**Pattern 2**

**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)  
- Copping 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  
- Blisters 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  
- 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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>Score</th>
<th>Off Pattern</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>976</td>
<td>Tie-Breaker</td>
<td>+1½</td>
<td>+½</td>
<td>-½</td>
<td>+½</td>
</tr>
<tr>
<td>2</td>
<td>221</td>
<td></td>
<td>+1½</td>
<td>0</td>
<td>+½</td>
<td>+½</td>
</tr>
<tr>
<td>3</td>
<td>168</td>
<td></td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>-½</td>
</tr>
<tr>
<td>4</td>
<td>980</td>
<td></td>
<td>0</td>
<td>0</td>
<td>½</td>
<td>+½</td>
</tr>
<tr>
<td>5</td>
<td>138</td>
<td></td>
<td>0</td>
<td>-½</td>
<td>½</td>
<td>+½</td>
</tr>
<tr>
<td>6</td>
<td>148</td>
<td></td>
<td>0</td>
<td>-½</td>
<td>½</td>
<td>+½</td>
</tr>
<tr>
<td>7</td>
<td>993</td>
<td></td>
<td>0</td>
<td>-½</td>
<td>-½</td>
<td>-½</td>
</tr>
<tr>
<td>8</td>
<td>224</td>
<td></td>
<td>-1</td>
<td>0</td>
<td>-½</td>
<td>+½</td>
</tr>
</tbody>
</table>

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
1½ Extremely Poor, 1½ Very Poor, 1½ Poor, 1½ Good, 1½ Very Good, 1½ Excellent
**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

2 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 noseband reins per maneuver  
- 1st or 2nd cumulative refusal

### MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Walk</th>
<th>Lope</th>
<th>Looper</th>
<th>Trot</th>
<th>Lead &amp; Stot</th>
<th>Lead &amp; Trot</th>
<th>Lope</th>
<th>Stop &amp; Back</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>245</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td>108</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>215</td>
<td></td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td>169 1/2</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>983</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1</td>
<td>+1/2</td>
<td>+1</td>
<td>0</td>
<td></td>
<td>1</td>
<td></td>
<td>74</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>153</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td>59 1/2</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>130</td>
<td></td>
<td>0</td>
<td>−1/2</td>
<td>−1/2</td>
<td>0</td>
<td>−1/2</td>
<td>−1/2</td>
<td>0</td>
<td></td>
<td>1</td>
<td></td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>201</td>
<td></td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td></td>
<td>1</td>
<td></td>
<td>74</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>165</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>−1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td></td>
<td>3</td>
<td></td>
<td>67 1/2</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>160</td>
<td></td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>−1/2</td>
<td></td>
<td>3</td>
<td></td>
<td>71</td>
<td></td>
</tr>
</tbody>
</table>

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

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins tie 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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>202</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>18</td>
<td>83</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>3</td>
<td>3 69 1/2</td>
</tr>
<tr>
<td>19</td>
<td>213</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>3</td>
<td>4 60 1/2</td>
</tr>
<tr>
<td>20</td>
<td>167</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>3</td>
<td>68 1/2</td>
</tr>
<tr>
<td>21</td>
<td>159</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>3</td>
<td>71 1/2</td>
</tr>
<tr>
<td>22</td>
<td>142</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>998</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>161</td>
<td>Tie-Walk, 9, 8, 7</td>
<td>3</td>
<td>5 6 12 1/2</td>
</tr>
</tbody>
</table>

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

**JUDGE'S SIGNATURE:**

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

1 Point Penalties:
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gaping mouth
- Break of gait at walk or trot for two (2) strides or less

