

# Ohio Foundation Quarter Horse Association

## RULE BOOK 2024



**OFQHA RULEBOOK**  
**REVISED JANUARY 2022**

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.ohfgha.com](http://www.ohfgha.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.

**OFQHA FEES 2024**

Individual Membership	\$30
Youth Only Membership	\$10
Family Membership	\$50
Lifetime Membership	\$175
Youth Non-Cattle Classes	\$5
Youth Cattle Classes	\$20
Adult Non-Cattle Classes	\$15
Adult Cattle Classes	\$40
Office Fee (per Horse)	\$10
Camping (per Weekend)	\$50
Stall Fee (per Weekend, Stall Must be Cleaned)	\$30
Stall Cleaning Fine (per Weekend)	\$25
Jump Out Fee (per Horse)	\$15

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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, Family, or Lifetime Membership to the Ohio Foundation Quarter Horse Association to compete in any class at any show. **For NEW members the membership fee is waived at the first show**, must be paid at the exhibitors 2<sup>nd</sup> show. Must not have been a member in previous years. **Youth Only membership** is available for youth 18 & under who do not have a parent that shows. Family Memberships are limited to household members, children, and grandchildren of the primary member. 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 a 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 always 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 all fees for harassment or abuse of management, judges, crew, exhibitors, spectators, or for inhumane treatment of animals. Under no circumstances shall any member of the OFQHA slander on social media or any other media presence the organization, its members, or affiliates. 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*

Any member accused of wrongdoing or misconduct will be brought before the Board of Directors for review of their conduct and membership status. Please see By-Laws.

### 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 always treated in a humane and safe manner. No animals shall be treated in a manner that would be deemed cruel or abusive by a veterinarian or a person of good conscience. 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.
2. Unnecessary roughness to horse, cattle, and other animals will not be permitted.
3. Spurs shall not be used in front of the cinch.
4. Romel reins may not be used as a whip.
5. Nursing foals must be always kept haltered and under control 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 the saddle pad. In Ranch Conformation numbers should be on exhibitors' backs.
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 (2) handed in a snaffle or an approved bosal. Horses ridden in a shank bit must be ridden one (1) handed, for all divisions; open, green, novice & youth.**

- a) ALL HORSES COMPETING FOR VERSATILITY RANCH HORSE MUST BE RIDDEN ONE-HANDED UNLESS HORSE IS 5 YEARS AND UNDER.
- 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.
  - A slow twist or single twisted mouthpiece is acceptable as long as the minimum diameter is met.
  - 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 roller, a connecting ring of 1 or less in diameter or a connection flat bar of 3/8" to 5/8" (measured top to bottom, with a maximum length of 2"), which lies flat in the horse's mouth, is acceptable.
  - Any snaffle where the reins have a fixed attachment (Ex. Kimberwick) is considered unacceptable.
  - When using a snaffle bit, a loose hobble strap is optional (leather or nylon). Reins must be attached above the hobble strap, if used.
  - Snaffle bits may be ridden with split reins or mecate rein (one-piece continuous rein; separate rope attached to saddle or belt).
  - Snaffle bits should be ridden using two hands and are acceptable in all classes: with the exception of horses competing in the Ranch Versatility division. A horse 5 and under may be shown in the Ranch Versatility with a snaffle bit or bosal with two hands.
- 3) **CURB/SHANK BIT**- references to a bit mean the use of a curb bit that has a solid or broken mouthpiece, has shanks, and acts as leverage. All curb bits must be free of mechanical devices and should be considered a standard western bit. A description of a legal western bit includes:
- 8 1/2" maximum length shank (measured from the inside top of the headstall ring to the "pull point" of the rein ring). Shanks may be fixed or loose.
  - Concerning 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. However, wire in the sway bars (above the bars and attaching to the spade of a traditional spade bit is acceptable. They may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prongs on solid mouth pieces. 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 3/7 to 3/4 inch which lies flat in the horse's mouth, is acceptable.
  - The port must be no higher than 3 1/2 inches maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
  - Slip or gag bits, and donuts and flat polo mouthpieces are not acceptable.
  - ~~Chin strap must be smooth leather. No wire, chain or other metal or rawhide device may be used in conjunction with a part of the leather chin strap. Leather chin strap must be flat, flexible, and at least 1/2 inch wide. No metal rivets are allowed to come in contact with the chin, or chin groove of the horse. Metal keepers are not acceptable on the chin strap.~~
  - When a curb bit is used, a curb strap or curb chain is required, which must be at least 1/2 inch in width, lie flat against the jaw, and be free of barbs, wire, and/or twists.
  - Shank bits may be ridden with split reins or romel reins (see specific class rules for exceptions)
  - Curb/Shank bits are always ridden one handed, with split reins, the index finger only is allowed between the split reins. The hand holding the reins will not change during the class (see Ranch Trail). Split reins may not be tied together at the ends. If split reins are used, the reins hang on the same side as the rein hand. Romel reins can be held in either hand, with

the hand around the reins in a fist position with thumbs up. The non-rein hand must be on the romel. (The keeper, or hobble, that attaches the romel to the reins is considered to be a part of the romel.) The non-rein hand is not allowed, at any time, to touch the reins. The rider can shorten the reins while the horse is in motion as long as their hands are held in a legal manner. No fingers are permitted between the reins. The romel shall not be used forward of the cinch or to signal or cue the horse in any way.

