



Ranch Horse Competition

Richland County Fairgrounds, Sidney, MT

RULES AND GUIDELINES FOR RANCH HORSE COMPETITION

Class Divisions

Only Jr. Horse and Sr. Horse divisions are eligible to compete to win the saddle

Jr. YOUTH DIVISION: Riders 13 and under. No age limit on the horse. There will not be any roping in this division.

Sr. YOUTH DIVISION: Riders 14-18. No age limit on the horse. There will be roping with a breakaway hondo in this division.

NOVICE DIVISION: No age limit on the horse. There will roping with a breakaway hondo in this division.

JUNIOR HORSE DIVISION: A Junior horse is defined as being five (5) years old or younger as of the date of the competition. The burden of proof for a Junior horse status is on the contestant. In the Junior division, horses may be ridden with a ring snaffle or a hackamore with two hands without penalty.

SENIOR HORSE DIVISION: A Senior horse is defined as an aged horse no longer eligible for the Junior division. Horses in this age group will be exhibited one handed in the bridle. (shanked curb bit) Junior horses may be shown in the Senior class but must adhere to Senior class requirements, provided it is not a combined class. In the event the Junior and Senior class is combined, a Junior horse may be shown two handed in a two handed bridle, such as a ring snaffle, or a hackamore. There will be a penalty for showing any horse two handed in a shanked bit. There will be a five (5) point penalty per violation of showing the horse two handed at any time during the judging.

Age of Contestants

There is no age restriction, although written release should be obtained from all minor contestants, executed by an adult parent or guardian.

Contestant's Equipment

- 1) Dress Code: Boots, hat and long sleeves are required, anything beyond that such as leggings, chinks, etc., is optional
- 2) Saddles: The horse must be ridden with a western or stock saddle.
- 3) Horse Shoes: Any shoes are legal.
- 4) Two handed bridles, such as ring snaffles and hackamores, may be ridden two handed in the Junior division, only. A horse may be ridden in a two rein and the bosal may be of any size with no iron or metal of any kind. A

two rein horse must be ridden one handed. Reins on a shanked bit must be held in one hand with no more than one finger between the reins. Romal reins must beheld full fisted.

5) Bridles and Bits: Any bit is legal provided nothing extends below the bars of the bit. A bridle is defined as curbed, shanked bit. Chain bits are legal provided there is no gag or slide. Contestants will not be allowed to use any device that gives him/her undue control over the horse such as:

- Tie Downs
- Mechanical Hackamores, Quick Stops, etc.
- Martingales
- Nothing may be around the horse's nose
- Gag Bits
- Wire on the Curb Device or any part of the Bit or Headstall.
- Bits must be free of mechanical device
- Nothing extending below the bars of the bits

A judge may ask any contestant to drop a bridle after a run is completed. Any horse observed with a pink or bloody mouth will be disqualified.

Class Description

This is a timed event. Each rider's time will begin when he/she enters the arena and the contestant will have five (5) minutes to complete his/her task in an average size arena. If you have an extremely large arena, you may increase the time to six (6) minutes. The announcer for the event calls out a 2 minute warning ("2 minutes remaining") when the contestant reaches this point in his/her run. It is also called out again when he/she reaches only 1 minute left ("1 minute remaining") and then, of course, when his/her time has been exhausted, the announcer will call "Time" and the run will be over. The contestant is judged on the segments of his/her run that was completed prior to the calling of "Time".

No abuse of horses or abuse of cattle will be tolerated. In the event, the rider deviates from any judged segment of the competition and displays unsportsmanlike training of horse or cow, he will be asked to leave the arena and shall be disqualified from the class.

This contest consists of three (3) divisions all performed as one event, or competition, within a five (5) minute time span. The normal flow of the event for the contestant is that he/she enters the arena and performs the reined work portion, then moves straight into the cow-working segment (at this time contestant signals for only one animal to be turned out into the arena for the contestant to work and rope), and then straight into the roping segment.

In the event of a tie, the judge will use the scores on the judges' score card from the first portion of the cow work and proceed from that point to break the tie. Dry work will be the last segment utilized to break any ties. This will save time and prevent contestants from having to show their horses again.

The awarding of a contestant's rerun is the sole decision of the judge who will call for a rerun to the secretary and the clock will stop. A new animal will be turned out to the contestant, thirty (30) seconds will be added to his time and he will complete his competition from where he left off in the original time-frame allotted, i.e. (the clock was stopped when the judge called for a rerun, now the contestant will start from that point and go forward until he reaches the 5 minute limit). A rerun animal is only given if he is unworkable or leaves the arena working floor. Unworkable is defined as an animal that, for any reason, does not let the contestant exhibit his/her horse at all. Examples of this are animals that immediately fight the contestant's horse or enter the arena and simply refuse to move. Awarding a contestant a new animal is the sole discretion of the judge and is only intended in the event of an unworkable animal. Under no circumstances will a rerun be awarded if it is the contestant's fault that the animal is tired, out of air, run down, or overworked to the point he doesn't care to move, etc. Judge will keep in mind - we are also judging the cowboy's ability to recognize these things and adjust his run accordingly. This is a ranch horse and cowboy event designed to replicate how they work together out on the range.