2 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 cloch
- Blatant disobedence
- Use of either hand to instill fear/pause
- Use of two hands (except in snaffle bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between normal 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 lateral 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 76 points.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Walk</th>
<th>Tog</th>
<th>Cog Tog</th>
<th>Trot</th>
<th>Step 6</th>
<th>Est Wash</th>
<th>Est Trot</th>
<th>Est Tog</th>
<th>Lope</th>
<th>Step 6 Lope</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>129</td>
<td>PENALTY</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>71</td>
</tr>
<tr>
<td>26</td>
<td>997</td>
<td>PENALTY</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>1</td>
<td>0</td>
<td>73</td>
</tr>
<tr>
<td>27</td>
<td>972</td>
<td>PENALTY</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>71/2</td>
</tr>
<tr>
<td>28</td>
<td>136</td>
<td>PENALTY</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>1</td>
<td>0</td>
<td>72</td>
</tr>
<tr>
<td>29</td>
<td>985</td>
<td>PENALTY</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>71</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>209</td>
<td>PENALTY</td>
<td>SCRATCH</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>984</td>
<td>PENALTY</td>
<td>3</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>+1/2</td>
<td>7 58/2</td>
</tr>
<tr>
<td>32</td>
<td>970</td>
<td>PENALTY</td>
<td>1</td>
<td>0</td>
<td>-1/2</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1 69/2</td>
</tr>
</tbody>
</table>
**VERSUMILITY RANCH HORSE - RANCH RIDING**

1. **Point Penalties:**
   - Over-bred (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

2. **Point Penalties:**
   - Wrong lead or out of lead
   - Dropped reins
   - Break of gait at lope
   - Break of gait at walk or trot for more than two (2) strides

3. **Point Penalties:**
   - Spurring in front of check
   - Blatant disobedience
   - Use of either hand to instill fear/punishment
   - 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
   - 1st or 2nd cumulative refusal

4. **10 Point Penalty:**
   - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

5. **Off-Pattern (OP) Offense:**
   - Cannot place above others who complete pattern correctly:
     - Breaking pattern
     - Leaving arena before pattern is complete
     - Repeated blatant disobedience

6. **Disqualification (DQ):**
   - Abuse
   - Lameness
   - Disrespected 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

- 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>33</td>
<td>182</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>71/2</td>
</tr>
<tr>
<td>34</td>
<td>086</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>75</td>
</tr>
<tr>
<td>141</td>
<td></td>
<td>1/2</td>
<td>-1/2</td>
<td>1/2</td>
<td>-1/2</td>
<td>0</td>
<td>1/2 + 1/2</td>
<td>1</td>
<td>71/2</td>
</tr>
<tr>
<td>91</td>
<td></td>
<td>1/2</td>
<td>0</td>
<td>5</td>
<td>-1/2 + 1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>53</td>
</tr>
<tr>
<td>92</td>
<td></td>
<td>1/2</td>
<td>0</td>
<td>3</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>91/2</td>
</tr>
<tr>
<td>153</td>
<td></td>
<td>1/2</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>73</td>
</tr>
</tbody>
</table>

---

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

**JUDGE'S SIGNATURE:**

---

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Over-brided (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle
- Incorrect or break of gate 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

### 2 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gate at lope
- Break of gate 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
- Blistat disobedience
- Use of either hand to insist fear/raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal retro per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- Fat 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)

### OBSTACLE SCORES

Each horse/ rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>CONTENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>976</td>
<td>Gate, Trot, Lead, Lope, Lg. Log, Stop, Sp. R</td>
<td>0 1/2 1/2 0 1/2 1/2 1/2 1/2 1/2 1/2</td>
<td>73 1/2</td>
</tr>
<tr>
<td>2</td>
<td>221</td>
<td>Penalty: 0 0 1/2 0 -1 -1 -1/2 1/2</td>
<td>8 5 9 1/2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>168</td>
<td>Penalty: 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 1 1/2 5 5 0 1/2</td>
<td>20 4 5</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>980</td>
<td>Penalty: 1/2 1/2 1/2 1/2 1/2 1/2 1 0 1/2 0</td>
<td>3 7 0</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>138</td>
<td>Penalty: 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2</td>
<td>2 7 0 1/2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>148</td>
<td>Penalty: -1 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2</td>
<td>1 6 4</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>993</td>
<td>Penalty: 1 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2</td>
<td>9 5 9 1/2</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>224</td>
<td>Penalty: -1 1/2 -1/2 -1/2 0 0</td>
<td>3 6 4</td>
<td></td>
</tr>
</tbody>
</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Sweetwater-Versatility  
**CLASS:** SHTX VTRL - Novice Trail  
**DATE:** 08/04/2018