**i) Youth exhibitors will be penalized for using a 2<sup>nd</sup> hand on the reins with a shank bit but will not be disqualified**

- 4) **Bosal/Hackamore** - References to hackamore means the use of a non-mechanical, flexible, braided rawhide, leather or rope bosal, the core of which may be either rawhide or flexible cable. A hackamore must use complete mecate rein, which must include a tie-rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Mechanical hackamores are prohibited.
- 5) Horses shall be shown in western stock saddles consisting of horn, seat, pommel, cantle, skirt, fenders, and western stirrups. Minimal silver is allowed.
  - a) You will not be disqualified for silver on saddles or bridles, except when it is very excessive, (beyond Conchos and small corner plates). In NO circumstance is any amount of silver to have an advantage over a good working tack. Saddles are to be clean, made of leather, in good working condition, and fit the horse properly.
- 6) Silver on tack and attire is discouraged and will not be taken into consideration when judging the horse.
- 7) 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.
- 8) Mecate reins and romel reins are permitted in all classes.
- 9) Spurs are optional and not to be used in front of the cinch.
- 10) No leg protection permitted in Ranch Conformation.
- 11) Equipment is the sole responsibility of the exhibitor. Equipment failure will not result in rework.
- 12) Exhibitors are expected to conform to all class rules from the time they enter the arena until the time they exit the arena.
- 13) In all performance classes, excluding Conformation, the exhibitor must display the entry number on both sides of the saddle pad. Failure by any exhibitor to display the correct exhibitor number in any class, in a visible manner while being judged shall result in disqualification from class.

## **TRAINING EQUIPMENT**

The use of training aids is excluded during show hours in the show areas (main arena and trailhorsemanship in-field). This includes the use of martingale, draw-reins, training fork, cavesson, noseband, chin (curb) strap narrower than 1/2-inch, tie-downs, unless otherwise specified.

## **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. With the exception, braided manes are permissible as a safety measure in roping and speed events.
5. Hooves are not to be polished.
6. There are no penalties for scars or blemishes provided they are not caused by a conformation defect.
7. 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.
8. 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 protestors.
3. accompanied by a deposit of ~~\$20.00~~ \$100.00.
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 information 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 1<sup>st</sup> 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.~~
- **Youth who desire to show in Open and or Novice classes can do so.**
- May not show the 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 the same horse in both Youth W/T Ranchmanship and Youth Ranchmanship W/T/L on the same horse at the same show.
- May not show the same horse in both Youth W/T trail and Youth Trail W/T/L on the same horse. At the same show.
- When showing Walk/Trot classes riders will perform an extended trot when the pattern asks for a lope.
- Youth exhibitors riding in a shank bit; will be allowed to pick up on reins for collection, then return to riding one hand for a penalty. It will not be a DQ for a youth.
- Youth Walk/Trot trail exhibitors will use a modified pattern without additional penalties

## 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 classes, it cannot be shown by the same rider in like classes (see Green classes) ??? ARE WE ALLOWING FOLKS TO SHOW OPEN
- May not show the same horse in both Adult Ranchmanship W/T/L and Adult Ranchmanship W/T. May not show same horse in both Adult Trail W/T/L and Adult Trail W/T
- When showing Walk/Trot classes riders will perform an extended trot when the pattern asks for a lope.

## GREEN CLASSES

Rules apply to all green classes.

- Any horse or rider combination that has not been shown in NCHA, NRHA, or has placed in standings in OFQHA, ARHA or any stock/cow horse associations.
- Any rider who has not trained cutting or reining horses professionally within the last 5 years on any age horse.
- When showing green classes same horse and rider combination are ineligible to show in like classes. EXAMPLE: Cutting, Ranch Cutting, Ranch Boxing, Boxing, or Ranch Reining.
- An application/renewal for the green division must be submitted each year of potential eligibility. Falsifying the green division application will result in disciplinary action.

## NOVICE CLASSES

Rules apply to all NOVICE classes.

- Novice classes are designed for the beginner rider, this is a rider who has basic experience with horses but limited to no experience competing, showing, or training. Novice riders are mostly comfortable at a walk & trot. This division is designed to help novice riders gain confidence and control safely. Novice riders may not cross enter novice and like-regular classes (ex: novice W/T ranch riding and W/T ranch riding). Riders with 2 or more years of show experience may enter open walk/trot classes.
- An application/renewal for the novice division must be submitted each year of potential eligibility. Falsifying the novice division application will result in disciplinary action. B) Novice points are accumulated on the exhibitor only

## MODIFIED CLASSES

Rules apply to all modified classes.

- Riders with special needs may be any age
- Riders may have assistance during the classes or ride alone unassisted.

## VERSATILITY RANCH HORSE

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

- **All horses aged 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:

Box Drive Box	Ranch Conformation	
Ranch Riding	Ranch Cutting	Ranch Trail

### *VERSATILITY CLASS POINTS*

Versatility points are calculated for both Year End Awards, and a per-show Payout. Versatility payout is 1 place-\$60.00 2 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 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 3 if there were 3 horses in the class participating in Versatility.

### *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 the same as for other classes.

No class with less than 3 entries shall accumulate Versatility points. A class with 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.

To accrue Versatility points, exhibitor must show one handed with split or romel reins in a shank/curb bit. Horses 6 yrs old and under (as of Jan 1) are permitted to be ridden in a snaffle or bosal with two hands. Once shown in a curb/shank bit you must complete the rest of the year that way. You cannot go back to a snaffle/bosal.

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

**Open Versatility Ranch Horse:** Must show in all 5 classes: (Ranch Cutting, Ranch Riding, Box Drive Box, Ranch Conformation, and Ranch Trail.) Show at least 3 shows and must be 3 horses in the class to accrue points. Horse of any breed with the most Versatility points shown by a member (adult or youth). Points follow horse/rider combination.

