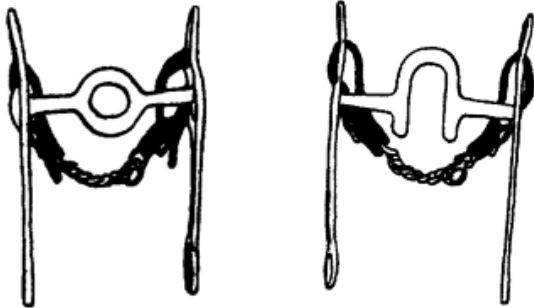


# Ranch Division

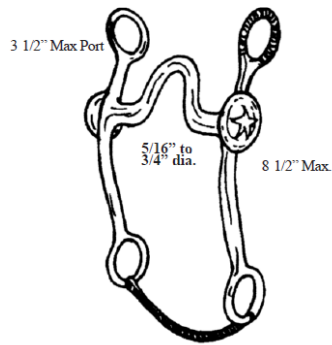
**ATTIRE:** Clothing must be clean and neat. Exhibitors shall wear a western hat and cowboy boots. **A western style boot with a minimum of 1-inch heel can be used.** A minimum of a short-sleeved shirt is required. The shirt must button or snap down the entire length of the shirt. Equitation shirts are not acceptable. Pullovers are not acceptable as a substitute for the shirt. Spurs and chaps may be worn at the option of the rider.

**TACK:** Horses shall be shown with a stock saddle. Silver equipment will not count over a good working outfit. Legal bits are defined as:

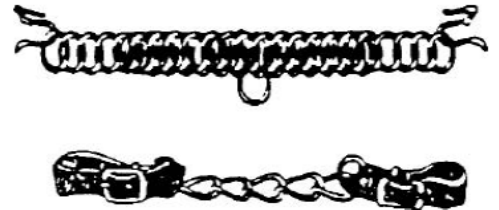
1. 8-1/2-inch maximum length shank. Shanks may be fixed or loose;
2. With regard to mouthpieces, bars must be round, oval, or egg shaped, smooth and unwrapped metal of 5/16 to 3/4 inch in diameter, **measured 1 inch from the cheek.** They may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1-1/4 inches or less in diameter, or a connecting flat bar of 3/8 to 3/4 inches (measured top to bottom with a maximum length of 2 inches), which lies flat in the horse's mouth is acceptable.
3. Horses six years of age and older must be ridden one handed with a shank bit.
4. The port must be no higher than 3-1/2 inches maximum, with rollers and covers acceptable. Broken mouthpieces, half-breed and spades are standard.
5. The following equipment is not acceptable in the Ranch Division:
  - Slip or gag bits
  - Donut and flat polo mouthpieces
  - Mechanical hackamores
  - Tie downs
  - Tack collars
  - Running martingales
  - Draw reins
6. Split reins or romal reins may be used for Stock Horse Pleasure and Ranch Trail. If using split reins only one finger is allowed between the reins. Split reins **only** are required for Working Cow Horse, Ranch Roping and Ranch Sorting classes.



Examples of Illegal Bits



Example of Legal Bit



Acceptable Curb Straps

## Examples of Illegal Bits

Hobbles and rope or riata are optional. The use of shoes other than standard horse shoes is discouraged and may be penalized by the judge. The judge has the right to prohibit any equipment that he considers severe or would give an exhibitor unfair advantage in showing his horse. No wire curb, regardless of how taped, nor chin strap narrower than 1/2 inch, will be permitted. Chain curbs are permissible but must be of the standard, flat variety; at least 1/2 inches in width and lie flat against the jaw of the horse.

A hackamore may be used on horses five years old and younger. Hackamore means that a horse will be ridden only with a flexible, braided rawhide braided or leather or rope bosal. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horse hair bosals are prohibited.

- A. **Horses five years of age and younger may be shown in a conventional O or D ring snaffle or rope bosal and ridden with two hands in all classes.** When a snaffle is used, it must be a smooth snaffle bit with a broken mouthpiece. A conventional O ring or D ring, with ring no larger than 4 inches and no smaller than 2 inches, must be used. From the cheek to 1 inch in from the cheek must be a minimum of 3/8 inch diameter, with a gradual decrease to the center of the snaffle. Optional loose curb strap, leather or nylon, must be attached below the reins. Standard leather or woven split reins are mandatory. Hair reins are not permitted with snaffle bits.
- B. A braided rawhide or leather bosal may be used in lieu of a snaffle bit. The bosal must be no larger than 3/4-inch diameter at the cheek and a minimum of one finger space, approximately 3/4 inch, between the bosal and the nose. Absolutely no metal under the jaw or on the nose band is allowed. The bosal should be properly fitted relative to the horse's size and conformation.

- C. All entries shown in a conventional O or D ring snaffle or bosal must be ridden with both hands on the reins, maintaining light contact with the horse's mouth. The rider's hands should be carried near the pommel and no further than 4 inches out on either side of the saddle horn. Riders' hands must be steady with very limited movement. Riders' hands should be visible to the judge at all times.
- D. The judge may prohibit the use of bits or equipment he or she may consider severe.
  - 1. Optional Equipment a) Hobbles attached to the saddle b) Protective boots, leg wraps and bandages are allowed in working cow and ranch roping classes.
- E. Spurs must not be used forward of the cinch.
- F. Judges will be encouraged to perform bit checks to ensure no illegal equipment is used.

## STOCK HORSE PLEASURE

This class serves to measure the ability of the horse to be functional and a pleasure to ride while being used as a means of conveyance from one western stock horse task to another. The horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The horse should be responsive to the rider and make all required transitions smoothly, timely and correctly. Horses shall be shown individually at the walk, trot and lope in both directions. The trot and lope will be extended in one direction only if called for in the pattern. Markers shall be setup to designate gait changes or announced. The pleasure course shall be setup to make approximately one circle of the arena in each direction. The pattern may be started either in the left or right direction. The pattern will include: Walk, Trot, Lope, Stop and Reverse, Stop and Back and may include an Extended Trot and Lope.

The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible at this gait as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping. The reverse may be executed in either direction.

**Description of Ideal Pleasure Gaits**—the ideal pleasure horse will have a level head carriage—neither too high nor too low.

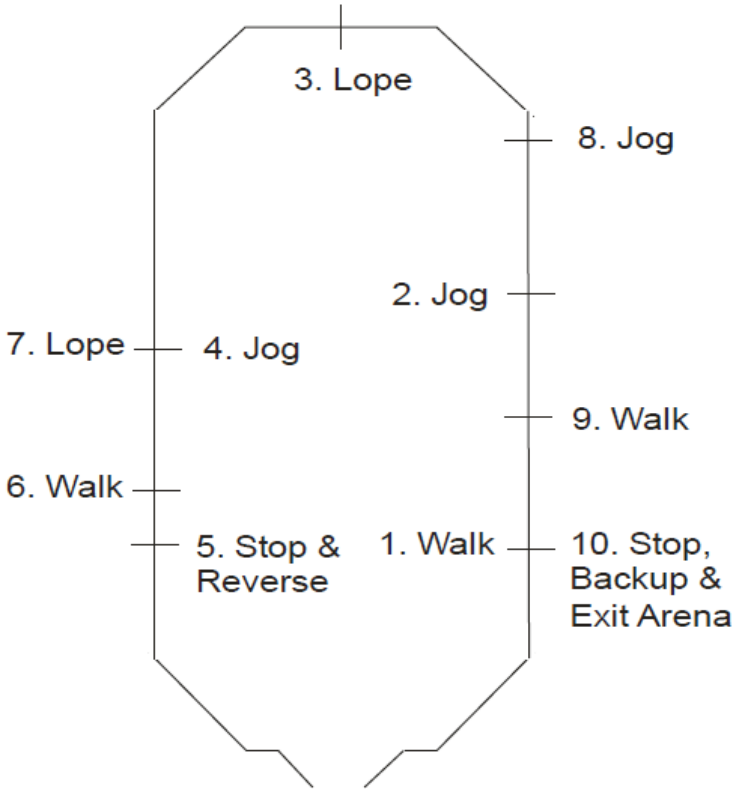
- **Walk**—a stock horse pleasure walk should be straight, square, flat footed, relaxed and should move out freely with horse looking ahead
- **Trot**—this gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and un-cadenced trots should also be penalized.
- **Extended Trot**—the extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse would hold this gait for an extended distance.
- **Lope**—this gait should be a three-beat gait that is cadenced, straight and steady and is comfortable to ride over long distances.
- **Stop (from both lope and trot)**—the horse should be in the correct stopping position—both hocks engaged and stopping on the hindquarters.
- **Reverse**—a horse should turn briskly and flat with front feet on the ground and holding an inside rear pivot foot.
- **Extended Lope**—this gait should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed while being under control.

