



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Sweetwater - Versatility
CLASS:	#70 - SHTX VPLS - Novice 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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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	3	4	5	8	2	9	1	7	0				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
		PENALTY													
		CONTENT													
1	515	0	+1/2	+1/2	+1	+1/2	+1/2	0	0	0	+1/2				73.5
				71	77		73				73.5				
2	468	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2				73
				71		72					73				
3	509	0	OP	-1	0	0	0	0	0	0	+1/2				68 OP
				68.5	67.5						68				
4	298	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0				73
					71		72			73					
5	297	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	0	0				72.5
					71		72	72.5							
6	299	0	0	0	0	-1/2	0	+1/2	0	0	0				70
								70							
7	305	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	0				73
					71		77			73					
8	531	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0				73.5
					71		72		73						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



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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		10	3	4	5	8	2	9	1	7	6					
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
9	460	PENALTY														72
		CONTENT	0	0	+1/2	+1/2	0	0	0	+1/2	+1/2	0				
			71													
10	292	PENALTY														71
		CONTENT	0	0	+1/2	0	0	0	0	0	+1/2	0				
			71													
11	544	PENALTY						1							1	68
		CONTENT	0	0	+1/2	-1	0	0	0	-1/2	0	0				
			70.5 (A.S) 69													
12	439	PENALTY		OP	OP			1							1	65 OP
		CONTENT	0	-1/2	-1/2	0	-1/2	-1	0	+1/2	0	0				
			68.5 (66) 65.5 (64.5) 65													
13	575	PENALTY						1							1	72
		CONTENT	+1/2	+1/2	+1/2	+1	0	0	0	+1/2	0	0				
			71 71.5 72.5 73													
14	312	PENALTY														75
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1				
			71 72 73 74													
15	480	PENALTY		33	30P					1					10	56 OP
		CONTENT	0	-1/2	-1/2	-1/2	0	0	0	-1/2	0	0				
			67 66													
16	494	PENALTY								3					3	67
		CONTENT	0	+1/2	0	0	0	+1/2	0	-1	0	0				
			71 70													

JUDGE'S NAME (PRINTED): _____

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[Handwritten Signature]



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17	296	PENALTY																		CONTENT	0	0	+1/2	+1	0	0	0	+1	+1/2	-1/2					72.5				76.5			71.5			77.5			72.5				18	537	PENALTY		OP	OP															CONTENT	0	-1/2	-1/2	0	0	0	0	-1/2	0	0					66.5 OP				68.5			67										19	487	PENALTY																		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2					73				71			72										20	518	PENALTY																		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					73.5				71			72			73							21	587	PENALTY								3						3				CONTENT	0	+1/2	0	0	0	0	0	-1/2	-1/2	0					66.5										70			68.5				22	522	PENALTY																		CONTENT	0	0	0	0	0	0	0	-1/2	0	0					69.5																	23	533	PENALTY																		CONTENT	+1/2	+1/2	0	+1/2	0	0	0	0	0	+1/2					72				71													24	488	PENALTY			3															CONTENT	0	+1/2	-1/2	0	0	0	+1/2	+1/2	0	0				3	68				70			71									
		CONTENT	0	0	+1/2	+1	0	0	0	+1	+1/2	-1/2					72.5				76.5			71.5			77.5			72.5				18	537	PENALTY		OP	OP															CONTENT	0	-1/2	-1/2	0	0	0	0	-1/2	0	0					66.5 OP				68.5			67										19	487	PENALTY																		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2					73				71			72										20	518	PENALTY																		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					73.5				71			72			73							21	587	PENALTY								3						3				CONTENT	0	+1/2	0	0	0	0	0	-1/2	-1/2	0					66.5										70			68.5				22	522	PENALTY																		CONTENT	0	0	0	0	0	0	0	-1/2	0	0					69.5																	23	533	PENALTY																		CONTENT	+1/2	+1/2	0	+1/2	0	0	0	0	0	+1/2					72				71													24	488	PENALTY			3															CONTENT	0	+1/2	-1/2	0	0	0	+1/2	+1/2	0	0				3	68				70			71																											
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		CONTENT	0	-1/2	-1/2	0	0	0	0	-1/2	0	0					66.5 OP				68.5			67										19	487	PENALTY																		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2					73				71			72										20	518	PENALTY																		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					73.5				71			72			73							21	587	PENALTY								3						3				CONTENT	0	+1/2	0	0	0	0	0	-1/2	-1/2	0					66.5										70			68.5				22	522	PENALTY																		CONTENT	0	0	0	0	0	0	0	-1/2	0	0					69.5																	23	533	PENALTY																		CONTENT	+1/2	+1/2	0	+1/2	0	0	0	0	0	+1/2					72				71													24	488	PENALTY			3															CONTENT	0	+1/2	-1/2	0	0	0	+1/2	+1/2	0	0				3	68				70			71																																																																															
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24	488	PENALTY			3															CONTENT	0	+1/2	-1/2	0	0	0	+1/2	+1/2	0	0				3	68				70			71																																																																																																																																																																																																																																																																																																																																																																																					
		CONTENT	0	+1/2	-1/2	0	0	0	+1/2	+1/2	0	0				3	68				70			71																																																																																																																																																																																																																																																																																																																																																																																																							
			70			71																																																																																																																																																																																																																																																																																																																																																																																																																									