## ROOKIE RIDER CLASS

**Rookie Rider:** Must show in all 4 classes: (Novice or Open???) Green Boxing, W/T Ranch Riding (Rail), Open W/T Ranchmanship, and Open W/T Ranch Trail). Show at least 3 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. The Champion will receive an award.

## PATTERN CLASSES

Patterns will be chosen by OFQHA directors prior to the start of the show year from the OFQHA Pattern Book and are available at [www.ohfgha.com](http://www.ohfgha.com). Selected patterns for each show will be posted at the show office on Friday afternoon. All patterns for the entire show season will be posted on the website and Facebook by show date.

## JUDGING CRITERIA

Horses 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 2<sup>nd</sup>, the points are as follows. 1<sup>st</sup> is 5 pts., tie for 2<sup>nd</sup> would be 3.5 pts. ea. 4<sup>th</sup> 2 pts., 5<sup>th</sup> 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

### 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 3 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 up to the Top 5. The class must have 3 horses in the class at 3 or more shows to be eligible for year-end awards.
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 the 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. ROOKIE???? Should that be added here? Does the classes for this year-end award need updated?

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

## SECTION 3: SHOW CLASSES

### CUTTING (Herd Work)/GREEN CUTTING/YOUTH CUTTING

All riders in the arena shall comply with rules on dress, equipment, and conduct and be limited to bona-fide 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. **Settling the herd is permissible by anyone but the first entry of the class.**
2. The number of cattle to cut in the two and one-half (2 1/2) 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 heads as he can do on three, the cutter working two heads should have the higher score because he has not spent as much time in the herd.
3. 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.
4. 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.
5. 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 exhibitors 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.
6. Cattle to be located at one end of the arena.
7. Time should not start until the contestant crosses a pre-determined and marked timeline.
8. 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 1/2 minutes. Horses will not be penalized for reining during the cutting portion but should display natural ability.
9. There will be no penalty assessed for cattle leaving the herd so long as it is not caused by the exhibitor's horse.
10. 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.

#### Penalties

##### 1 Point Penalty

- a) (Miss) Losing working advantage
- b) Noise directed at cattle
- c) Working out of position
- d) Toe, foot, or stirrup on shoulder

### **3 Point Penalty**

- a) Hot quit
- b) Cattle picked up or scattered
- c) Failure to make a deep cut
- d) Back Fence
- e) **YOUTH- Picking up reins with 2nd hand**

### **5 Point Penalty**

- a) Horse quitting a cow.
- b) Losing a cow
- c) Changing cow after a specific commitment
- d) Failure to separate a single cow after leaving the herd
- e) Blatant disobedience (kicking, biting, bucking, rearing & striking)
- f) Spurring or hitting in front of cinch at anytime

### **0 Score**

- a) Horse turn tail
- b) Using two hands on the reins in a bridle
- c) Fingers between reins in a bridle
- d) Illegal equipment
- e) leaves working area before time ends
- f) Fall of a horse or rider (four legs out with horse on side)
- g) Working over 3 head of cattle in the 2 1/2 minutes

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 contestants to show his horse's ability on a cow.

## **RANCH CUTTING (cut & pen) YOUTH RANCH CUTTING/ GREEN RANCH CUTTING**

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 the 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 the cow from the herd, on the way to pen and to pen cow. Horse should display softness of handle and quietness in the 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 1/2) 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 the arena and penned.
- 4.** A whistle will be blown at the one-minute point to let the 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 1/2 minutes.
- 5.** Contestants 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 timeline after attempting to pen
- Losing the cow back to the herd.
- 2 1/2 minute at end of time
- Completion of run (judge's discretion)
- It is the exhibitor's responsibility to keep engaging the cow until the judge's whistle is blown.

### **Penalties**

#### **1 Point Penalties:**

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

#### **3 Point Penalties:**

- a) Cattle picked up or scattered
- b) Pawing or biting cattle.
- c) Back Fence
- d) Excessive herd help driving cow by turn back beyond time/foul line per discretion of the judge

#### **5 Point Penalties:**

- 1) Blatant Disobedience
- 2) Spurring in front of cinch
- 3) Excessive herd help when help is keeping cow from returning to herd

#### **0 Score**

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

#### **Automatic Disqualification**

- Allowing the cow to return to the herd after it is clearly separated or crosses back over the time/foul line when attempting to be penned.
- Horse turns tail to cattle or falls to ground during any portion of the run.
- Penning trash cow
- Two hands on rein except when using snaffle or hackamore (bosal)

### **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 1/2 minutes. Horses will not be penalized for reining during the cutting portion, but should respond softly to rider's cues, showing willingness to accept exhibitor's directions as well as to display horse's natural cow ability in controlling and driving the cow.



- a) Quiet in the herd and smoothness to cut.
- b) Degree of difficulty
- c) Time spent working
- d) \*Driving and controlling cow.
- e) Softness and willingness of horse
- f) Natural cow ability
- g) 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 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: 1) the cow will not or cannot run. 2) the cow will not leave, end of arena. 3) the cow is blind or will not yield to the horse. 4) 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. Rider has the option of holding the horn when standing in the stirrups. The class may be split at judge's discretion.

### **RANCH RIDING Walk/Trot**

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

### **RANCH RIDING Modified**

**Purpose:** Same as Ranch Riding except class will use half of the arena. Riders may ride assisted (lead line) or unassisted. Horses can be shown at a walk or jog at the judge's discretion. Horses may be asked to stop and back also at the judge's discretion.