A judge will stop any run which shows excessive danger, including any abuse to horse or cow. Equipment failure that poses danger to the horse or rider will terminate the run. Separation of horse and rider due to the horse falling or the rider falling off the horse will terminate a run.

Jr. & Sr. Horse Division Rules

180 possible points

DRY WORK OR REINING - 60 points

Horses are to be judged on their ability to perform four basic sets of maneuvers- rollbacks, circles and lead changes, stopping and backing, and spins. Each of these parts will receive equal credit of fifteen points.

Rollbacks (15 points): At the end of the stop, the rollback should be a 180-degree turn, where the horse turns and leaves in one motion. Short, choppy rundowns will be penalized, as will bouncy, forced stops and rollbacks that come out at less than 180 degrees.

Circles and lead changes (15 points): To be judged on the horse's ability to be willingly guided without pulling to the inside or to the outside of the circle, and on his ability to demonstrate his willingness to increase or decrease speed, and on his ability to change leads, front and back, smoothly with a minimum of cueing from the rider. In the circle segment of the dry work, the rider can increase his score by making his circles come together at the "same midpoint of the arena", making large circles the same size on each side, small circles the same size on each side and lead changes at the center of the arena. This will demonstrate control to the judges.

Stopping and backing (15 points): To receive maximum credit, a horse should approach the stop loping or galloping freely, willingly moving forward in a straight line, and gradually increasing his speed. The stop should be straight and square, and give the appearance of stopping because he is trained to stop, not because he is forced to stop. As in the rollback maneuver, maximum credit will be given to the horse that approaches the stop running straight, gradually increasing speed, stops straight and square, hesitates momentarily. Short, choppy, checky-looking rundowns, bouncy stops. Head throwing, excessive open mouth and resistance on the part of the horse will be penalized. Maximum credit will be given to the horse that backs straight and then backs willingly in a straight line for at least fifteen feet. If the horse backs crooked, throws head, opens mouth excessively and shows resistance, the horse will be penalized.

Spins (15 points): In order to receive maximum credit, a horse should do at least two spins in each direction. Credit will be given to the horse that spins flat and smooth, showing no indication of being forced, and demonstrates a willing attitude. Forced speed should not score higher than moderate willing speed. Horses will be penalized for elevated hoppy, forced, or extremely slow spins. The horse that spins smoothly, with moderate speed, keeping his hind quarters in the same general area, and demonstrating good footwork in front should receive the greatest amount of credit.

COW WORK - 60 points

Cow work will consist of two segments, boxing or holding a cow at the end of the arena, and turning a cow down the fence in both directions. Each of these segments will be worth thirty points each. . At any point in time when a horse turns tail to the cow, the maneuver will be zeroed by the judge.

Throughout the cow work, it must be remembered that the name of the game is controlling the cow. Judges must take into consideration what kind of cow each contestant draws in order to accurately judge the degree of difficulty in each credit-earning situation. When a contestant is holding a cow at the end of the arena, maximum credit will be given to the horse that is obviously watching a cow and making counter moves to hold the cow at the end of the arena without the help of the rider. The more a horse is trying to do on his own, the more credit he should receive. Maximum credit should only be given when the horse is in control of the cow when the cow is allowed to go down the fence. Contestant needs to deliberately stop or pull up on his horse to show the judge that he is now

ready to let the cow go down the fence. Again, the difficulty of the cow should always be considered when deducting from maximum credit. When the cow is allowed to go down the fence, maximum credit will be given to the horse that turns the cow at least once each way on the same fence that the cow originally went down. . At any point in time when a horse turns tail to the cow, the maneuver will be zeroed by the judge.

Horses will be penalized for losing control while boxing the cow at the end of the arena, getting outrun down the fence, for running more than one horse length past the cow on the turn, hanging up on the fence, refusing to turn, running over the cow, biting cattle, hanging back and not running past the cow to turn the cow and for generally losing control. Cattle are to be worked on the end of the arena that they are called for from. If a contestant calls for their animal and lets the animal go past the contestant to the other end of the arena to work this should be penalized heavily. Giving ground down the arena to gain control and working the animal back to the end of the arena that it was called for on should be given appropriate credit.

ROPING - 60 points

The roping work will consist of three segments, each to receive twenty points.

Speed, rate and tracking - 20 points: Maximum credit will be given to the horse that shows ample speed going to cattle, rates off so the rider can rope, tracks a cow that circles, ducks right or left and stays in position to allow the rider to rope. The loop has to go over the animal's head, i.e., the animal has to look through the loop. The animal may end up being caught by the neck, body or a hind leg. If the animal is not roped within two loops, the scoring will cease at this point. The roper may only carry one rope and, if that rope is lost, time will stop and the run is considered completed. Contestants may not receive any ropes from outside the arena to complete their run. Contestants may not retrieve their rope from the animal if it comes loose from the horn. If a contestant drops their rope prior to the roping the animal they may dismount and retrieve the rope to complete the run if time allows.

