

Ohio Foundation Quarter Horse Association

RULE BOOK 2016



OFQHA RULEBOOK

REVISED JANUARY 2016

This rule book will be in effect until a new edition is deemed necessary by the Board of Directors of the Ohio Foundation Quarter Horse Association. For the most up to date version visit OFQHA at www.ohfqha.com.

All persons attending OFQHA events are considered PARTICIPANTS.

REQUIRED WARNING!

A HORSE IS A LARGE ANIMAL AND MAY BE UNPREDICTABLE AND DANGEROUS AT TIMES. EXTREME CAUTION SHOULD BE TAKEN IN THEIR PRESENCE. PARTICIPANT ASSUMES INHERENT RISK OF EQUINE ACTIVITIES. OHIO HOUSE BILL 564 – ENACTED 03/03/97. TO ENACT SECTION 2305.40 OF THE OHIO REVISED CODE RELATIVE TO QUALIFIED IMMUNITIES FROM CIVIL LIABILITY FOR EQUINE ACTIVITY SPONSORS, PARTICIPANTS, PROFESSIONALS AND OTHER PERSONS IN CONNECTION WITH HARM SUSTAINED BY EQUINE ACTIVITY PARTICIPANTS FROM THE INHERENT RISK OF EQUINE ACTIVITY.

THE FOUNDATION OF OUR RULE BOOK

Our foundation quarter horses are honest, down to earth working horses. We strive to make our rules the same way: honest and down to earth, ones that will and do work, ones that are simple to understand and are fair to all. With that in mind and in that spirit, please do come and join us in enjoying the activities we offer.

Suggestions for improving what we do and how we do it are always welcome.

NEW for 2016

*See page 6 for cross-entry restrictions.

*See page 8 for Ranch Versatility information.

*See page 5 for Tack and Equipment

OFQHA FEES 2016

| | |
|-------------------------------------|------|
| Individual Membership | \$20 |
| Family Membership | \$30 |
| Youth Non-Cattle Classes | \$5 |
| Youth Cattle Classes | \$10 |
| Adult Non-Cattle Classes | \$10 |
| Adult Cattle Classes | \$20 |
| Camping (per weekend) | \$30 |
| Stall Fee (per weekend) | \$30 |
| Jump Out Fee (per show if no stall) | \$20 |

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Section 1: GENERAL RULES

FAILURE TO COMPLY WITH RULES MAY RESULT IN DISQUALIFICATION

MEMBERSHIP

All exhibitors must hold a current Individual Membership or Family Membership to the Ohio Foundation Quarter Horse Association in order to compete in any class at any show. All breeds of horses are eligible to compete, however only Registered Foundation Quarter Horses are eligible for the High Point Foundation Quarter Horse award. A Lifetime Membership can be purchased for \$175.00.

LIABILITY WAIVER

All persons must pay membership fee and turn in a signed Membership Form/Liability Waiver to the office prior to mounting a horse anywhere on the show grounds. No mounted persons will be allowed into the arena without a signed waiver. This applies to any time during a show weekend, Friday AM-Sunday PM.

CONDUCT

Exhibitor's conduct shall at all times be courteous and humane. We do not condone drunkenness, illegal drug use, unmannerly or lewd behavior. Any illegal conduct will be reported to law enforcement. Management reserves the right to require any contestant to leave the show grounds and forfeit any and all fees for harassment or abuse of management, judges, crew, exhibitors, spectators, or for inhumane treatment of animals. All participants are required to follow all rules and regulations of the Guernsey County Fairgrounds, Guernsey County, and the State of Ohio.

OFQHA RESERVES THE RIGHT TO IMPLEMENT RANDOM DRUG TESTING ON ANY HORSE

SCRATCHES

No refunds for scratches after 9:15 am. No refunds for membership, camping, stalls (or jump-out fee), if you choose to leave or are asked to leave the grounds.

PHOTOGRAPHY

All persons present on the grounds agree that all photography and/or videography taken for any purpose, is wholly owned by OFQHA or the individual photographer, who reserves the right to use these images and/or video for publication.

ANIMAL WELFARE

1. All animals shall be treated in a humane and safe manner at all times. No animals shall be treated in a manner that would be deemed cruel or abusive by a veterinarian or a person of good conscience.
2. All horses exhibited shall be sound, healthy and in working condition. The horse must be physically capable of completing the classes they are entered in. It is the management's duty to excuse all horses showing any signs of lameness, lethargy, sickness or weakness.
3. Unnecessary roughness to horse, cattle and other animals will not be permitted.
4. Spurs shall not be used in front of the cinch. The romal may not be used as a whip.

5. Nursing foals must be kept haltered and under control at all times when outside of stalls. They are not allowed in the arena or warm-up area during show hours.
6. Any horse suspected of being drugged will be excused from the arena. A horse shall not be shown in any class at an OFQHA event. If the animal has been administered in any manner a forbidden substance. A forbidden substance is defined as any stimulant, depressant, tranquilizer or sedative which could affect the performance of the horse. Any abuse of a horse or undue disturbance to the cattle shall trigger a stop work order by the judge. Any contestant failing to stop immediately may be penalized \$500.00 payable to the OFQHA prior to entry in any other OFQHA approved event. NO ILLEGAL TACK SHALL BE USED ON THE SHOW GROUNDS!

TACK AND ATTIRE

Failure to comply with the tack and attire rules could result in a zero score or disqualification. Also see individual class rules.

Exhibitor Attire

1. Plain, neat western clothing that is comfortable and sensible for ranch work, trail riding and cattle work is appropriate.
2. Long sleeved shirt, heeled boots, western hat or riding helmet is required.
3. HELMETS ARE REQUIRED FOR RIDERS UNDER 18 YRS. OF AGE
4. Chinks/Chaps are optional equipment.
5. Numbers are required and should be displayed on both sides of saddle pad. In Ranch Conformation numbers should be on exhibitors back.
6. If temperatures are above 90 degrees, it will be the judge's decision to allow short sleeved collared shirts. No zip-ups, sleeveless, or polo shirts allowed.
7. Appropriate rain gear or cold-weather attire is permitted as conditions require.

Tack and Equipment

1. Horses of any age may be ridden two handed in a snaffle or an approved bosal. Horses ridden in a shank bit must be ridden one handed. ALL HORSES COMPETING FOR VERSATILITY RANCH HORSE MUST BE RIDDEN ONE-HANDED.
2. SNAFFLE BIT- When this rule book refers to a snaffle bit in western classes, it means the conventional O-ring, egg butt, or D-ring with a ring no larger than 4 inches. The mouthpiece should be round, smooth, unwrapped metal. It may be inlaid, but smooth or latex wrapped. The mouthpiece must be a minimum of 5/16" in diameter, measured one inch in from the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. If it is a three piece, a connecting ring of 1 1/4" or less in diameter or a connection flat bar of 3/8" to 3/4" (measured top to bottom, with a maximum length on 2"), which lies flat in the horse's mouth, is acceptable. Snaffle bits should be ridden using two hands and are acceptable in all classes.
3. CURB/SHANK BIT- Curb/Shank bits are always ridden one handed, and the index finger only is allowed between the split reins. The hand holding the reins will not change during the class. (see Ranch Trail for exception) Split reins may not be tied together at the ends. If split reins are used, the bight hangs on the same side as rein hand.
4. Western saddles only are permitted. Saddles are to be clean, in good repair and fit the horse properly.
5. Silver on tack and attire is discouraged and will not be taken into consideration when judging the horse.