### **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.

Exhibitors should not be penalized for picking up reins or moving horses body as long as the 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 be blatantly disobedient 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. 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.
- B. 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.
- C. Rider shall not be required to dismount except in the event the judge wishes to check equipment
- D. Horses are to be shown at a walk, jog and lope on a reasonably loose rein or light contact without undue restraint. Judges, at their discretion may also ask for an extended trot
- E. **Faults to be scored accordingly to severity**
  - 1. Excessive speed or excessive slowness at 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 horses' 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.
  - 17. YOUTH; exhibitors may pick up on reins with 2<sup>nd</sup> hand, adjust and collect and return to riding 1 handed without DQ
- 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 day's work.
6. Athletic ability/agile
7. Softness of horses' chin, poll, neck, shoulder, body, hip and being broke through the whole body.

G. Disqualifications

1. Grabbing the saddle horn or any other part of the saddle
2. Illegal use of hands on reins
3. Use of prohibited equipment

## **RANCH REINING/ YOUTH RANCH REINING/ GREEN RANCH REINING**

This class denotes the ability of the ranch horse to be reined willfully through the maneuvers of the patterns. Contestants 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 ten (10) feet). Turnarounds should be those of a working horse. They should be correct and job efficient.

**Youth/Green-**The rider can choose to perform either simple or flying lead changes. The rider may use either one (1) or two (2) hands at any time during the ride in any legal bit.

**Penalty points:**

**1/2 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) **Each time a horse is out of lead, a judge is required to deduct one point.** The penalty for being out of lead is cumulative and the judge will deduct one point for each quarter 1/4 of the circumference of a circle or any part there of the horse is out of lead.
- B) Over or under spinning by one-fourth (1/4) turn
- C) Failure to be on the correct lead in run-down
- D) During the run around the arena, failure to change lead beyond 1 stride before half way, but prior to the next maneuver.

**2 Points**

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

- F) On trot-in patterns, loping before reaching the center of arena and failure to stop before executing a lope departure

**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 (Backing more than two(2) strides when no back up is called for in pattern or turning more than 90 degrees
- D) Equipment failure
- E) Balking and running away
- F) Jogging more than half (1/2) circle or 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.
- K) Failure to trot-in on a trot- in pattern

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

- A) Crooked backs and stops
- 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.

## **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 three (3) minute time limit with a warning given at one (1) minute. 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, indicates 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 horses 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.

### Penalties points

#### 5 Points

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

#### 3 Points

- a) Biting or striking the cow
- b) Hanging up on the fence (Refusing to run)
- c) Exhausting or over working the cow before circling
- d) Knocking down the cow without having working advantage

#### 2 Points

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

#### 1 Points

- a) Loss of working advantage
- b) Run past the cow shall be penalized one (1) point
- c) Failure to drive cow past middle marker on first turn before turning the cow.
- d) Each time the arena is crossed to use the opposite fence to achieve a turn.
- e) Using the corner or the end of the arena to turn cow
- f) Slipping of rein
- g) Excessive whipping, spurring or hollering.
- h) Working out of position

#### 0 Score

- a) Turn tail.
- b) More than one finger between reins

- c) Leaving arena before work is completed
- d) Schooling between cows if new cow is awarded
- e) Use of two hands during cow work except snaffle or bosal
- f) The judge may blow whistle at any time to terminate the work
- g) A score 0 will be charged if the work is not completed at that point
- h) Horse out of control while working cow
- i) Any horse that run over cow thus causing fall of horse and rider
- j) Bloody mouth
- k) 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 (will not or cannot run, won't leave the end of the arena, is blind or won't yield to the horse).

## **WORKING RANCH HORSE (rein, box, fence, rope or circle) (Breakaway Rope Required)**

### ***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, 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 zero (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 zero (0) score for the reined work but scores a seventy (70) for the cow work, its total score would be Seventy (70) and the horse would be eligible for placing).~~

- ~~a) 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.~~
- ~~b) 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 ten (10) cones or markers (two (2) on each side and two (2) per corner).~~
- ~~e) When enough cows are available the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable.~~

~~This class combines the reining ability, cow sense and roping ability of the horse and will be judged on the 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 (3) 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 (3) maneuvers:

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

~~In the roping portion of the class a breakaway honda factory plastic type must be used. If the honda fails to breakaway it will result in a DQ in the roping portion. As long as rope goes over the head, any catch will be considered a legal catch. If exhibitor fails to dally to break honda (ie. breaks honda with hand) it will result in a three (3) point penalty. Additionally a two loop run will receive a penalty of five (5) point and a no catch will receive a 0 score for the roping portion.~~

~~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, contestants 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 (1) 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 (2) throws. 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 (0). Judge may blow the whistle at any time to terminate the cow work.~~

~~A score of zero (0), 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 (0) for the entire class.~~

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

→ Red strike thru is old to be removed - the yellow highlighted is taken directly from ARHA rule book.