Part of the evaluation of this class is on smoothness of transitions. There is no advantage to making these transitions with cues that are imperceptible to a judge. To see these cues applied discretely and the horse responding correctly could be a credit earning situation. All transitions should be smooth. Please note the rules allow for a horse to be taken back (collected) a bit from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is very difficult to achieve, however, a good stock horse will have to make this transition several times during a day's work. This transition is down to the normal or sitting trot not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that bring the hocks together to go into a stopping position should be penalized according to the magnitude of the error.

**Scoring Stock Horse Pleasure** - each gait, including transitions, will be scored from 1 – 10 with ½ points applicable. The scoring guide for each maneuver, including transitions, is as follows:

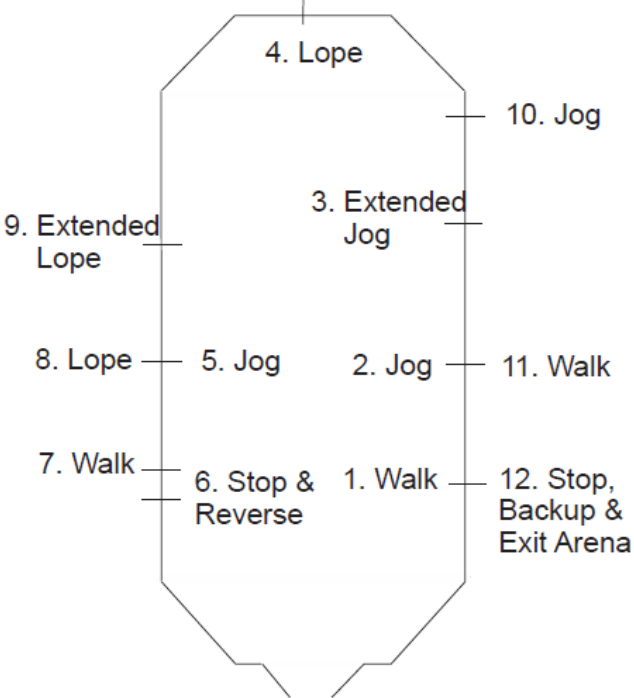
Points	Maneuver and Transitions
1 – 4 Points	Major faults – wrong lead, broken gait, lack of control, failure to perform requested gait, etc.
5 – 8 Points	Average quality of movement of gaits and transitions with some or no faults
9 – 10 Points	High quality mover that is functionally correct in all gaits and transitions well-mannered and responsive, soft and cadenced in all gaits

Stock Horse Pleasure Pattern 1



- Pattern:**
1. Walk
  2. Jog
  3. Lope
  4. Jog
  5. Stop & Reverse
  6. Walk
  7. Lope
  8. Jog
  9. Walk
  10. Stop, Back-up, and Exit Arena

Stock Horse Pleasure Pattern 2



- Pattern:**
1. Walk
  2. Jog
  3. Extended Jog
  4. Lope
  5. Jog
  6. Stop & Reverse
  7. Walk
  8. Lope
  9. Extended Lope
  10. Jog
  11. Walk
  12. Stop, Back-up, and Exit Arena

## RANCH ROPING

The idea of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Entry does not have to separate the cow from herd and should not receive credit for separation from herd. If the cow is separated from the herd there should be no excessive running or cutting of the cow. **Split reins are required for this class.**

- A. This is a judged event with a 2-minute time limit. There shall be a 30 second warning given prior to the end of the run. The rope must be thrown and the contestant may rebuild and throw an unlimited number of loops. No credit will be given for additional loops after a successful catch of any part of the animal. The honda on the rope used must be of a breakaway design.
- B. The arena for this event will be shortened with the addition of portable panels. The exhibition area should typically be normal width of the arena (usually 100 to 150') by 45' – 75'. Show management or the judge may make adjustments to the size of the arena to allow for the temperament of the cattle.
- C. Horse and rider must start from an entrance gate which will be opposite from where ten (10) calves/yearlings are held as a herd with each bearing a number 0 - 9. A random draw will be used to select the calf to be roped, which will be announced to the contestant when the horse enters the arena gate.
- D. The contestant should make a desired catch, position their horse in an appropriate manner and dally up. A desired catch is defined as one in which the animal is roped and the rope comes tight in front of the animal's shoulders. A catch of any other part of the animal shall be considered legal, but the exhibitor will receive a penalty. When the calf breaks free from the honda, the flag judge will signal the end of the run.
- E. The show committee will provide 2 herd holders. The sole duty of the herd holders is to settle the cattle between runs.
- F. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance.
- G. Each maneuver will be scored from a plus three to minus three in ½ point increments.
  - Ability to sort
  - Stopping
  - Ability to rope out of the herd without disturbing other cattle
  - Dallying
  - Ability to manage rope coils
  - Ability to manage rope and position of horse while dallying
  - Difficulty of throw that results in a successful catch
- H. Penalties:
  - 1. Ten (10) point penalty
    - a. Roping any portion of the cow other than the head/neck.
  - 2. Five (5) point penalty
    - a. Multiple loop run (penalty may be assessed for each rebuild with a maximum of 15 points taken)
    - b. Excessive running/scattering of the herd
    - c. Blatant disobedience including kicking, biting, rearing or striking
    - d. Inability of rider to efficiently recoil and build a loop after a miss
    - e. Failure to dally after making a legal catch before the rope breaks free from the honda.
  - 3. Three (3) point penalty
    - a. Holding cut too long without roping
  - 4. One (1) point penalty
    - a. Loss of working advantage
    - b. Loss of cow (recut in the herd)
  - 5. Zero (0) score / DQ
    - a. Running into or over cattle
    - b. Schooling
    - c. Whipping or hitting horse with rope
    - d. Thrown from horse
    - e. Fall to ground
    - f. Loss of rope
    - g. Bucking
    - h. Roping wrong cow
    - i. Roping more than 1 cow with the same loop

