# VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Sweetwater-Versatility  
**CLASS:** #80 - SHTX YPYS - Youth Pleasure  
**DATE:** 08/04/2018

## 1 Point Penalties:
- Over-birdied (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

## 3 Point Penalties:
- Spurring in front of circh  
- Blistast disobedience  
- Use of either hand to install fear/pain  
- Use of two hands (except in snatch bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal 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.  
- -1.5 Extremely Poor, -1 Very Poor, -1 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1.5 Excellent

| W/O | #  | Maneuver Description | Penalty | Content | Walk | Lope | Ext Lope | Ext Loop | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & | Ext Walk | Tred | Ext Tred | Stop & |
|-----|----|----------------------|---------|---------|------|------|---------|---------|------|---------|--------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|------|--------|---------|--------|
| 1   | 203| 0                    | 0       | 0       | 0    | 0    | +1      | -1     | -1   | -1      | +1/2   | +1/2   | -1   | +1     | +1      | 1      | 1    | +1/2   | +1/2   | 1      | 1    | +1     | +1      | 1      | +1/2 | +1/2   | +1      | 1      | 1    | +1     | +1      | 1      | +1/2 | +1/2   | +1      | 1      | 1    | +1     | +1      | 1      | +1/2 | +1/2   | +1      |
| 2   | 196| 0                    | -1/2    | -1/2    | -1/2  | 0    | -1/2   | 0      | -1/2 | -1/2   | +1/2   | +1/2   | -1/2 | +1/2   | +1/2   | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      |
| 3   | 191| +1/2 +1              | +1/2    | -1/2    | +1/2  | 0    | +1     | +1     | +1   | +1     | +1     | +1     | +1   | +1     | +1     | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      | 3      | 5    | 3      | 5      |
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| 7   | 242| 0                    | -1/2    | -1/2    | -1/2  | 0    | 0      | -1/2   | -1/2 | 0      | -1/2   | -1/2   | -1/2 | -1/2   | -1/2   | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  | 3      | 0/5  |
| 8   | 223| -1/2                 | -1/2    | -1/2    | -1/2  | 0    | 0      | -1/2   | -1/2 | 0      | -1/2   | -1/2   | -1/2 | -1/2   | -1/2   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   | 1      | 67   |

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

*Printed from HSW*
# Pattern 2

## Show:
Sweetwater-Versatility

## Class:
#80 - SHTX YPLS - Youth Pleasure

## Date:
08/04/2018

### 1 Point Penalties:
- Over-briddled (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:
- Sprouting in front of cinch
- Blunt 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 normal reins per maneuver
- 1st or 2nd cumulative refusal

### 4 Point Penalties:
- 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

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## Judge's Name (Printed): [JUDGE'S NAME (PRINTED)]

## Judge's Signature: [JUDGE'S SIGNATURE]
VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Sweetwater Versatility
CLASS: #80 - SHTX YLPS - Youth Pleasure
DATE: 06/04/2018

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

3 Point Penalties:
- Wrong lead or out of lead
- Dragged 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
- Ristant disobedience
- Use of either hand to instill fear/pain
- 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
- 1st or 2nd cumulative refusal

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

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

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

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

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### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:**  Sweetwater-Versatility  
**CLASS:**  #80 - SHTX YPLS - Youth Pleasure  
**DATE:**  08/04/2018

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
   - Draped 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 canter
   - Bistant disobedience
   - Use of either hand to instill fear/pain
   - 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
   - 1st or 2nd cumulative refusal

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

5. **Off-Pattern (OP):**
   - Breaking pattern
   - Leaving arena before pattern is complete
   - Repeated blatant disobedience

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

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#### 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, 3-4 Very Poor, 5-6 Poor, 7-8 Fair, 9-10 Good, 11-12 Very Good, 13-15 Excellent

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

**SHOW:** Sweetwater-Versatility  
**CLASS:** #93 - SHTX YTRL - Youth Trail  
**DATE:** 08/04/2018

**OBSTACLE Scores**  
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 11/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Commed, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

