater-Versatility
CLASS:	#72 - SHTX VRNN - Novice Reining
DATE:	08/04/2018

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
- 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 Left Lead Change	2 Circles Right Lead Change	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back						
25	997	PENALTY										69.5		
		CONTENT	0	-1/2	-1/2	0	0	+1/2	0					
			70	68.5	67	67	67	67.5	67					
26	970	PENALTY	2	2			1/2				4 1/2	61		
		CONTENT	0	0	-1/2	+1/2	-1	-1/2	0					
			67	66	65.5	67	62.5	61	61					
27	142	PENALTY	NS											
		CONTENT												
28	986	PENALTY	1, 5								4	64		
		CONTENT	0	-1/2	-1/2	0	0	+1/2	+1/2					
			67	63.5	63	67	67	68.5	67					
29	153	PENALTY	1, 2	2				1/2			5 1/2	62		
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	-1/2					
			66.5	64.5	64	63.5	61.5	67.5	63					
30	164	PENALTY										73 1/2		
		CONTENT	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2					
			67.5	67.5	68.5	68	71	67.5	68					
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Andy Payne

SHOW: Sweetwater-Versatility

CLASS: #73-SHTX VVCH - Novice Working Cow

DATE: 08/04/2018

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

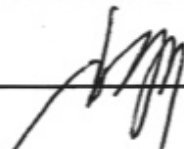
- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- NE- Failure to attempt any part of the class

DO:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breakers >													
		1	2	4	3	5							
1	201	-1/2	-1/2	-1/2	0	0	A				1	67 1/2	
2	976	-1/2	-1/2	-1/2	-1/2	-1/2						67 1/2	
3	986	-1	-1/2	-1/2	0	0	AA A				3	65	
4	165	-1	-1/2	-1/2	0	0	A	L			4	64	
5	998	-1/2	-1/2	-1/2	-1	-1/2			H, # #	2 Hand/Bridle	15	52	
6	984	-1	-1/2	-1/2	-1/2	-1/2	AP			#	7	59	
7	245	-1/2	-1/2	-1	-1/2	0	A A				2	65 1/2	
8	209	[Wavy line]											
9	164	-1/2	0	0	-1/2	0						69	
10	224	-1	-1/2	-1/2	-1/2	-1/2	A	L			4	63	

JUDGE'S SIGNATURE:



SHOW: Sweetwater-Versatility

CLASS: #73-SHTX VWCH - Novice Working Cow

DATE: 08/04/2018

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

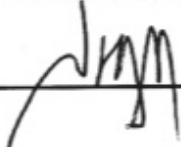
- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- NE- Failure to attempt any part of the class

DQ:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- I- Fall horse/riders; 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/riders 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-Breakers >													
11	129	0	0	0	-1/2	-1/2	A				1	68	
12	148	-1	-1	-1	-1	-1	A	L			8	57	
13	985	-1/2	-1/2	-1/2	0	0	A	L	H		9	59 1/2	
14	221	+1	+1	+1	+1	+1/2						74 1/2	
15	136	-1	-1/2	-1/2	0	0	A				2	66	
16	130	-1 1/2	-1	-1	-1/2	-1/2	A				2	63 1/2	
17	980	-1/2	0	0	0	0	A				1	68 1/2	
18	215	-1	-1	-1	-1	-1						65	
19	993	-1/2	-1	-1	-1/2	-1/2	AA			A-Turn Tail = OP	2	63 1/2	OP A
20	159	-1/2	-1/2	-1	-1/2	0	A				2	65 1/2	

JUDGE'S SIGNATURE: _____



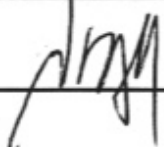
SHOW: Sweetwater-Versatility
CLASS: #73 - SHTX VWCH - Novice Working Cow
DATE: 08/04/2018

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
 - NE- Failure to attempt any part of the class
- DC:**
- A- Abuse
 - B- Lameriness
 - D- Disrespect or misconduct
 - G- Illegal equipment
 - M- Improper western attire
 - 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breakers >														
21	138	0	-1/2	-1/2	+1/2	0							69 1/2	
22	983	-1/2	-1/2	0	-1/2	-1/2	A	L					4	64
23	153	0	0	-1/2	+1/2	0								70
24	997	+1/2	-1/2	-1/2	-1/2	0	A	L					4	65
25	972	-1/2	-1/2	-1	-1/2	-1/2								67
26	182	-1/2	-1/2	+1/2	0	-1/2								68
27	83	[Handwritten scribble]												
28	160	-1	-1/2	-1/2	0	0	A	L					8	60
29	970	-1/2	-1/2	0	0	0	A		H				6	63
30	167	-1	-1	-1/2	-1/2	0	AA						3	64

JUDGE'S SIGNATURE: 

SHOW: Sweetwater-Versatility
CLASS: #73 - SHTX VWCH - Novice Working Cow
DATE: 08/04/2018

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
- NE- Failure to attempt any part of the class

DQ:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breakers >													
31	202	-1	-1	-1/2	0	0	A	L		Turn Tail (OP)	4	(63 1/2) OP	

JUDGE'S SIGNATURE: _____