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Sweetwater - Versatility
CLASS: #70 - SHTX VPLS - Novice 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 romal 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 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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent																																																																																																																																																																																																																																																													
Tie-Breaker		1	3	4	5	6	2	9	1	7	6																																																																																																																																																																																																																																																				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back																																																																																																																																																																																																																																																				
25	469	PENALTY																CONTENT	0	0	0	-1/2	0	0	0	0	0				69.5	26	568	PENALTY																CONTENT	0	-1/2	0	0	0	+1/2	0	0	0	-1/2			69.5	27	306	PENALTY								1								CONTENT	0	0	+1/2	+1/2	0	0	0	-1/2	0	-1/2		1	69	28	573	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2			72	29	499	PENALTY																CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			73	30	462	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			73.5	31	313	PENALTY			3	1	OP											CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP	32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69
		CONTENT	0	0	0	-1/2	0	0	0	0	0				69.5																																																																																																																																																																																																																																																
26	568	PENALTY																CONTENT	0	-1/2	0	0	0	+1/2	0	0	0	-1/2			69.5	27	306	PENALTY								1								CONTENT	0	0	+1/2	+1/2	0	0	0	-1/2	0	-1/2		1	69	28	573	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2			72	29	499	PENALTY																CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			73	30	462	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			73.5	31	313	PENALTY			3	1	OP											CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP	32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																
		CONTENT	0	-1/2	0	0	0	+1/2	0	0	0	-1/2			69.5																																																																																																																																																																																																																																																
27	306	PENALTY								1								CONTENT	0	0	+1/2	+1/2	0	0	0	-1/2	0	-1/2		1	69	28	573	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2			72	29	499	PENALTY																CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			73	30	462	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			73.5	31	313	PENALTY			3	1	OP											CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP	32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																																																
		CONTENT	0	0	+1/2	+1/2	0	0	0	-1/2	0	-1/2		1	69																																																																																																																																																																																																																																																
28	573	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2			72	29	499	PENALTY																CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			73	30	462	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			73.5	31	313	PENALTY			3	1	OP											CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP	32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																																																																																
		CONTENT	0	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2			72																																																																																																																																																																																																																																																
29	499	PENALTY																CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			73	30	462	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			73.5	31	313	PENALTY			3	1	OP											CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP	32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																																																																																																																
		CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			73																																																																																																																																																																																																																																																
30	462	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			73.5	31	313	PENALTY			3	1	OP											CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP	32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																																																																																																																																																
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			73.5																																																																																																																																																																																																																																																
31	313	PENALTY			3	1	OP											CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP	32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																																																																																																																																																																																
		CONTENT	0	-1/2	-1	-1	-1	0	0	-1/2	-1/2	-1		4	(60.5)OP																																																																																																																																																																																																																																																
32	516	PENALTY																CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																																																																																																																																																																																																																
		CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	-1/2			69																																																																																																																																																																																																																																																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - V...