6. Halters and leads must be plain leather, nylon or rope. Leads may have a chain end and chain can be placed under the chin or over the nose. No lip chains that run through the mouth are permitted.
7. Mecate reins and Romals are permitted in most classes (except if competing for Versatility points in the 7 designated Versatility classes) See Individual class rules.
8. Spurs are optional and not to be used in front of the cinch.
9. No leg protection permitted in Ranch Conformation.
10. Equipment is the sole responsibility of the exhibitor. Equipment failure will not result in re-work.

PROHIBITED EQUIPMENT

1. Tie downs with bare metal in contact with the horse's head, tack collar, draw reins, quick stops or any other device with metal contacting the jaw, NO MATTER HOW PADDED, are prohibited.
2. Choke rope or wire around the horse's neck is prohibited.
3. Any ill-fitted equipment is prohibited.
4. Anything used to restrict the natural movement of the horse's tail is prohibited.
5. Prohibited equipment may not be used anywhere on the grounds.

APPEARANCE OF HORSE

1. The horse should be clean and brushed.
2. Horses are to be shown with natural manes and tails. Pulling of mane is discouraged.
3. A bridle path the length of the ear is acceptable.
4. Banded or braided manes, braided tails, and tail extensions are not allowed.
5. Braided manes are allowed as a safety measure in Roping and speed events.
6. Hooves are not to be polished.
7. There are no penalties for scars or blemishes provided they are not caused by a conformation defect.
8. OFQHA does not condone practices that limit a horse's natural protection against dust and insects, such as shaving the eyelashes, inside the ears or inside the nostrils.
9. Clipping excessive facial or fetlock hair is acceptable.

PROTESTS

A protest may be made to OFQHA President or Vice- President by an exhibitor or owner for a violation of rules. It must be:

1. in writing
2. signed by protester
3. accompanied by a deposit of \$20.00
4. received by Pres. or VP within 24 hrs of the alleged violation.

A meeting with all officers and directors will be held immediately to hold a hearing and obtain info. from witnesses, entry blanks and all other necessary information and evidence. If the protest is sustained the deposit will be returned to the protester, if the protest is not sustained the deposit shall be forfeited to the show.

YOUTH CLASSES

Exhibitors aged 18 and under as of January 1st 2016 are considered Youth Exhibitors.

- **Youth are required to wear helmets while mounted, at any time, anywhere on the show grounds.**
- Youth who desire to show in classes that do not have a Youth class may show in an Adult class and be judged as an adult.
- May not show same horse in both YOUTH RANCH RIDING W/T and YOUTH RANCH RIDING W/T/L on the same horse at the same show.
- May not show same horse in both YOUTH HORSEMANSHIP W/T and YOUTH HORSEMANSHIP W/T/L on the same horse at the same show.

ADULT CLASSES

All adults may show in any class with the following exceptions:

- May not show in both RANCH RIDING W/T and RANCH RIDING W/T/L on the same horse at the same show.
- If a horse is shown in GREEN REINER he cannot be shown by the same rider in RANCH REINING.
- If a horse is shown in GREEN BOXING he cannot be shown by the same rider in any other BOXING class or CUTTING class.

PATTERN CLASSES

Patterns will be chosen by show judges from the OFQHA Pattern Book and are available at www.ohfqha.com. Selected patterns for each show will be posted at the show office on Friday afternoon.

JUDGING CRITERIA

Horse should be responsive and willing. Carriage should be balanced and natural. Horses should be moving out at a speed acceptable for ranch work.

1. Gaits should be at working speed.
 - a. Walk- is a 4 gait beat with a marked change in speed for the Extended Walk.
 - b. Trot/Jog- is smooth, ground covering 2 beat diagonal gait with a marked change in speed for the Extended Trot.
 - c. Lope- is a 3 beat gait with cadence and rhythm with a marked change in speed for the Extended Lope.
 - d. Backing- is a 2 beat gait that should be performed willingly and collected.
2. A fall of the horse and/or rider will result in a zero score. (A fall is the rider being separated from the horse or the horse's shoulder coming in contact with the ground).
3. Any horse refusing to enter the arena will result in a zero score. The horse and rider may enter at the end of class for training purposes only.

Section 2: DIVISIONS AND YEAR-END AWARDS

POINT CALCULATION

In Determining High Point/Year End awards, points will be calculated for classes with 3 or more entries as follows: If a tie occurs, for example: if there are 5 in the class and a tie for 2nd, the points are as follows. 1st is 5 pts., tie for 2nd would be 3.5 pts. ea., 4th 2 pts., 5th 1 pt.

| # of places | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------------|---|---|---|---|---|---|---|---|---|----|
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 3 | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 4 | | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 5 | | | | | 1 | 2 | 3 | 4 | 5 | 6 |
| 6 | | | | | | 1 | 2 | 3 | 4 | 5 |
| 7 | | | | | | | 1 | 2 | 3 | 4 |
| 8 | | | | | | | | 1 | 2 | 3 |
| 9 | | | | | | | | | 1 | 2 |
| 10 | | | | | | | | | | 1 |

VERSATILITY RANCH HORSE

Purpose: The purpose of the Versatility classes is to recognize the horse that is an all around athlete.

All horses age 3 and over are eligible to compete in Versatility Ranch Horse & Cow Working classes.

The horse must be entered in the classes prior to working its first class.

The following classes are required and counted for Versatility Ranch Horse:

| | | |
|--------------|---------------|--------------------|
| Cutting | Horsemanship | Ranch Conformation |
| Ranch Riding | Ranch Roping | Ranch Trail |
| | Ranch Reining | |

VERSATILITY CLASS POINTS

Versatility points are calculated for both Year End Awards, and a per-show Payout. Versatility payout is 1st place-\$60.00 2nd place-\$40.00 (must be 5 people competing for Versatility points at a show in order for a payout).

Versatility points are earned for classes in which 3 or more horses are entered as follows:

Versatility class points are independent of individual class points and independent of how horses not entered in Versatility place. For example, in a class with 6 entries a horse not competing for Versatility wins the class and a horse that is competing for Versatility wins second. The Versatility score for first place horse would be 0 and the horse competing in Versatility who placed second would score 2.

VERSATILITY TABULATION

Versatility points will be tallied and horses will be placed from 1st to 6th from highest to lowest total points earned for that show. (see ties below)

A total number of horses completing their Versatility requirements are the determining number for computing OFQHA Versatility Horse points. These points are to be computed exactly the same as for other classes.

No class with less than 3 entries shall accumulate Versatility points. A class with less than 3 entries will be accepted as fulfilling the horse's requirement to compete in that class.

Only horses entered in Versatility that compete in all their qualifying Versatility classes will be counted when tabulating Versatility points.

In an event a horse is unable to complete the required classes for Versatility for any reason, none of its Versatility points will be counted in the tabulation process and all other horses shall move up according to their class points.

In order to accrue Versatility points, exhibitor must show one handed with split or romal reins in a shank/curb bit.

In the event of a tie, the horse placing highest in Ranch Reining will be awarded first place.

YEAR END AWARDS

Members may accrue points at any OFQHA show. Horses of any breed may compete. To qualify for year end points members must:

1. Purchase membership prior to entering your first class.
2. Show in at least 2 shows.
3. Complete 2 hours of volunteer service at an OFQHA sponsored event.
4. Must be at least 3 horses in the class to accrue points.

Any inquiries about points must be made within 10 days of the show date to the President and Vice President.

