



NRSHA
NATIONAL RANCH AND
STOCKHORSE ALLIANCE

SHOW: **IQNA Ranch Horse Futurity**

CLASS: **241. Open/All Breed - OPEN**

DATE: **9.26.21**

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		L-RL, O-R, LC	L-LL, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
	456	PENALTY												0	72 1/2
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1/2						
			70 1/2	71	71	71 1/2		72	72 1/2						
	541	PENALTY												0	69
		CONTENT	-1/2	0	-1/2	0	-1/2	+1/2	0						
			69 1/2		69		68 1/2	69							
	540	PENALTY				1								1	69 1/2
		CONTENT	0	0	0	-1/2	+1/2	+1/2	0						
			70			68 1/2	69	69 1/2							
	460	PENALTY												0	66 1/2
		CONTENT	-1/2	0	-1/2	-1/2	-1	-1/2	-1/2						
			69 1/2		69	68 1/2	67 1/2	67	66 1/2						
	401	PENALTY	1											1	68 1/2
		CONTENT	-1/2	0	+1/2	+1/2	-1/2	+1/2	-1						
			68 1/2		69	69 1/2	69	69 1/2	68 1/2						
	92	PENALTY	2	2	2									6	58 1/2
		CONTENT	-1	-1	-1	-1/2	-1/2	-1/2	-1						
			67		61	60 1/2	60	59 1/2							
	521	PENALTY	2	1111										6	61
		CONTENT	-1	-1	-1/2	-1/2	-1/2	+1/2	0						
			67	62	61 1/2	61	60 1/2	61							
	523	PENALTY													73 1/2
		CONTENT	0	0	+1/2	+1/2	+1	+1/2	+1						
			70 1/2	71	72	72 1/2	72 1/2	72 1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *W. J. [Signature]*



SHOW: **IQNA Ranch Futurity**

CLASS: **241. Open/All Breed - OPEN**

DATE: **9.26.21**

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																	
	456	PENALTY																	
		CONTENT	0	-1/2	-1	-1/2	-1	-1			0	0	0					64	
	541	PENALTY			A	A	P												
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0			0	0	-1					68	
	540	PENALTY			E	A													
		CONTENT	-1/2		+1/2	+1/2	+1/2	-1/2			-1/2	0	-1/2					66 1/2	
	460	PENALTY			"		A												
		CONTENT		-1	-1	-1													
	401	PENALTY	A																
		CONTENT	0		-1	-1													
	92	PENALTY			A	A													
		CONTENT	-1/2	-1/2	+1/2	-1	-1	-1/2			-1/2	0	-1/2					60	
	521	PENALTY																	
		CONTENT	-1/2	-1	-1	-1					+1/2	+1	-1/2	+1/2	0			63 1/2	
	523	PENALTY				A													
		CONTENT	+1/2	+1/2	+1	0					+1	+1	+1/2	+1/2	+1/2			74 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

SHOW: IQHA Ranch Horse Futurity

CLASS: 241. Open/All Breed - OPEN

DATE: 9.26.21

1/2 Point Penalties:

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- 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
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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)

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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					
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Tie-Breaker																
Maneuver Description		L-RL, O-R, LC	L-LL, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B								
	542	PENALTY	1, 2										3	62 1/2	✓	
		CONTENT	-1/2	-1	-1/2	0	-1	-1/2	0							
			62 1/2	63 1/2	65	65	64									
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *M. J. Robert*



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: **IQNA Ranch Futurity**
 CLASS: **241. Open/All Breed - OPEN**
 DATE: **9.26.21**

- 1 Point Penalties:**
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 - V - Over-bridled (per maneuver)
 - W - Out of frame (per maneuver)
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 - 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
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 - 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
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 - B - Lameness
 - D - Disrespect or misconduct
 - G - Illegal equipment
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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	
L	R	L	R	TRACK & RATE	STOP & HOLD															
		Tie-Breaker																		
	542	PENALTY		A																
		CONTENT	3/2	-1	-1	+1	+1/2	-1/2			-1/2	+1/2	-1/2							64
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *M. K. Stewart*



SHOW: IQNA Ranch Horse Futurity
CLASS: 242. Open/All Breed - AMT
DATE: 9.26.21

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		L-RL, O-R, LC	L-LL, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
	403	PENALTY													
	403	CONTENT	0	0	+1/2	0	0	-1/2	+1/2				0	70 1/2	
	409	PENALTY													
	409	CONTENT	-1/2	0	+1/2	-1/2	-1/2	-1/2	0				0	68 1/2	
	74	PENALTY		2	2										
	74	CONTENT	0	0	0	-1/2	0	-1/2	-1				4	64	
	461	PENALTY													
	461	CONTENT	0	0	+1/2	-1/2	0	-1/2	-1					68 1/2	
	468	PENALTY	4	3		5 OP			OP						
	468	CONTENT	-1	-1	-1	-1 1/2	-1	-1 1/2	-1 1/2				12	48 1/2	2
	523	PENALTY													
	523	CONTENT	-1/2	-1/2	0	-1	0	-1	0					67	
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:



