



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:

- 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)

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	<div style="display: flex; justify-content: space-between; font-size: 8px;"> ↑ Above Average ↔ Above Average ↘ Average ↙ Below Average ↓ Below Average </div>																		
					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	70				✓	✓+	✓	✓+	✓														

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

NCHA Membership No. T Willis Judge's Signature [Signature]



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:
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)

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				
712	68	A			✓	✓	✓	✓	✓	✓	✓	✓						

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

NCHA Membership No. _____ Judge's Signature T. Willis
 For more information on how exhibitors are scored visit www.aqhuniversity.com

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		Cow 1				Cow 2							
		1 POINT	3 POINTS	5 POINTS	1 POINT	3 POINTS	5 POINTS	1 POINT	3 POINTS	5 POINTS	1 POINT	3 POINTS	5 POINTS	1 POINT	3 POINTS					5 POINTS	
	705													+1/2	0	+1/2	0		0	70	
	706													0	0	0	0		0	69	
	709													+1/2	+1/2	0	+1/2	0	0	71	

JUDGE'S NAME (PRINTED): Tracy Willis

JUDGE'S SIGNATURE: [Signature]

SHOW: SWEETWATER CLASSIC

CLASS: 6. AMATEUR

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 - Spuming 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		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									
	1 POINT	3 POINTS	5 POINTS	Head Work	Control of Cow	Control of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal							
Tie-Breaker																		
701					B											5	65	
702	A	B	B		B											12	57.5	
703																	68.5	
704	AA															2	66	
712																	70	

JUDGE'S NAME (PRINTED): Tracy Willis

JUDGE'S SIGNATURE: [Signature]

SHOW: SWEETWATER CLASSIC
CLASS: ~~7~~ LIMITED/~~R~~ ROOKIE AMATEUR
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		Cow 1				Cow 2							
		1 POINT	3 POINTS	5 POINTS	Head Work	Control of Cow	Degree of Diff.	Eye Appeal	Head Work	Control of Cow	Degree of Diff.	Eye Appeal	Average Cow 1	Average Cow 2							
	788		AA			B	0	0	0	0	-1	-1	-1	-1	-1	70	65	7	605		

JUDGE'S NAME (PRINTED): Tracy Willis

JUDGE'S SIGNATURE: 

SHOW: SWEETWATER CLASSIC
CLASS: 9. YOUTH
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		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	Penalty Cow 1/Cow 2								
	707	A					0	0	0	0	-1/2	0	0	0	0			1	68.5		

JUDGE'S NAME (PRINTED): Tracy Willis

JUDGE'S SIGNATURE: [Signature]

GUIDE FOR NEW COW: (At Judges discretion, rider will receive new cow(s) as necessary to show horses)

- 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- Lost 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 spurring

- 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 (refusing to turn)
K- Knocking down cow without having working advantage

5 POINT PENALTIES

- A- Not getting a turn each way (5 points each way)**
B- Spurring or hitting in front of cinch or pulling or excessively whipping or spurring the horse
D- Excess discipline - including teasing, being looking, hearing and striking or obviously inebriated

NOTE: Judges may show the exhibitor at any time to demonstrate the work. A score of zero will be given if the work is not complete at the end.

6- SCORE

- A- Turn late**
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 bottom class
D- Balking
E- Excessively out of control
F- Bloody mouth (inside)
G- Mouth equipment
H- Leaving working area before pattern is complete

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

NO SCORE:

- A- Refuse**
B- Linger
IE- Failure of an exhibitor to attempt to work the pattern (fence work)

RUN CONTENT:

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

- I- Fall of horse or rider**
J- Switching between rein work and cow work
K- Switching horses between cows, if new cow is awarded

#	HORSE	MANEUVER	GO-RUNNING		Form & Quality of Turns	Circling	Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE
			Leading	Rating										
701	701	PENALTY	BC		IC, IE	C				✓				0
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
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		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Signature: _____