Year End Awards:

1. **Each class** (excluding the Memorial Jackpot Roping and Barrels) will award a Champion, Reserve Champion, and Top 3
2. **High Point Foundation Quarter Horse:** Documented Foundation Quarter Horse with the most points. Points follow the horse and may accumulate points in both youth and adult divisions for this award. (Please make sure office has a copy of your FQHA papers.)
3. **High Point Youth:** Points for one horse and rider combination. If a rider shows multiple horses in a class, the horse that received the highest placing will be used toward this award.
4. **High Point Adult:** Points for one horse and rider combination. If a rider shows multiple horses in a class, the horse that received the highest placing will be used toward this award.

- 5. Open Versatility Ranch Horse:** Must show in all 7 classes: (Cutting, Ranch Riding, Ranch Reining, Horsemanship, Ranch Roping, Ranch Conformation, Ranch Trail.) Horse of any breed with the most Versatility points shown by a member (adult or youth). Points follow horse/rider combination.
- 6. Green Ranch Rider:** Must show in all 4 classes: (Ranch Riding, Horsemanship, Green Reining, and Green Boxing). Show at least 2 shows and must be 3 horses in the class to accrue points. This award is limited to riders who have not received a Champion award in any riding class. Previous winners of this award are also ineligible. Points follow one horse/rider combination.

Additional year end awards may be given at the discretion of the Directors.



SECTION 3: SHOW CLASSES

CUTTING

All riders in the arena shall comply with rules on dress, equipment, and conduct and be limited to bonafide contestants or their helpers.

This class is judged on the ability of the horse to work a cow by separating it from the herd, driving it to the middle of the arena, and holding it to determine the horse's ability to work the cow. A single cow is cut from the herd, and the horse must demonstrate its ability to work the cow.

1. The number of cattle to cut in the two and one-half (2 ½) minute time limit is not over three (3) head of cattle and not less than (2) two. If a cutter can do as much on two head as he can do on three, the cutter working two head should have the higher score because he has not spent as much time in the herd.
2. When approaching the herd, a horse should never be set down hard. Walking or trotting to the herd is acceptable, provided the horse is taken up very easily before getting close enough to disturb the cattle. The horse should not display hesitation, weaving or reluctance to approach and enter the herd.
3. When entering the herd, the cutting horse should enter with ease, concentrating on the job to be done; not looking over the back of the fence or biting; he should be alert, but quiet, making no unnecessary movements that might disturb the cattle. The horse should enter the herd deep enough to show his ability to get one out. A rider may enter the middle of the herd from either side and go to the middle or back side and get the one they want. A rider may also go behind the herd and bring one out.
4. Objective will be to cut one cow from the herd and work the cow with the assistance of two turn back riders and two herd holders. Show management may supply two herd holders and two turn back riders, or exhibitor may supply their own helpers. If an exhibitor is a herd holder or turn back rider, he or she may use the horse that they are competing on, or use a different horse.
5. Cattle to be located at one end of the arena.
6. Time should not start until contestant crosses a pre-determined and marked timeline.
7. Credit will be given to those horses who demonstrate excellence in their herd work, driving and setting up the cow to cut, working in the center of the arena and degree of difficulty of the cow drawn within the 2 ½ minutes. Horses will not be penalized for reining during the cutting portion, but should display natural ability.
8. There will be no penalty assessed for cattle leaving the herd so long as it is not caused by the exhibitor's horse.
9. An exhibitor may quit a cow when it is obviously stopped, obviously turns away or is obviously behind the turn back horses and the turn back horses are behind the line.

One Point Penalty

- *Losing working advantage
- *Noise directed to cattle
- *Toe, foot or stirrup on the shoulder of horse
- *Working out of position

Three Point Penalty

- *Hot quit
- *Cattle picked up or scattered
- *Spur in shoulder

- *Pawing or biting the cattle
- *Failure to make a deep cut
- *Back fence

Five Point Penalty

- *Horse quitting a cow
- *Losing a cow
- *Changing cow after a specific commitment

0 Score

- *Illegal equipment
- *Excessive disturbance of the herd to the point that the exhibitor is asked to leave arena.
- *Two hands on reins except when exhibiting in a snaffle bit. NO ROMALS AND/OR BOSALS WILL BE ALLOWED.

SCORING: 100 percent will be judged by the horse's performance and natural ability. If time and number of cattle permit, the judge may, at his/her discretion, award new cattle, to enable contestant to show his horse's ability on the cow.

RANCH CUTTING (cut & pen)

This class is designed to show a horse's ability to separate a cow from the herd, hold that cow away from the herd, then drive that cow away from herd and to pen it. This class is to be judged on the horse's natural cow ability, agility and willingness to respond softly to the rider's cues to help rein horse into position to hold cow from herd, on the way to pen and to pen cow. Horse should display softness of handle and quietness in herd. Horse and Rider should work as a team, seeming effortless to work together.

- 1. Settling the herd is permissible by anyone but the first entry of the class.**
2. There is a two and one half (2 ½) minute time limit and a (1) cow limit.
3. Time will begin when a rider crosses a timeline just prior to entering the herd (minimum of 10 head). The rider will then quietly separate one cow from the herd and work the cow, with the exhibitor and horse showing their ability to keep the cow from the herd. Upon working completion, the cow shall be driven to the opposite end of arena and penned.
4. A whistle will be blown at the one-minute point to let exhibitor know that one and one half minutes remain to complete a run. A contestant will be disqualified if he fails to pen the cow at the end of 2 ½ minutes.
5. Contestant may have up to four helpers during the cutting portion two turn back riders and two herd holders. The helpers may not assist the contestant in penning the cow. All turn back riders and herd holders must have proper western attire. Failure to do so will result in disqualification of entry.
6. The pen shall be placed on the side of the arena two-thirds of the way down the arena from the herd. Cow is not considered penned until the horse enters the wing area of the pen and whistle is blown. Show management may use either a 10' or 20' wing when constructing the pen.
7. Horse will not be penalized for reining during the cutting portion but should respond softly to rider's cues, showing willingness to exhibitor's directions as well as to display horse's natural cow ability in controlling and driving the cow.

Whistles and/or Horns to be blown at:

- *One-minute mark
- *Cow crosses back over time line after attempting to pen

- *Losing the cow back to herd
 - *2 ½ minute at end of time
 - *Completion of run (judge's discretion)
- **It is the exhibitor's responsibility to keep engaging the cow until judge's whistle is blown.

Penalties

One Point Penalties:

- *Loss of working advantage by more than 1 horse length
- *Gaping mouth when reined
- *Excessive spurring and cuing
- *Working out of position
- *Toe, foot or stirrup on the shoulder

Three Point Penalties:

- *Spurring in the shoulder
- *Cattle picked up or scattered
- *Pawing or biting cattle
- *Back fence
- *Two hands on reins except when exhibiting in a snaffle bit, bosal and romals

- *Returning to the herd
- *Failure to make deep cut

Five Point Penalties:

- *Excessive help by turn back riders/ per incident
- *Changing cattle after specific commitment
- *Failure to separate a single animal after leaving the herd
- *Horse quitting the cow

0 Score

- *Illegal equipment
- *Excessive disturbance of herd to the point that exhibitor is asked to leave the arena.

Automatic Disqualification

- *Allowing cow to return to herd after it is clearly separated or crosses back over time line.
- *Horse turns tail to cattle or falls to ground during any portion of the run.
- *Excessive help by turn back help beyond time/foul line (Judge's discretion)

Credits

Credit will be given to those horses who demonstrate excellence in their herd work, driving and setting up the cow to cut, working in the center of the arena, and degree of difficulty of the cow drawn, within 2 ½ minutes. Horses will not be penalized for reining during the cutting portion, but should respond softly to rider's cues, showing willingness to exhibitor's directions as well as to display horse's natural cow ability in controlling and driving the cow.