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Over-bridled (per maneuver)</td>
</tr>
<tr>
<td>- Out of frame (per maneuver)</td>
</tr>
<tr>
<td>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</td>
</tr>
<tr>
<td>- Incorrect or break of gait at walk or trot for two strides or less</td>
</tr>
<tr>
<td>- Both front or hind feet in a single-stride space at a walk or trot</td>
</tr>
<tr>
<td>- Skipping over or falling to step into required space</td>
</tr>
<tr>
<td>- Incorrect number of strides, if specified</td>
</tr>
<tr>
<td>- One step on mount/dismount or ground tie (except shifting to balance)</td>
</tr>
<tr>
<td>- Split pole in lope over</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>3 Point Penalties:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Wrong lead or out of lead</td>
</tr>
<tr>
<td>- Dropped reins</td>
</tr>
<tr>
<td>- Break of gait at lope</td>
</tr>
<tr>
<td>- Break of gait at walk or trot for more than two (2) strides</td>
</tr>
<tr>
<td>- Two-three steps on mount/dismount or ground tie</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>5 Point Penalties:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Spurring in front of object</td>
</tr>
<tr>
<td>- Blistant disobedience</td>
</tr>
<tr>
<td>- Use of either hand to install tear/puzzle</td>
</tr>
<tr>
<td>- Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
</tr>
<tr>
<td>- More than one finger between split reins or any fingers between normal reins per maneuver</td>
</tr>
<tr>
<td>- Knocking over, stepping out of, or falling off of an obstacle</td>
</tr>
<tr>
<td>- Dropping an object required to be carried</td>
</tr>
<tr>
<td>- 1st or 2nd cumulative refusal</td>
</tr>
<tr>
<td>- Letting go of gate</td>
</tr>
<tr>
<td>- Four or more steps on mount/dismount or ground tie</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>10 Point Penalties:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</td>
</tr>
</tbody>
</table>

---

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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>9245</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Obstacle Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>2</td>
<td>7</td>
<td>6</td>
<td>12</td>
<td>8</td>
<td>4</td>
<td>1</td>
<td>7</td>
<td>6</td>
</tr>
</tbody>
</table>

**Tie-Breaker**

| Penalty  | 0 | 0 | -1 | -1 | -1/2 | -1 | +1 | 0 |
| Content  |   |   |    |    |      |    |    |   |

| Penalty  | 0 | 0 | -1/2 | -1/2 | -1 | -1 1/2 | +1/2 | +1/2 |
| Content  |   |   |      |      |    |        |      |      |

| Penalty  | +1/2 | +1/2 | -1/2 | -1/2 | -1/2 | +1/2 | +1 |
| Content  |      |      |      |      |      |      |    |

| Penalty  | 0 | 0 | -1 1/2 | -1 | 0 | -1/2 | +1/2 |
| Content  |   |   |        |    |   |      |      |

| Penalty  | 0 | +1/2 | +1/2 | +1/2 | 0 | +1/2 | +1/2 |
| Content  |   |      |      |      |   |      |      |

| Penalty  | 5,5 | 55.0P | 1 |
| Content  | -1 1/2 | 0 | -1 1/2 | -1 1/2 | 0 | 0 | 0 |

| Penalty  |
| Content  |

**JUDGE'S SIGNATURE:**

Printed from HSW
### 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 gate 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/panic
- 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 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)