| W/O | # | Tie-Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | TOTAL | SCORE | OFF PATTERN |
|-----|---|------------|---------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|-----|-------|-------|-------------|
| 1   | 203 | 5           | Gate               | 2        | 3, 1   | +1/2 | -1/2 | -1 | -1/2 | +1/2 | 0 | +1/2 | 0 |      | 5       | 64½   |             |
| 2   | 196 | 106         | Trot/Cadence       | 3 OP     | 3 OP   | -1   | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | 1/2 | 5 | OP | 16    | 43    |             |
| 3   | 191 | -1          | Trot               | 4        | 1/2    | 0    | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 |     | 74½   |       |             |
| 4   | 194 | 0           | Trot               | 5        | 0      | 0    | -1/2 | -1/2 | 0    | -1  | 0   | -1/2 |     |     | 20     | 45½   |             |
| 5   | 979 | 1           | Trot               | 6        | 0      | +1/2 | -1   | 0   | 0   | 0   | 0   | 0   | +1/2 | 0   |     | 16     |       |             |
| 6   | 231 | -1/2        | Trot               | 7        | -1/2   | +1/2 | -1/2 | -1/2 | 0   | 0   | 0   | 0   | 0   |     | 7½    |       |             |
| 7   | 242 | 1           | Trot               | 8        | 0      | -1   | 0   | +1/2 | +1/2 | -1  | -1/2 | +1/2 |     |     | 4(64) |       |             |
| 8   | 223 | 1, 3, 1     | Trot               |          | 0      | -1/2 | -1   | -1  | -1  | 0   | 0   |     |     | 10     | 55½   |             |

**Judge’s Name (Printed):**  
**Judge’s Signature:**
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Sweetwater-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 08/04/2018

#### 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

#### 5 Point Penalties:
- Spurring in front of cloth  
- Blasphemous disobedience  
- Use of either hand to instill fear/pain  
- Use of either hand (except in saddles bit of hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins per maneuver  
- Knocking over, stepping on, 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

#### Point Penalties:
- Incorrect or break of gate at walk or trot for more than two (2) strides  
- Two-three steps on mount/dismount or ground tie

#### 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 balanced during the drag

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

---

### OBSTACLE SCORES

Each horse/riding 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 Corined, 1-2 Good, 1 Very Good, 1-2 Excellent

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<th>Obstacle Description</th>
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**Judge's Name (Printed):**  
**Judge's Signature:**

**Printed from HSW**
SHOW: Sweetwater-Versatility  
CLASS: #83 - SHTX YTRL - Youth Trail  
DATE: 08/04/2018

VERSATILITY RANCH HORSE - TRAIL

### Point Penalties:
- Over-bred (per maneuver)  
- Out of frame (per maneuver)  
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle  
- Incorrect or break of gait at walk or trot for two strides or less  
- Both front or hind feet in a single stride space at a walk or trot  
- Skipping over or falling to step into required space  
- Incorrect number of strides, if specified  
- One step on mount/discount 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 loop  
- Break of gait at walk or trot for more than two (2) strides  
- Two-three steps on mount/discount or ground tie  

### 5 Point Penalties:
- Spinning in front of circle  
- Blunt 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 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/discount or ground tie  

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

#### Off Pattern (OP):
- Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Leaving arena before pattern is complete  
- 3rd refusal  
- Repeated blunt disobedience  
- Failure to daily and remain dally during the drag  

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

### OBSTACLE SCORES

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<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
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### 10 POINT PENALTY TOTAL SCORE OFF PATTERN

- 2-682
- OP
- 3-682
- 2-632
- 16-522
- 1-712
- 17-482
- 2-67

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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

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

### 5 Point Penalties:
- Sparring in front of chic
- Blistent disobediennce
- Use of either hand to instill fear/pain
- 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

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

---

### OBSTACLE SCORES

<table>
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<th>Obstacle Description</th>
<th>Penalty</th>
<th>1</th>
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</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

#### 12 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-guided (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 or 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

### MANEUVER SCORES

Each maneuver is scored between 0-100 points and automatically begins the run with a score of 70 points. Scores of 9-10 are Excellent, 7-8 are Very Good, 5-6 are Good, 3-4 are Poor, and 0-2 are Poor.

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#### 5 Point Penalties:
- Spinning 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 roman reins (except two rain) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

#### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

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

---

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** Sweetwater-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 08/04/2018

### 1/2 Point Penalties:
- Starting a circle or evading 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:
- Spanking in front of cinch
- Blatant disobedience
- Use of either hand to instill tear/pause
- Use of two handles (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 rain hand

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

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper wither attitude

---

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points. 1-15 Very Poor, 16-20 Poor, 21-25 Fair, 26-30 Good, 31-35 Very Good, 36-40 Excellent

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<th>#</th>
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<tr>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Reining

## Pattern

**Show:** Sweetwater - Versatility  
**Class:** #86 - SHTX YRNN - Youth Reining  
**Date:** 08/04/2018

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or leanto 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

---

### Manuever Scores

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

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### Judges

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

- Printed from HSW
SHOW: Sweetwater-Versatility  
CLASS: #86 - SHTX YRNN - Youth Reining  
DATE: 08/04/2018