- *Quiet in the herd and smoothness to cut
- *Degree of difficulty
- *Time spent working
- *Driving and controlling cow
- *Softness and willingness of horse
- *Natural cow ability

*Horse and Rider's ability to work together

Scoring: 100 percent will be judged by the horse's performance and natural ability. If time and number of cattle permit, 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: 1) the cow won't or can't run. 2) the cow won't leave, end of arena. c) the cow is blind or won't yield to the horse. 3) the cow leaves the arena.

RANCH RIDING

RANCH RIDING Walk/Trot/Lope

A horse will be shown in a group and will show all three gaits-the walk, jog and lope. He will also be asked to reverse away from the rail, to stop and back. The judge may ask for an extended walk or jog. Extended jog may be ridden by sitting in the saddle, posting or standing in the stirrups. May be a split class.

RANCH RIDING Walk/Trot

Purpose: Same as Ranch Riding except no lope will be required. Same horse/rider combination not eligible to show in Ranch Riding (Lope). May be a split class.

DESCRIPTION:

A superior ranch riding horse has a free flowing stride of reasonable length in keeping with his conformation and covering a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits with proper cadence and rhythm. The quality of the movement and consistency of the gaits is a major consideration.

Exhibitor should not be penalized for picking up reins or moving horse's body if horse is soft, willing and free of resistance but should receive credit. Horse should be credited for softness when picking up through transitions, departures, stops and back-ups. (This should not be confused with constant pulling and jerking around the arena as this shall be faulted according to severity).

A willing horse will not wring their tail, or show blatant disobedience to the rider's cues or demands. The horse should drive off his hind quarters using it as a driving force for his body. The horse should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the appearance of resistance.

He should have a bright expression with his ears alert, he should be mannerly without the appearance of a dull, sullen, lethargic, drawn, or overly tired attitude. He should be shown on a reasonably loose rein, but with light contact and control. He should be responsive, yet smooth, in transitions when called for. When asked to extend, he should move out with the same flowing motion.

Maximum credit should be given to the horse that has a flowing stride, is balanced and that gives the appearance of being willing, fit, alert and a pleasure to ride while possessing great athletic ability and agility.

A) This class will be judged on the performance, athletic ability, condition and

conformation of the horse.

- B) Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk and the jog, one or both ways of the ring. The extended jog is a definite two-beat lengthening of the stride, covering more ground. Cadence and balance with smoothness are more essential than speed. Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm. Horses are required to back easily and stand quietly.
- C) Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.
- D) Judge may ask for additional work of the same nature from any horse(s).
- E) Rider shall not be required to dismount except in the event the judge wishes to check equipment.
- F) Horses are to be shown at a walk, jog and a lope on a reasonably loose rein or light contact without undue restraint.
- G) Faults to be scored according to severity:
 - 1. Excessive speed (any gait)
 - 2. Being on the wrong lead
 - 3. Breaking gait (including not walking when called for)
 - 4. Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope).
 - 5. Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized).
 - 6. Head carriage too high or low (in keeping with horse conformation).
 - 7. Over flexing or straining neck in carriage so that the nose is behind the vertical.
 - 8. Excessive nosing out.
 - 9. Opening/gapping mouth excessively
 - 10. Stumbling
 - 11. Use of spur in front of the cinch.
 - 12. If horse appears sullen, dull, lethargic, emaciated, drawn or overly tired
 - 13. Quick, choppy or pony-strided.
 - 14. Overly canted at the lope (Horses which lope with haunches in towards the center of arena)
 - 15. Excessive head bobbing.
 - 16. Excessive wringing of the tail.
- H) Credits
 - 1. Natural ground covering gaits
 - 2. Consistency at all gaits
 - 3. Smooth upward and downward transitions
 - 4. Work on reasonably loose rein without excessive cueing to maintain moderate pace
 - 5. Giving the appearance of being able to do a days work
 - 6. Athletic ability/agile
 - 7. Softness of horses' chin, poll, neck, shoulder, body, hip and being broke through the whole body.

GREEN REINER and YOUTH REINING

*The rider can choose to perform either simple or flying leadchanges.

SCORING

The scoring will be on a basis of zero (0) to Infinity, with seventy (70) denoting an average performance. The individual maneuvers are scored in one-half (1/2) point increments from a low of -1 ½ to high of +1 ½ with a score of zero (0) denoting a maneuver that is correct with no degree of difficulty. Scores will be posted in score sheet binder after the class is complete.

The following will result in a score of zero(0).

- a) Use of more than index finger or first finger between reins
- b) Use of two hands except when riding in a snaffle, bosal/hackamore
- c) Failure to complete pattern as written
- d) Performing maneuvers other than in specified order
- e) The inclusion of maneuvers not specified, including, but not limited to:

Backing more than two strides , turning more than 90 degrees, on run in patterns, once beginning a canter a complete stop prior to reaching the first marker (Exception- a complete stop in the 1st quarter (1/4) of a circle after a canter is not to be considered an inclusion of maneuver; a two point break of gait penalty will apply)

- f) Equipment failure that delays completion of the pattern
- g) Balking or refusal of command where performance is delayed
- h) Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
- i) Jogging in excess of one-half (1/2) circle or one-half (1/2) the length of the arena
- j) Over spins of more than one-quarter (1/4) turn
- k) Fall to the ground by horse or rider
- l) Dropping a rein that contacts the ground while the horse is in motion
- m) Failure to wear proper Western attire

The following will result in a penalty of five (5) points:

- a) Spurring in front of cinch
- b) Use of either hand to install fear or praise
- c) Holding saddle with either hand
- d) Blatant disobedience including kicking, biting, bucking, rearing and striking

The following will result in a penalty of two (2) points:

- a) A break of gait: Note- simple lead changes are allowed, no break of gait penalty should be applied during the lead change
- b) Freezing up in spins or rollbacks
- c) On walk in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter departure
- d) On run in patterns, failure to be in a canter prior to reaching the first marker or break of gait prior to the first marker
- e) If a horse does not completely pass the specified marker before initiating a stop position.

***Starting or performing circles or eights out of lead will be judged as follows:**

- a) Each time a horse is out of lead, a judge is required to penalize by one (1) point. The penalty for being out of lead is cumulative, and the judge will add one (1) penalty point for each one quarter (1/4) of the circumference of a circle or part thereof that a horse is out of lead.
- b) A judge is required to penalize a horse one-half (1/2) of a point for a delayed change of

- lead by one (1) stride where the lead change is required by the pattern description.
- Deduct one-half (1/2) point for starting circle at a jog or exiting rollbacks at a jog up to two (2) strides. Jogging beyond two (2) strides but less than one half (1/2) circle or one-half (1/2) length of the arena, deduct two (2) points.
 - Deduct one-half (1/2) point for over or under spinning up to one-eighth (1/8) of a turn, deduct one (1) point for over or under spinning up to one quarter (1/4) of a turn.
 - In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for one-half (1/2) the turn or less, one (1) point; for more than one-half (1/2) turn, two (2) points.
 - There will be a one-half (1/2) penalty for failure to remain a minimum of twenty (20) feet from the side of the arena when approaching a stop and/ or rollback.
 - Judge shall be the sole person responsible to determine if a rider has correctly completed the pattern as written.

RANCH REINING

This class denotes the ability of the ranch horse to be reined willfully through the maneuvers of the patterns. Contestant should not be penalized for reining their horse through the pattern in a reasonable manner. Stops should be hard and deep as if needed to stop and go in the other direction. Stop should be square and done without resistance (it should be at the judge's discretion on what he/she considers an excessive slide. Excessive stops should be stops beyond 10 feet). Turnarounds should be those of a working horse. They should be correct and job efficient.

