



# OFFICIAL JUDGES CARD

AMERICAN QUARTER HORSE ASSOCIATION

Show: SWEETWATER CLASSIC

Date: 08/27/22 Time: \_\_\_\_\_

Class: 1. OPEN

Go Round: \_\_\_\_\_ Class pays \_\_\_\_\_ places.

**RUN CONTENT:** 1.50-5-1  
**Herd Work:** Driving a cow (+)(✓+)(✓)(✓-)(-)  
**Controlling the cow:** Working in center of arena (+)(✓+)(✓)(✓-)(-)  
**Degree of Difficulty:** (+)(✓+)(✓)(✓-)(-)  
**Eye Appeal:** (+)(✓+)(✓)(✓-)(-)  
**Time Worked:** (+)(✓+)(✓)(✓-)(-)  
**Amount of Courage:** (+)(✓+)(✓)(✓-)(-)  
**Loose Reins:** (✓)(-)  
**Horse Charging:** (-) (only)  
**Forced Off a Cow:** (-) (only)  
**Excessive Herdholder Help:** (-) (only)

70

**Penalties**

**One Point:**  
 (A) Miss-Loss of working advantage—11  
 (a)-1/2 Miss-Loss of working advantage—11  
 (B) Reining or visibly cueing—8  
 (C) Noise directed toward cattle—5a  
 (D) Toe, foot or stirrup on shoulder—8d  
 (E) Hold on too long on a cut—8a  
 (F) Working out of position—11  
 (G) Hand too far forward—8

**Three Point:**  
 (A) Hot quit—13  
 (B) Cattle picked up or scattered—5b  
 (C) Second hand on the reins—8b  
 (D) Spur in the shoulder—8c  
 (E) Pawing or biting cattle—12  
 (F) Failure to make a deep cut—1  
 (G) Back Fence—6

**Five Point:**  
 (A) Horse quitting a cow—14  
 (B) Losing a cow—9  
 (C) Changing cattle after a specific commitment—10  
 (D) Failure to separate a single animal after leaving the herd—15

60—If horse turns tail—7  
 0—If horse falls to ground—17

**Disqualification** (score 0) - illegal equipment, or leaving working area before time expires, or inhumane treatment to the horse.

HORSE	SCORE	PENALTIES			RUN CONTENT									
		1 PT	3 PTS	5 PTS	Herd Work	Controlling the cow	Degree of Difficulty	Eye Appeal	Time Worked	Amount of Courage	Loose Reins	Horse Charging	Forced off a cow	Excessive Help
710	71				✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Divisions within the penalty box represent 1st, 2nd or 3rd cow worked.

NCHA Membership No. CLARK Judge's Signature [Signature]  
 For more information on how exhibitors are scored visit [www.aqhuniversity.com](http://www.aqhuniversity.com)



# OFFICIAL JUDGES CARD

AMERICAN QUARTER HORSE ASSOCIATION

Show: SWEETWATER CLASSIC

Date: 08/27/22 Time: \_\_\_\_\_

Class: 2. AMATEUR

Go Round: \_\_\_\_\_ Class pays \_\_\_\_\_ places.

**RUN CONTENT:** 1 50-5-1  
**Herd Work:** Driving a cow (+)(✓+)(✓)(✓-)(-)  
**Controlling the cow:** Working in center of arena (+)(✓+)(✓)(✓-)(-)  
**Degree of Difficulty:** (+)(✓+)(✓)(✓-)(-)  
**Eye Appeal:** (+)(✓+)(✓)(✓-)(-)  
**Time Worked:** (+)(✓+)(✓)(✓-)(-)  
**Amount of Courage:** (+)(✓+)(✓)(✓-)(-)  
**Loose Reins:** (✓)(-)  
**Horse Charging:** (-) (only)  
**Forced Off a Cow:** (-) (only)  
**Excessive Herdholder Help:** (-) (only)