## RANCH TRAIL

- A. This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.
- B. Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.
- C. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the

judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

- D. At least two or three obstacles will be designated as tie breakers and shall be selected prior to the beginning of the competition. One of the mandatory obstacles should be used as the first tie breaker.
- E. Tack and Equipment:
  - 1. Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized.
  - 2. Wearing gloves, leather or fabric, is optional. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
  - 3. Romal reins are permitted, but must be used with a snap attachment if a ground tie is in the course.
- F. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
- G. The horse will be shown at a ground-covering walk, trot (or natural gait), and lope between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle. Between obstacles, at least 30 feet should be allowed for the trot, and at least 50 feet for the lope. Gaits between obstacles will be scored as part of the next obstacle.
- H. Extending the trot or natural gait may also be asked. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain.
- I. No additional credit will be given for unnecessary/ additional maneuvers (such as side passing to and from an obstacle).
- J. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.
  - 1. A rider will lose 15 points if an obstacle is attempted and not completed.
  - 2. The maximum points a rider can lose on any one attempted obstacle is 15 points.
- K. A rider may elect to skip an obstacle without disqualification. He/she may do so with the judge assigning a 20-point penalty.
- L. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
  - 1. One-half (½) Point
    - a. Each tick of log, pole, cone, plant, or any component of the obstacle.
  - 2. One (1) Point
    - a. Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.
    - b. Incorrect or break of gait at walk or jog for two strides or less.
    - c. Both front or hind feet in a single-strided slot or space at a walk or jog.
    - d. Skipping over or failing to step into required space.
    - e. With the nature of the uneven/random spacing of some step-overs, if the horse can navigate the obstacle cleanly without stepping into every little space, that is fine. I.e., not every space in a step-over is a "required" space.
    - f. Split pole in lope over.
    - g. Incorrect number of strides, if specified
    - h. Each step, up to three steps, moved during ground tie or picking up hooves.
  - 3. Three (3) Points
    - a. Incorrect or break of gait at walk or jog for more than 2 strides.
    - b. Out of lead or break of gait at lope (except when correcting an incorrect lead).
    - c. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
    - d. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot.
  - 4. Five (5) Points
    - a. Dropping slicker, log rope, or object required to be carried on course.
    - b. Dropping lariat anywhere on course other than after completion of roping obstacle.
    - c. Each refusal, balk, or evading an obstacle by shying or backing.
    - d. Letting go of gate.
    - e. Use of either hand to instill fear or praise.
    - f. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with more than one foot.
    - g. Blatant disobedience (including kicking out, bucking, rearing, striking).
    - h. Moving more than 3 steps during ground tie or picking up hooves.
    - i. (Note: "Holding the saddle with either hand" is a 5-point penalty in Western Trail but is **not** a penalty in Ranch Versatility Trail.)
  - 5. One (1) to Five (5) Points
    - a. Faults, which occur on the line of travel between obstacles, are scored according to severity: a. Head carried too high
    - b. Head carried too low (tip of ear below the withers)
    - c. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
    - d. Excessive nosing out
    - e. Opening mouth excessively



6. Fifteen (15) points
  - a. Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.
  - b. Excessively or repeatedly touching the horse on the neck to lower the head.
  - c. Failure to ever demonstrate correct gait between obstacles as designated.
  - d. Failure to complete an obstacle once attempted.
  - e. Maximum number of points that can be lost on any one attempted obstacle.
7. Twenty (20) points a. No attempt to work an obstacle.
8. Disqualified 0 – Score
  - a. Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
  - b. Performing the obstacle incorrectly or other than in specified order.
  - c. Equipment failure that delays completion of pattern.
  - d. Entering or exiting an obstacle from the incorrect side or direction.
  - e. Working obstacle in the incorrect direction.
  - f. Riding outside designated boundary marker of the arena or course area.
  - g. Significant deviation from correct line of travel between obstacles.
- M. Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list.
  1. Mandatory Obstacles:
    - a. Opening, passing through, and closing a gate.
    - b. Log Drag – Horse must be willing to drag a log going forward or backing up for a short distance in a straight line. Rider to pick up rope while mounted at point A and drop rope at point B. Rope may not be tied hard and fast to the saddle horn; dallying is optional. Log size should be roughly the size of a small fence post, suggested maximum weight ~30 lbs. Rope should be securely attached to one end of the post by either drilling a hole through the post and tying a bowline (or other non-slip knot), or attaching an O-ring and tying a non-slip knot through the ring.
    - c. Stationary Steer – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rider must provide the rope for this obstacle; rope may be carried in hand, over saddle horn, or affixed to saddle. At the completion of this obstacle, contestant may coil rope and keep for remainder of class, or drop rope at obstacle without penalty.
  2. Optional Obstacles:
    - a. Mailbox – Rider will open and close a mailbox when mounted.
    - b. Bridge – Horse should walk willingly over a stationary bridge.
    - c. Slicker – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.
    - d. Walk-over log-L obstacle – Walk over 90° log “L”. Log should be no less than 6” and no more than 12” in diameter. Riders should negotiate this obstacle in a straight line.
    - e. Step-overs at a walk, trot, or lope – Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 8”.
    - f. Water hazard – The horse should enter and exit the water hazard in a quiet manner.
    - g. Back through obstacle – Straight, “L”, or into/ out of a marked location.
    - h. Side-pass – Straight, one direction, may or may not be elevated.
    - i. Ground Tie – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a rider is using a one-piece rein (romal.), it should be unsnapped from the bit on one side while ground-tying.
    - j. Pick up front feet – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the course (no remount). May be used in succession with ground tie so rider only dismounts once per course.
    - k. Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.
  3. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.

## RANCH SORTING (ALL AGES)

### A. General Rules

1. Open to all 4-H Club and FFA members.
2. No qualification for the State Show is required at the district level.
3. **Horses must be entered in ranch sorting on the entry form when turned in at the district level.** Each youth may enter one horse and only one in the team sorting. Horse and youth must meet all requirements for any other classes (possession date, bona fide 4-H'er, etc.). Upon arrival at the State Show, teams (two exhibitors) will declare team members and pay appropriate entry fees for this class. Forms will be available at the State Show for this. Teams may be made up of any two exhibitors eligible for competition, without regard to district, parish or age of youth. No exhibitor may enter to be a team member of more than one team.

4. **Youth do not have to qualify in any other event to participate in team sorting; however, they must check ranch sorting on the entry form when turned in at the district level. No entries will be accepted at the State Show.**
- B. Class Rules
1. The objective of ranch sorting is to “sort” or work in numerical order, a set of ten (10) head of numbered cattle as quickly and cleanly as possible across a start/foul line.
  2. A team of two must sort cattle in numerical sequence as called. The herd will consist of 10 head of cattle numbered 0-9. For example, if the number “3” is given, the team must sort the cattle in the following order 3,4,5,6,7,8,9,0,1,2. A cow is considered sorted when the entire cow is completely across the start/ foul line.
  3. A 90 second clock will be used for each class. A team may elect to sort as many cattle as necessary until the time expires or until all 10 head are across the start/foul line, thereby stopping the time. If the team elects to sort fewer than 10 head, then the team can hold the remaining herd until the time on the clock expires.
  4. Time will start when any part of the first exhibitor or horse crosses the start/foul line. The team will then be given their cow number.
  5. A lap timer will be used in all sorting classes to break ties where the cattle count is equal in runs of less than 10 cattle sorted. The stop watch used for lap time purposes will also be the back-up timer in the event of a malfunction of the electronic main clock.
  6. Multiple numbers of cattle can be brought across the start/foul line, but they must cross in the correct numerical order
  7. A “No Time” will be given if ANY PART of a cow that is not in correct sorting numerical order crosses the start/foul line or if a sorted cow goes back across the start/foul line into the cattle working side.
  8. There will be a minimum of one judge for sorting, and they will be positioned evenly with the start/foul line.
  9. All cattle will be bunched on the cattle side of the gate within the designated area before time begins. At the conclusion of each run, the judge will designate the need to bunch cattle.
  10. The judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of first horse crosses the start/ foul line and the announcer will provide the number to be sorted first.
  11. If there is a malfunction of the sorting pen or a numbered cow jumps the fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride, exhibitors will receive a full 90 second clock, but the exhibitor’s time cannot be improved. Example: if a team had five (5) head in 85 seconds when the cow jumped the fence, they would get a re-ride with the full 90 second clock. In the re-ride the same team sorted ten (10) head in 80 seconds. Their official time would be ten (10) head in 85 seconds.
  12. Ranch sorting will take place between two pens of approximately equal size. Recommended sorting area to be 50’ – 60’ in diameter with no 90-degree corners, i.e. 60’ round pen or octagonal “stop sign” design.
  13. The start foul line will be recommended as 12’ -16’ opening between the two pens.

