



VERSATILITY RANCH HORSE - REINING

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

- 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													
1	456	PENALTY																			
		CONTENT	+1/2	+1/2	0	0	0	0	0	0										71	
2	511	PENALTY																			
		CONTENT	-1/2	0	-1/2	0	+1/2	0	0											69 1/2	
3	540	PENALTY				2															
		CONTENT	0	0	0	0	0	+1/2	0											2 68 1/2	
4	460	PENALTY																			
		CONTENT	-1/2	0	-1/2	-1/2	-1	-1/2	-1												66
5	401	PENALTY	1																		
		CONTENT	-1/2	0	0	0	-1/2	0	-1/2												1 67 1/2
6	92	PENALTY	33	3																	
		CONTENT	-1	-1	-1	-1/2	-1/2	-1/2	-1												9 55 1/2
7	521	PENALTY	2																		
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	0	-1/2												2 64 1/2
8	523	PENALTY																			
		CONTENT	0	0	+1/2	0	0	0	+1/2												71

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 



NRSHA
NATIONAL RANCH AND STOCK HORSE ALLIANCE



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 normal reins

Disqualification (DQ):

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

W/O	#	RUN CONTENT											PENALTIES					SCORE	OP					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL							
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL												
L	R	L	R	TRACK & RATE	STOP & HOLD																			
Tie-Breaker		10	11	1	2	3	4	5	6	7	8	9												
1	456	PENALTY			1L1L			1P	1P															
		CONTENT	0	0	0	-1/2	-1	-1				-1/2	0	0						63	71	134		
2	541	PENALTY					1P	1P	1P															
		CONTENT	0	-1/2	+1/2	+1/2	0	0				0	0	0							67 1/2	69 1/2	137	
3	540	PENALTY			2A	1E																		
		CONTENT	0	-1	-1/2	+1/2	+1/2	0				-1	0	-1							63 1/2	68 1/2	132	
4	460	PENALTY			1A2A	1A1A																		
		CONTENT	+1/2																			66	66	
5	401	PENALTY	1A		2A	2A	OP																	
		CONTENT	-1/2																			67 1/2	67 1/2	
6	92	PENALTY			2A	2A		1P																
		CONTENT	-1/2	-1/2	0	-1	0	-1				-1/2	0	0								60 1/2	55 1/2	116
7	521	PENALTY			2A	1E 2A																		
		CONTENT	0	-1/2	0	0			+1/2	+1	+1/2	0	0									66 1/2	64 1/2	131
8	523	PENALTY																						
		CONTENT	+1/2	+1/2	+1	+1/2			+1	+1	+1/2	0	+1/2									73 1/2	71	146.5

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

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



SHOW: IQHA 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)
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 - Slipping rein
- 2 Point Penalties:**
- Break of gait
 - Freeze up in spins or rollbacks
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 - 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

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- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
- 10 Point Penalty:**
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 - Lameness
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 - Improper western attire
 - Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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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							
9	542	PENALTY	1				OP								
		CONTENT	-1 1/2	-1	-1	-1 1/2	0	-1 1/2	-1					63 1/2	OP
10		PENALTY													
		CONTENT													
11		PENALTY													
		CONTENT													
12		PENALTY													
		CONTENT													
13		PENALTY													
		CONTENT													
14		PENALTY													
		CONTENT													
15		PENALTY													
		CONTENT													
16		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S 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
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5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
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10 point Penalty:

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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

Disqualification (DQ):

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- B - Lameness
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- H - Leaving arena before run is complete
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W/O	#	RUN CONTENT										PENALTIES					SCORE	OP	
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		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																			
9	512	PENALTY			2A, 2B, 3A, 3B														
		CONTENT	0	0	x 1 1/2	x 1/2	x 1/2	x 1/2	x 1/2		0	0	-1 1/2				68 1/2	63 1/2	131.5
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

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



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:

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- 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)
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- 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):

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- Lameness
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- 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							
1	403	PENALTY													
		CONTENT	0	0	0	+1/2	0	0	+1/2						71
2	409	PENALTY													
		CONTENT	-1/2	0	0	-1/2	-1/2	0	0						68 1/2
3	74	PENALTY			2										
		CONTENT	-1/2	-1/2	0	0	0	+1/2	-1/2					2	67
4	461	PENALTY													
		CONTENT	0	-1/2	0	0	0	0	-1/2						69
5	468	PENALTY				5 OP		OP							
		CONTENT	-1	-1	-1	-1 1/2	-1	-1 1/2	-1					11	56 OP
6	523	PENALTY													
		CONTENT	0	-1/2	0	-1/2	0	-1	-1						67
7		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

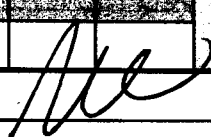
SHOW: _____
 CLASS: **242**
 DATE: _____

VRH - LIMITED COW WORK (Amateur/Youth)

- 7 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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- Disqualification (DQ):**
 A - Abuse
 B - Lameness
 D - Disrespect or misconduct
 G - Illegal equipment
 F - Fall of horse/rider
 N - Improper western attire
 H - Leaving arena before run is complete

W/O	#	RUN CONTENT								PENALTIES				SCORE	OP	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties			
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker																
1	403	PENALTY			1A 3L	OP										
		CONTENT	+1/2	0	-1	-1 1/2	-1/2	0	-1 1/2	0					63	OP 71
2	409	PENALTY		33												
		CONTENT	+1/2	Ø											Ø	68 1/2
3	74	PENALTY														
		CONTENT	+1/2	0	0	0	0	0	-1	0					69 1/2	67
4	461	PENALTY	53		OP											
		CONTENT	-1	-1	-1 1/2		-1	0	-1	0					56 1/2	69
5	468	PENALTY	3L 3L													
		CONTENT	Ø												Ø	
6	523	PENALTY		3L												
		CONTENT	0	-1	0	0	0	0	-1 1/2	0					65 1/2	
7		PENALTY														
		CONTENT														

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



SHOW: IQNA Ranch Horse Futurity

CLASS: 243. Open/All Breed - YOUTH

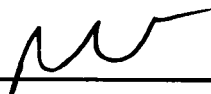
DATE: 9.26.21

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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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							
1	543	PENALTY			1/2	00		00	2						
		CONTENT	0	+1/2	-1	-1/2	0	-1/2	-1					63	OP
2	972	PENALTY													
		CONTENT	0	+1/2	-1/2	-1/2	-1/2	0	0					69	
3	128	PENALTY													
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1					67 1/2	
4		PENALTY													
		CONTENT													
5		PENALTY													
		CONTENT													
6		PENALTY													
		CONTENT													
7		PENALTY													
		CONTENT													
8		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 



SHOW:

CLASS: 243

DATE:

VRH - LIMITED COW WORK (Amateur/Youth)

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 - P - Working out of position
 - S - Slipping rein
 - V - Over-bridled (per maneuver)
 - W - Out of frame (per maneuver)
 - E - Driving cow down the opposite fence (changing sides)
- 3 Point Penalties:**
- K - Knocking down the cow without having a working advantage
 - L - Losing a cow while boxing
- 5 Point Penalties:**
- B - Spurring in front of cinch
 - C - Blatant disobedience
 - E - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

W/O	#		RUN CONTENT							PENALTIES				SCORE	OP	
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points			Total Penalties
Tie-Breaker																
1	543	PENALTY														OP
		CONTENT	0	-1/2	0	-1	-1/2	0	-1/2	0					67 1/2	63
2	972	PENALTY														OP
		CONTENT	+1/2	0	0	+1/2	0	0	0	+1/2					71 1/2	69
3	128	PENALTY	3L	3L OP												OP
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2					52	67 1/2
4		PENALTY														
		CONTENT														
5		PENALTY														
		CONTENT														
6		PENALTY														
		CONTENT														
7		PENALTY														
		CONTENT														
8		PENALTY														
		CONTENT														

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



NRSNA
NATIONAL RANCH AND STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

SHOW: **IQNA Ranch Horse Futurity**

CLASS: **519.4 YG Open**

DATE: **9.26.21** *Allen*

- | | |
|---|--|
| <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 |
|---|--|

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										
1	480	PENALTY																
		CONTENT	0	0	+1/2	+1/2	+1/2	0	0									71 1/2
2	482	PENALTY																
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0									68 1/2
3	407	PENALTY																
		CONTENT	-1/2	0	-1/2	0	0	0	0									69
4	529	PENALTY																
		CONTENT	0	0	-1/2	0	-1/2	0	0									69
5	410	PENALTY																
		CONTENT	0	0	0	+1/2	-1/2	+1/2	+1/2									71
6	244	PENALTY	2	2														
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2									4 60 1/2
7	92	PENALTY	2	2														
		CONTENT	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2									4 61 1/2
8	524	PENALTY		2														
		CONTENT	0	-1	0	-1/2	+1/2	0	0									2 67

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*



SHOW: **IQNA Ranch Horse Futurity**

CLASS: **519.4 YO Open**

DATE: **9.26.21**

Allen

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							
9	479	PENALTY	1	1										3	67
		CONTENT	0	-1/2	0	+1/2	-1/2	0	+1/2						
10	457	PENALTY	2	2	2									6	60 1/2
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2						
11		PENALTY													
		CONTENT													
12		PENALTY													
		CONTENT													
13		PENALTY													
		CONTENT													
14		PENALTY													
		CONTENT													
15		PENALTY													
		CONTENT													
16		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *M*



SHOW: **IQHA Ranch Horse Futurity**

CLASS: **520.4 YO Non Pro**

DATE: **9.26.21** *Allen*

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				
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							
1	450	PENALTY					OP								
		CONTENT	0	0	-1/2	0	0	-1/2	-1/2					67 1/2	OP
2	410	PENALTY													
		CONTENT	0	0	+1/2	0	0	+1/2	-1/2					70 1/2	
3	407	PENALTY		1			2							3	67
		CONTENT	0	-1/2	-1/2	+1/2	0	+1/2	0						
4	529	PENALTY					1							1	67 1/2
		CONTENT	-1/2	0	0	0	-1/2	-1/2	0						
5	458	PENALTY	2	2				2						6	58 1/2
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2						
6	455	PENALTY	OP	OP	OP	OP	OP	OP	OP						
		CONTENT	+1/2	+1/2	-1/2	+1/2	+1/2	-1/2	-1/2						
7	479	PENALTY	1 1/2											4	62
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1						
8		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*



SHOW: 520 440 Non Pro
 CLASS: Allen
 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)

DQ:

- 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						
Tie-Breakers >															
1	480	+1	0	0	+1/2	+1/2							72	67 1/2	OP 139.5
2	410	+1/2	0	0	+1/2	+1/2							71 1/2	70 1/2	142
3	407	+1/2	0	0	+1/2	+1/2							72 1/2	67	139.5
4	529	+1/2	0	+1/2	+1	+1							73	67 1/2	140.5
5	458	-1/2	0	-1/2	0	-1/2							68 1/2	58 1/2	127
6	455	-1/2	0	0	+1/2	0						2	68	68	68
7	479	-1/2	0	0	+1/2	0						1	69	62	131
8															
9															
10															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 