

SHOW: SWEETWATER CLASSIC
CLASS: 9. YOUTH
DATE: 08/26/2022

VERSATILITY RANCH HORSE - CUTTING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> A - Losing working advantage C - Working out of position D - Toe, foot or stirrup on shoulder V - Over-bridled (per maneuver) W - Out of frame (per maneuver) <p>3 Point Penalties</p> <ul style="list-style-type: none"> A - Hot Quit B - Cattle picked up or scattered D - Back fence E - Pawing or biting cattle F - Spurring on shoulder <p>5 Point Penalties:</p> <ul style="list-style-type: none"> A - Horse quitting cow B - Losing the cow C - Changing cattle after a specific commitment D - Failure to separate a single animal after leaving the herd E - Blatant disobedience 	<p>10 Point Penalty:</p> <p>U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</p> <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> A - Turn Tail H - Use of two hands on reins (except in snaffle bit or hackamore) M - More than one finger between split reins or any fingers between romal reins F - Failure to cut two cows <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> A - Abuse B - Lameness D - Disrespect or misconduct E - Excessive disturbance of herd G - Illegal equipment F - Fall of horse/rider N - Improper western attire H - Leaving arena before run is complete
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W/O	#	PENALTIES						RUN CONTENT								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Cow 1		Cow 2		Cow 1		Cow 2				Average Cow 1 & Cow 2							
		1 POINT	5 POINTS	5 POINTS	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.		Eye Appeal						
Tie-Breaker																			
1	107	A					0	0	0	0	0	1/2	0			1	1/2		

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

GUIDE FOR NEW COWS: Judge's decision, rider will receive new cow(s) as requested if time allows

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

- A- Maintaining control of the cow at all times
- B- Exhibiting superior cow sense and natural ability without excessive forcing or spurring
- C- Degree of difficulty
- D- Eye Appeal

1 POINT PENALTIES

- A- Loss of working advantage
- C- Cow's head breaks the plane of the 1 point marker
- E- Changing sides of arena to turn cow
- L- For each length horse runs past cow
- P- Working out of position
- S- Slipping rein
- T- Failure to drive cow past middle marker on first run before initiating the turn
- W- Excessive holding

2 POINT PENALTIES

- A- Going around corner of arena before turning cow
- B- In an open field turn against gate within 3 feet of the end fence before being turned
- C- Failure to change sides after a circling turn prior to the first circle

3 POINT PENALTIES

- E- Exhausting or overspurring before circling cow
- H- Hanging up on fence (refusing to turn)
- K- Knocking down cow without having working advantage

SPECIFIC PENALTIES

- A- Kick penalty (in one direction) (5 points each way)
- B- Spurring or pulling in front of saddle at starting or excessively whipping or spurring the horse
- C- Brazen disobedience including kicking, biting, backing, headshaking and cutting or obscuring the horse's body

NOTE: Judges may waive the penalty of anyone who terminates the work. A score of zero will be given if the work is not completed at that time.

0- SCORE

- A- Turn off
- B- Using two hands on the reins in a braid or two rein slack
- C- Fingers forcefully increase to a bridle check except the lead and class
- D- Biting
- E- Excessively out of position
- F- Bloody mouth (bleeding)
- G- Wrong response
- H- Leaving working area before pattern is complete

- L- If a rider hits or kicks the animal being worked with the roman or rene, in an abusive manner
- M- Improper Western Aids
- O- Failure to work in the proper working order

NO SCORE:

- A- Abuse
- B- Language

NC- Failure of an exhibitor to attempt to work the pattern (except walk)

RUN CONTENT:

(+ Excellent / ++ Above Average / - Average / -- Below Average / - Poor)

#	HORSE	MANEUVER	Starting	Rating	Cow's Ability of Turns	Circling	Control of Cow	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE
101		PENALTY	NE											0
		CONTENT	✓											
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
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		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Signature: 



SHOW: Sweetwater Classic

CLASS: #210 Am

DATE: 8/26/22

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

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

10 point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

Off-Pattern (OP): 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
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT											PENALTIES					SCORE	OP
		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											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL							
L	R	L	R	TRACK & RATE	STOP & HOLD														
Tie-Breaker																			
1	101	PENALTY																	
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2			0	0	0						1 1/2
2	102	PENALTY	A																1 1/2
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2											1 1/2
3	104	PENALTY	AA																2 1/2
		CONTENT	0	0	0	0	0	-1/2			0	0	0						2 1/2
4	103	PENALTY																	1 1/2
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2			-1/2	-1/2	-1/2						1 1/2
5	112	PENALTY																	2 1/2
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	-1/2			0	0	0						2 1/2
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