## GROUND WORK

- A. General Rules: This class is designed to demonstrate the ability to safely control the horse on the ground. Each exhibitor and horse will be required to perform a designed pattern to demonstrate their skill. The pattern will include leading, backing, turning and sending over or around obstacles. A horse may compete with or without a saddle.
- B. Judging: Patterns will be scored on precision, control and ease of maneuvers. Each maneuver will be scored from 1-10, with a minimum of 6 maneuvers. The horses fitting and conditioning will also be scored 1-10. All scores will be added together for the final placing.
- C. Performance
1. Exhibitors should be able to perform the following tasks:
    - lead their horse at a walk or trot from either side, stop, backup, send horse in a circle in each direction
    - send horse over or around obstacles such as: barrels, bridges, cones, poles or similar obstacles
    - be able to disengage the hindquarters and move the fore quarter from both sides
    - be able to side pass their horse in both directions.
  2. Exhibitor should perform all tasks with control, efficiency, and softness with minimal use of physical pressure or outward cues.
  3. Work halters and a 12–14 foot lead rope are recommended.
  4. Only the lead rope may be used as an aid; not sticks or any other aids may be used.

## RANCH RIDING

The purpose of the ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each maneuver.

## Class requirements:

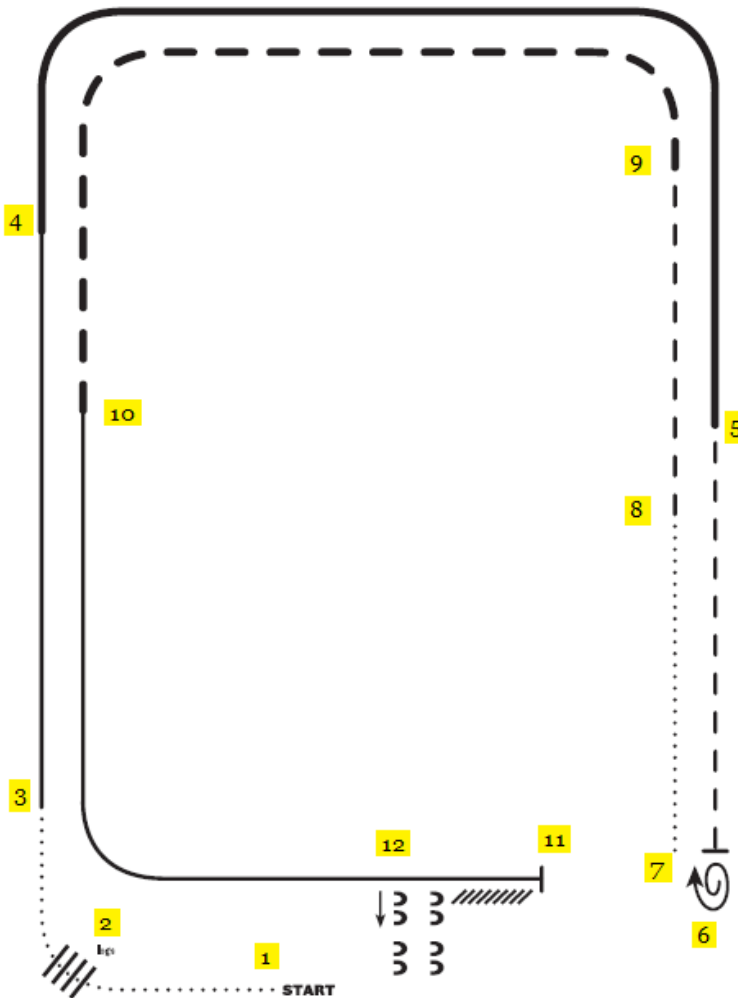
Each horse will work individually. Horses will be scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points. The overall cadence and performance of the gaits should have an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.

Required maneuvers are the walk, jog and lope (both directions), the extended trot and extended lope at least one direction as well as stops, back and one change of direction.

Optional maneuvers are sidepass; turns of 360 degrees or more; change of lead (simple or flying); walk, jog or lope over poles or other reasonable maneuvers a ranch horse could perform.

- Sitting the regular trot and lope is recommended.
- Standing in the stirrups at the extended trot and extended lope, or posting the extended trot is acceptable.
- Touching or holding the saddle horn is acceptable.