Penalty points:

½ Point

- A) Failing to remain more than 20 feet from the fence when stopping or performing a rollback
- B) In run to end, failure to change leads by 1 stride
- C) Starting a lope departure at a jog or exiting rollbacks up to 2 strides
- D) Delaying lead changes of lead by 1 stride
- E) Over or under spinning by one-eighth (1/8) turn

1 Point

- A) Delaying change of lead from start to one-fourth (1/4) circle
- B) Over or under spinning by one-fourth (1/4) turn
- C) Failure to be on the correct lead in run-about
- D) During the run to the end of arena, failure to change lead beyond 1 stride, but prior to next maneuver.

2 Points

- A) Break of gait
- B) Delaying change of lead from start to half (1/2) circle
- C) During the run to the end of arena, failure to change lead beyond 1 stride, but prior to next maneuver.
- D) Jogging beyond 2 strides, but less than half (1/2) circle or half (1/2) the length of the arena
- E) Failure to go beyond the markers
- F) Freezing up in spins or rollbacks

3 Points

- A) Delaying change of lead from start to three-fourth (3/4) of circle.

4 Points

- A) Delaying change of lead for a complete circle

5 Points

- A) Spurring in front of the cinch
- B) Use of free hand to instill fear
- C) Holding saddle with free hand
- D) Kicking out

0 Score

- A) Failure to complete pattern
- B) Performing maneuvers in unspecified order
- C) Inclusion of additional maneuvers
- D) Equipment failure
- E) Balking and running away
- F) Jogging more than half (1/2) circle of half (1/2) arena length while starting a circle, circling or executing a rollback
- G) Over spins of more than one-fourth (1/4) turn
- H) Fall to ground by horse or rider
- I) More than one finger between reins or more than one (1) hand on reins except for horses ridden in a snaffle, bosal/hackamore
- J) Blatant disobedience, bucking, rearing, etc.

Faults not to be considered disqualifications but should be scored according to severity:

- A) Crooked stops and backs
- B) Anticipating stops
- C) Uncontrollable speed
- D) Wringing of tail
- E) Knocking over markers
- F) Failure to run pattern within marker
- G) Failure to go past markers on said pattern
- H) Opening mouth, raising head on stops and turns

ROPING (fence & rope)

This class combines the cow sense and roping ability of the horse and will be judged on cow sense and roping ability. Each contestant will perform individually.

- 1) Only Breakaway ropes are to be used.
- 2) Each exhibitor will be allowed a 3 minute time for cow working and roping. A warning is given at 1 ½ minutes. Time begins when the cow is turned into the arena. The rider may hold onto the saddle horn without penalty.
- 3) *Scoring is based upon the trailing, rating, and roping of the cow.* Additionally, a two loop run will receive a penalty of three points and a no catch run will receive a penalty of five points. It is not necessary that the rope catch for contestant to receive a score in the roping portion. However, if there is a no catch, a five point penalty must be subtracted from the roping score accumulated prior to the catch. (if a horse trails and rates its cow but no catch is made, the horse will receive the score it has earned up to point of the catch minus five points)
- 4) After the cow has entered the arena, the contestant shall hold the cow at the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end, "boxing the cow". After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way

on the fence. Exhibitor must then rope the cow and dally. The exhibitor is allowed only two(2) throws. In order for a catch to be legal, the loop must hold in front of the shoulders. If the rope falls off the saddle during the class it would be considered equipment failure thus resulting in a score of zero.

- 5) Riders must dally and not have the rope tied onto the horn of the saddle.

WORKING COW (box, fence, circle)

Cow Working is a scored event in which the horse and rider are to demonstrate cattle moving skills as they would apply in a ranch situation. There is a 3 minute time limit with a warning given at 1½ minutes. Time begins when the cow is turned into the arena. The rider may hold onto the saddle horn without penalty.

- **Boxing:** Working the cow on the end of the arena until such time as the exhibitor has proven the ability of the horse to hold the cow. The horse should exhibit superior cow sense and natural cow working ability without excessive reining and spurring. In the head to head working position the degree of difficulty shall be considered.
- **Turning on the fence:** A good turn on the fence may be defined as when a cow, while being run down the fence on one side of the arena, is turned the other direction and held near the same fence while being run in a new direction. During the turn the horse should use himself in a controlled athletic manner, using his hocks to stop and drive out of the turn, while using his front end to balance and turn. The contestant must get at least one (1) turn in each direction. To be considered a turn, the exhibitor must be close enough to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling the fence. More than two (2) good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is there by too exhausted to circle correctly. One (1) turn each way may not necessarily result in extra credit if the horse and/or the cow is out of control.
- **Circling:** After turning the cow on the fence, the rider should drive the cow off the fence and circle it once in each direction. The cow should be driven in a circle.

Scoring

The following characteristics of the horse are considered faults:

- 1) Exaggerated opening of mouth
- 2) Hard and heavy mouth
- 3) Nervous throwing of head
- 4) Lugging on bridle
- 5) Halting or hesitation while being shown, particularly when being run down, indicating anticipation of being set-up
- 6) Losing a cow or being unable to finish a pattern because of a bad cow, the contestant should be penalized at the judge's discretion

The characteristics of a good working cow horse are:

- 1) Good manners
- 2) Shifty, smooth and having its feet under it at all times, when stopping, hind feet should be well under the horse
- 3) A soft mouth that is responsive to a light rein, especially when turning
- 4) Head maintained in its natural position
- 5) Work at reasonable speed and still be under control of the rider

Cattle Work Penalty

Points 5 Points

- Not getting one turn each way (5 points each way)
- Deliberate spurring or use of the romal forward of the cinch
- Blatant disobedience

3 Points

- Biting or striking the cow
- Hanging up on the fence (Refusing to run)
- Exhausting or over working the cow before circling
- Knocking down the cow

2 Points

- Going past the end markers of the arena before turning the cow when going down the fence

1 Points

- Loss of working advantage
- Horses that run past the cow shall be penalized one (1) point for every horse's length past the cow. When the horse's buttocks pass the cow's head it is one (1) length past.
- Failure to drive cow past middle marker on first turn before turning the cow
- Each time the arena is crossed to use the opposite fence to achieve a turn
- Using the corner or end of the arena to turn the cow when going down the fence
- Excessive whipping, spurring or hollering
- Working out of position

0 Points

- Turn tail
- Schooling between cows if new is awarded
- The judge may blow his/her whistle at any time to terminate work
- A score of zero will be charged if the work is not completed at that point
- Any horse that is out of control while working the cow, thus endangering the rider shall be called off the cow
- Any horse that runs over the cow thus causing the fall of horse and/or rider shall terminate the work at that time
- Bloody mouth
- Illegal equipment

At the judge's discretion a re-run with a new cow may be given if the cow being worked leaves the arena, or is unworkable (won't or can't run, won't leave the end of the arena, is blind or won't yield to the horse).

WORKING COW HORSE (rein, box, fence, circle)

Reining portions will follow Ranch Reining rules.

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 not being considered an entry in the class. In the cow work portion of the class the exhibitor will keep working until the judge blows the whistle to

signify completion of work. If the exhibitor quits before the whistle is blown, the score shall be a 0 for the cow work portion. A horse going off pattern in 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 70 and the horse would be eligible for placing).

- The approved pattern will be used and each exhibitor 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 ranch reining portion of the rule book for guidelines.
- Cones and markers shall be set at the half point mark on the long side of the arena fence twenty (20) feet from each corner on the short and long sides of the arena fence, for a total of 10 cones or markers (2 on each side and 2 per corner).
- When enough cows are available the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable.