- One Point:**  
(A) Miss-Loss of working advantage—11  
(a)-1/2 Miss-Loss of working advantage—11  
(B) Reining or visibly cueing—8  
(C) Noise directed toward cattle—5a  
(D) Toe, foot or stirrup on shoulder—8d  
(E) Hold on too long on a cut—8a  
(F) Working out of position—11  
(G) Hand too far forward—8
- Three Point:**  
(A) Hot quit—13  
(B) Cattle picked up or scattered—5b  
(C) Second hand on the reins—8b  
(D) Spur in the shoulder—8c  
(E) Pawing or biting cattle—12  
(F) Failure to make a deep cut—1  
(G) Back Fence—6

- Penalties**
- Five Point:**  
(A) Horse quitting a cow—14  
(B) Losing a cow—9  
(C) Changing cattle after a specific commitment—10  
(D) Failure to separate a single animal after leaving the herd—15
- 60—If horse turns tail—7  
0—If horse falls to ground—17
- Disqualification** (score 0) - illegal equipment, or leaving working area before time expires, or inhumane treatment to the horse.

HORSE	SCORE	PENALTIES			RUN CONTENT							+ Above Average ✓ Above Average ✓ Average			- Below Average - Below Average		
		1 PT	3 PTS	5 PTS	Herd Work	Controlling the cow	Degree of Difficulty	Eye Appeal	Time Worked	Amount of Courage	Loose Reins	Horse Charging	Forced off a cow	Excessive Help			
712	67½	A	A		✓	✓	✓	✓	✓			✓	✓	✓			

Divisions within the penalty box represent 1st, 2nd or 3rd cow worked.

CLARK  
NCHA Membership No. \_\_\_\_\_

Clark Parker  
Judge's Signature \_\_\_\_\_

**SHOW:** SWEETWATER CLASSIC

**CLASS:** 5. OPEN

**DATE:** 08/26/2022

**VERSATILITY RANCH HORSE - CUTTING**

**1 Point Penalties:**  
 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)

**3 Point Penalties**  
 A - Hot Quit  
 B - Cattle picked up or scattered  
 D - Back fence  
 E - Pawing or biting cattle  
 F - Spurring on shoulder

**5 Point Penalties:**  
 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

**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 - 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

**Disqualification (DQ):**  
 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

W/O	#	PENALTIES						RUN CONTENT								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Cow 1		Cow 2		Cow 1		Cow 2		Average									
		1 POINT	3 POINTS	5 POINTS	Hard Work	Control of Cow	Degree of Diff.	Eye Appeal	Hard Work	Control of Cow	Degree of Diff.	Eye Appeal	Average						
	305						V	V	V	V	V	V	V						70
	306																		69
	709						V	V	V	V	V	V	V						70 1/2

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: [Signature]

**VERSATILITY RANCH HORSE - CUTTING**

<b>SHOW:</b> SWEETWATER CLASSIC
<b>CLASS:</b> 6. AMATEUR
<b>DATE:</b> 08/26/2022

- 1 Point Penalties:**  
 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)
- 3 Point Penalties:**  
 A - Hot Quit  
 B - Cattle picked up or scattered  
 D - Back fence  
 E - Pawing or biting cattle  
 F - Spurring on shoulder
- 5 Point Penalties:**  
 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

- 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 - Tum 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
- Disqualification (DQ):**  
 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

W/O	#	PENALTIES						RUN CONTENT								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2							
		1 POINT	3 POINTS	5 POINTS	1	2	3	4	5	6	7	8	9	10	11					12	13
Tie-Breaker																					
	705																	69			
	701	A				5												52½			
	702	A		B		B												61			
	703	A	A															58½			
	704	A	A															67			
	712		A															59½			

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: 