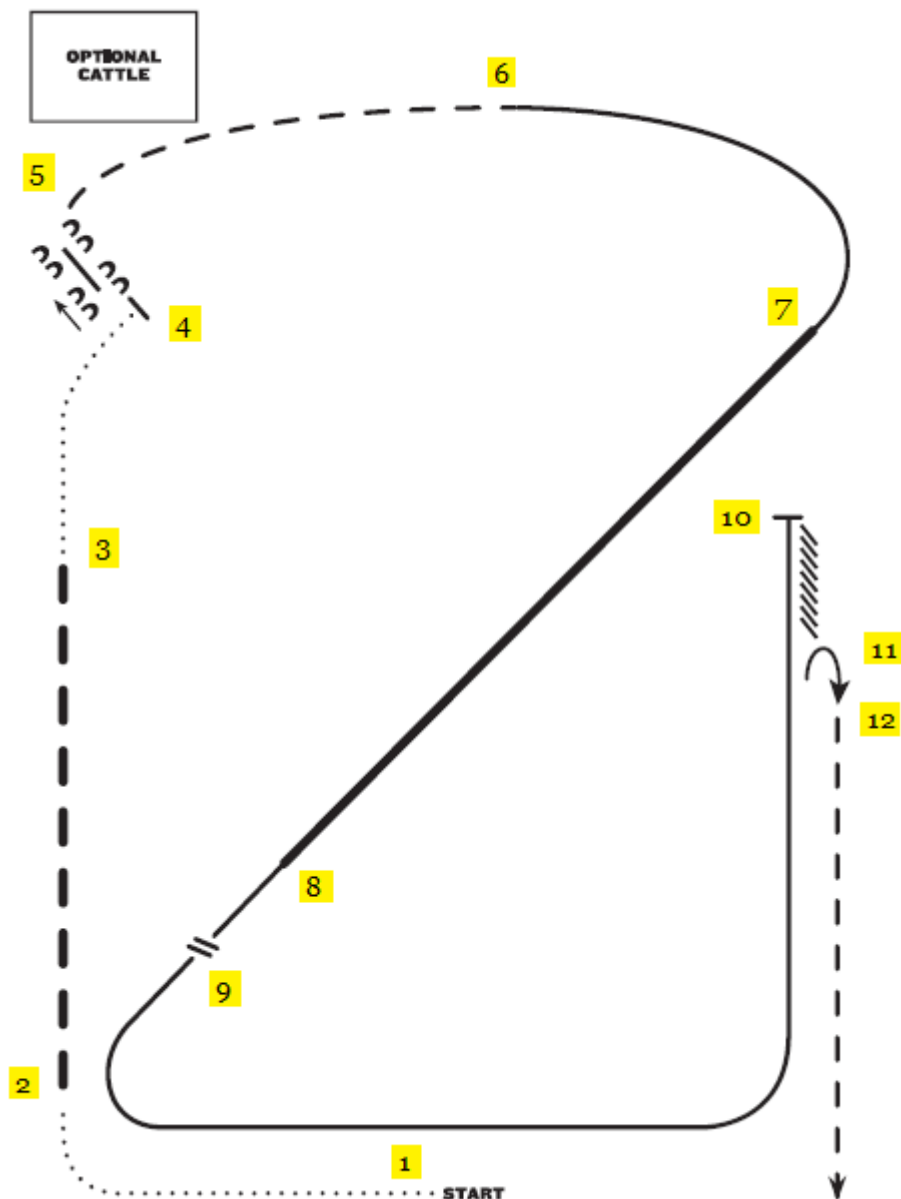
## Ranch Riding Pattern 1



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Step, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

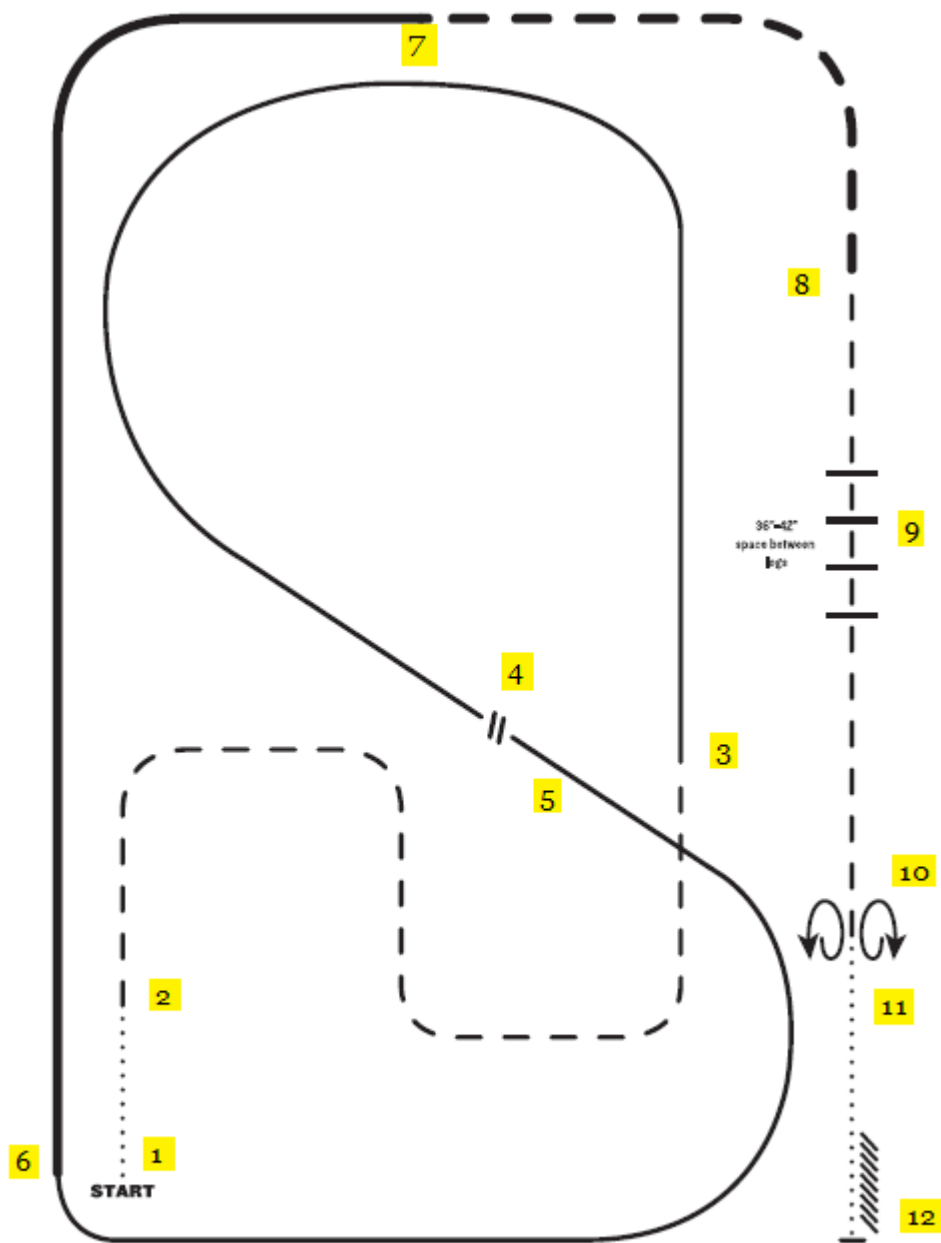


## Ranch Riding Pattern 2



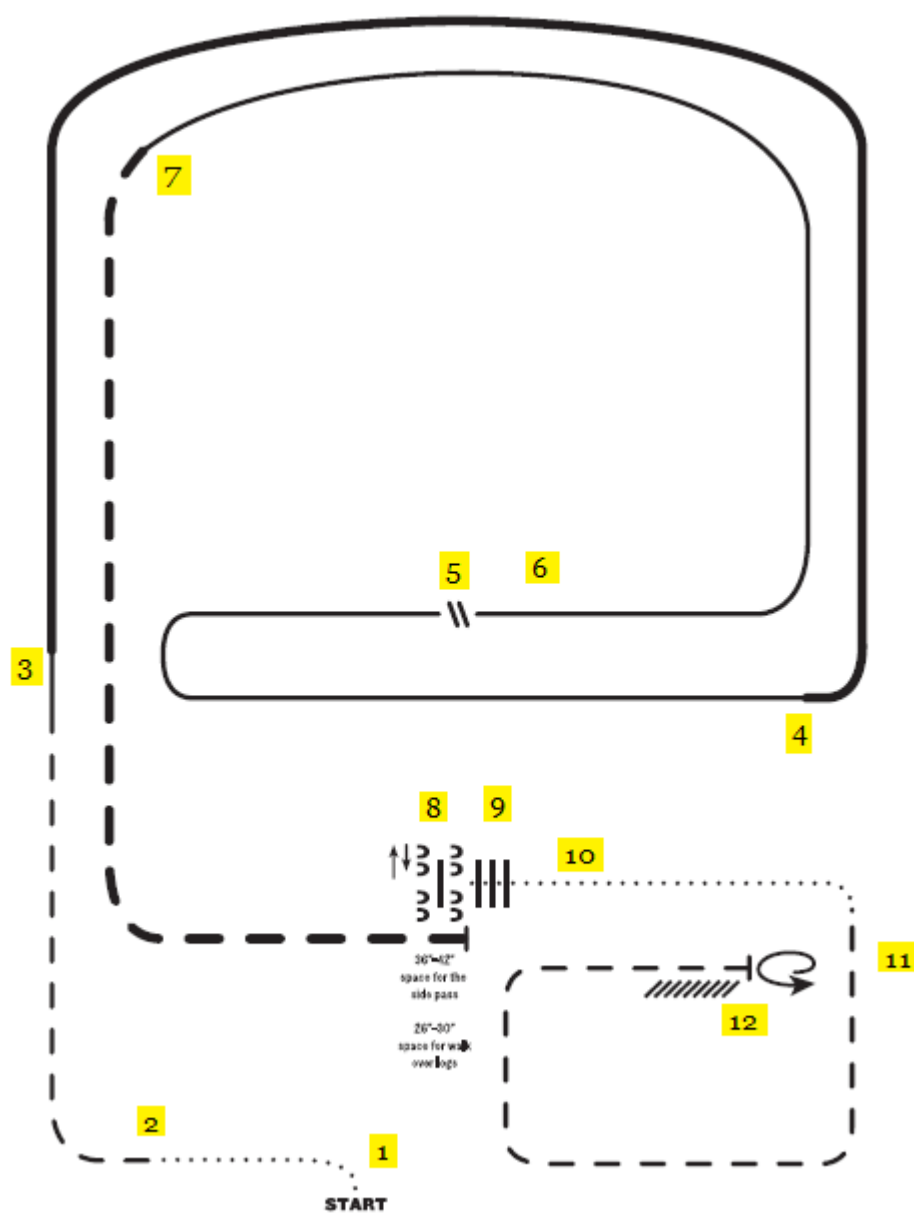
1. Walk
2. Extended Trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11.  $\frac{1}{2}$  turn right
12. Trot