VRH - LIMITED COW WORK (Amateur/Youth)

SHOW:
CLASS: 242
DATE:

- 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
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 J - Schooling after entering the arena prior to calling for cow
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 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
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 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														
	403	PENALTY		AA	OP										
		CONTENT	+1/2	+1/2	-1 1/2	-1 1/2	0	0	0	0				5	63 ✓
	409	PENALTY													
		CONTENT	+1/2												
	74	PENALTY													
		CONTENT	+1/2	-1	-1/2	0	0	+1/2	-1/2	0				0	69
	461	PENALTY			OP						LL	L		11	53
		CONTENT	-1/2	-1	-1 1/2	-1	-1	0	-1	0					
	468	PENALTY	DQ	DQ		DQ									
		CONTENT													
	523	PENALTY													
		CONTENT	0	+1/2	-1/2	0	0	0	-1	0				3	66
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: IQHA Ranch Horse Futurity
CLASS: 243. Open/All Breed - YOUTH
DATE: 9.26.21

VERSATILITY RANCH HORSE - REINING

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
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Maneuver Description		L-RL, O-R, LC	L-LL, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SI	S, B							
	543				OP		OP							65	
		PENALTY													
		CONTENT	+1/2	0	-1 1/2	-1 1/2	0	-1 1/2	-1						
	972													70	
		PENALTY													
		CONTENT	0	0	-1/2	0	0	+1/2	0						
	128													68 1/2	
		PENALTY													
		CONTENT	+1/2	0	-1/2	-1/2	-1/2	0	-1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
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		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



SHOW:	
CLASS:	243
DATE:	

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)

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- 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								3 Points	5 Points	10 Points	Total Penalties		
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage						
	543	PENALTY													69 1/2
		CONTENT	0	-1/2	+1/2	0	0	0	-1/2	0					
	972	PENALTY													72
		CONTENT	+1/2	-1/2	0	+1/2	0	0	+1/2	0					
	128	PENALTY		OP	OP	OP					LLL				55 1/2
		CONTENT	-1	-1/2	-1/2	-1/2	0	0	0	0					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

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



SHOW: IQHA Ranch Horse Futurity
CLASS: 519.4 YO Open
DATE: 9.26.21

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

WO	#	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		L-RL, O-R, LC	L-L, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
	480	PENALTY													72 1/2
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2						
	482	PENALTY													69
		CONTENT	-1/2	0	-1/2	+1/2	-1/2	0	0						
	407	PENALTY													69 1/2
		CONTENT	-1/2	0	-1/2	+1/2	0	0	0						
	529	PENALTY													68 1/2
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0						
	410	PENALTY													71
		CONTENT	0	0	+1/2	+1/2	-1/2	0	+1/2						
	244	PENALTY	2	2											60 1/2
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1	-1						
	92	PENALTY	1	2	2										60 1/2
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2						
	524	PENALTY		2											68 1/2
		CONTENT	0	0	0	0	+1/2	0	0						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *M. Ly. [Signature]*



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE



SHOW: **IQNA Ranch Futurity**

CLASS: **519.4 Y0 OPEN**

DATE: **9.26.21**

VERSATILITY RANCH HORSE - RANCH COW WORK

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

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

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

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

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly
 A - Turning tail
 E - Repeated blatant disobedience
 J - Schooling after entering the arena prior to calling for cow
 K - Schooling horse between cows, if new cow is awarded
 N - Failure to attempt any part of the class
 R - Complete loss of rope in Open/Cowboy class
 H - Use of two hands (except in snaffle bit or hackamore)
 M - More than one finger between split reins or any fingers between romal reins

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

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL			
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL
L	R	L	R	TRACK & RATE	STOP & HOLD														
					A														
	460	PENALTY																	
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1/2			+1/2	+1/2	+1/2						74 1/2
	462	PENALTY												R					
		CONTENT	0	0	-1	-1/2			+1/2	+1	0	0	0						65
	467	PENALTY																	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			+1/2	0	0						73 1/2
	529	PENALTY					A												
		CONTENT	+1/2	0	0	0	+1/2	-1/2			0	0	0						69 1/2
	410	PENALTY					A												
		CONTENT	+1/2	-1/2	-1 1/2	0	-1/2	0			0	0	0						65
	244	PENALTY			A	A													
		CONTENT	-1	-1	-1 1/2	-1 1/2	-1 1/2	-1			-1	0	0						59 1/2
	92	PENALTY			A														
		CONTENT	-1/2	-1	+1/2	-1	-1/2	-1			0	0	0						61 1/2
	524	PENALTY																	
		CONTENT	+1	0	0	+1/2			+1/2	-1 1/2	0	0	0						65 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *W. L. Kelley*