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. A breakaway rope will be used. A. Each exhibitor will be allowed a maximum of six (6) minutes to complete the class. At the Four (4) minute mark, there will be a two minute warning. When the six (6) minute time limit

has expired, the exhibitor will be excused from the arena. B. 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 combined for the final score. Rules for the reining portion are defined in the Reining section of this rulebook. Rules for the cow working portion are defined in the Working Cow Horse section of this rule book. The rules for the roping portion are listed below. The working ranch horse class, the horse will be judged on three (3) maneuvers: 1). the ability to trail, 2). the ability to rate, 3). the ability to stop with the cow at the end of the rope. In the roping portion of this class a breakaway honda factory plastic type must be used. If the honda fails to breakaway, it will result in a DQ in the roping portion. As long as rope goes over the head, any catch will be considered a legal catch. If the exhibitor fails to dally to break honda ( ie.: breaks honda with hand) it will result in a three (3) point penalty. Additionally, a two loop run will receive a penalty of five (5) points and a no catch run will receive a -0- score in the roping portion. C. During any portion of the class any blatant disobedience for a circumstance that are not listed will results in a five (5) point penalty. D. 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. The exhibitor must then rope the cow and bring horse to a stop. The exhibitor is allowed only two loops. If the rope falls off the saddle during the class, the rider does have the option of dismounting/mounting (without any assistance) and picking up the rope. A 3 (three) point penalty will be assessed in the trailing portion of the roping scoresheet. If rider leaves cow to get rope, a minus score must be reflected in the trailing portion of the scoresheet. The exhibitor that does not choose to retrieve their rope will receive a "0" score in the roping portion. Judge may blow the whistle at any time 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. E. 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 (0) for that portion of the class. F. Riders are not permitted to have their rope tied onto the horn of the saddle. Rider must dally. G. If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show 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 the end of the arena. 3) The cow is blind or won't yield to the horse. 4) The cow leaves the arena. H. The judge shall stop the cattle or roping work due to the exhibitor and/ or horse being unsafe, out of control or in situations when cattle are being abused. Example: repeated crashing into the fence, running over cattle, etc.)

Maneuver Scores: -1½ -1 -½ 0 +½ +1 +1½

**PENALTY SCORES:**



Penalty ½ - Not changing leads simultaneously, under/over spin ⅛ jogging less than 2 strides after rollbacks or spins.

1 Point Penalty - Each quarter circle out of lead, under/over spin ⅛ to ¼.

2 Point Penalty - Failure to run past marker. Freezing up in turn or rollback. Breaking gait, jogging beyond 2 strides.

5 Point Penalty - Spurring or hitting in front of cinch. Blatant disobedience (kicking, bucking, rearing or striking). Grabbing or holding on to saddle horn.

0 Score - Off pattern. 2 hands on reins unless snaffle or hackamore. Fall of horse or rider. Backing more than 2 strides. Illegal equipment.

COW WORK Guide for "new cow" (at judge's discretion, rider will receive a new cow(s) as necessary to show horse). 1) The cow won't or can't run 2) The cow is blind or won't yield to the horse 3) The cow leaves the arena 4) The cow won't leave the end of the arena

CREDITS: Maintaining control of the cow at all times, exhibiting superior sense and natural ability without excessive reining or spurring. SECTION W-4. PENALTY SCORES: 1 Point Penalty - Loss of working advantage. - Cow passes one point marker before turn, changing sides of arena to turn cow, for each length horse runs past cow. Turning cow before passing middle marker on first turn. 2 Point Penalty - Cow passes 2 point marker before turn. 3 Point Penalty - Biting or striking the cow. - Refusing to turn. - Failure to dally. 5 Point Penalty - Not getting a turn each way (5 points each way). 0 Score - Turn tail. - More than one finger between the reins in a bridle class. - Balking. - Illegal equipment. - Fall of horse or rider. - Leaving working arena before pattern is complete. - Schooling between rein work and cow work. NOTE: Judge may blow the whistle at any time to terminate the cow work. A score of zero in the cow work segment, will be given if the cow work is not complete at that time. The exhibitor may continue after the whistle and rope the cow. SECTION W-5. ROPING 1. Only two (2) loops are permissible (must rebuild). A 5 point penalty will be given for a two (2) loop run. 2. All maneuvers judged +1½ to -1½ with ½ point increments. 3. It is necessary for the roper to catch in the roping portion. If there is a no catch, a -0- score must be applied to the roping section.

SECTION W-6. ROPING PENALTIES 2 Point Penalty - Setting up or scotching. 3 Point Penalty - Failure to dally. - If rope falls from saddle onto ground and rider picks it up or leaves cow to get rope. 5 Point Penalty - Blatant disobedience (kicking, striking, biting, bucking, rearing). - Running into steer. - A Two (2) Loop Run 0 Penalty - Whipping, or striking the horse with rope. - Failure to attempt any part of the class (for entire class). - If the rope falls from the saddle to the ground and is not retrieved this will be a 0 score. - Loss of rope during dally. - Failure to catch

**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/YOUTH 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. Show 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 **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. Timing will be done by the announcer or judge starting when the cow is turned into the arena. At **50 seconds**, 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 based on 60-80 points, 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 (0) will be given if the work is not completed at that time. Each work will be limited to one (1) minute, and the 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

### 1 Point Penalties

- a) Loss of working advantage

- b) Working out of position

### **3 Point Penalties**

- a. Loss of control of cow and leaves end of arena
- b. YOUTH; exhibitors may pick up on reins with 2<sup>nd</sup> hand, adjust and collect and return to riding 1 handed without DQ

### **5 Point Penalties**

- a) Blatant disobedience (kicking, biting, rearing, striking)

### **0 Score**

- a) Turn tail
- b) Using two hands on the rein with a curb bit
- c) More than one finger between reins
- d) Balking
- e) Out of control
- f) Bloody mouth
- g) Illegal equipment
- h) Leaving arena before time is complete
- i) Fall of horse or rider
- j) If new cow is awarded, schooling between cows

## **BOX DRIVE BOX**

The required pattern for the cow work is: box, drive, box, drive, in that order. There are four parts to the work: boxing the cow; setting up the cow and driving / rating it down the fence to the opposite end of the arena; and boxing it at the opposite end of the arena, and then driving / rating the cow past the middle marker again. The goal of this class is to introduce the rider to the "fence work" phase of the cow work.

