



**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							
1	450	PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2						72.5
2	541	PENALTY													
		CONTENT	-1/2	0	-1/2	0	0	0	0						69
3	540	PENALTY				1									
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2						71.5
4	460	PENALTY													
		CONTENT	0	-1/2	-1/2	-1/2	-	-	-1/2						66
5	401	PENALTY	1												
		CONTENT	0	0	+1/2	+1/2	-1/2	+1/2	-1/2				1		69.5
6	92	PENALTY	2	2, 2, 1											
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	+1/2				7		59.5
7	521	PENALTY	2	4											
		CONTENT	-1/2	-1	-1/2	0	-1/2	-1/2	-1/2						58 1/2
8	523	PENALTY													
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2						72 1/2

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *[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, -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							
L	R	L	R	TRACK & RATE	STOP & HOLD													
Tie-Breaker																		
1	456	PENALTY																
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	0			-1/2	0	-1/2			65		
2	541	PENALTY																
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2			-1/2	+1/2	0				69.5		
3	541	PENALTY																
		CONTENT	-1	-1	+1/2	0	+1/2	+1/2		-1	+1/2	-1/2				63.5		
4	460	PENALTY																
		CONTENT	0		-1	-1										0 <sup>H</sup>		
5	401	PENALTY																
		CONTENT	-1/2		-1	-1	-1									0 <sup>H</sup>		
6	08	PENALTY																
		CONTENT	-1/2	-1	0	-1	-1	-1/2		-1	+1/2	-1/2				59		
7	521	PENALTY																
		CONTENT	0	-1	-1/2	-1			+1	0	-1/2	+1	-1/2			63 1/2		
8	533	PENALTY																
		CONTENT	+1/2	+1	+1	+1/2			+1/2	+1	+1	+1	+1/2			78		

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Adublin*

For more information on how exhibitors are scored visit [www.aqhuniversity.com](http://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)
  - 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-L, O-L, LC	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
9	542	PENALTY	12				OP						3		64
		CONTENT	-1/2	-1	0	1/2	0	+1 1/2	-1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: Dublin





**SHOW: IQHA 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/tider
  - 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, L-C	L-LL, O-L, L-C	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
1	403	PENALTY													69
		CONTENT	0	0	0	0	0	-1/2	-1/2						
2	409	PENALTY	11											2	64
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
3	74	PENALTY	2	2										4	64 1/2
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2						
4	461	PENALTY													70
		CONTENT	+1/2	0	+1/2	-1/2	0	0	-1/2						
5	468	PENALTY	4		2	2 5/2		OP							49 1/2
		CONTENT	-1	0	-1/2	-1/2	-1	-1 1/2	-1						
6	523	PENALTY													68
		CONTENT	0	-1/2	0	-1/2	+1/2	-1/2	0						
7		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Dustin*



SHOW: *AQHA Rank Horse Fest*  
 CLASS: *242 Open All Breeds Rank*  
 DATE: *9-26-21*

## VRH - LIMITED COW WORK (Amateur/Youth)

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

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

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

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: *Dublin*



**SHOW: IQNA 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
  - 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	543	PENALTY			OP		OP	Z							
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	-1/2	-1						13 1/2
2	972	PENALTY													
		CONTENT	0	0	-1/2	0	0	+1/2	0						70
3	128	PENALTY													
		CONTENT	0	0	0	-1/2	-1/2	0	-1						60
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *[Signature]*

SHOW: *IQHA Remick Fest*

CLASS: *Open AB Youth*

DATE: *9-26-21*

## VRH - LIMITED COW WORK (Amateur/Youth)

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

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

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

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: *[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

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		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														71 1/2	
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2								
2	482	PENALTY															69 1/2
		CONTENT	0	0	-1/2	0	0	0	0								
3	407	PENALTY															70 1/2
		CONTENT	0	0	-1/2	+1/2	0	+1/2	0								
4	529	PENALTY															70 1/2
		CONTENT	+1/2	+1/2	0	0	-1/2	0	0								
5	410	PENALTY															70 1/2
		CONTENT	0	-1/2	0	+1/2	-1/2	+1/2	+1/2								
6	244	PENALTY	2	2											4		62 1/2
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								
7	92	PENALTY	1 1/2	2													59 1/2
		CONTENT	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2								
8	524	PENALTY		2											2		68 1/2
		CONTENT	0	-1/2	0	0	+1/2	0	+1/2								