---

### OBSTACLE SCORES

Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>202</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>-1</td>
<td>1/2</td>
<td>0</td>
<td>-1</td>
<td>1/2</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
</tr>
<tr>
<td>18</td>
<td>83</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>19</td>
<td>213</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>0</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>-1</td>
<td>1/2</td>
<td>0</td>
<td>-1</td>
<td>1/2</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
</tr>
<tr>
<td>20</td>
<td>157</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
</tr>
<tr>
<td>21</td>
<td>159</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
</tr>
<tr>
<td>22</td>
<td>142</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
</tr>
<tr>
<td>23</td>
<td>998</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
</tr>
<tr>
<td>24</td>
<td>161</td>
<td>Gate Trot</td>
<td>Penalty</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
</tr>
</tbody>
</table>

---

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-handled (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
- Skidding over or taking 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 loop 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 or three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Sprung in front of obstacle
- Rinsed disobedience
- Use of either hand to instill fear/prise
- 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 per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 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)

---

### OBSTACLE SCORES

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gate</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trot Cedars</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lope 2</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Loop Sp.#2</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Black</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bridge</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Black/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

**JUDGE'S SIGNATURE:**

---

**SHOW:** Sweetwater-Versatility

**CLASS:** #71 - SHTX VTRL - Novice Trail

**DATE:** 08/04/2018

**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 daily and remain dalled during the drag

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

---

** translations:**

- Penalties: Over-handled, Out of frame, Each hit, bite, stepping, Incorrect, incorrect number of strides, One step on mount/dismount, Split pole in loop over.
- 3 Point Penalties: Wrong lead, Draped reins, Break of gait, Break of gait at walk, Break of gait at trot, Two or three steps on mount/dismount.
- 5 Point Penalties: Sprung, Rinsed disobedience, Use of either hand to instill fear, Use of two hands, More than one finger, Knocking over, Letting go of gate, Four or more steps.
- 10 Point Penalty: Unnatural Ranch Horse Appearance.

**Obstacles:**
- Gate
- Trot Cedars
- Lope
- Loop Sp.#2
- Log/Black
- Log/Cedar
- Bridge
- Black/Cedar
- Log/Cedar
- Log/Cedar
- Log/Cedar

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gate</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trot Cedars</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lope 2</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Loop Sp.#2</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Black</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bridge</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Black/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log/Cedar</td>
<td>+1</td>
<td>+1</td>
<td>-12</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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 Poor, 0 Correct, +1 Good, +1 1/2 Excellent.

---

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

**JUDGE'S SIGNATURE:**

---

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

**1 Point Penalties:**
- Over-handled (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 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 poles in lope over

**5 Point Penalties:**
- Spurring in front of cinch
- Elated disobedience
- Use of either hand to instill fear/pace
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one step between split reins or any fingers between 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

**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 strides
- Two-three steps on mount/dismount or ground tie

**3 Point Penalties:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

---

**OBSTACLE SCORES**

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

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Score</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Penalty**
- **Total**
- **Score**
- **Off Pattern**

| WO | #  | Tie-Breaker | Obstacle Description | Penalty | CONTENT | Penalty | CONTENT | Penalty | CONTENT | Penalty | CONTENT | Penalty | CONTENT | Penalty | CONTENT | Penalty | CONTENT |
|----|----|-------------|----------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 33 | 182| 5 trot 4 trot 3 logs 2 logs | Gate Trot Cedars Lope Log Log | 1 | 4/12 | 1 | 1 | 1/2 | 1 | 1/2 | 0 | 1/2 | 1/2 |
| 34 | 986| 3 harmony 2 harmony | Bridge Black Bucket Tree | 1 | 1/2 | 1 | 1/2 | -1/2 | 1 | +1 | +1/2 |
| 164|     | 1/2 0 -1/2 +1/2 -1 | Step HK Trail | 5 | 1 | 1/1 | -1/2 | -1 | -1 | -1 | 0 | 51/2 |
| 153|     | 1 1/2 1 | Log | 1 | 1 | 1/2 | -1/2 | +1/2 | +1 | +1/2 | +1 |
|     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
## MANEUVER SCORES

Each horse/rodeo team is scored between 0-100 points and automatically begins the run with a score of 70 points.

### Tie-Breaker

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Content</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>10 Point Penalty</th>
<th>Total</th>
<th>Score</th>
<th>Off Pattern</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Circles Left, 2 Circles Right</td>
<td>1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>2</td>
<td>6</td>
<td>66</td>
<td>2</td>
<td>66</td>
<td></td>
</tr>
<tr>
<td>2 Circles Right, Stop</td>
<td>1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>2</td>
<td>6</td>
<td>66</td>
<td>2</td>
<td>66</td>
<td></td>
</tr>
<tr>
<td>3 1/2 Spins Left</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>7</td>
<td>58</td>
<td>7</td>
<td>58</td>
</tr>
<tr>
<td>Stop</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>3 1/2 Spins Right</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>7</td>
<td>58</td>
<td>7</td>
<td>58</td>
</tr>
<tr>
<td>Stop &amp; Back</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>7</td>
<td>58</td>
<td>7</td>
<td>58</td>
</tr>
</tbody>
</table>

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
1/2 Point Penalties:
- Starting a circle or cutting 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-biddled (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 loop departure on trot in patterns
- Failure to be in a loop 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

### MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Tie-Breaker</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>145</td>
<td>2 Circles Left, 2 Circles Right</td>
<td>Lead Change</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td></td>
<td>PENALTY</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CONTENT</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### 10 POINT PENALTY TOTAL SCORE OFF PATTERN

- **10** of 5
- **69.5**
- **61**
- **50.5**
- **51.5**
- **62**
- **56**

---

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

**JUDGE'S SIGNATURE:**

Printed from NSW
**VERSATILITY RANCH HORSE - REINING**

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

### 10 Point Penalties:
- Starting a circle or rolling 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-bitted (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 stop departure on test 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 1/4 length of arena

### 5 Point Penalties:
- Spurting in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/pause  
- 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  
- 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 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  
- Lamesness  
- 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  
- 1/2 Extra Mark: -3, 0 Extra Mark: 3 Extra Mark: +3, 1 Extra Mark: +3, 2 Extra Mark: +3

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>224</td>
<td>2 Circles Left, 2 Circles Right, Stop, 3 1/2 Spins Left, Stop, 3 1/2 Spins Right, Stop &amp; Back</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td></td>
<td></td>
<td><strong>61.5</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>136</td>
<td></td>
<td>0</td>
<td>-1/2</td>
<td>D</td>
<td>D</td>
<td>-1/2</td>
<td>-1/2</td>
<td></td>
<td></td>
<td><strong>70</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>998</td>
<td></td>
<td>-1/2</td>
<td>1/2</td>
<td>-1/2</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td></td>
<td></td>
<td><strong>49</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>148</td>
<td></td>
<td>-1</td>
<td>D</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td></td>
<td></td>
<td><strong>65</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>201</td>
<td></td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td></td>
<td></td>
<td><strong>67</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>209</td>
<td></td>
<td><strong>SCRATCH</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>985</td>
<td></td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1</td>
<td>0</td>
<td>2</td>
<td></td>
<td><strong>635</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>160</td>
<td></td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>-1/2</td>
<td>-1</td>
<td>-1</td>
<td></td>
<td><strong>60.5</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**1 Point Penalties:**
- Over-briddled (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 walk-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

### MANEUVER SCORES

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 71 points

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Tie-Breaker</td>
</tr>
<tr>
<td></td>
<td>Maneuver Description</td>
</tr>
<tr>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td>25</td>
<td>997</td>
</tr>
<tr>
<td>26</td>
<td>670</td>
</tr>
<tr>
<td>27</td>
<td>142</td>
</tr>
<tr>
<td>28</td>
<td>686</td>
</tr>
<tr>
<td>29</td>
<td>153</td>
</tr>
<tr>
<td>30</td>
<td>164</td>
</tr>
</tbody>
</table>