Judging begins when the contestant enters the arena. There shall be no schooling between entering the arena and the completion of the cow work, or between cows if a new cow is awarded. The penalty for this is -0-.

Part One - Box: At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. 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.

Part Two - Drive: After a reasonable amount of time, the contestant shall set up and drive/rate the cow down the fence, opposite fence the judges, to the opposite end of the arena. When coming out of the corner, the horse shall be close enough to the cow to demonstrate control with the cow against the fence. This distance and control should be maintained for approximately  $\frac{1}{2}$  to  $\frac{3}{4}$  the length of the arena. Upon reaching the opposite end of the arena, the rider will release the cow.

Part Three – Box: Move horse toward center of arena to set the cow up for boxing. Again, box the cow for a sufficient time to demonstrate the ability of the horse to contain the cow at that

end. 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.

Part Four – Drive: After a reasonable amount of time, the contestant shall set up and drive/rate the cow down the fence, opposite fence of the judges, to the opposite end of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained past the center marker and continue until the judge signifies the completion of the run or time expires. The rider will then release the cow.

Time Limit / Terminating the Work - Each contestant is allotted one minute and forty-five seconds to complete the four-part cow work pattern. The judge may blow his/her whistle once at any time during the work to terminate it. If at any time a judge feels that the contestant is out of control endangering themselves and/or their horse, the judge may terminate the work, and a score of zero will be given. Exhibitors are not required to use all the allotted time to complete the pattern. Time shall begin when the gate closes behind the cow after being let into the arena. When there are 30 seconds left, the announcer will announce, 30 seconds remaining and at one minute and forty-five seconds, the announcer will call for time. Judging ends when the exhibitor drives the cow past the middle marker the second time, the judge ends the run with a whistle/ horn or the allotted time ends, whichever occurs first.

Box Drive –

Scoring Credits:

Maintaining control of cow at all times Maintaining proper position Degree of difficulty Eye appeal

1-Point Penalties:

- a) Loss of working advantage
- b) Working out of position
- c) Changing sides of the second drive/rate
- d) Failure to drive past the middle marker

3-Point Penalties:

- a) Failure to drive cow past the middle marker on second drive before time expires
- b) Knocking down the cow without having working advantage
- c) Performing a fence turn (whether initiated by horse or rider)

5-Point Penalties:

- a) Spurring or hitting in front of the cinch at any time or excessively whipping or spurring the horse
- b) Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate
- c) Running the cow into the back fence with force

0 Score:

- a) Turn tail
- b) Using 2 hands on the reins when using a shank bridle or two rein

- c) Fingers between the reins, except when using a two rein
- d) Balking
- e) Extremely out of control
- f) Bloody mouth
- g) Illegal equipment or improper western attire
- h) Leaving the work area before the pattern or work is complete
- i) Fall of horse or rider
- j) Schooling of the horse between cows if a new cow is awarded
- k) Failure to work in the proper working order

No Score:

- a) Abuse
- b) Lameness of the horse

## **RANCH ROPING and RANCH ROPING JACKPOT**

Breakaway Ropes are 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 ninety (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 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.
- d) Facing to cow

#### **Disqualifications:**

- a) Running into or over cattle

- b) Schooling
- c) Whipping or hitting horse with rope
- d) Half of the herd crossed the starting line.
- e) Thrown from horse.
- f) Fall to ground horse and/ or rider.
- g) Excessive assistance from herd holder
- h) Loss of rope
- i) Failure to make legal head catch
- j) Roping multiple cows
- k) No attempts to dally

**1 Point Penalties**

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

**3 Point Penalties**

- a) Picking up cattle in herd
- b) Break honda without a dally

**5 Point Penalties**

- a) Two (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 throatlatch: 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 a good working halter, rope, braided, nylon, or plain leather. No silver will be allowed on halters except for 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 the horse being disqualified.

## **RANCH TRAIL / W/T TRAIL / YOUTH TRAIL / YOUTH W/T TRAIL / NOVICE W/T 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. Same rider and horse combination shown in Ranch Trail cannot show in W/T trail or Youth Trail in Youth W/T Trail. W/T Trail riders will perform an extended trot when the pattern asks for a lope.

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.

The judge should walk the course and has the right and duty to alter the course in any manner. The judge shall remove or change any obstacle he deems unsafe or nonnegotiable.

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 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.
- 2) Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
- 3) YOUTH W/T Classes will have a modified pattern and scoring.

#### **1/2 Point Penalty**

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

#### **1 Point Penalty**

- a) Each hit or step on a log, pole, cone, or obstacle.
- b) Incorrect break gait at walk or jog for two strides or less
- c) Both front and hind feet in a single- strided slot or space at walk or jog
- d) Skipping over or failing to step into required space.
- e) Split pole on 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.
- g) YOUTH; exhibitors may pick up on reins with 2<sup>nd</sup> hand, adjust and collect and return to riding 1 handed without DQ

**5 Point Penalty**

- a) 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
- b) Letting go of the gate or dropping the rope gate.
- c) Use of hand to instill fear or praise
- d) Ground tie- second rein not touching ground.
- e) 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.
- f) Blatant disobedience (kicking out, bucking, rearing or striking)
- g) Holding or touching the saddle with either hand
- h) Failure to demonstrate correct gait between obstacles designated.
- i) YOUTH – Picking up rein with 2<sup>nd</sup> hand.