<b>SHOW:</b> SWEETWATER CLASSIC
<b>CLASS:</b> 7/8. LIMITED/ROOKIE AMATEUR
<b>DATE:</b> 08/26/2022

**VERSATILITY RANCH HORSE - CUTTING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Losing working advantage</li> <li>C - Working out of position</li> <li>D - Toe, foot or stirrup on shoulder</li> <li>V - Over-bridled (per maneuver)</li> <li>W - Out of frame (per maneuver)</li> </ul> <p><b>3 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A - Hot Quit</li> <li>B - Cattle picked up or scattered</li> <li>D - Back fence</li> <li>E - Pawing or biting cattle</li> <li>F - Spurring on shoulder</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Horse quitting cow</li> <li>B - Losing the cow</li> <li>C - Changing cattle after a specific commitment</li> <li>D - Failure to separate a single animal after leaving the herd</li> <li>E - Blatant disobedience</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>A - Turn Tail</li> <li>H - Use of two hands on reins (except in snaffle bit or hackamore)</li> <li>M - More than one finger between split reins or any fingers between romal reins</li> <li>F - Failure to cut two cows</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>A - Abuse</li> <li>B - Lameness</li> <li>D - Disrespect or misconduct</li> <li>E - Excessive disturbance of herd</li> <li>G - Illegal equipment</li> <li>F - Fall of horse/rider</li> <li>N - Improper western attire</li> <li>H - Leaving arena before run is complete</li> </ul>
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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		Cow 1				Cow 2								Average Cow 1 / Cow 2				
		1 POINT		3 POINTS		5 POINTS		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Catching										
	708	A				B		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			63		

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE:

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

**VERSATILITY RANCH HORSE - CUTTING**

- 1 Point Penalties:**  
 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)
- 3 Point Penalties**  
 A - Hot Quit  
 B - Cattle picked up or scattered  
 D - Back fence  
 E - Pawing or biting cattle  
 F - Spurring on shoulder
- 5 Point Penalties:**  
 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

- 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 - 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
- Disqualification (DQ):**  
 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

W/O	#	PENALTIES						RUN CONTENT								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2							
		1 POINT	3 POINTS	5 POINTS	Head Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Off-Pattern	Average Off-Pattern							
	707	A					✓	✓	✓	✓											69

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: 

EVENT **Sweetwater Classic** GO-ROUND DATE **8/26** JUDGE **CLARK**

CLASS **25. Open** NATIONAL REINED COW HORSE ASSOCIATION

- GUIDE FOR NEW COW:** (At judge's discretion, rider will receive new cow(s) as necessary to show classes)
- 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 reining 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 hollering
- 2 POINT PENALTIES**
- A- Going around corner of arena before turning cow
  - B- In an open field turn animal gets 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 overworking before circling cow
  - H- Hanging up on fence (during to turn)
  - K- Knocking down cow without having working advantage

- 5 POINT PENALTIES**
- A- Not getting a cow each way (2 points each way)
  - B- Spurring or whipping in front of back of animal or excessively whipping or spurring the horse
  - C- Excessive headshaking, headbanging, kicking, bucking, rearing and stalling or obviously inebriated
- NOTE:** Judges may stop the whole at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.
- B- SCORE**
- A- First fail
  - B- Using two hands on the reins in a bridle or two rein class
  - C- Fingers between the reins in a bridle class except the two rein class
  - D- Bailing
  - E- Extremely out of control
  - F- Bloody mouth (biting)
  - G- Illegal equipment
  - H- Leaving working area before pattern is complete
  - I- Fall of horse or rider
  - J- Schooling between rein work and cow work
  - K- Schooling horse between cows, if new cow is awarded
- L- If a rider hits or kicks the animal being worked with the normal reins, in an abusive manner
  - N- Improper Western Attire
  - O- Failure to work in the proper working order
- NO SCORES:**
- A- Abuse
  - B- Lateness
- RE- Failure of an exhibitor to attempt to work the pattern (first week)**
- RUN CONTENT:**
- (+) Excellent (-) Below Average (/) Average (V) Below Average (I) Poor

#	HORSE	MANEUVER	Cowing	Rating	PENALTY POINTS										SCORE	
					Penalty	Points	Points	Points	Points	Points	Points	Points	Points	Points		Points
701		PENALTY														0
		CONTENT	-V													
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
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		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

Judge's Signature:



**SHOW:** Sweetwater Classic  
**CLASS:** 25. OPEN  
**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 snaffle 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																			
		<b>Tie-Breaker</b>																						
4	704	PENALTY																						0
		CONTENT																						
	709	PENALTY									L													74 1/2
		CONTENT			+	+				+														
	705	PENALTY																						63
		CONTENT	+	✓																				
	706	PENALTY																						0
		CONTENT																						
		PENALTY																						
		CONTENT																						
		PENALTY																						
		CONTENT																						