SHOW: Sweetwater Classic

CLASS: #25

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

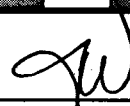
- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except 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, 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																						
	706	PENALTY																						#
		CONTENT																						
	709	PENALTY																						#
		CONTENT																						
	709	PENALTY																						
		CONTENT	+1/2		0	+1/2				+1/2	+1/2	+1/2	0	0										73
	705	PENALTY																						
		CONTENT	+1/2		+1/2	+1/2				-1/2	-1/2													18.5/45
		PENALTY																						
		CONTENT																						
		PENALTY																						
		CONTENT																						
		PENALTY																						
		CONTENT																						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 



SHOW: Sweetwater Classic

CLASS: #26 amateur

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, 0 Correct, +1/2 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																		
	701	PENALTY																		
	701	CONTENT	-1/2		0	-1/2	-1/2	-1/2										67.5		
	702	PENALTY	1A 1A					0P 0P											-3	
	702	CONTENT	-1/2	-1/2	-1	-1	-1/2	-1/2										54.5	✓	
	704	PENALTY	1A 1A																	
	704	CONTENT	-1		-1/2	-1/2	-1/2	-1/2										66	63	
	703	PENALTY	1A 1A					0P 0P											-8	
	703	CONTENT	-1		-1/2	-1	-1/2	-1/2										45	53.5	✓
	712	PENALTY																		
	712	CONTENT	+1/2		+1/2	+1/2	-1/2	0										72	72	
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

SHOW: Sweetwater Classic
CLASS: #27 VRH Limited Amateur
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														
	708	PENALTY		1A												
		CONTENT	0	-1	0	+1/2	0	0	0	0				69.5	68.5	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
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		CONTENT														
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JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: 



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Sweetwater Classic

CLASS: #29 VHR Youth

DATE: 8/26/22

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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) <p>2 Point Penalties:</p> <ul style="list-style-type: none"> 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 	<p>3 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>10 point Penalty:</p> <ul style="list-style-type: none"> U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> 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
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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																																																																																																																																																																																																																																																											
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VRH PATTERN 5



NRSA
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
- 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	-1/2				2, 2	2					6.5	59.5	
		CONTENT	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2					
		PENALTY													
		CONTENT													
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		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

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	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										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
			1	2	3	4	5	6	7	8	9	10						
		Tie-Breaker																
		Maneuver Description	SS, S	4SR	4 1/4 LS	2CL	2CR	RRB	LRB	SS								
1	701	PENALTY							2						2		61.5	
		CONTENT	-1/2	-1	0	-1/2	-1/2	-1/2	-1/2	0								
2	702	PENALTY		OP	OP		1 1/2								8		54.5	✓
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1								
3	703	PENALTY				-1/2				2					2.5		64	
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								
4	704	PENALTY					1/2	1	1/2						8		59	
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	-1/2								
5	712	PENALTY															70.5	
		CONTENT	0	+1/2	0	0	0	0	0	0								
		PENALTY																
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		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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

VRH PATTERN 5



NRSA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

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): Cannot place above others who complete pattern correctly</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	705	PENALTY																				
		CONTENT	0	+1/2	0	0	0	-1/2	0	0										70		
2	701	PENALTY	5				2	2														
		CONTENT	-1	0	0	0	-1	-1/2	-1/2	0										11	56	
3	709	PENALTY																				
		CONTENT	0	0	0	0	0	0	0	-1/2											69.5	
4	706	PENALTY	0																			
		CONTENT																			0	
5	704	PENALTY						2														
		CONTENT	-1/2	0	0	-1/2	-1	-1/2	-1/2	-1/2											2	64.5
		PENALTY																				
		CONTENT																				
		PENALTY																				
		CONTENT																				

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VRH PATTERN 5



NRSNA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

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): Cannot place above others who complete pattern correctly</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	#	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			2		1, 2						5	61.5	✓
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1	0					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

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					
	711					5,1			OP		3								
		PENALTY																	
		MANEUV.	0	+1/2	0	0	-1 1/2	-1	-1 1/2	-1/2	+1/2	-1	-1/2	+1/2			9	56	✓
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	

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JUDGE'S NAME (PRINTED): _____

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:

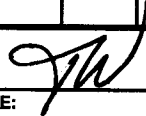
- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