Barry

JUDGE'S SIGNATURE:

SHOW: Sweetwater Classic
CLASS: # 27 Ltd Am
DATE: 8/26/22

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
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)
- 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
- 10 Point Penalty:**
U - 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**
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
H - Use of two hands (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between romal reins (except two rein)
- Disqualification (DQ):**
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete

W/O	#	RUN CONTENT								PENALTIES				SCORE	OP
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker															
1	108	PENALTY	A												
		CONTENT	0	0	0	0	0	0	0	0				1	69
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE: 

SHOW: Sweetwater Classic
CLASS: # 29 Yh
DATE: 8/26/22


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
 P - Working out of position
 S - Slipping rein
 V - Over-bridled (per maneuver)
 W - Out of frame (per maneuver)
 E - Driving cow down the opposite fence (changing sides)
- 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
- 10 Point Penalty:**
 U - 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**
 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
 H - Use of two hands (except in snaffle bit or hackamore)
 M - More than one finger between split reins or any fingers between romal reins (except two rein)
- Disqualification (DQ):**
 A - Abuse
 B - Lameness
 D - Disrespect or misconduct
 G - Illegal equipment
 F - Fall of horse/rider
 N - Improper western attire
 H - Leaving arena before run is complete

W/O	#		RUN CONTENT							PENALTIES				SCORE	OP	
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points			Total Penalties
Tie-Breaker																
1	707	PENALTY														
		CONTENT	1/2	0	0	0	0	0	0	0					70 1/2	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE: 

VRH PATTERN 5



NRSA
NATIONAL RANCH HORSE
STOCK HORSE ALLIANCE

SHOW: Sweetwater Classic

CLASS: 57. VRH YOUTH

DATE: 8/26/22

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		SS, S	4SR	4 1/4 LS	2CL	2CR	RRB	LRB	SS						
1	707	PENALTY					1122		2						
		CONTENT	-1	0	6	0	-1/2	-1/2	-1	0				8	59
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Barry

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhauniversity.com

VRH PATTERN 5



SHOW: Sweetwater Classic

CLASS: 58. VRH Amateur

DATE: 8/26/22

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		SS, S	4SR	4 1/4 LS	2CL	2CR	RRB	LRB	SS						
1	701	PENALTY						2					2	60 1/2	
		CONTENT	-1/2	-1	0	0	0	0	0	0					
2	702	PENALTY				1 1/2	1 1/2						9	55 1/2	
		CONTENT	0	-1/2	-1/2	-1	0	-1/2	-1/2	-1/2					
3	703	PENALTY				1/2			2					67 1/2	
		CONTENT	0	+1/2	0	0	0	-1/2	0	0					
4	704	PENALTY				1 1/2	1	2					6	61 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0					
5	712	PENALTY												72	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	0					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Bamy

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhauniversity.com



SHOW: Sweetwater Classic

CLASS: 59. VRH Open

DATE: 8/26/22

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): <u>Cannot place above others who complete pattern correctly</u></p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		SS, S	4SR	4 1/4 LS	2CL	2CR	RRB	LRB	SS						
1	105	PENALTY													
		CONTENT	0	+1/2	0	-1/2	0	0	0	-1/2				69 1/2	
2	101	PENALTY	5				1 1/2								
		CONTENT	-1/2	-1/2	0	0	-1	-1/2	0	0				11	55 1/2
3	109	PENALTY													
		CONTENT	0	0	0	0	0	0	0	0					70
4	100	PENALTY	0					1/2							
		CONTENT	-1	-1/2	-1/2	0	0	0	0	0					0
5	104	PENALTY					2	2							
		CONTENT	0	0	0	-1/2	-1/2	0	0	-1/2					64 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE:

VRH PATTERN 5



SHOW: Sweetwater Classic
CLASS: 60. VRH Ltd. Amateur
DATE: 8/26/22

VERSATILITY RANCH HORSE - REINING

- | | |
|---|---|
| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): <u>Cannot place above others who complete pattern correctly</u></p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete |
|---|---|

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		SS, S	4SR	4 1/4 LS	2CL	2CR	RRB	LRB	SS						
1	708	PENALTY					12	12							10 1/2
		CONTENT	0	0	0	0	0	1/2	0	0					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 7

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each 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:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#	MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
Maneuver Description		W	T	Ex T	S&B	SPR	1/4 R WO's	W	LL	Ex L (LL)	Collect CL	RL	T	S, 360					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	711					5						3							
		0	+1/2	+1/2	0	-1/2	0	0	-1/2	0	+1/2	-1	0	+1/2				0	59