WORKING RANCH HORSE (rein, box, fence, rope) (Breakaway Rope Required)

This class combines the reining ability, cow sense and roping ability of the horse and will be judged on horse's ability to do these. Each contestant will perform individually. First with the reining pattern and then releasing one cow into the arena.

1. Each exhibitor will be allowed a maximum of six (6) minutes to complete the class. There will be a two-minute warning. When the six (6) minute time limit has expired, the exhibitor will be excused from the arena.
2. The class will be judged in three parts. The reining, the cow work and the roping portion. At the end of the performance, the scores for the three portions will be added together for the final score. Rules for the reining portion are defined in the Ranch Reining section of this rulebook. Rules for the cow working portion are defined in the Working Cow Horse (box, fence, circle) section of this rule book. The rules for the roping portion are defined in the Ranch Roping section of this rulebook.

The horse will be judged on three maneuvers:

1. The ability to trail
2. The ability to rate
3. The ability to stop the cow

A two loop run will receive a penalty of three (3) points and a no catch run will receive a penalty of five (5) points. It is not necessary that the roper catch for the contestant to receive a score in the roping portion. However, if there is no catch, a five point penalty must be subtracted from the roping score accumulated prior to the catch (if a horse trails and rates its cow but no catch is made, the horse will receive the score it has earned up to the point of the catch minus 5 points).

During any portion of the class any blatant disobedience for a circumstance that are not listed will result in a five (5) point penalty. After the exhibitor has completed his reining pattern, he will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence.

A three (3) point penalty will be assessed for horse refusing to turn. The exhibitor must then rope the cow and bring it to a stop. There is to be no dragging. The exhibitor is only allowed two

throws. In order for the catch to be legal: the loop must hold in front of the shoulders. If the rope falls off the saddle during the class it would be considered equipment failure thus resulting in a score of zero. Judge may blow the whistle at anytime to terminate the cow work.

A score of zero, in the cow work segment, will be given if the work is not complete at that time. The exhibitor should then continue with the roping segment of the class.

For the entire class, reining, cow work and roping, an average score will be 210 points. If the contestant fails to attempt any part of the class, he or she will receive a zero for the entire class.

Riders must dally and not have the rope tied onto the horn of the saddle

RANCH BOXING (rein & box)

and

BOXING, GREEN BOXING AND YOUTH BOXING (no reining)

RANCH BOXING consists of a designated ranch reining pattern and a single cow work (boxing) on the end of the arena.

BOXING and GREEN BOXING consists of single cow work on the end of the arena.

When judging reined work in RANCH BOXING, the judge should refer to the **RANCH REINING** portion of the rule book for guidelines.

This class is designed to demonstrate and measure a horse's ability to do cow work. Holding the saddle horn is permitted during the boxing portion of this class.

The horse should be in complete control at all times. Showing natural cow sense along with softness of face and body with rider's cues. Horse should stop using haunches. Turns should be quick and snappy. This class will be judged on run, rate, control, degree of difficulty and eye appeal.

The rider will enter the arena and perform the designated dry work pattern. There will be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. After completing the pattern, the rider will face the cow end of the arena and call for a cow. Each exhibitor upon receiving a cow, shall hold that cow on the prescribed end of the arena for one (1) minute, 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. Timing will be done by the announcer or judge starting when the cow is turned into the arena. At one (1) minute, the announcer will call time. The judge may blow a whistle at any time for the contestant to cease work for safety reasons.

If blown out the contestant shall receive a no-score in the cow work but shall receive rein work score. Same shall apply in the rein work portion. If contestant receives a no-score in the rein work he/ she shall be allowed to do the cow work and receive a score in that portion. Should the contestant receive a no- score in both the reined work and the cow work, he/she will be disqualified.

Scoring

Scoring will be on the basis of 60-80, with 70 denoting an average performance. The same basis of scoring shall apply to both the rein work and boxing work. In the event of a tie, the entry with the highest cow work score will be declared the winner.

The judge may blow the whistle at any time to terminate work. A score of zero will be given if the work is not completed at that time. Each work will be limited to one (1) minute, and judge may request additional work at his/her option.

There will be no schooling between the completion of the reined work and the cow work, or between cows if a new one is awarded. The penalty for this is a -0-.

Credits

- a) Maintaining control of the cow at all times
- b) Maintaining proper position
- c) Degree of difficulty
- d) Eye Appeal
- e) Time Worked

Penalties

One Point Penalties

- a) Loss of working advantage
- b) Working out of position

Three Point Penalties

- a) Loss of control of cow

Five Point Penalties

- a) Spurring or hitting in front of the cinch anytime
- b) Blatant disobedience (kicking, biting, rearing, striking)

Zero Score

- a) Turn tail
- b) Using two hands except when in a snaffle or bosal
- c) More than one finger between reins
- d) Balking
- e) Out of control
- f) Bloody mouth
- g) Illegal Equipment
- h) Leaving arena before pattern is complete
- i) Fall of horse and/or rider
- j) Schooling between rein work and cow work
- k) If new cow is awarded, schooling between cows
- l) Failure to quit a cow after a new cow has been awarded
- m) Taking the cow down the fence, this is a boxing class only

BARRELS

This is a speed event. The standard cloverleaf pattern is to be used, with the contestant having the option of running to either the left or right barrel first.

Two stop watches and a flagman will be used if an electronic eye is unavailable. Knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his/ her hands in barrel racing. Either or both hands may be used on the reins. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Contestants

are allowed a running start. The contestants time will be announced immediately after the run.
No rubber bands on feet or stirrups.

Barrel class dimensions:

- 1) 35 yards between barrels 2 and 3 and barrels 1 and 3.
- 2) 30 yards between barrels 1 and 2.
- 3) 20 yards between barrels 1 and 2 and starting/ finishing line.

However, if the course is too large for the available space, the pattern should be reduced 5 yards at a time until the pattern fits the arena.

Failure to follow the course includes negotiating obstacles in any other than the specified order, the wrong direction, stopping, circling, backing or reversing direction of movement to correct improper passing of an obstacle. This shall be cause for disqualification.

All riders under 18 yrs. of age are required to wear a helmet

A hat or helmet must be worn and if it is not on the exhibitor's person the entire time in the arena a five

(5) second penalty shall be assessed.

Knocking over a barrel shall carry a five (5) second penalty for each barrel knocked over. A judge may disqualify a contestant for excessive use of bat, crop, whip, rope or reins.

RANCH ROPING

and

BELEW AND STILL RANCH ROPING JACKPOT

Breakaway Ropes Required for all ROPING classes.

The intent of this class is to show the ability of the horse and rider skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly as possible. The judge should judge this class as if the cattle belonged to him/her. *Entry does not have to separate their cow from the herd and should not receive credit for separation from herd. When cow is separated from the herd there should be no excessive running or cutting of the cow.* This is judged event with a 90 second time limit.

The rope must be thrown and the contestant may throw only two loops. *Any attempt by exhibitor to trap, snare, or collar cow by holding onto the loop will be cause for disqualification.* A second rope may be used, but the total number of loops thrown may not exceed two (2). If a second rope is used it must be recoiled. The Honda on the rope used must be of breakaway design (factory plastic).

Horse and rider must start from behind a starting line which will be located 1/3 of the arena length away from where ten (10) calves are held as a herd.

Each contestant may have the option of a herd holder. The herd holder may not cross the starting line. The sole duty of the herd holder is to assist in holding the cattle at the working end of the arena, any assistance from the helper will result in disqualification of the contestant. The contestant must make a legal catch and dally up. A legal head catch is a loop that goes completely over the calf's head and Honda can be broken by any part of the calf's body, but must go over the calf's head first. When calf breaks free from Honda, the judge will signal end of run.