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				
	711												3					

JUDGE'S NAME (PRINTED): _____

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	+1/2	0	0	0	0	0	-1/2	0	0	-1/2	+1/2	0		0	70	

JUDGE'S NAME (PRINTED): _____

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:

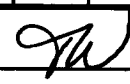
- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

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				
	711																	
		PENALTY																
		MANEUV.	0	0	0	0	+1/2	0	0	0	+1/2	0	+1/2	-1/2			0	71
	712									3								
		PENALTY																
		MANEUV.	+1/2	+1/2	+1/2	+1/2	+1/2	0	-1/2	+1/2	-1/2	0	0	+1/2	+1/2		3	70
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____

SHOW: Sweetwater Classic

CLASS: 43. All Breed 19 & Over

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			2			0	2				
	MANUV.	-1	-1	-1	-1	-1	0	-1/2	-1			4 0
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											
	PENALTY											
	MANUV.											

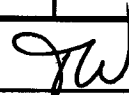
JUDGE'S NAME (PRINTED):

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		1	2	3	4	5	6	7	8	9		
Maneuver		2 CL	2SL	2CR	2SR	RRB	S & B					
		PENALTY										
		MANUV.										
1	74		0	0	0	0					0	0
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Sweetwater Classic

CLASS: 52. Amateur Select

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

JUDGE'S NAME (PRINTED):

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	
		BRIDGE	J	BOX, 360-R	J. CHUTE <i>X</i>	<i>X</i>	<i>X</i>	<i>J</i>							
Obstacle Description		1	2	3	4	5	6	7	8	9	10	11	12		
1	717			1.3			1							5	65
		PENALTY													
		OBS SCORE	0	+1/2	-1	0	+1/2	0	0						
65															
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

SHOW: Sweetwater Classic

CLASS: 177 All Breed IQ + One

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	* J Chute	LX-L	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	+ 1/2	0	0	+ 1/2	+ 1/2	+ 1/2	+ 1/2	+ 1/2				1
												71.5	72	72 1/2	
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

71.5

JUDGE'S NAME (PRINTED): _____

JUDGE'S 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, SHUTE <i>Obs</i>	B <i>Schutz</i>	LO-RL <i>B</i>						
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	719					3	1		1,1					6	635
		+ 1/2	0	0	0	-1	0	+ 1/2	- 1/2	0					
70.5															
2	718						1/2		1,1,1					4.5	655
		+ 1/2	+ 1/2	0	+ 1/2	0	0	0	- 1/2	-1					
		70.5	71		71.5		71			65.5					

1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Sweetwater Classic

CLASS: 181 LI Amt

DATE: 8/28/2022

AQHA TRAIL

W/O #	OBSTACLE SCORES												PENALTY TOTAL	SCORE	
	Obstacle Description	BRIDGE	J	BOX. 360-R	GATE	L-LL	JO. SHUTE Poles	-B- Schute	LO-RL B	10-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	715						1			1				2	705
		PENALTY													
		OBS SCORE	+ 1/2	+ 1/2	0	+ 1/2	0	0	+ 1/2	+ 1/2	0				
71.5 70.5 71 71.5 70.5															
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

+2 1/2



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
		-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, SMOKE Poles	J Chuk	LO-RL	LO-RL					
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	716					3.1	3								
		PENALTY													
		OBS SCORE	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2				
			69.5		69	63.5	59	58.5	58					7	58
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

-5

[Signature]

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Sweetwater Classic

CLASS: 186 Amt Sel. TR

DATE: 8/28/2022

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE		
		BRIDGE	J	BOX, 360-R	GATE	L-LL	JO. SHOTS	LO-RL	LO-RL								
		Obstacle	1	2	3	4	5	6	7	8	9	10	11	12			
1	715	PENALTY			1		1				0,1,1				5	67.5	
		OBS SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	-1						
					70	70.5	70	70.5	71	71.5	65						
2	720	PENALTY				1	1								2	72	
		OBS SCORE	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2						
					70	70.5	71			72							
3	714	PENALTY				5,2										0	
		OBS SCORE	0	0	-1/2	-1/2											
					69												
		PENALTY															
		OBS SCORE															
		PENALTY															
		OBS SCORE															
		PENALTY															
		OBS SCORE															
		PENALTY															
		OBS SCORE															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *gfw*