CLASS: #71 - SHTX VTRL - Novice Trail

DATE: 08/03/2019

1 Point Penalties:

- Over-bidded (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
- Stepping over or falling 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 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 from 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																
Tie-Breaker		1	2	3	4	5	6	7	8	9	10							
Obstacle Description		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Log/Bridge	Trot/Swing Drops	Ext Trot Drops									
1	515	PENALTY		1	1													
		CONTENT	+1/2	+1/2	0	0	+1/2	0	+1/2	+1					2	71		
			71				72		73									
2	468	PENALTY																
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0								72.5
			71				72											
3	509	PENALTY			5.5	5.5	1	5										
		CONTENT	-1/2	0	-1/2	-1	-1	0	-1/2	-1/2					26	39		
					68		67		66						65			
4	298	PENALTY		1														
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0	+1/2					1	71		
							71		72									
5	297	PENALTY					0											
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1	0	0	+1/2								(71.5) OP.
			71		71.5		70		71						71.5			
6	299	PENALTY					3											
		CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0					3	69.5		
			71				72		72.5									
7	305	PENALTY		1			3											
		CONTENT	+1/2	-1/2	+1/2	-1	+1/2	+1/2	+1/2	+1/2					4	67.5		
			70		70.5		69.5		70						71		71.5	
8	531	PENALTY																
		CONTENT	+1/2	+1	-1/2	-1/2	+1/2	+1	+1/2	+1/2					8	64		
			71.5		71		69.5		70						71		72	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 08/03/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridged (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 - Slipping 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. <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 - Three to four steps on mount/dismount on 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 - 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 - 5 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 - 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. <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	#	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						
Obstacle Description		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Log/Bridge	Trot/ Swing Rope	Ext Trot Bambi								
9	460	PENALTY			1										1	70.5	
		CONTENT	0	0	0	0	0	+1/2	+1/2	+1/2							
10	292	PENALTY		1												1	72
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2							
11	544	PENALTY			5		5	1								11	57.5
		CONTENT	+1/2	0	-1	0	-1	-1/2	+1/2	0							
12	439	PENALTY	550P			3										13	53.5 OP
		CONTENT	-1/2	0	0	-1	-1	0	0	0							
13	575	PENALTY		1	1											2	69.5
		CONTENT	0	0	-1/2	0	+1/2	+1/2	+1/2	+1/2							
14	312	PENALTY			1			1								2	70
		CONTENT	+1/2	0	-1/2	+1	+1/2	0	0	+1/2							
15	480	PENALTY			5					1						6	64
		CONTENT	0	0	0	0	0	0	+1/2	-1/2							
16	494	PENALTY				3										3	67
		CONTENT	0	0	0	-1	+1/2	0	+1/2	0							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater - Versatility

CLASS: #71 - SHTX VTRL - Novice Trail

DATE: 08/03/2019

1 Point Penalties:

- Over-bridged (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/over 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

1 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 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		8	7	6	5	4	3	2	1								
Obstacle Description		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Log/Bridge	Trot/ Swing Rope	Ext Trot Rope								
17	296						1							1	71.5		
		-71		-71		-71.5		-72									
18	537				1									1	68.5		
		70		69.5													
19	487				3	OP								3	65.5	OP	
		70.5		69.5		68		68.5									
20	518				3									3	69		
		71.5		71		72											
21	587		1											1	69		
		70															
22	522				1			OP						1	67	OP	
		69		68													
23	533		1											1	71		
		71		72													
24	488		1		3									4	67.5		
		70		69.5		70		71		71.5							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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SHOW: Sweetwater - Versatility

CLASS: #71 - SHTX VTRL - Novice Trail

DATE: 08/03/2019

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Skipping over or 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. <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 - Three to four steps on mount/dismount on 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 - 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 <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 - 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 spill 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	#	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 -1/2 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		8	7	6	5	4	3	2	1						
Obstacle Description		Push Gate	Trot Pin	SP x2	Lope LL	Back Trees	Walk Bog Bridge	Trot/ Swing Rope	Ext Trot Boreole						
25	469	PENALTY			1		11						3	68	
		CONTENT	0	+1/2	+1/2	0	0	0	0	0					
		71													
26	568	PENALTY			15								6	64	
		CONTENT	0	-1/2	-1	-1/2	+1/2	+1/2	+1/2	+1/2					
		68.5 68 69 70													
27	306	PENALTY		1		3		1					5	63.5	
		CONTENT	0	-1/2	+1/2	-1	0	-1/2	0	0					
		70 69 68.5													
28	573	PENALTY						1					1	71.5	
		CONTENT	0	+1/2	0	+1/2	+1/2	0	+1/2	+1/2					
		71 72													
29	499	PENALTY		1									1	71	
		CONTENT	0	-1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
		70 71 72													
30	462	PENALTY												72.5	
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2					
		71 72													
31	313	PENALTY	OP		OP	OP	OP	OP						64.5	OP X!
		CONTENT	-1/2	0	-1/2	-1	-1	-1/2	0	0					
		68.5 67 66 65 64.5													
32	516	PENALTY		1		1							2	69	
		CONTENT	0	0	+1/2	0	0	0	+1/2	0					
		71													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 