**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) NON YOUTH
- 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 the 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.
- 8) Riding outside the designated boundary markers
- 9) Third cumulative refusal, balk, or evading an obstacle by shying or backing.
- 10) Dropping object required to be carried on course or losing rope before attempting to rope steer
- 11) Gate must be open and closed, failure to leave gate as found

**No penalty for switching hands to complete an obstacle\***

**Trail Obstacles**

A minimum of six (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. Youth W/T will allow for modified use of obstacles as indicated in the pattern.

**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.
  - A. Youth W/T – Gate will be unlatched. Rider must maneuver through the gate, close the gate but not latch.
- 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. **Youth W/T – contestants will be required to swing the rope above the horse's head. Throwing the loop is not required.**
- 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. Youth W/T – rider shall drag log in a straight line to the designated cone. Circle is not required.

**Optional Obstacles**

- 1) Mailbox - 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) Crossed Logs – No more than 20". Placed together or cavaletti to elevate off ground on one or both sides.
- 12) "A" Bridge – 4'X8' max of 16" height at the center
- 13) Maze – variation of the existing "L" shaped obstacle that is used today; may include side pass.
- 14) 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.~~

### **In Hand Trail – 2-year old's or younger**

This class is designed to provide exhibitors an event to showcase horses too young to show in performance events. Requirements are created to prepare the young horse for a productive performance career without harming them physically or mentally. This class is available only for two-year old's and younger.

The judge shall look for a horse that can proceed through the course with the least amount of exhibitor influence and still be correct; a willing attitude; trust in and responsiveness to their handler and free and natural gaits. Handlers must keep a hand on the gate at all times as they negotiate this

1. Judges should consider the following as undesirable: unnecessary delay when approaching obstacles; pulling back or attempting to run off; bad attitude; displays of aggression or resentment toward handler; or losing control of the gate.

#### **REQUIRED EQUIPMENT**

- 1) Plain leather, rope or nylon halters only.
- 2) Plain leather, rope or nylon leads. Stud chain may be used under the jaw or over the nose. No lip or mouth chain allowed.

#### **Mandatory Obstacles**

- 1) Trot between obstacles.
- 2) Move away from pressure in either a haunch turn, forehand turn or side pass.
- 3) Backing.
- 4) Standing quietly.
- 5) Allow the handler to "sack" with a flag or slicker.
- 6) Gate - open, pass through and close.
- 7) Walk and/or trot over poles.
- 8) Pick up one front foot and one hind foot

## **RANCHMANSHIP / W/T RANCHMANSHIP / YOUTH**

## **RANCHMANSHIP / YOUTH W/T RANCHMANSHIP / NOVICE**

### **W/T RANCHMANSHIP**

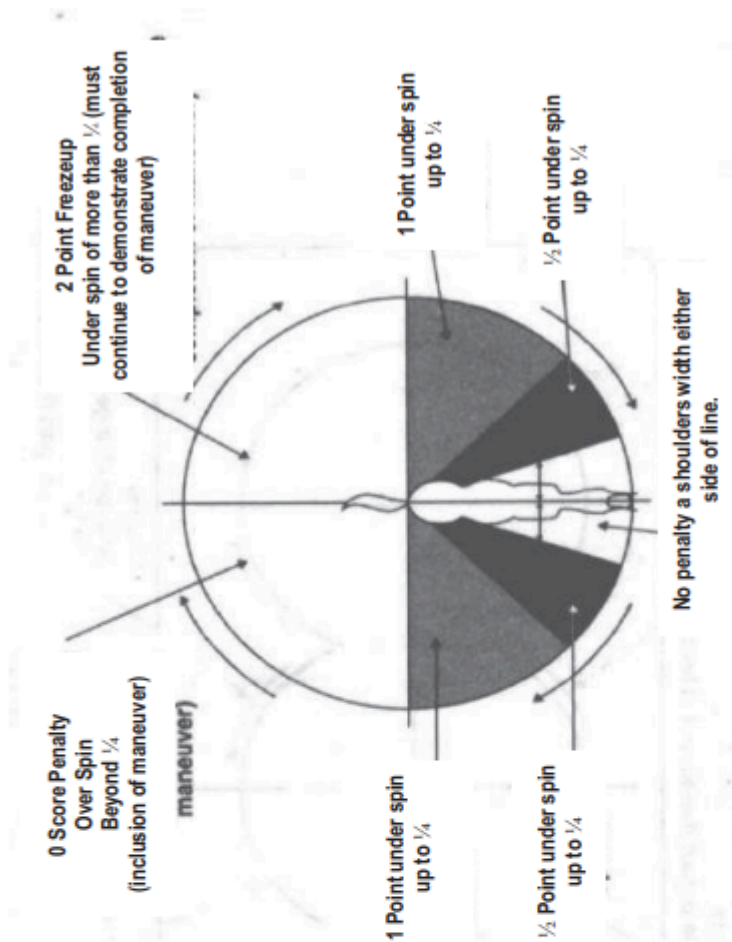
The purpose of this class is to bring forth the versatility in both the ranch horse and exhibitor, in the task of performing 1 of 4 designated patterns, constructed of both Ranch Trail obstacles and Ranch Reining maneuvers. Obstacles and maneuvers are to be judged to the standards written in Ranch Trail, Ranch Riding and Ranch Reining in each part of the patterns that pertains to these classes. Same rider and horse combination showing in Ranchmanship W/T/L cannot show in open W/T Ranchmanship.