1/2 Point Penalties:  
- Starting a circle or exiting a rollback at a trot for up to two strides  
- Delayed change of lead by one stride where the lead change is required by the pattern  
- 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:  
- Overorded (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 stop 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:  
- Spinning in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/pain  
- Use of two hands (except snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

Disqualification (DQ):  
- Abuse  
- Laminence  
- Disrespect or misconduct  
- Illegal equipment  
- Fail of horseman  
- Improper western attire

---

### MANEUVER SCORES

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JUDGE'S NAME (PRINTED):  
JUDGE'S SIGNATURE:  
Printed from HSW
### VERSATILITY RANCH HORSE - RANCH COW WORK

**1 Point Penalties:**
- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

**2 Point Penalties:**
- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

**3 Point Penalties:**
- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

**4 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
- B - Spurring or hiding in front of clinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/raise
- 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) per maneuver
- R - Failure to catch when roping in open/cowboy classes

**10 Point Penalty:**
- U - Unnatural Ranch Horse Appearance (horse’s tail is obvious and completely carried in an unnatural manner in every maneuver)

---

### RUN CONTENT

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<th>CIRCLING</th>
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<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
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</table>

**Penalties**

- A: Turning tail
- E: Repeated blatant disobedience
- H: Leaving arena before run is complete
- I: Illegal catch at end of run
- J: Schooling after entering the arena prior to calling for cow
- K: Schooling horse between cows, if new cow is awarded
- N: Failure to attempt any part of the class
- R: Loss of rope

**Disqualification (DQ):**

- A: Abuse
- B: Lame
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse
- N: Improper western attire

---

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

Printed from HSW
**SHOW:** Sweetwater-Versatility  
**CLASS:** #91 - AQHA 485000 - Youth VRH Limited Ranch Cow Work  
**DATE:** 08/04/2018

### VRH - LIMITED COW WORK (Amateur/Youth)

#### 1 Point Penalties:
- A: Loss of working advantage
- D: Failure to drive cow passed middle marker on second drive before time expires
- F: Working out of position
- G: Slipping rein
- V: Over-bridled (per maneuver)
- W: Out of frame (per maneuver)

#### 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: Blistar disobedience
- E: Use of either hand to instill fear/praise
- H: Use of two hands (except in snaffles bit or hackamore) per maneuver
- M: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### 10 Point Penalty:
- J: 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

#### Disqualification (DQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider
- N: Improper western attire

---

### 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 Extremly Poor, 1/3 Very Poor, 1/2 Poor, 2/3 Correct, 1/2 Good, 3/4 Very Good, +1/2 Excellent

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

Printed from HSW
### VRH - LIMITED COW WORK (Amateur/Youth)

#### SHOW:
- Sweetwater-Versatility

#### CLASS:
- #61 - AQHA 485000 - Youth VRH Limited
- Ranch Cow Work

#### DATE:
- 06/04/2018

### 1 Point Penalties:
- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- F - Working out of position
- S - Slipping rein
- V - Over-brinded (per maneuver)
- W - Out of frame (per maneuver)

### 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 - Blistant disobedience
- E - Use of either hand to instill fear/punish
- 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 roman reins (except two rein) per maneuver

#### Penalties:
- J - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- OH - Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

#### Disqualification (DQ):
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/riders
- N - Improper western attire

---

### RUN CONTENT

Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 76 points

- 1/2 Extremely Poor, 1/10 Very Poor, 5/10 Poor, 1/10 Fair, 1/10 Good, 1/10 Very Good, 1/10 Excellent

#### PENALTIES

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#### Total Score

- **92 1/2**
- **83 1/2**

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### NOVICE/YOUTH COW WORK

#### Point Penalties:
- A: Loss of working advantage
- P: Working out of position
- S: Slipping rein

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

#### DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse/ calves; credit will be given for work done

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#### Run Content
Each horse/valer 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
## 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: Spurning in front of angh
- C: Blistat disobedience
- D: Use of either hand to instill fear/priase
- H: Use of two hands (except in snaffle bit or hackamore) per maneuvare
- F: More than one finger between split reins or any fingers between rawl reins (except two rein) per maneuvare

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena; prior to calling for cow
- K: Schooling horse between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

### DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall hoaehler; run ends; credit will be given for work done

### RUN CONTENT

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

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**JUDGE'S SIGNATURE:**

[Signature]

**Printed from HSW**
**SHOW:** Sweetwater-Versatility  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 08/04/2018

### NOVICE/YOUTH COW WORK

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

**2 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 the horn
- C: Blatant disobedience
- D: Use of either hand to assist feet/pull
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

**Penalties:**
- 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
- C: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse/rider; run ends; credit will be given for work done

<table>
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**RUN CONTENT**  
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

**JUDGE'S SIGNATURE:** [Signature]

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