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: [Signature]





SHOW: Sweetwater Classic  
CLASS: 26  
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 1/2 Excellent															
		Tie-Breaker													
	701	PENALTY													
		CONTENT	-1	0	-1/2	-1/2	-1/2								67 1/2
	702	PENALTY	111	11											61 1/2
		CONTENT					-1/2		-1	-1					OP
	704	PENALTY	11	1											66 1/2
		CONTENT	+1/2	0	0	0									OP
	703	PENALTY													68 1/2
		CONTENT	+1/2	0	0	+1/2	+1/2	0	0	0	0				OP N
	712	PENALTY													73 1/2
		CONTENT	+1	+1	+1/2	+1/2	0	0	+1/2	0					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): CLARK      JUDGE'S SIGNATURE: Clark Parker

For more information on how exhibitors are scored visit [www.aqhuniversity.com](http://www.aqhuniversity.com)



SHOW: Sweetwater Classic
CLASS: 27
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			
			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															
			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																		
	708	PENALTY		1														
		CONTENT	0	0	0	+1/2										69 1/2		
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): **CLARK** JUDGE'S SIGNATURE: *[Signature]*



**SHOW:** Sweetwater Classic

**CLASS:** 29

**DATE:** 8/26/22

## VERSATILITY RANCH HORSE - RANCH COW WORK YOUTH

**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, 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																					
	707																									
		PENALTY																								
		CONTENT	+1	0	0	0	-1/2																			70 1/2
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: *[Signature]*

# VRH PATTERN 5



**NRSHA**  
NATIONAL RANCH AND 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

*PATTERN 5*

**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						
	707	PENALTY	1	1			1 1/2								
		CONTENT	-1 1/2	0		-1/2	-1/2	-1	0				6	60 1/2	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: *Clark Parker*

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
- 4 HEADS  
705

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	2GL	2CR	RRB	LRB	SS							
	701	PENALTY														69
		CONTENT	0	-1	0	0	0	0	0	0						
	702	PENALTY				1 1/2	3 1/2									52 1/2
		CONTENT	-1/2	-1 1/4	-1	-1 1/2	-1 1/2	-1/2	0	-1/2						20P
	703	PENALTY				1/2				2						66 1/2
		CONTENT	0	+1/2	0	0	0	-1	0	-1/2						
	704	PENALTY				1 1/2	1	1/2	1							58 1/2
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1	-1/2						
	712	PENALTY														72
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	0						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: *Clark Parker*

VRH PATTERN 5



SHOW: Sweetwater Classic

CLASS: 59. VRH Open

DATE: 8/26/22

VERSATILITY RANCH HORSE - REINING

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		Tie-Breaker													
		Maneuver Description													
		SS, S	4SR	4 1/4 LS	2CL	2CR	RRB	LRB	SS						
	705	PENALTY													
		CONTENT	-1/2	+1/2	0	-1/2	0	0	0	0				69 1/2	
	701	PENALTY	S				2	2	1/2						
		CONTENT	-1/2	0	0	+1/2	-1/2	-1/2	0	0				13 1/2	55
	709	PENALTY													
		CONTENT	0	0	0	+1/2	+1/2	-1/2	0	-1/2				70	
	706	PENALTY													
		CONTENT												0	
	704	PENALTY				2	2								
		CONTENT	0	+1/2	0	-1/2	0	0	0	0				66	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: Clark Parker

# VRH PATTERN 5



**NRSA**  
NATIONAL RANCH AND STOCK HORSE ALLIANCE

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

## VERSATILITY RANCH HORSE - REINING

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
		SS, S	4SR	4 1/4 LS	2CL	2CR	RRB	LRB	SS						
	708	PENALTY			12	12									
		CONTENT	0	0	0	0	0	0	-1/2	0				63 1/2	OP
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): CLARK

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 low-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	1	2	3	4	5	6	7	8	9	10	11	12	13				
	711	PENALTY				5				5	3								
		MANEUV.	0	+1/2	+1/2	0	-1 1/2	-1/2	0	+1	-1	+1	-1/2	-1/2	+1/2				54 1/2
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	