VERSATILITY RANCH HORSE - REINING

SHOW: **IQHA Ranch Horse Futurity**

CLASS: **519.4 YO Open**

DATE: **9.26.21**

<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		L-RL, O-R, LC	L-LL, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
	479	PENALTY 1	2											3	68
		CONTENT 0	0	0	+1/2	-1/2	+1/2	+1/2							
	457	PENALTY 2	2												64
		CONTENT 0	0	-1	0	0	-1/2	-1/2							
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: W. Lybbee



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: IQNA Ranch Futurity
CLASS: 519.4 YO OPEN
DATE: 9.26.21

- 1 Point Penalties:**
- A - Loss of working advantage
 - C - Using the corner or the end of the arena to turn the cow when going down the fence
 - E - Changing sides of arena to turn cow
 - L - For each length horse runs past cow
 - P - Working out of position
 - R - Two-loop catch in amateur and youth classes
 - S - Slipping rein
 - T - Failure to drive cow past middle marker on first turn
 - V - Over-bridled (per maneuver)
 - W - Out of frame (per maneuver)
- 2 Point Penalties:**
- A - Going around the corner of the arena before turning cow
 - B - In an open field turn animal gets within 3 feet of the end fence before being turned
 - R - Failure to catch if roping in amateur and youth classes

- 3 Point Penalties:**
- E - Exhausting or overworking the cow before circling or roping
 - H - Hanging up on the fence (refusing to turn)
 - K - Knocking down the cow without having a working advantage
 - R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
 - B - Spurring or hitting in front of cinch at any time
 - C - Blatant disobedience
 - E - Use of either hand to instill fear/praise
 - R - Failure to catch when roping in open/cowboy classes
- 10 point Penalty:**
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A - Turning tail
 - E - Repeated blatant disobedience
 - J - Schooling after entering the arena prior to calling for cow
 - K - Schooling horse between cows, if new cow is awarded
 - N - Failure to attempt any part of the class
 - R - Complete loss of rope in Open/Cowboy class
 - H - Use of two hands (except in snaffle bit or hackamore)
 - M - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- A - Abuse
 - B - Lameness
 - D - Disrespect or misconduct
 - G - Illegal equipment
 - F - Fall of horse/rider
 - N - Improper western attire
 - H - Leaving arena before run is complete
 - J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2	3	5	10	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																	
	479	PENALTY																	
	479	CONTENT	+1/2	0 1/2	+1/2	+1/2	+1	+1/2			0	+1/2	0						73
	457	PENALTY			E	A													
	457	CONTENT	-1/2	-1	-1	-1	-1 1/2	-1			0	0	0						58
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: M. Dykeman



SHOW: **IQNA Ranch Horse Futurity**

CLASS: **520.4 YO Non Pro**

DATE: **9.26.21**

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 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Vary Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Manuever Description		L-RL, O-R, LC	L-LL, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
	480	PENALTY					OP								
		CONTENT	0	0	-1/2	0	0	-1 1/2	-1/2						67 1/2
	410	PENALTY													
		CONTENT	0	0	+1/2	0	0	+1/2	-1/2						70 1/2
	407	PENALTY		1	1			2							
		CONTENT	0	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2						67
	529	PENALTY													
		CONTENT	0	+1/2	0	+1/2	-1/2	-1/2	+1/2						70 1/2
	458	PENALTY	2	2											
		CONTENT	0	0	-1	-1	-1	-1	-1/2						61 1/2
	455	PENALTY	OP	OP	OP	OP	OP	OP	OP						
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
	479	PENALTY		3/2											
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1						62 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *M. Ry...*



SHOW:

CLASS: 520

DATE:

VRH - ROOKIE COW WORK (Amateur/Youth)

- 1 Point Penalties:**
- A - Loss of working advantage
 - P - Working out of position
 - S - Slipping rein
- 3 Point Penalties:**
- K - Knocking down the cow without having a working advantage
 - L - Losing a cow while boxing
- 5 Point Penalties:**
- B - Spurring in front of cinch
 - C - Blatant disobedience
 - D - 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
 - B - Repeated blatant disobedience
 - C - Schooling after entering the arena prior to calling for cow
 - K - Schooling horse between cows, if new cow is awarded
 - 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)
- DC:**
- A - Abuse
 - B - Lameness
 - D - Disrespect or misconduct
 - G - Illegal equipment
 - M - Improper western attire
 - H - Leaving arena before run is complete
 - I - Fall horse/rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP
		BOXING MANEUVERS					PENALTIES			NOTES				
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS					
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-Breakers >														
	480	+1/2	+1/2	+1/2	+1/2	0						0	72	
	410	+1/2	+1/2	+1/2	+1/2	+1/2						0	72 1/2	
	407	+1/2	0	+1/2	0	0						0	71	
	524	+1	0	+1/2	0	+1/2						0	72	
	458	+1/2	-1/2	+1/2	-1/2	0						0	69	
	455	-1/2	0	+1/2	0	0						2	67	
	479	+1/2	+1/2	+1/2	+1/2	0						1	71	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 