## Ranch Riding Pattern 3



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straightaway and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction first)
11. Walk
12. Stop and back

## Ranch Riding Pattern 4

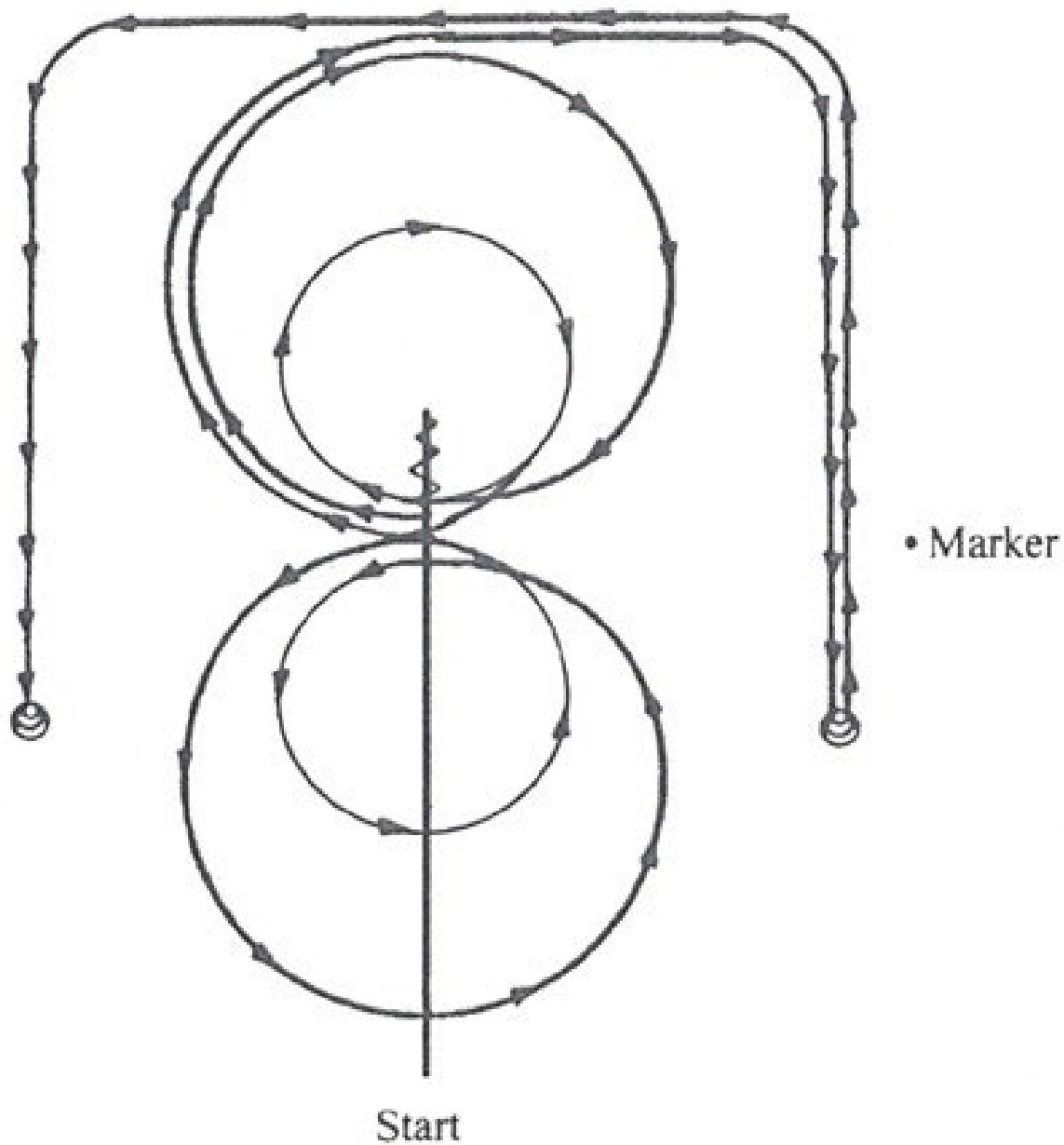


1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended lope
8. Stop, side-pass left, side-pass right ½ way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