SHOW: Sweetwater Classic

CLASS: 187 SR 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, SHUTE POLES	LORE	LO-RL					
Obstacle	1	2	3	4	5	6	7	8	9	10	11	12		
1	720													
	PENALTY													
	OBS SCORE	+ 1/2	+ 1/2	+ 1/2	0	+ 1/2	+ 1/2	+ 1/2	+ 1/2	+ 1/2				
		71	71.5			72		73	73.5	74				
	PENALTY													
	OBS SCORE													
	PENALTY													
	OBS SCORE													
	PENALTY													
	OBS SCORE													
	PENALTY													
	OBS SCORE													
	PENALTY													
	OBS SCORE													
	PENALTY													
	OBS SCORE													

74

JUDGE'S NAME (PRINTED):

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		5	5					
		MANUV	0	0	0	0	-1 1/2	-1 1/2	0	0	11	56	
					69								
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											
		PENALTY											
		MANUV											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *JW*

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:

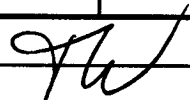
- Out of lead beyond the next designated change area (note: failures to change, including cross- cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of 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 A (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	PENALTY TOTAL	SCORE
Maneuver		1	2	3	4	5	6	7	8	9		
1	75			1	1	1	1				4	66

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-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)
- Overturn of more than 1/4 turn

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	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				1	1							2	67.5
														67.5
2	720				1	1		1		1			4	64
														65.5
3	714	1		3	5	3	3							0
														68.5

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 



PATTERN CLASS SCORE SHEET

212. All Breed W/T

Show: Sweetwater Classic

Date: 8/28/22

Judge:

Signature:

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

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 #	Maneuver Description	Score										F&E	Total Penalty	Score	Comments	
			1	2	3	4	5	6	7	8	9	10					
		J	XJ	W	S, B	S, B											
1	717	Penalty 3												1	3	67	
		Maneuver -1	0	0	0	0											
		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

215. All Breed 18 & Under

Show: Sweetwater Classic

Date: 8/28/22

Judge: _____

Signature: _____

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

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 #	Maneuver Description	Maneuver										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										
1	711	Penalty															
		Maneuver	0	-1	0	0	-1	0						1		69	
		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+

Show: Sweetwater Classic

Date: 8/28/22

Judge:

Signature:

Circle Division

Circle Class

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

Showmanship¹ Horsemanship
 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						
		J	XJ	RY-LEAD S, B	S, B	3/4-R	J, S										
	715	Penalty															
		Maneuver	0	-1	0/0-1	0	-1	0					0		67		
		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

Showmanship Horsemanship

Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Equitation

Show: Sweetwater Classic

Date: 8/28/22

Judge:

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			OP									1	OP	67.5	
		Maneuver	0	-1/2	-3	0	0	0									
		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

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:

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 #	Maneuver Description	1	2	3	4	5	6	7	8	9	10	F&E	Total Penalty	Score	Comments
			J	XJ	L-LL	S, B	3/4-R	J, S								
	720	Penalty											1		72	
	720	Maneuver	0	0	0	0	+ 1/2	+ 1/2								
	711	Penalty											1		72.5	
	711	Maneuver	0	0	+ 1/2	0	+ 1/2	+ 1/2								
	715	Penalty											0		69	
	715	Maneuver	0	0	- 1/2	0	- 1/2	0								
		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: _____
 Signature: _____

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

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	0	-1	+1/2	0	0	-1	0	+1/2	-1	0		68	
		Penalty													
		Maneuver													
		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

~~222~~/223. AMATEUR / SELECT

Show: Sweetwater Classic

Date: 8/28/22

Judge:

Signature:

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

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	715	Penalty													
		Maneuver	0	0	-2	0	0	-1/2	0	-1	0		0	66.5	
			66					66.5							
2	720	Penalty													
		Maneuver	+1/2	0	0	0	0	0	0	0	+1/2		1	72	
			70.5					71							
		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

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