SHOW: Sweetwater - Versatility
CLASS: #72 - SHTX VRNN - Novice 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

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		RC	LC	S	LS	S	RS	RB							
1	299	PENALTY													68 1/2
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2						
2	515	PENALTY													70
		CONTENT	+1/2	0	-1/2	0	-1/2	+1/2	0						
3	306	PENALTY	2,1	1,1,2,2										10	54
		CONTENT	-1/2	-1	-1/2	-1	-1	-1	-1						
4	469	PENALTY	2	2,2	2									8	56 1/2
		CONTENT	-1/2	-1/2	-1	-1	-1	-1/2	-1						
5	494	PENALTY		1				OP						1	67 1/2 OP
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2						
6	313	PENALTY		1,2				1/2	1/2					4	62 1/2
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1						
7	312	PENALTY													69
		CONTENT	0	0	0	-1/2	-1/2	0	0						
8	297	PENALTY	2,2,5	2,5 ^{OP}		OP		OP	2					18	45 OP
		CONTENT	-1 1/2	-1 1/2	-1/2	-1 1/2	-1/2	7 1/2	0						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Sweetwater - Versatility

CLASS: #72-SHTX VRNN - Novice 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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker	5	6	1	7	2	4	3								
		Maneuver Description	RC	LC	S	LS	S	RS	SB								
9	544	PENALTY															
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2						68 1/2		
10	509	PENALTY	2	1,1	1,2		-1/2	OP									
		CONTENT	-1/2	-1/2	0	0	-1/2	-1/2	-1/2						7 1/2 (59)	OP	
11	480	PENALTY	1,2,2,1	2,2,2,2,2	2,2	OP		OP									
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2						19 (44 1/2)	OP	
12	460	PENALTY															
		CONTENT	+1/2	+1/2	-1/2	0	-1/2	0	0						70		
13	522	PENALTY		1													
		CONTENT	0	0	-1/2	0	-1/2	-1/2	0						1	67 1/2	
14	292	PENALTY	2	2													
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2						4	63 1/2	
15	499	PENALTY															
		CONTENT														Horse DQ	
16	516	PENALTY	1,2,2	1,2,2													
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1						10	53 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Sweetwater - Versatility

CLASS: #72 - SHTX VRNN - Novice 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
- Bizarre disobedience
- Use of either hand to inflame 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 bizarre 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 (DO):

- Abuse
- Lamekick
- 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					
		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, -12 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker														
		Maneuver Description														
		PC	LC	S	LS	S	RS	RB								
17	468	PENALTY	1											1	67	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	0							
18	573	PENALTY													70 1/2	
		CONTENT	0	0	0	0	0	+1/2	0							
19	305	PENALTY	2	2	2									6	60	
		CONTENT	0	0	-1	-1	-1	-1/2	-1/2							
20	568	PENALTY	2	2										4	61	
		CONTENT	-1	-1	-1	0	-1	-1/2	-1/2							
21	575	PENALTY	1	1				-1/2							3 1/2	64
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2							
22	587	PENALTY		2	2									4	63	
		CONTENT	0	-1	0	0	-1/2	-1	-1/2							
23	462	PENALTY	2	2	0						1/2			4 1/2	59 1/2	OP
		CONTENT	-1/2	-1	-1/2	-1	-1	-1/2	-1/2							
24	439	PENALTY	2		1		5							9	54	
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