## **WORKING COW HORSE with BOXING ONLY**

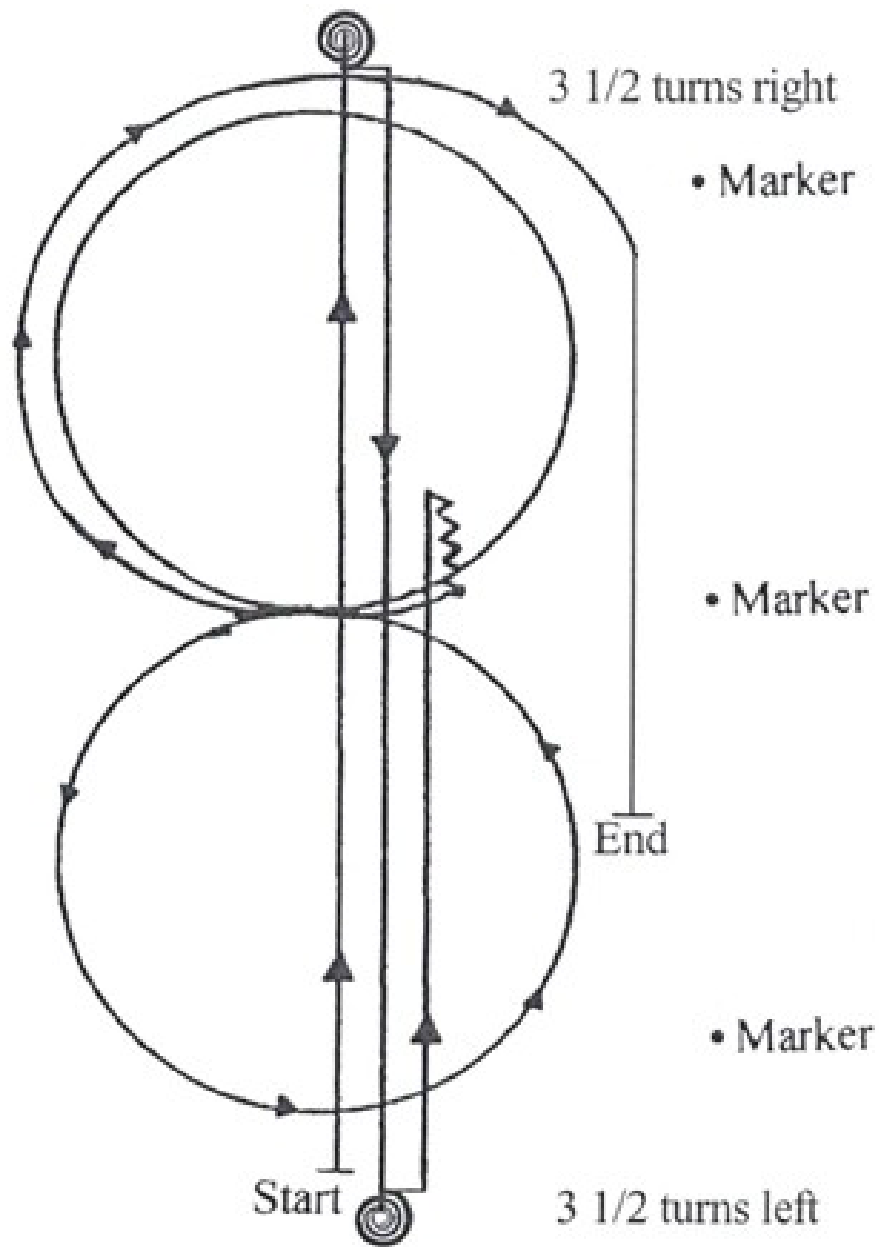
- A. This class consists of two parts scored separately. The exhibitor shall perform the designated cow horse pattern (reined work) and then call for their cow for the boxing portion (cow work). An exhibitor's final score will be the sum of the two portions.
- B. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. The same basis of scoring shall apply to both the reined work and cow work. In the event of a tie, the entry with the highest cow work will be declared the winner.
- C. Both the cow work portion of this event and the reined work portion are mandatory. Scoring emphasis on the cow work portion shall be based on the horse maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive reining or spurring. Failure of an exhibitor to attempt to complete the cow work portion of the class, as well as the reined work, will result in the exhibitor being disqualified and not eligible for placing. A horse which attempts to complete the cow work and has not been disqualified will be scored accordingly by the judges. A horse going off pattern in the reined work will receive a score of zero. A horse which attempts both the reined work and the cow work portion may be placed, even if disqualified in one portion of the class. (Example: if a horse is disqualified and receives a 0 score for the reined work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.) However, the fall of a horse and rider being judged shall be cause for disqualification and not eligible for placing
- D. **Reined Work**
  - 1. The approved pattern will be used and each contestant will cause his horse to travel at the gait indicated for each part of the pattern. When judging reined work, the judge should refer to the reining portion of the AQHA handbook for guidelines.
  - 2. Any of the approved working cow horse patterns in the State Horse Show catalog may be used. One of those patterns is to be selected by the show management of the class and used by all contestants in the class.
- E. **Cow Work**
  - 1. Boxing the Cow – The rider will face the cattle entry gate. The rider shall signal for their cow to be turned into the arena. Each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded.
  - 2. The judge should take into consideration the size of the arena, condition of ground and the disposition and degree of difficulty exhibited by the cattle worked.
  - 3. Horse should keep working until judge blows whistle. If exhibitor quits working before the judge blows the whistle a score of 0 will be given.
  - 4. The entry shall be penalized in the boxing portion for:
    - a. Five (5) Point Penalties
      - 1. Deliberate spurring or use of the romal forward of the cinch
    - b. Three (3) Point Penalties
      - 1. Biting or striking the cow
      - 2. Knocking down the cow without having a working advantage
    - c. Two (2) Point Penalties
      - 1. Loss of working advantage
    - d. One (1) Point Penalties
      - 1. Slipping a rein
      - 2. Exaggerated opening of mouth;
      - 3. Nervous throwing of head;
      - 4. Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up;
      - 5. Touching the horse or saddle with the free hand except during the cow work portion of the class, where the rider may hold onto the horn.
    - e. Zero (0) Score
      - 1. Turn tail
      - 2. Fingers between the reins
      - 3. Leaving the work area before the pattern or work is complete
      - 4. Any horse that is out of control while working the cow, thus endangering the rider (i.e. crossing the path of the cow) shall be called off the cow.
      - 5. Any horse that runs over the cow, thus causing the fall of horse and/or rider, shall terminate the work at that time.
      - 6. During the cow work, use of two hands on the reins, except with junior horses ridden two-handed in a bosal or snaffle bit
      - 7. The judge may blow his whistle at any time to terminate the work, a score of zero will be charged if the work is not complete at that point
  - 5. If time and number of cattle permits, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:
    - a. The cow won't or can't run
    - b. The cow runs blind or won't yield to the horse
    - c. The cow leaves the arena

# Working Cow Horse - Reining Pattern #1



1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 spins to the left. Hesitate to compete pattern.

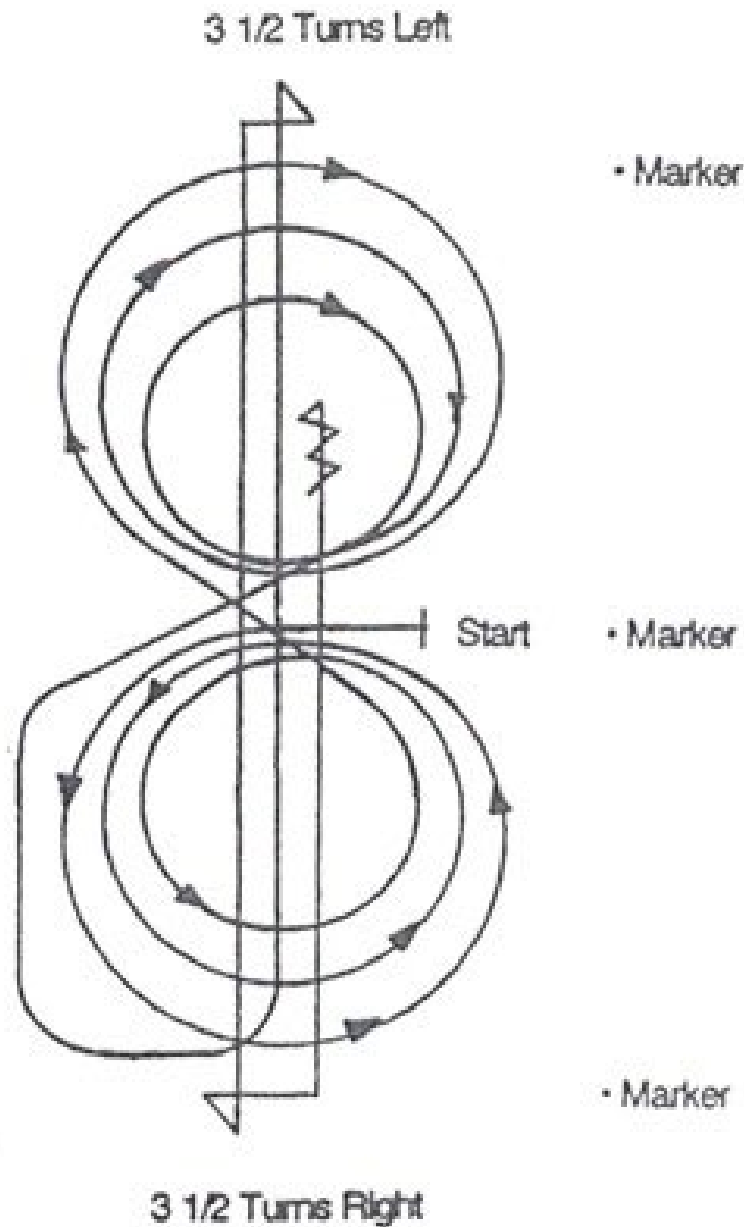
# Working Cow Horse - Reining Pattern #2



1. Start at end of arena
2. Run down the middle of arena, past the end marker and come to a sliding stop.
3. Complete 3 1/2 spins to the right
4. Run to the other end of arena, past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the left.
6. Run past the center marker, stop, back at least 10 feet, complete 1/4 turn to the left.
7. Beginning on the right lead, complete one circle to right, change leads. Complete one circle to the left, change leads.
8. Complete 3/4 of a right circle, run past center marker, stop. Hesitate to complete pattern.