CLARN

*Clark Parker*

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

SHOW: Sweetwater Classic

CLASS: 38. Level 1 Youth

## AQHA RANCH RIDING - Pattern 7

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					
	711																		70

JUDGE'S NAME (PRINTED): CIARV

JUDGE'S SIGNATURE: *Shelby Parker*

## 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

4 AQ  
9 VRH

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																	7 1/2
																		7 1/2

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: *Clark Parker*

## 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					
	7 <sub>1</sub>																	69	
	7 <sub>2</sub>									13								65	

JUDGE'S NAME (PRINTED): CLARK

JUDGE'S SIGNATURE: *Clark Parker*

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		
	714			2								
		PENALTY										
		MANUV.	-1	-1	-1	-1/2	-1	0	0	-1		
65												
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

CLARK  
JUDGE'S NAME (PRINTED):

*Shelby Packer*  
JUDGE'S SIGNATURE:

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

## REINING - Blank

SHOW: Sweetwater Classic

CLASS: 48. Level 1 Amateur

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		1	2	3	4	5	6	7	8	9		
Maneuver	PENALTY	2 CL	2SL	2CR	2SR	RRB	S & B					
	MANUV.											
714	PENALTY	2										Da
	MANUV.	-1/2	-1/2	-1								
		67										
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											

CLARK

JUDGE'S NAME (PRINTED):

JUDGE'S NAME:

*Steve Parker*

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		
714	PENALTY											
	MANUV.	-1	-1	-1/2								0
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											

CLARK  
JUDGE'S NAME (PRINTED):

*Clark Parker*  
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		
	717			13			1								
		PENALTY													
		OBS SCORE	+1	+1/2	-1	+1/2	+1	0						5	68
			71		68		68								
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

CLARK

JUDGE'S NAME (PRINTED):



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 Description		1	2	3	4	5	6	7	8	9	10	11	12		
	715	PENALTY													
		OBS SCORE	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1	+1				75 1/2
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

CLARK

JUDGE'S NAME (PRINTED):

*Shelby Packer*

JUDGE'S SIGNATURE:



## 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			
719	PENALTY		1			3	11								
	OBS SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2						
		70					69	66 1/4						66 1/4	
718	PENALTY						-1/2	11							
	OBS SCORE	0	+1/2	+1	0	+1/2	+1/2	+1/2	-1/2	-					
		72													
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														

CLARK

JUDGE'S NAME (PRINTED):

*Blake Pochat*

JUDGE'S SIGNATURE:

**SHOW:** Sweetwater Classic

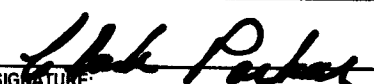
**CLASS:** 21 Amt 181

**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			
715	PENALTY													1	73 1/2
	OBS SCORE	+1	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1						
72    73															
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
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	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														

CLARK  
 JUDGE'S NAME (PRINTED):

  
 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 Description		1	2	3	4	5	6	7	8	9	10	11	12		
	716					3	1								
		PENALTY													
		OBS SCORE	0	0	+1/2	-1/2	-1	-1	0	+1				4	64
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

CLARK  
JUDGE'S NAME (PRINTED):

*Clark Parker*  
JUDGE'S SIGNATURE:

SHOW: Sweetwater Classic

CLASS: 186 Amt. 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															
		1	2	3	4	5	6	7	8	9	10	11	12		
715				1			1 1/2		1						
	PENALTY														
	OBS SCORE	+1/2	+1/2	0	+1/2	0	0	0	+1					3 1/2	71
720					1	1									
	PENALTY														
	OBS SCORE	+1	+1	+1/2	+1/2	0	+1/2	0	+1/2					2	72
714					5	1	1		3 1/2						
	PENALTY														
	OBS SCORE	0	-1	+1/2	-1 1/2	0	0	0	-1						DQ

CLARK  
JUDGE'S NAME (PRINTED):

*Clark Parker*  
JUDGE'S SIGNATURE:

SHOW: Sweetwater Classic

CLASS: 187 SR TR

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		
720	PENALTY								1/2						
	OBS SCORE	+1	+1/2	+1/2	+1/2	0	+1/2	0	+1/2						
72															
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														
	PENALTY														
	OBS SCORE														