Barry
JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 7

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each 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:


- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#	MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		W	T	Ex T	S&B	SPR	1/4 R WO's	W	LL	Ex L (LL)	Collect CL	RL	T	S, 360					
		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																	
		Maneuver Description	1	2	3	4	5	6	7	8	9	10	11	12	13				
		PENALTY																	
		MANEUV.	0	0	+1/2	0	+1/2	0	0	-1/2	0	-1/2	-1/2	0	0				89 1/2
																			70
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	

JUDGE'S NAME (PRINTED): Barry

JUDGE'S SIGNATURE: 

AQHA RANCH RIDING - Pattern 7

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each 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:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#	MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	T	Ex T	S&B	SPR	1/4 R WO's	W	LL	Ex L (LL)	Collect CL	RL	T	S, 360				
		1	2	3	4	5	6	7	8	9	10	11	12	13				
	711	0	0	1/2	0	0	1/2	0	1/2	0	1/2	1/2	0	0				0 1/2

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE: [Signature]

AQHA RANCH RIDING - Pattern 7

SHOW: Sweetwater Classic

CLASS: 42. Senior

DATE: 08/26/22

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each 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:

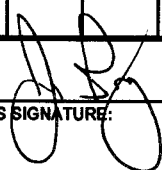
- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#	MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Maneuver Description		W	T	Ex T	S&B	SPR	1/4 R WO's	W	LL	Ex L (LL)	Collect CL	RL	T	S, 360				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13				
1	711																	
		PENALTY																
		MANEUV.	0	0	0	0	+1/2	0	-1/2	0	-1/2	-1/2	0	0			69	
2	712									3								
		PENALTY																
		MANEUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	0	-1/2	+1/2	+1/2	+1/2	0	3		
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE: 

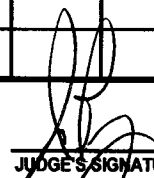
SHOW: Sweetwater Classic

CLASS: 43. All Breed 19 & Over

DATE: 08/26/22

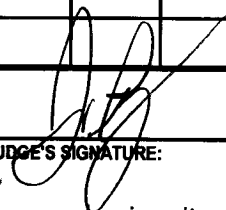
W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										
Maneuver Description		LRB	RRB	S & B	4 SR	4 1/4 SL	3 CL OoO	3 CR OoO	S			
Maneuver		1	2	3	4	5	6	7	8	9		
1	714			2		0		2				0
		MANUV.	-1	-1	-1	-1	0	-1/2	-1			
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE: 

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										
Maneuver Description												
Maneuver		1	2	3	4	5	6	7	8	9		
1	714	PENALTY	2 CL	2SL	2CR	2SR \emptyset	RRB \emptyset	S & B				
		MANUV.	0	0	0							\emptyset
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE: 

SHOW: Sweetwater Classic

CLASS: 52. Amateur Select

REINING - Pattern 1

DATE: 08/26/22

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										
Maneuver Description		LRB	RRB	S & B	4 SR	4 1/4 SL	3 CL OoO	3 CR OoO	S			
Maneuver		1	2	3	4	5	6	7	8	9		
1	714	PENALTY				Ø						
		MANUV.	-1	-1	-1/2	0	-1/2	+1/2	0	0		
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
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		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Bamy
 JUDGE'S NAME (PRINTED):

[Signature]
 JUDGE'S SIGNATURE:

SHOW: Sweetwater Classic

CLASS: 173. All Breed Walk Trot 11 &


under

DATE: 8/28/2022

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description		BRIDGE	J	BOX, 360-R	J, CHUTE	B	J								
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	111			13		1									
		PENALTY													
		OBS SCORE	+1	+1/2	-1	+1/2	0	+1/2							5
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

JUDGE'S NAME (PRINTED): Barry

JUDGE'S SIGNATURE: 

SHOW: Sweetwater Classic

CLASS: 177 All Breed 19 & over

DATE: 8/28/2022

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		BRIDGE	J	BOX, 360-R	GATE	L-LL	JO, CHUTE	B	LO-RL						
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	715			1/2	1/2										
		PENALTY													
		OBS SCORE	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	+1				1	13 1/2
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

JUDGE'S NAME (PRINTED): Pamy

JUDGE'S SIGNATURE: [Signature]

