



# Ohio Foundation Quarter Horse Association – Ranchmanship Score Sheet

Obstacle Scores -1 ½ Extremely Poor, -1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, +1 Very Good, +1 ½ Excellent

Class Name \_\_\_\_\_ Class Number \_\_\_\_\_ DATE \_\_\_\_\_

<p><b>½ Point Penalties</b></p> <ul style="list-style-type: none"> <li>A. Failure to remain more than 20 feet from fence when stopping or doing a rollback</li> <li>B. Starting a lope departure at a jog or exiting rollbacks up to 2 strides</li> <li>C. Delaying a lead change by 1 stride</li> <li>D. Over or Under spinning by 1/8 of a turn</li> <li>E. Each tick of a log, pole, cone or obstacle</li> <li>F. During run around failure to be on correct lead around bend but before half around</li> </ul>	<p><b>3 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A. Break of gate at walk or jog for more than 2 strides.</li> <li>B. Out of lead or break of gate at lope</li> <li>C. Knocking down or severely disturbing an obstacle</li> <li>D. Stepping outside the confines of, or falling or jumping off or out of obstacle with one foot. Missing/evading pole that is part of a series of obstacles</li> </ul>	<p><b>5 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A. Spurring in front of the cinch.</li> <li>B. Use of free hand to instill fear</li> <li>C. Kicking Out</li> <li>D. Dropping an object required to be carried on course.</li> <li>E. First and second refusals</li> <li>F. Balk or attempt to evade an obstacle by shying or backing more than 2 strides away</li> <li>G. Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with more than one foot once the foot has entered the obstacle; including missing one element of an element of an obstacle on a line of travel with two feet</li> <li>H. Failure to demonstrate correct gate between obstacle as designated.</li> </ul>
<p><b>1 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A. Each time out of lead deduct 1 point/accumulative for each ¼ of circle</li> <li>B. Over or under spinning by ¼ turn</li> <li>C. During rundown to end of arena, failure to change leads beyond 1 stride but prior to next maneuver</li> <li>D. Hit or step on log, pole or obstacle</li> <li>E. Break gate at walk or jog 2 strides or less, both feet on space, split pole on lope over.</li> <li>F. Skipping over or failing to step in required space.</li> <li>G. Incorrect number of strides</li> </ul>	<p><b>-0- Score</b></p> <ul style="list-style-type: none"> <li>A. Failure to complete pattern</li> <li>B. Performing Maneuvers in unspecified order</li> <li>C. Inclusion of additional maneuvers</li> <li>D. Equipment Failures</li> <li>E. Balking or running away</li> <li>F. Jogging more than ½ circle or ½ arena length while starting circle, circling</li> </ul>	
<p><b>2 Point Penalties</b></p> <ul style="list-style-type: none"> <li>A. Break of gait</li> <li>B. During the run to the end of the arena, failure to change leads beyond halfway around</li> <li>C. Jogging beyond 2 strides, but less than ½ circle or ½ the arena</li> <li>D. Failure to go beyond markers/ or sliding past markers or cones</li> <li>E. Freezing up in spins or rollbacks</li> </ul>	<p><b>Faults not to be considered disqualifications but should be scored according to severity</b></p> <ul style="list-style-type: none"> <li>A. Crooked stops or backs</li> <li>B. Anticipated stops</li> <li>C. Uncontrollable Speed</li> <li>D. Wringing of tails</li> <li>E. Knocking over markers</li> <li>F. Failure to run pattern within markers</li> <li>G. Failure to go past markers on said pattern</li> <li>H. Opening mouth, raising head on stops and turns</li> </ul>	

<b>Maneuver</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>Penalty Total</b>	
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Back #	Penalty	1	2	3	4	5	6	7	8	9	10	11	12		Placing
	Obstacle Score														

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DATE \_\_\_\_\_ JUDGES SIGNATURE \_\_\_\_\_