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE:         *Paulie*        

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



**SHOW: IQNA 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

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, L-C	L-LL, O-L, L-C	L-RL, S	3 1/2 SR	S	3 1/2 SL	S, B							
9	479	PENALTY	-	2	2										
		CONTENT	-1/2	-1	0	+1/2	-1/2	+1/2	0				4	65	
10	457	PENALTY	2	2											
		CONTENT	0	0	-1/2	-1/2	0	-1/2	0				4	64 1/2	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Drublin*



SHOW: **IQNA Ranch Futurity**

CLASS: **519.4 YG 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							
L	R	L	R	TRACK & RATE	STOP & HOLD													
		Tie-Breaker																
1	480	PENALTY																
		CONTENT	+1/2	+1	+1/2	+1	+1	+1/2			+1	+1	+1/2					78
2	482	PENALTY																
		CONTENT	+1/2	-1/2	-1	0				+1/2	0	0	+1/2	-1/2		R		64 1/2
3	407	PENALTY																
		CONTENT	+1/2	+1	+1	+1	+1/2	+1			+1/2	+1/2	0					76
4	529	PENALTY					A											
		CONTENT	+1/2	0	0	0	+1/2	-1/2			-1/2	+1/2	0					69 1/2
5	410	PENALTY			A P		A											
		CONTENT	+1/2	-1/2	-1	0	-1/2	0			-1/2	0	-1					64
6	244	PENALTY			F	A	A	A										
		CONTENT	0	-1	-1	-1	-1	-1			-1	0	-1					59
7	92	PENALTY			A													
		CONTENT	-1	-1	-1	0	-1/2	0			-1/2	0	-1					59
8	524	PENALTY																
		CONTENT	+1	0	0	0				0	-1/2	0	+1/2	0				65

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *[Signature]*





**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 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					OP								67 1/2
		CONTENT	0	-1/2	-1/2	0	0	-1/2	0						
2	410	PENALTY													69 1/2
		CONTENT	0	-1/2	0	0	0	+1/2	-1/2						
3	407	PENALTY			1		2							3	67
		CONTENT	-1/2	-1/2	0	+1/2	0	+1/2	0						
4	529	PENALTY													70 1/2
		CONTENT	0	+1/2	0	+1/2	-1/2	0	0						
5	458	PENALTY	2	2										4	60 1/2
		CONTENT	0	0	-1	-1/2	-1	-1/2	-1/2						
6	455	PENALTY	OP	OP	2	OP	OP	OP						0	0
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
7	479	PENALTY		3,2										5	61 1/2
		CONTENT	-1/2	-1	-1/2	0	0	-1/2	-1						
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *J. Dublin*



SHOW:	
CLASS:	520
DATE:	

## VRH - ROOKIE COW WORK (Amateur/Youth)

- |   |  |
|---|--|
| <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- A - Loss of working advantage</li> <li>- P - Working out of position</li> <li>- S - Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- K - Knocking down the cow without having a working advantage</li> <li>- L - Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- B - Spurring in front of cinch</li> <li>- C - Blatant disobedience</li> <li>- D - Use of either hand to instill fear/praise</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> | <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- A - Turning tail</li> <li>- B - Repeated blatant disobedience</li> <li>- C - Schooling after entering the arena prior to calling for cow</li> <li>- K - Schooling horse between cows, if new cow is awarded</li> <li>- N - Failure to attempt any part of the class</li> <li>- H - Use of two hands (except in snaffle bit or hackamore)</li> <li>- M - More than one finger between split reins or any fingers between romal reins (except two rein)</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- A - Abuse</li> <li>- B - Lameness</li> <li>- D - Disrespect or misconduct</li> <li>- G - Illegal equipment</li> <li>- M - Improper western attire</li> <li>- H - Leaving arena before run is complete</li> <li>- I - Fall horse/rider; run ends; credit will be given for work done</li> </ul> |
|---|--|

WO	#	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	+1/2	+1/2	0	+1/2	1/2							72	
2	410	+1/2	+1/2	0	+1/2	0							71 1/2	
3	407	+1	0	+1/2	+1/2	0							72	
4	529	+1/2	0	0	+1/2	+1/2							71 1/2	
5	458	0	0	0	0	0							70	
6	455	0	+1/2	0	0	+1/2							71	
7	479	+1/2	+1/2	0	+1/2	0							71 1/2	

JUDGE'S NAME (PRINTED): J Dublin

JUDGE'S SIGNATURE: *J Dublin*