### 10 POINT PENALTY | PENALTY TOTAL | SCORE | OFF PATTERN

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>D</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>D</td>
<td>-1/2</td>
<td>0</td>
<td>69.5</td>
</tr>
<tr>
<td>D</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>41/2</td>
<td>61</td>
</tr>
<tr>
<td>NS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>81</td>
</tr>
<tr>
<td>D</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>D</td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>D</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>51/2</td>
<td>63</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>73/2</td>
</tr>
</tbody>
</table>

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
# 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: Spinning in front of cluch
- C: Blisterted disobedience
- D: Use of either hand to install feel/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 rein/reins (except two reins per maneuver)

---

### RUN CONTENT
Each horse/rider team is scored between 0-150 points and automatically begins the run with a score of 70 points.
- +1 1/2 Excellent, +1 Very Good, +1/2 Good, +1 Poor, -1/2 Poor, -1 Very Poor, -1 1/2 Extremely Poor

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>BOXING MANEUVERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>201</td>
<td>1/2, 1/2, 1/2, 0</td>
</tr>
<tr>
<td>2</td>
<td>976</td>
<td>1/2, 1/2, 1/2, 1/2</td>
</tr>
<tr>
<td>3</td>
<td>986</td>
<td>1, 1/2, 1/2, 0</td>
</tr>
<tr>
<td>4</td>
<td>165</td>
<td>1, 1/2, 1/2, 0</td>
</tr>
<tr>
<td>5</td>
<td>998</td>
<td>1/2, 1/2, 1/2, 1/2</td>
</tr>
<tr>
<td>6</td>
<td>984</td>
<td>1, 1/2, 1/2, 1/2</td>
</tr>
<tr>
<td>7</td>
<td>245</td>
<td>1/2, 1/2, 1/2, 1/2</td>
</tr>
<tr>
<td>8</td>
<td>209</td>
<td>1/2, 1/2, 1/2, 1/2</td>
</tr>
<tr>
<td>9</td>
<td>164</td>
<td>1/2, 0, 0, 1/2</td>
</tr>
<tr>
<td>10</td>
<td>224</td>
<td>1, 1/2, 1/2, 1/2</td>
</tr>
</tbody>
</table>

---

**JUDGE’S SIGNATURE:**

Printed from HSW
#73 - SHTX VVCH - Novice Working Cow

**SHOW:** Sweetwater - Versatility

**CLASS:**

**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: Spurting in front of cinch
- C: Blatant disobedience
- D: Use of either hand to instill teet or taunt
- E: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between rostral reins (except two rein) per maneuver

**Off-Point (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: Legal equipment
- M: Improper western attire
- L: Fall horse/toter: run ends; credit will be given for work done

**RUN CONTENT**

Each horse/team is scored on 0-100 points and automatically begins the run with a score of 70 points.

- 100: Excellent, 90-99: Very Good, 80-89: Good, 70-79: Fair, 60-69: Poor

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
<th>BOXING MANEUVERS</th>
<th>PENALTIES</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>POSITION &amp; CONTROL</td>
<td>DEGREE OF DIFFICULTY</td>
<td>DYE APPEAL</td>
<td>COURAGE</td>
<td>TIME WORKED</td>
</tr>
<tr>
<td>11</td>
<td>129</td>
<td>0 0 0</td>
<td>-1/2 -1/2</td>
<td>A</td>
<td>1</td>
<td>68</td>
</tr>
<tr>
<td>12</td>
<td>148</td>
<td>-1 -1 -1</td>
<td>-1 -1 -1</td>
<td>A</td>
<td>1</td>
<td>58</td>
</tr>
<tr>
<td>13</td>
<td>985</td>
<td>-1/2 -1/2 -1/2</td>
<td>0 0 0</td>
<td>A  L  H</td>
<td>1</td>
<td>59 1/2</td>
</tr>
<tr>
<td>14</td>
<td>221</td>
<td>+1 +1 +1</td>
<td>+1 +1 +1</td>
<td>A</td>
<td>1</td>
<td>74 1/2</td>
</tr>
<tr>
<td>15</td>
<td>136</td>
<td>-1 -1/2 -1/2</td>
<td>0 0 0</td>
<td>A</td>
<td>1</td>
<td>64</td>
</tr>
<tr>
<td>16</td>
<td>130</td>
<td>-1/2 -1 -1/2</td>
<td>-1/2 -1/2</td>
<td>A</td>
<td>1</td>
<td>63 1/2</td>
</tr>
<tr>
<td>17</td>
<td>980</td>
<td>-1/2 0 0</td>
<td>0 0 0</td>
<td>A</td>
<td>1</td>
<td>68 1/2</td>
</tr>
<tr>
<td>18</td>
<td>215</td>
<td>-1 -1 -1</td>
<td>-1 -1 -1</td>
<td>A A</td>
<td>2</td>
<td>65</td>
</tr>
<tr>
<td>19</td>
<td>593</td>
<td>-1/2 -1/2 -1/2</td>
<td>-1/2 -1/2</td>
<td>A A</td>
<td>2</td>
<td>OP</td>
</tr>
<tr>
<td>20</td>
<td>159</td>
<td>-1/2 -1/2 -1/2</td>
<td>-1/2 0</td>
<td>A</td>
<td>2</td>
<td>63 1/2</td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:**

[Signature]

[Printed from HSW]
### Novice/Youth Cow Work

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

#### 1 Point Penalties:
- A: Loss of working advantage  
- B: 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: Spurning 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 normal 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 before cows, if new cow is awarded  
- NE: Failure to attempt any part of the class

#### DO:
- A: Abuse  
- B: Lame/ness  
- D: Disrespect or misconduct  
- G: Illegal equipment  
- M: Improper western attire  
- L: Fall horseshoer, run ends; credit will be given for work done

### Run Content
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, 1:2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>BOXING MANEUVERS</th>
<th>PENALTIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie Breaker</td>
<td></td>
<td>POSITION &amp; CONTROL</td>
<td>DEGREE OF DIFFICULTY</td>
</tr>
<tr>
<td>21</td>
<td>138</td>
<td>0 -1/2 -1/2 +1/2 0</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>983</td>
<td>-1/2 -1/2 0 -1/2 -1/2 A</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>153</td>
<td>0 0 -1/2 +1/2 0</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>997</td>
<td>+1/2 -1/2 -1/2 -1/2 0</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>972</td>
<td>-1/2 -1/2 -1 -1/2 -1/2</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>182</td>
<td>-1/2 -1/2 -1/2 0 -1/2</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>160</td>
<td>-1 -1/2 -1/2 0 0 A</td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>970</td>
<td>-1/2 -1/2 0 0 0 A</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>167</td>
<td>-1 -1 -1/2 -1/2 0 A</td>
<td></td>
</tr>
</tbody>
</table>

**Judge's Signature:**

Printed from HSW
### NOVICE/YOUTH COW WORK

**1 Point Penalties:**
- A: Loss of working advantage
- F: Working out of position
- S: Slipping rein

**2 Point Penalties:**
- I: Knocking down the cow without having a working advantage
- L: Looking a cow while boxing

**5 Point Penalties:**
- B: Spurring in front of cinch
- C: Blatant disobedience
- D: Use of either hand to instill fear/pain
- 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 rostral reins (except two rein) per maneuver

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A: Turning tail
- B: Repeated blatant disobedience
- D: 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: Dissipate or misconduct
- G: Illegal equipment
- M: Improper western attire
- F: Fall horse/rider; run ends; credit will be given for work done

### RUN CONTENT

Each horse/rodeo 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, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

### BOXING MANEUVERS

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>COURAGE</th>
<th>TIME WORKED</th>
<th>PENALTIES</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breakers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>202</td>
<td>-1</td>
<td>-1</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>L</td>
<td></td>
<td>4</td>
<td>OP</td>
</tr>
</tbody>
</table>

**Notes:** Turn Tail

**Judge's Signature:** [Signature]

[Printed from HSW]