



VERSATILITY RANCH HORSE - REINING

SHOW: IQHA Ranch Horse Futurity

CLASS: 4yo Working Ranch

DATE: September 27, 2020

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		Circle RL CL	Circle LL CL	RD Stop	3 1/2 Rt Spin	RD, Stop	3 1/2 Lt Spins	Stop Back							
1	836	PENALTY	2	2				op						4	62
		CONTENT	-1/2	-1	-1/2	-1/2	0	-1	-1/2						op
2	805	PENALTY													
		CONTENT	0	0	+1	+1	+1/2	+1	+1/2					74	
3	861	PENALTY	2	2										4	58 1/2
		CONTENT	-1	-1	-1/2	-1	-1/2	-1/2	-1						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Chele McGrawley

JUDGE'S SIGNATURE:

Chele McGrawley



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: IQHA Ranch Horse Futurity

CLASS: 4yo Working Ranch

DATE: September 27, 2020

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																
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS		
L	R	L			R	TRACK & RATE	STOP & HOLD												
Tie-Breaker																			
1	836	PENALTY			LAC												4	61	
		CONTENT	0	-1	-1	-1	-1/2	0		-1	0	-1/2							
2	805	PENALTY															2	7 1/2	
		CONTENT	+1/2	-1/2	0	+1	+1/2	+1/2		+1/2	+1	0							
3	861	PENALTY	AA		AA													0	
		CONTENT	-1	-1	-1/2					-1/2	0	-1							
		PENALTY																	
		CONTENT																	
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		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

Chele McGrawley

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

SHOW: IQHA Ranch Horse Futurity

CLASS: 4 YO Working Ranch

DATE: September 27, 2020

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
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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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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			Circle RL CL	Circle LL CL	RD Stop	3 1/2 Rt Spin	RD, Stop	3 1/2 Lt Spins	Stop Back							
1	836	PENALTY	2	2				OP						4	64.5	OP
		CONTENT	-1/2	-1/2	0	-1/2	0	0	0							
2	805	PENALTY													74	
		CONTENT	0	+1/2	+1/2	+1	+1/2	+1	+1/2							
3	801	PENALTY		2										2	63.5	
		CONTENT	0	-1/2	-1	-1/2	-1	-1/2	-1							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Jon Barry

JUDGE'S SIGNATURE:



DATE: September 27, 2020 *Open*

- 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

[illegible]

JUDGE'S SIGNATURE _____

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



VERSATILITY RANCH HORSE - REINING

SHOW: IQHA Ranch Horse Futurity

CLASS: *Open 4yo Working Cow*

DATE: September 27, 2020

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
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- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
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- Failure to completely pass the specified marker before initiating a stop position
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- More than one finger between split reins or any fingers between romal reins (except two rein)
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Disqualification (DQ):

- Abuse
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- 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
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Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
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1	836	PENALTY	-	2	2			OP						4	65	OP 64 129
		CONTENT	0	-1/2	0	-1/2	0	0	0							
2	805	PENALTY													74 1/2	74 148
		CONTENT	0	+1/2	+1	+1	+1/2	+1	+1/2							
3	861	PENALTY		2	2									4	61	61
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Pam Scott

JUDGE'S SIGNATURE:

Pam Scott

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



Open 4yo

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: IQHA Ranch Horse Futurity

CLASS: Open 4 Year Old King Ranch

DATE: September 27, 2020

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																
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS		
L	R	L			R	TRACK & RATE	STOP & HOLD												
Tie-Breaker																			
1	836	PENALTY			24														
		CONTENT	0	-1	-1	-1	-1	-1		-1	0	0	A				5	64	
2	805	PENALTY																	
		CONTENT	+1	+1	+1/2	+1/2	+1/2	+1/2		+1/2	+1	+1/2	A				2	74	
3	861	PENALTY	AAAA		44														
		CONTENT	-1	+1/2	+1/2												0		
		PENALTY																	
		CONTENT																	
		PENALTY																	
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		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: