# Versatility Ranch Horse - Ranch Riding

**SHOW:** Sweetwater VRH  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 08/05/2017

**Pattern:** 1

### Maneuver Scores

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Step &amp; Buck</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Step &amp; Buck</th>
<th>Penalty Total</th>
<th>Score</th>
<th>OP</th>
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<tbody>
<tr>
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</table>

**Judge's Name (Printed):** Debby Sangermett  
**Judge's Signature:** [Signature]

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Sweetwater-VRH  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 08/05/2017

**1 Point Penalties:**
- Over-siddled 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:**
- Spinning, in front of cinct  
- Bilateral disobedience  
- Use of either hand to pull fear/pause  
- Use of left hand (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein/they reins per maneuver  
- 1st or 2nd cumulative refusal

**MANEUVER SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1/12 Extremely Poor - 1 Very Poor - 1/2 Poor - 0 Correct - 1/2 Good - 1 Very Good - 1/2 Excellent

**MANEUVER DESCRIPTION**

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>PENALTY</th>
<th>CONTENT</th>
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<tr>
<td></td>
<td></td>
<td>Ext Walk</td>
<td>Trot</td>
<td>Ext Trot</td>
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<tr>
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<td>Ext Walk</td>
<td>Ext Trot</td>
<td>Lope</td>
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<td>Penalty</td>
<td>Penalty</td>
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<td>11</td>
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<tr>
<td>12</td>
<td>16</td>
<td>Penalty</td>
<td>Penalty</td>
<td>Penalty</td>
</tr>
</tbody>
</table>

**SCORES**

- **9:** 68  
- **10:** 76  
- **11:** 73

**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
## VERSATILITY RANCH HORSE - REINING

### SHOW: Sweetwater-VRH
### CLASS: #42 SHX JRNN - Junior Reining
### DATE: 08/06/2017

**10 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 maintain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**5 Point Penalties:**
- Spinning in front of cinch
- Blistere disobedience
- Use of either hand to insist or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per 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
- Repealed blazene disobedience

**DQ:**
- Lameness
- Abuse
- Fall of horse or rider: run ends
- Legal equipment
- Disrespect or misconduct
- Improper Western attire

### MANEUVER SCORES

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<thead>
<tr>
<th>WO</th>
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<th>Penalty</th>
<th>Score</th>
<th>OP</th>
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</thead>
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<td>89/</td>
<td>Run, Stop</td>
<td>+1/2</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>2</td>
<td>79/</td>
<td>Roll 3/4 circle</td>
<td>+1/2</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>3</td>
<td>14/</td>
<td>Roll, Stop</td>
<td>0</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>4</td>
<td>104/</td>
<td>Roll, Stop</td>
<td>0</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>5</td>
<td>99/</td>
<td>Roll, Stop</td>
<td>0</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>6</td>
<td>95/</td>
<td>Roll, Stop</td>
<td>0</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>7</td>
<td>93/</td>
<td>Roll, Stop</td>
<td>0</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>8</td>
<td>26/</td>
<td>Roll, Stop</td>
<td>0</td>
<td>6 1/2</td>
<td>70 1/2</td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from KSW
### MANEUVER SCORES

Each maneuver is scored between 1-100 points, and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>PENALTY</th>
<th>CONTENT</th>
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<td>-1/2</td>
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<td></td>
</tr>
</tbody>
</table>

**TOTAL SCORE:** (8) 1/2

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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Printed from HSW
## Obstacle Scores

Each horse rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

<table>
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<th>WO</th>
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<th>OBSTACLE DESCRIPTION</th>
<th>PENALTY</th>
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<td>1/2</td>
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<td>66 1/2</td>
<td>1</td>
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<td>89</td>
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<td>71</td>
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<td>5</td>
<td>64</td>
<td></td>
</tr>
</tbody>
</table>

**Judge's Name (Printed):**

**Judge's Signature:**

*Printed from HSW*
### Obstacle Scores

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 11/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 3 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

#### Tie-Breaker

<table>
<thead>
<tr>
<th>WO</th>
<th>Obstacle Description</th>
<th>Penalty</th>
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<tbody>
<tr>
<td>9</td>
<td>79</td>
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</table>

#### Obstacle Description
- LH Push
- SP R Logs
- Walk Bridge
- 5 X T Logs
- LL L Logs
- Rope, 270 ft
- Rock Stump
- Drag Trail
- Walk Cones

#### Total Scores

<table>
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<tr>
<th>Obstacle</th>
<th>Penalty</th>
<th>Content</th>
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### Judge's Signature

[Signature]

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**SHOW:** Sweetwater-VRH

**CLASS:** #41 - SMTX JTRL - Junior Trail

**DATE:** 08/05/2017
# AQHA Stock Horse of Texas
## VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Sweetwater-VRH  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 08/05/2017

### 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 boring

### 5 Point Penalties:
- B - Spurring in front of cow  
- C - Blasting disobedience  
- E - Use of either hand to instill fear/praise  
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver  
- M - More than one finger between split reins or any fingers between nasal reins (except two rein) per maneuver

### HFR Pattern [HP]:
- Cannot place above others who complete pattern correctly.
- A - Turning tail  
- E - Repeated blatant disobedience  
- J - Schooling after entering the arena prior to calling for cow  
- K - Schooling horse between cows, if new cow is awarded  
- N - Failure to attempt any part of the class

### DO:
- A - Abuse  
- B - Lamingness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fail of horse/rider; run ends  
- N - Improper western attire

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### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 75 points.
- +1/2 Extremely Poor  
- +1 Very Poor  
- +1/2 Poor  
- 0 Correct  
- +1/2 Good  
- +1 Very Good  
- +1 Poor

### BOXING

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<tr>
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<th>#</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>POSITION &amp; CONTROL</th>
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### JUDGE'S NAME (PRINTED): [Signature]

**Printed from HSW**
SHOW: Sweetwater-VRH  
CLASS: #43 - SHTX JWCH - Junior Working Cow  
DATE: 08/05/2017  

**VRH - LIMITED RANCH COW WORK (Amateur)**

**1 Point Penalties:**  
A - Loss of working advantage  
P - Working out of position  
S - Skipping reins

**3 Point Penalties:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing

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

**DIRT-Pattern (DP):** Cannot place above others who complete pattern correctly  
A - Taming tail  
E - Rearing/bolting disobedience  
J - Schooling after entering the arena prior to calling for cow  
K - Schooling horse between cows, if new cow is awarded  
N - Failure to attempt any part of the class

**DO:**  
A - Abuse  
B - Lameeness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider; run ends  
N - Improper western attire

### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- .1/2 1 Extreme Poor  
- 1 Very Poor  
- .5 Poor  
- Correct  
- 12 Good  
- 1 Very Good  
- 1 1/2 Excellent

### PENALTIES

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**