SHOW: Sweetwater Classic

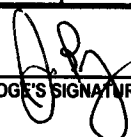
CLASS: 178 L1

DATE: 8/28/2022

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description		BRIDGE	J	BOX, 360-R	GATE	L-LL	JO, CHUTE	B	LO-RL						
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	119	PENALTY				3	1	11							
		OBS SCORE	+1/2	0	0	0	-1	0	-1/2	0					6 03
2	118	PENALTY					1	1	111						
		OBS SCORE	+1/2	+1/2	0	0	0	-1/2	-1/2						5 05
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

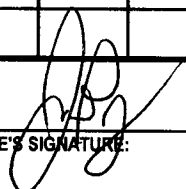
JUDGE'S NAME (PRINTED): Benny

JUDGE'S SIGNATURE: 

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		BRIDGE	J	BOX, 360-R	GATE	L-LL	JO, CHUTE	B	LO-RL						
Obstacle Description		1	2	3	4	5	6	7	8	9	10	11	12		
1	115						1		1						
		PENALTY					0		1/2						
		OBS SCORE	1/2	1/2	1/2	1/2	0	0	1/2	1/2					2 TO
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

JUDGE'S NAME (PRINTED): Benny

JUDGE'S SIGNATURE: 

SHOW: Sweetwater Classic

CLASS: 183 JR Trail

DATE: 8/28/2022

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		BRIDGE	J	BOX, 360-R	GATE	L-LL	JO, CHUTE	B	LO-RL						
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	710	PENALTY													
		OBS SCORE	+1/2	0	-1/2	0	3/4	-1/2	-1	0	-1/2				63
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

JUDGE'S NAME (PRINTED): Benny

JUDGE'S SIGNATURE: [Signature]

SHOW: Sweetwater Classic

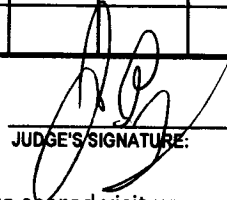
CLASS: 186 Am+ Sel Tr

DATE: 8/28/2022

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		Obstacle Description	BRIDGE	J	BOX, 360-R	GATE	L-LL	JO, CHUTE	B	LO-RL					
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	715	PENALTY		1											
		OBS SCORE	+1/2	0	0	+1/2	0	0	+1	-1/2				4	10 1/2
2	720	PENALTY				1/2	1								
		OBS SCORE	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2					12
3	714	PENALTY				Ø									
		OBS SCORE	0	-1/2	0										Ø
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

JUDGE'S NAME (PRINTED): Barry

JUDGE'S SIGNATURE: 

SHOW: Sweetwater Classic

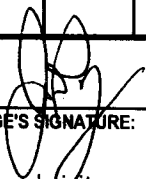
CLASS: 187 SR TR

DATE: 8/28/2022

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		BRIDGE	J	BOX, 360-R	GATE	L-LL	JO, CHUTE	B	LO-RL						
Obstacle Description		1	2	3	4	5	6	7	8	9	10	11	12		
1	120														
		PENALTY													
		OBS SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					74
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

JUDGE'S NAME (PRINTED): Bamy

JUDGE'S SIGNATURE: 

WESTERN RIDING - Level 1 - Pattern 4

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

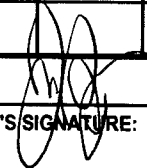
- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2 and 4 (except for Level 1 classes)

MANEUVER SCORES												PENALTY TOTAL	SCORE
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
Maneuver Description	W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	3RD X	LOG	S & B				
Maneuver	1	2	3	4	5	6	7	8	9				
1	75				1		5	5					
		PENALTY											
		MANUV.	0	0	0	0	-1/2	-1/2	0	0		11	50
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

JUDGE'S NAME (PRINTED): Benny

JUDGE'S SIGNATURE: 

WESTERN RIDING - Level 1 - Pattern 4

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:


- Out of lead beyond the next designated change area (note: failures to change, including cross- cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)

MANEUVER SCORES												PENALTY TOTAL	SCORE
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
Maneuver Description	W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	3RD X	LOG	S & B				
Maneuver	1	2	3	4	5	6	7	8	9				
1	715	PENALTY	1/2			1	1	1			67		
		MANUV.	0	0	0	+1/2	0	0	0	0			
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

JUDGE'S NAME (PRINTED): Benny

JUDGE'S SIGNATURE: 

WESTERN RIDING - Pattern 4

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3: failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-centering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	3RD X	LOG	S & B	PENALTY TOTAL	SCORE
Maneuver			1	2	3	4	5	6	7	8	9	10	11		
1	715	PENALTY 1/2				1	1		1		1				65
		MANUV.	0	0	-1/2	0	0	0	0	0	0	0	0		
2	720	PENALTY					1		1	1					67
		MANUV.	0	0	0	0	0	0	0	0	0	0	0		
3	714	PENALTY 1			355		3	03	3						0
		MANUV.	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED):