- 1) Each horse will work individually performing one of the required patterns offered in the rulebook that is chosen prior to the show. Horses will be scored on a basis of 0-100, with 70 denoting an average performance.
- 2) There will be no time limit.
- 3) 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 five strides (before break of gait of penalty applies). Flying lead changes should be simultaneous front and rear. All changes should be smooth and timely.
- 4) This class will also be judged on quality of movement on horse by standards written in the Ranch Riding portion of the OFQHA Rulebook. For specifics and details of credits, deductions, and penalties refer to class in question. The Ranch Reining portion will be scored in  $\frac{1}{2}$ -point increments from  $-1 \frac{1}{2}$  to  $1 \frac{1}{2}$  on the score sheets on the overall quality of the horse's movement. Judge will score on all gaits performed at the end of the pattern on overall average of each gait. Transitions should be performed where designated, with smoothness and responsiveness.

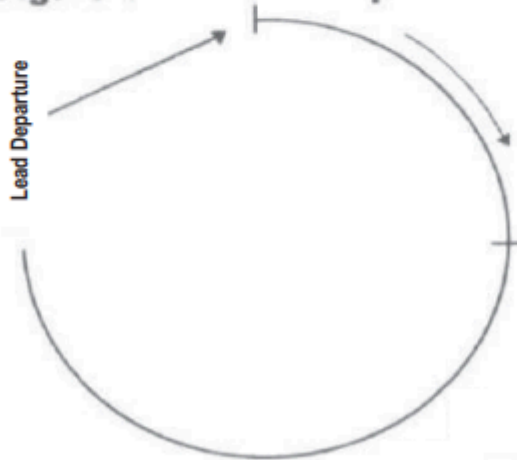
Posting or standing in the stirrups at the extended trot is acceptable. Touching or holding the saddle horn is acceptable while standing in the stirrups at the extended trot.

- 5) Exhibitor will be judged on ability and decision making in the show pen. An exhibitor that puts their horse in the correct positions and making the horse's job easier should receive credit. Exhibitors will also be scored in  $\frac{1}{2}$ -point increments from  $-1 \frac{1}{2}$  to  $1 \frac{1}{2}$  at the end of the pattern for overall performance. No penalties will be given in the quality of movement section of the scoresheet or the ranch hand section of the scoresheet.
- 6) Walk Trot Riders will perform an extended trot when the pattern asks for a lope.

## DIAGRAM 2. Over/Under Spin

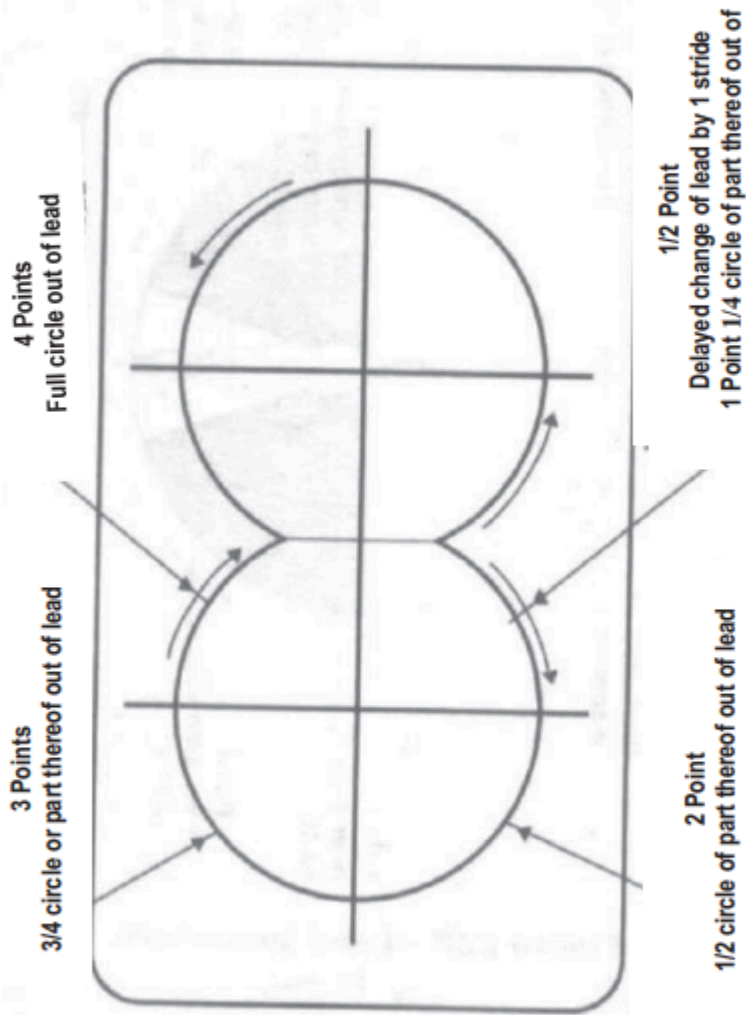


## DIAGRAM 2a. Lead Departure



Stopping in  
The first  $\frac{1}{4}$   
circumference  
of a circle  
after a canter  
departure is  
NOT to be  
considered an  
inclusion on a  
maneuver,  
rather a  
break of gait  
penalty shall  
apply.

### DIAGRAM 3. Out of Lead/Delayed Change



Add 1 Point for each 1/4 circumference of a circle, or part thereafter.

# DIAGRAM 4. Out of Lead on Run-Around