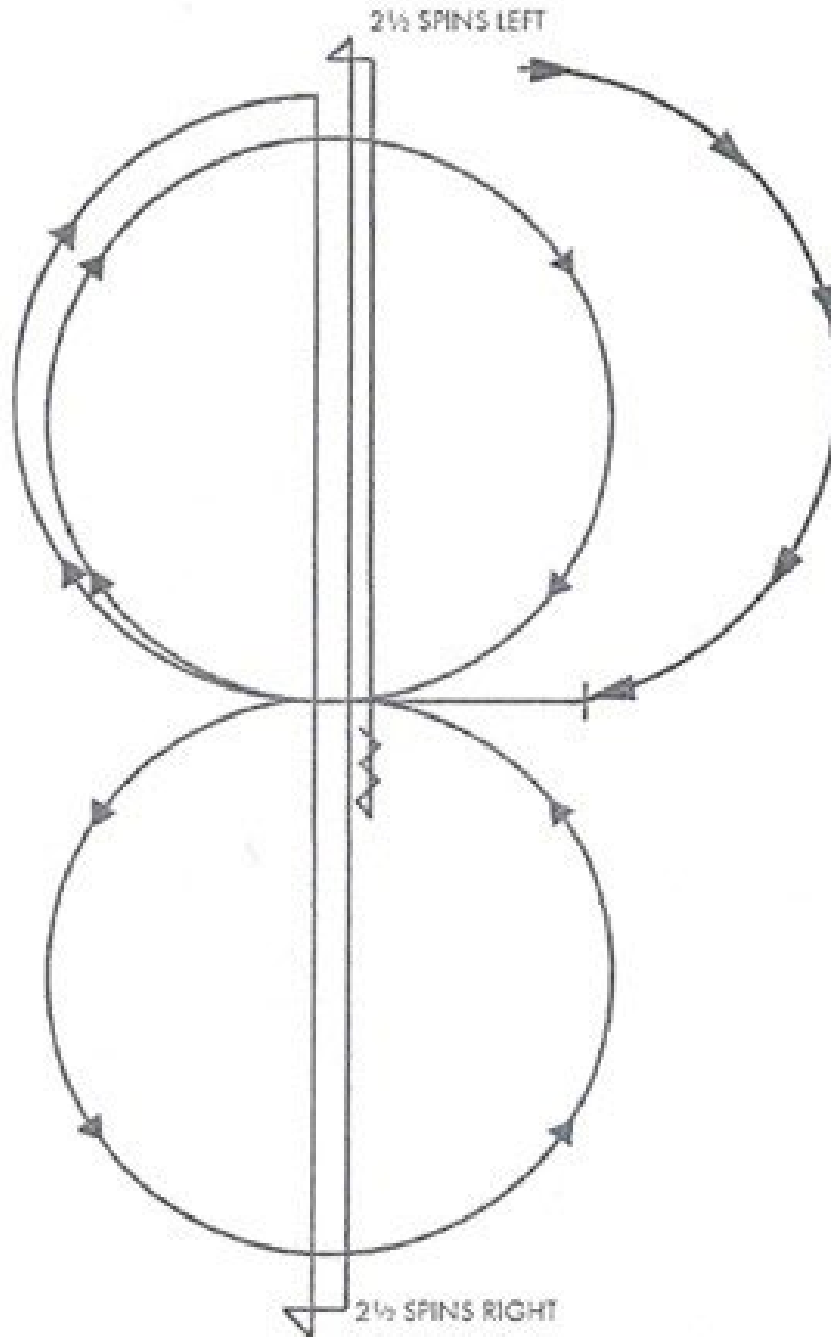


# Working Cow Horse - Reining Pattern #3



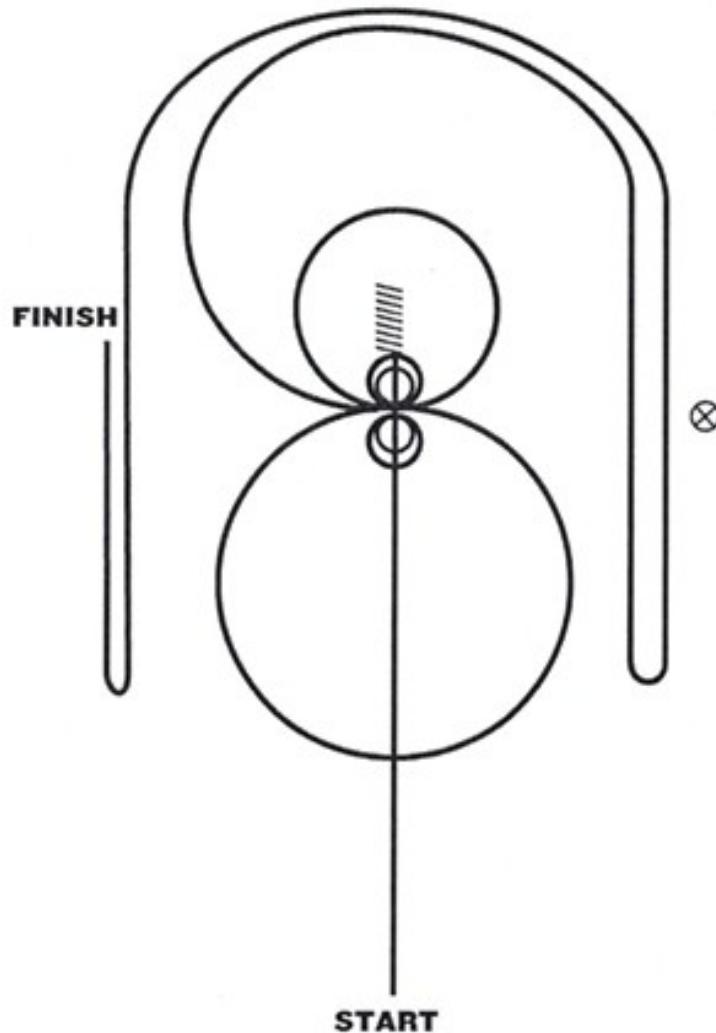
1. Trot to center of arena, stop. Start pattern facing towards judge.
2. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
3. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
5. Complete 3 1/2 spins to left.
6. Run down center of arena past end marker come to square sliding stop.
7. Complete 3 1/2 spins to the right.
8. Run down center of arena past center marker come to square sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

# Working Cow Horse - Reining Pattern #4



1. Beginning on the right lead, lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

# Working Cow Horse - Reining Pattern #5



1. Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins to right
3. Complete 2 1/4 spins to left.
4. Begin on the right lead and complete one circle right small and slow. Change leads.
5. Complete one circle left large and fast. Change leads.
6. Continue loping around end of arena without breaking gate. Run straight down the right side of the arena past the center marker and do a left rollback.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback.
8. Continue past center marker and do a sliding stop.
9. Hesitate to complete pattern.