NRSHA
NATIONAL RANCH HORSE
SHOW

SHOW: Sweetwater - Versatility

CLASS: #72 - SHTX VRNN - Novice 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 incite 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
- Indicator 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 normal 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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker	5	6	1	7	2	4	3							
		Maneuver Description	RC	LC	S	LS	S	PS	SB							
25	533	PENALTY														68 1/2
		CONTENT	0	0	-1	+1/2	-1/2	0	-1/2							
26	518	PENALTY				2									2	66
		CONTENT	0	0	0	-1/2	-1/2	-1/2	-1/2							
27	531	PENALTY	1			OP		OP							1	67 OP
		CONTENT	0	0	0	-1/2	-1/2	0	0							
28	488	PENALTY														70
		CONTENT	0	+1/2	-1/2	0	0	0	0							
29	537	PENALTY	1/2						2						4	61
		CONTENT	-1	-1/2	-1	-1/2	-1	-1/2	-1/2							
30	487	PENALTY	1					1							2	65
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2							
31	298	PENALTY							1/2						1/2	68 1/2
		CONTENT	0	0	-1/2	0	-1/2	0	0							
32	296	PENALTY		1/2											2	65 1/2
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*



SHOW: Sweetwater - Versatility
CLASS: #73-SHTX VWCH - Novice 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)

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				
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	5	2	3	4							
1	533	φ	φ	φ	φ	+1/2						70 1/2	
2	292	-1	φ	-1	-1/2	-1/2	AP				2	65	
3	298	+1/2	φ	φ	φ	+1/2						71	
4	313	-1/2	φ	-1/2	φ	φ						69	
5	531	+1/2	+1/2	φ	φ	+1/2						71 1/2	
6	515	φ	+1/2	+1/2	φ	φ						71	
7	468	-1	+1/2	φ	+1/2	-1/2	HA	L			5	64 1/2	
8	487	+1	+1/2	φ	+1/2	+1/2						72 1/2	
9	488	+1/2	φ	φ	φ	φ						70 1/2	
10	499	+1	φ	+1/2	φ	+1/2						72	

JUDGE'S SIGNATURE: Marilyn Peters



SHOW: Sweetwater - Versatility

CLASS: #73 - SHTX VWCH - Novice 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)

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/ider; 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	5	2	3	4							
11	299	-1/2	+1/2	-1	φ	φ	A	L			4	65	
12	544	-1	φ	-1/2	φ	-1/2	AP	L			5	63	
13	480	-1	φ	-1	φ	-1/2	A				1	66 1/2	HA-OP
14	296	+1/2	φ	+1/2	φ	+1/2						71 1/2	
15	516	φ	+1/2	φ	+1/2	φ	A				1	70	
16	305	+1/2	φ	+1/2	+1/2	+1/2						72	
17	522	φ	φ	-1/2	+1/2	φ						70	
18	439	-1/2	φ	-1/2	φ	-1/2	A	L			4	64 1/2	
19	297	-1	φ	-1	φ	-1/2	AAA				3	64 1/2	
20	587	-1	φ	-1	φ	-1/2	AAAA				4	63 1/2	

JUDGE'S SIGNATURE:

Marilyn Pelus



SHOW: Sweetwater - Versatility

CLASS: #73 - SHTX VWCH - Novice 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)

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/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 >		1	5	2	3	4							
21	306	-1	+1/2	0	-1/2	1/2	AA	L			5	63 1/2	
22	462	0	0	0	-1/2	-1/2						69	
23	460	-1/2	0	-1/2	0	0	A				1	68	
24	518	-1/2	0	-1	0	0						68 1/2	
25	573	0	0	-1/2	0	0						69 1/2	
26	469	-1	0	-1	-1	-1	AA	L			5	61	
27	494	-1/2	+1/2	0	+1/2	-1/2	A	L			4	66	
28	575	-1/2	0	+1/2	+1/2	0	A	L			4	66 1/2	
29	312	+1/2	0	0	+1/2	+1/2						71 1/2	
30	509	-1	0	-1	0	-1						67	

JUDGE'S SIGNATURE: Marilyn Peters



SHOW: Sweetwater - Versatility

CLASS: #73 - SHTX VWCH - Novice 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)
- DQ:**
- A- Abuse
 - B- Lameress
 - D- Disrespect or misconduct
 - G- Illegal equipment
 - M- Improper western attire
 - H- Leaving arena before run is complete
 - I- Fall horse/rider, sun 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				
<p>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</p>													
		Tie-Breakers >											
31	537	1	5	2	3	4					67 1/2		
		0	-1/2	-1	-1/2	-1/2							

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