After catching, it is desired for the horse to remain facing the cow until the Honda breaks.

Turning away from the cow to make Honda break quicker will be a 5 point penalty.

Scoring

Credits:

- a) Quietness in the herd
- b) Handling the cattle, *No running the cattle*
- c) Position of the horse when cattle are roped

Disqualifications:

- a) Running into or over cattle
- b) Schooling
- c) Whipping or hitting horse with rope
- d) Half of herd crossing starting line
- e) Thrown from horse
- f) Fall to ground horse and/ or rider
- g) Loss of rope
- h) Failure to make a legal head catch
- i) No attempt to dally
- j) Excessive herd help
- k) NO CATCH

1 Point Penalties

- a) Working out of position
- b) Loss of working advantage
- c) Holding cut to long without roping

3 Point Penalties

- a) Picking up cattle in herd

5 Point Penalties

- a) 2 loop run
- b) Loss of cow (re-cut in the herd)
- c) Excessive running/scattering of herd
- d) Blatant disobedience including licking, biting, bucking, rearing, or striking
- e) Horse turns tail

RANCH CONFORMATION

The horse will be judged on type, conformation correctness, and athletic ability.

Ranch Horse Conformation is defined as the physical attributes necessary to perform under saddle. The ideal standard in evaluating horses in conformation should include but not be limited to soundness and correctness in conformation, particularly feet and legs with emphasis on correct manner of travel including athletic ability and the appearance of agility.

The horse should possess eye appeal with an attractive head: refined throat-latch: well-proportioned trim neck: long sloping shoulder: deep heart girth: short back: strong loin and coupling: long hip and croup. The horse should show balance and uniform muscling with enough athletic ability to perform different tasks on the ranch.

Horses are not penalized for scars or brands. All lame horses will be excused from the ring.

Rating conformation depends upon objective evaluation of the following five traits: Balance, structural correctness, breed and sex characteristics, with emphasis on correct manner of travel, degree of muscling, and agility. Of the five, balance is the single most important, and refers to the structural and aesthetic blending of body parts. Balance is influenced almost entirely by skeletal structure.

Horses are to be shown in good working halter, rope, braided, nylon, or plain leather. No silver will be allowed on halters with the exception of mandatory buckles only. Keepers on open

buckles and tips are allowed.

No lip chains, splint boots, leg wraps, bandages, banded or braided manes, braided tails, tie-in tails and extensions.

No fresh hoof black or polish is allowed and will result in horse being disqualified.

HORSEMANSHIP

(HORSEMANSHIP Walk/Trot/Lope)

(HORSEMANSHIP Walk/Trot)

The horsemanship class is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional, and fundamentally correct seat.

The ideal horsemanship pattern is extremely precise with the horse and rider working in complete unison, executing each maneuver with subtle aids and cues. The horse's head and neck should not be carried behind the vertical, giving it the appearance of being intimidated, or be extremely nosed out, giving the appearance of resistance.

All exhibitors must work individually.

The following maneuvers are acceptable in a pattern: walk, jog, lope, extended jog in a straight line, curved line, serpentine, circle or figure 8, or a combination of these gaits and maneuvers; stop, back in a straight line, curved line, turn or pivot, including spins and rollbacks on the haunches and/or on the forehand, side pass, two-track or leg-yield, flying or simple lead changes, counter-canter, or any other maneuver. A back should be asked for at sometime during the class. Judges should not ask exhibitors to mount or dismount.

Seat and Hands

General: Exhibitor will be judged on seat, hands, ability to control and show horse and suitability of horse and rider. Results as shown by the performance of horse are not to be considered more important than the method used by the rider to obtain them.

Hands: Upper arms to be in a straight line with body, one hand holding reins should be bent at the elbow. Reins may be held with two hands in a snaffle, hackamore or snaffle bit with a mecate.

Basic Position: Exhibitor should sit in the saddle with legs hanging straight and slightly forward to stirrups or knees bent slightly and weight directly over ball of feet. In either position the stirrups should be just short enough to allow heels to be lower than toes. Body should always appear comfortable, heels relaxed and flexible. Feet should be placed in stirrups with the weight on the ball of the foot. Consideration, however, should be given to width of stirrups, which may vary on western saddles. The rider's back should be flat, relaxed, and supple. An overly stiff neck and/or overly arched back will be penalized. The shoulders should be back, level, and square. Those exhibitors that can maintain the proper position throughout the maneuvers should receive more credit. Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with one hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time

shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.

The rider's head should be held with the chin level and the eyes forward, and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle, or down at the horse's head or shoulders should be penalized.

Position in Motion: Exhibitor should sit to jog and not post. At the lope, he should be close to the saddle. All movements of horse should be governed by the use of imperceptible aids. Exaggerated shifting of the exhibitor's weight is not desirable. The horse's body condition and overall health and fitness should be assessed. The horse should appear to be fit and carry weight appropriate for the body size. A horse which appears sullen, dull, lethargic, emaciated, drawn over overly tired should be penalized according to severity. Tack should fit the horse properly and be neat, clean and in good shape.

Individual Work: Each exhibitor will work individually using a designated pattern. The pattern shall include any maneuvers that are normally required in any stock horse class, such as figure eights and square stops. Individual pattern work must also include all three gaits and back. It must be remembered that, above all, a ranch horse is one that responds instantly and smoothly to all aids.

The horse should perform all maneuvers in the pattern willingly, briskly and readily with minimal visible or audible cueing. Severe disobedience will not result in disqualification, but should be severely penalized, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Failure to follow the prescribed pattern, knocking over or working on the wrong side of the cones, excessive schooling or training, or willful abuse by the exhibitor is cause for disqualification.

Transitions should be smooth and prompt in the pattern and on the rail. Circles should be round and performed at the appropriate speed, size and location as requested in the pattern. The stop should be straight, square, prompt, smooth and responsive with the horse maintaining a straight body position throughout the maneuver.

Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalized severely.

The horse should step across with the front and hind legs when performing the side-pass, leg yield and two track. The side pass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse's body arched opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving.

A simple or flying lead change should be executed precisely in the specified number of strides and/ or at the designated location. A simple lead change is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes

should be smooth and timely.

Scoring

Exhibitors are to be scored from 0 to 100 with ½ point increments acceptable. Fifty (50) points should be allocated towards the overall appearance of the exhibitor and horse and fifty (50) points allotted toward the performance.

Faults

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/ or frequency of the infraction. A minor fault will result in a ½ to 4 point deduction from the exhibitor's score. A major fault will result in a deduction of 4 ½ points or more from the exhibitor's score. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/ or frequency of the infraction(s) merits.

Faults in the Overall Appearance of Exhibitor and Horse include:

- a) Loose, sloppy, dirty or poor fitting clothing and equipment
- b) Stiff, artificial or unnatural body, leg and or head position
- c) Reins too long, short or uneven
- d) Loose leg with open knee or toes pointed down
- e) Exhibitor looking down to check leads or falling forward when stopping
- f) Shoulders held crooked or arms held in a straight, unbent position

Faults in the Performance include:

- a) Wrong lead or break of gait for a few strides
- b) Oblong or flat sided circles or counter arc when circling
- c) Stopping rough, crooked or dropping a hip out when stopping
- d) Backing sluggishly or crooked
- e) Failure to maintain a pivot foot or stepping behind with the front legs when turning, or failure to complete entire 90, 180, 270 or 360 degree turn.
- f) Holding the head or neck excessively crooked when moving in straight lines or when stopping or backing
- g) Showing resistance when cued or reined
- h) Hesitation during any maneuver unless specified
- i) Failure of horse to stand still in pattern
- j) Failure to exhibit change of speed when requested

Severe Faults

- a) Touching horse
- b) Grabbing the saddle horn or any other part of the saddle
- c) Cueing with the end of the romal
- d) Spurring in front of the shoulder

Disqualifications

- a) Willful abuse
- b) Knocking over the cone or going off pattern
- c) Excessive schooling or training
- d) Fall by horse or rider
- e) Illegal use of hands on reins
- f) Use of prohibited equipment

RANCH TRAIL

This class will be judged on the performance of the horse over obstacles with the emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.

Horses shall be penalized for any unnecessary delay while approaching or negotiating obstacles. Horses with artificial appearance over obstacles should be penalized.

Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog, lope) somewhere between obstacles as part of its work, and the quality of movement and cadence should be considered as part of the maneuver score.

While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the appearance of resistance. Gaits between obstacles shall be at the discretion of the judge.

Course will be selected by the judge and posted on Fri.night. The judge should walk the course and has the right and duty to alter the course in any manner. The judge shall may remove or change any obstacle he deems unsafe or non-negotiable.

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 course.

Scoring

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 each obstacle is subject to a penalty that should be subtracted.

- 1) 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; -1/2 =Poor; 0=Correct; +1/2=Good; +1=Very Good; +1 ½ =Excellent.
- 2) Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

½ Point Penalty

- a) Each tick of the log, pole, cone or obstacle.

1 Point Penalty

- a) Each hit of or stepping on a log, pole, cone or obstacle
- b) Incorrect break gait at walk or jog for two strides or less
- c) Both hind and front feet in a single- strided slot or space at walk orjog
- d) Skipping over or failing to step into required space
- e) Split pole or lope over

- f) Incorrect number or strides, if specified

3 Point Penalty

- a) Incorrect or break of gait at walk or jog for more than two strides
- b) Out of lead or break gait 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) Fall or jumping off or out of bridge or water box with one foot once the horse has gotten onto or into that obstacle.
- e) Stepping outside the confines of an obstacle with designated boundaries (back through, 360 box, side pass) with one foot once the horse has entered the obstacle.
- f) Missing or evading pole that is part of a series of an obstacle.

5 Point Penalty

- a) Dropping object required to be carried on course.
- b) First and second cumulative refusal, balk or attempting to evade an obstacle. A refusal is addressing an obstacle and taking two or more steps backwards.
- c) Letting go of the gate or dropping the rope gate.
- d) Use of hand to instill fear or praise.
- e) Ground tie- second rein not touching the ground.
- f) 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 obstacle on a line of travel with two feet.
- g) Blatant disobedience (kicking out, bucking, rearing or striking)
- h) Holding the saddle with either hand
- i) Failure to demonstrate correct gait between obstacle designated

FAULTS- which occur on the line of travel between obstacles, are to be scored according to severity:

- 1) Head carriage too high or too low
- 2) Over-flexing or straining neck in carriage so the nose is carried behind the vertical
- 3) Excessive nosing out
- 4) Opening mouth excessively

DISQUALIFICATIONS:

- 1) Use of more than one finger between reins
- 2) Use of two hands (Except for snaffle bit/hackamore/bosal/mecate)
- 3) Performing the obstacle incorrectly or other than in specified order or no attempt to perform the obstacle
- 4) Equipment failures that delay completion of pattern
- 5) Fall to ground by horse or rider
- 6) Failure to enter, exit or work obstacle from the correct direction, including more than ¼ turn.
- 7) Failure to follow the correct line of travel between obstacles and/or work obstacles in any manner other than how it's described by the course. Riding outside the designated boundary markers
- 8) Third cumulative refusal, balk, or evading an obstacle by shying or backing
- 9) Failure to enter the arena or course.

No penalty for switching hands to complete an obstacle*

Trail Obstacles

A minimum of 6 obstacles must be used, three of which must be from the mandatory list of obstacles and at least three others from the list of optional obstacles.

Mandatory Obstacles

- 1) The Gate- A contestant must open, go through and then close a gate. Reins may not be switched between hands unless done prior to or immediately after this obstacle.
- 2) Stationary Steer- This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge shall give credit to the horse that stands quietly while the competitor makes a swing and throws at the steer. The contestant shall not be penalized for a miss but shall receive credit for the horse being in correct position and standing quietly. *Shying from the rope will be penalized.* Exhibitor has the option to carry their own rope (as they approach steer may build a loop) or be handed a coiled rope (without loop). All Exhibitors are required to build own loop. Fast and efficient loop build and put away after roping should be rewarded. Only one loop will be allowed.
- 3) Log Drag- Rider shall be handed or pick up rope and drag log accordingly to posted pattern to show horse's willingness and ability to pull. Once the circle is completed, the rider will drop the rope and continue to next obstacle.

Optional Obstacles

- 1) Mail Box - Rider approaches mailbox, opens and then closes the door
- 2) Slicker- Rider approaches slicker, removes slicker, put on slicker, remove slicker and place on fence.
- 3) Bridge – Horse allows willingness to walk across obstacle designed to simulate a bridge.
- 4) "L" Shaped Back Through – Course made of logs or poles laid on the ground. Minimum space between poles to be 28".
- 5) Ground Tie or Hobble – Horse shall remain in place while his rider dismounts and performs a normal ranch task. Split reins, both reins must touch the ground. Romal reins, horse must be hobbled.
- 6) Side Pass - Logs or poles used must be a minimum of six feet long. Obstacles may be approached from either end and horse may be required to move both directions and such information is to be stated on posted pattern.
- 7) Obstacle containing 4 Logs – Each being 5' (min.) to 6' long laid in a square and execute a 180 or 360 degree turn and then leave the square or lope through the square providing the rails are 6' to 7' in length and no more than 12" high. The pattern must state which is required.
- 8) Logs – Three logs will be placed on ground that the contestant must cross. Walk over 15"- 24" Trot over 2'6" to 3'6" Lope over 6' to 7'
- 9) Obstacles consisting of cones or pylons- Horse is to trot through in either a cloverleaf or serpentine pattern or back through as posted on pattern. Makers are to be spaced at least 3' apart.
- 10) Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and that meets the approval of the judge may be used.
- 11) Unacceptable obstacles: tires, animals other than cattle, hides, PVC pipes, jumps, rocking or moving bridge, water box with moving parts, and fire.

Credits

- 1) Credit to be given to horses negotiating the obstacles with style and some degree of speed, providing that correctness is not sacrificed.
- 2) Horses should receive credit for showing attentiveness to obstacles and capability of picking their own way through the course when obstacles warrant it, and willingly respond to rider's cues on more difficult obstacles.
- 3) Quality of movement and cadence should be part of the maneuver score for the obstacle.

Minor Deductions

- 1) Artificial appearance and/ or unnecessary delay while approaching or going through obstacle.
- 2) Each tick of obstacle.
- 3) Break of gait at walk or jog.
- 4) Placing both front or hind feet in a single-strided slot or space.
- 5) Skipping over or failing to step into a required space.
- 6) Spilt pole in lope over.
- 7) Stepping on a log, pole, cone or obstacle.

Major Deductions

- 1) Wrong lead or breaking gait at lope.
- 2) Stepping outside the confines of; falling off or out of an obstacle such as a back thru, bridge, side pass, box, or water box.
- 3) Refusals, balk, or attempting to evade an obstacle by shying or backing.
- 4) Blatant disobedience (kicking out, bucking, rearing, striking).
- 5) Failure to ever demonstrate correct lead or gait, if designated.
- 6) Failure to complete obstacle.

NOTES