Barry

JUDGE'S SIGNATURE:



PATTERN CLASS SCORE SHEET

212. All Breed W/T

Circle Division

Circle Class

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18
 Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Showmanship Horsemanship
 Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge: Barry

Signature:

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
		Maneuver Description	J	XJ	W	S, B											
1	117	Penalty	3														
		Maneuver	-1/2	+1/2	○	○								3	3	70	
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															



PATTERN CLASS SCORE SHEET

215. All Breed 18 & Under

Circle Division

Circle Class

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18
 Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Showmanship Horsemanship
 Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge: Barry

Signature:

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments	
		1	2	3	4	5	6	7	8	9	10					
		J	XJ	L-LL	S, B	3/4-R	J, S									
	711	Penalty														
		Maneuver	0	0	+1/2	0	0	0					3		73 1/2	
		Penalty														
		Maneuver														
		Penalty														
		Maneuver														
		Penalty														
		Maneuver														
		Penalty														
		Maneuver														
		Penalty														
		Maneuver														

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)
 For more information on how exhibitors are scored visit www.aqhuniversity.com



PATTERN CLASS SCORE SHEET

216. ALL BREED 19+

Circle Division

Circle Class

Youth Walk/Trot Youth Level ↑ Youth 13 < Youth 14-18
 Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Showmanship Horsemanship
 Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge: *Benny*

Signature: *[Signature]*

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
		Maneuver Description	J	XJ	L-LL	S, B	3/4-R	J, S									
1	75	Penalty															
		Maneuver	+1/2	0	0	0	0	+1/2						3		74	
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)
 For more information on how exhibitors are scored visit www.aqhuniversity.com



PATTERN CLASS SCORE SHEET

217/218. LEVEL 1 YTH / ROOKIE

Circle Division

Circle Class

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18
 Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Showmanship Horsemanship
 Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge: Danny

Signature: [Signature]

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
		Maneuver Description	J	XJ	L-LL	S, B	3/4-R	J, S									
1	711	Penalty															
		Maneuver	+1/2	0	-1/2	-1/2	+1/2	0					2		70		
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)
 For more information on how exhibitors are scored visit www.aqhuniversity.com



PATTERN CLASS SCORE SHEET

219/220. LEVEL 1 AMT / ROOKIE

Circle Division
 Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18
 Ama Walk/Trot Amateur Level 1 Amateur Select Amateur
Circle Class
 Showmanship Horsemanship
 Equitation

Show: Sweetwater Classic
 Date: 8/28/22
 Judge: Benny
 Signature:

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
		Maneuver Description	J	XJ	L-LL	S, B	3/4-R	J, S									
1	120	Penalty															
		Maneuver	+1/2	+1/2	0	+1/2	+1/2	+1/2						3		75 1/2	
2	111	Penalty															
		Maneuver	0	0	+1/2	0	0	+1/2						3		74	L, R
3	115	Penalty															
		Maneuver	0	+1/2	+1/2	+1/2	+1/2	0						3		75	
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)
 For more information on how exhibitors are scored visit www.aqhuniversity.com



PATTERN CLASS SCORE SHEET

221. YOUTH

Show: Sweetwater Classic

Date: 8/28/22

Judge: Benny

Signature: [Signature]

Circle Division

Circle Class

Youth Walk/Trot Youth Level 1 Youth 9,3 < Youth 14-18

Showmanship Horsemanship

Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Equitation

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points
 -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments
		1	2	3	4	5	6	7	8	9	10				
		Maneuver Description	J	XJ	3/4-L	L-RL	LC	L-LL	S,B	3/4-R	XJ, S				
1	711	Penalty													
		Maneuver	1/2	1/2	1/2	0	0	0	0	1/2	0	2	73		
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													



PATTERN CLASS SCORE SHEET

222/223. AMATEUR / SELECT

Circle Division

Circle Class

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18
 Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Showmanship Horsemanship
 Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge: Benny

Signature: [Signature]

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments
		1	2	3	4	5	6	7	8	9	10				
		Maneuver Description	J	XJ	3/4-L	L-RL	LC	L-LL	S,B	3/4-R	XJ, S				
1	115	Penalty													
		Maneuver	0	+1/2	-1/2	-1/2	0	0	+1/2	0	+1/2		3		73 1/2
2	120	Penalty													
		Maneuver	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2		3		76 1/2
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													
		Penalty													
		Maneuver													

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)
 For more information on how exhibitors are scored visit www.aqhuniversity.com