CLARK

JUDGE'S NAME (PRINTED):

*Shak Pichas*

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)

W/O		#	MANEUVER SCORES									PENALTY TOTAL	SCORE
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	PENALTY TOTAL	SCORE	
Maneuver		1	2	3	4	5	6	7	8	9			
	715	PENALTY					15						
		MANUV	0	0	0	0	-1	0	0	0		63	
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											

CLARK

JUDGE'S NAME (PRINTED):

*John Pickett*

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:**

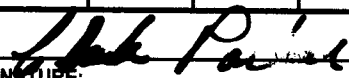
- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change 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	#	W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	3RD X	LOG	S & B			
		1	2	3	4	5	6	7	8	9			
	715			1		1	1	1					
		PENALTY											
		MANUV.	0	0	0	+1/2	0	0	0	+1/2	+1/2	4	68 1/2
			69			67 1/2			60				
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

CLARK

JUDGE'S NAME (PRINTED):

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													PENALTY TOTAL	SCORE	
W/O	#	Maneuver Description	W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	3RD X	LOG			S & B
			1	2	3	4	5	6	7	8	9	10	11		
71	5	PENALTY		3		1	1		1		1				
		MANUV	0	0	0	0	0	1/2	0	1/2	0	1/2	0		9
				65			63			63	52				62 1/2
72	0	PENALTY								1					
		MANUV	1/2	0	0	1/2	0	0	0	0	0	0	0		1
									71			70			70
71	4	PENALTY		1		55	5				1	5			
		MANUV	0	0	-1/2	-1	-1	-1	-1/2	-1	-1/2	-1	-1/2		DQ
									50 1/2		48	47 1/2			
		PENALTY													
		MANUV													
		PENALTY													
		MANUV													
		PENALTY													
		MANUV													

CLARK

JUDGE'S NAME (PRINTED):

*Bob Packer*

JUDGE'S SIGNATURE:





212

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: CLARK

Signature:

*Clark Perkins*

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											
	71	Penalty	3	3	3												
	7	Maneuver	0	0	0	-1/2								2		62 1/2	
			67														
		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

Sftbwmanship Horsemanship  
 Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge: CLARK

Signature: *[Handwritten Signature]*

Each rider is scored between 0-10 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 0-10 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	-1/2	0	0	0	0	0	0					2		71 1/2	
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															



# PATTERN CLASS SCORE SHEET

216. ALL BREED 19+

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

217+218

Show: Sweetwater Classic

Date: 8/28/22

Judge: CLARK

Signature: *Clark*

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									
	715	Penalty														
		Maneuver	+1/2	0	+1/2	0	0	-1/2					2		72 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](http://www.aqhuniversity.com)



# PATTERN CLASS SCORE SHEET

217/218. LEVEL 1 YTH / 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: CLARK

Signature: *[Handwritten 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						
		Maneuver Description	J	XJ	L-LL	S, B	3/4-R	J, S									
	711	Penalty															
		Maneuver	+1/2	0													DQ
		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](http://www.aqhuniversity.com)



# PATTERN CLASS SCORE SHEET

219/220. LEVEL 1 AMT / 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: CLARK

Signature: [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									
		Penalty														
		Maneuver	+1/2	0	+1/2	+1/2	+1/2	0						3		72
		Penalty														
		Maneuver	0	0	-1	-1/2	-1/2	0						2		71
		Penalty														
		Maneuver	+1/2	+1/2	0	+1/2	0	0						2		73 1/2
		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](http://www.aqhuniversity.com)



# PATTERN CLASS SCORE SHEET

221. YOUTH

Circle Division

Circle Class

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18

Showmanship Horsemanship

Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge: CLARK

Signature: *Clark*

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					
	71	Penalty														
		Maneuver	0	0	+1/2	0	0	+1/2	0	+1/2	0		2		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](http://www.aqhuniversity.com)



# 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: CLARK

Signature:

*Bob Parker*

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						
	715	Penalty											2		73	
		Maneuver	+1/2	0	0	0	+1/2	0	0	0						
	720	Penalty											3		76	
		Maneuver	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0					
					21										73	
		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](http://www.aqhuniversity.com)