Stop - 20 points: Maximum credit will be given to the horse that stops square and hard in a straight line with the cow, hindquarters underneath him, alert and paying attention, holding the stop when the rope comes tight and leans back slightly to absorb the jerk. The loop has to go over the animal's head and, therefore, any part of the body that is caught may be used to stop the animal. The contestant may tie their ropes on or dally.

Pulling from the horn – 20 points: Maximum credit will be given to the horse that turns crisply, when asked by the rider, drops his neck to pull, leans into the breast collar, drives from behind and pulls from the horn in a straight line for at least fifteen feet. Cattle must be standing to be drug when roped around the neck. No choking of a down animal is allowed and the judges will disqualify a contestant for dragging by the neck on the ground, tripping or any other behavior they deem abusive.

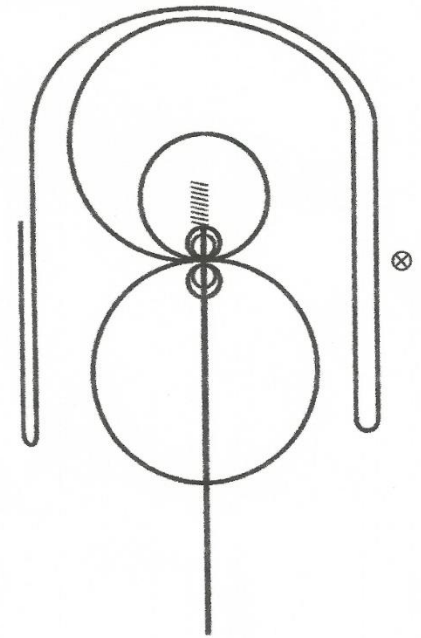
Horses will be penalized if they are slow going to cattle, run over cattle, lose position tracking, or generally appear hard to manage. Horses that stop crooked, sideways, duck off or appear that they might be pulled down by big cattle should be severely penalized. Horses should be penalized that resist turning, pull with their head up and back hollow, wander from side to side, lunge forward, stop before asked by the rider or show any reluctance to willingly pull.

The rider will be disqualified for intentionally choking, dragging by the neck while on the ground, or tripping the cow during the roping segment. Any unnecessary roughness or abuse to livestock will disqualify the contestant. When roping, reins may be held as romal reins.

Mandatory Marker Along Fence or Wall Ride Pattern as follows:

1. Start at end of arena. Run past the center and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins right
3. Complete 2 ¼ spins left
4. Begin on right lead and complete one circle right small and slow. Change leads
5. Complete one circle left large and fast. Change leads.
6. Continue loping around end of arena without breaking gate. Run straight down the right side of the arena past the center marker and do a left rollback.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback.
8. Continue past center marker and do a sliding stop.
9. Hesitate to complete pattern.

WORKING RANCH HORSE PATTERN III



Jr. Youth Division Rules

150 possible points

DRY WORK OR REINING - 60 points

Horses may be ridden 2 handed with any bit in this division. Horses are to be judged on their ability to perform four basic sets of maneuvers- rollbacks, circles and lead changes, stopping and backing, and spins. Each of these parts will receive equal credit of fifteen points.

Rollbacks (15 points): At the end of the stop, the rollback should be a 180-degree turn, where the horse turns and leaves in one motion. Short, choppy rundowns will be penalized, as will bouncy, forced stops and rollbacks that come out at less than 180 degrees.

Circles and lead changes (15 points): To be judged on the horse's ability to be willingly guided without pulling to the inside or to the outside of the circle, and on his ability to demonstrate his willingness to increase or decrease speed, and on his ability to change leads, front and back, smoothly with a minimum of cueing from the rider. In the circle segment of the dry work, the rider can increase his score by making his circles come together at the "same midpoint of the arena", making large circles the same size on each side, small circles the same size on each side and lead changes at the center of the arena. This will demonstrate control to the judges.

Stopping and backing (15 points): To receive maximum credit, a horse should approach the stop loping or galloping freely, willingly moving forward in a straight line, and gradually increasing his speed. The stop should be straight and square, and give the appearance of stopping because he is trained to stop, not because he is forced to stop. As in the rollback maneuver, maximum credit will be given to the horse that approaches the stop running straight, gradually increasing speed, stops straight and square, hesitates momentarily. Short, choppy, checky-looking rundowns, bouncy stops, head throwing, excessive open mouth and resistance on the part of the horse will be penalized. Maximum credit will be given to the horse that backs straight and then backs willingly in a straight line for at least fifteen feet. If the horse backs crooked, throws head, opens mouth excessively and shows resistance, the horse will be penalized.

Spins (15 points): In order to receive maximum credit, a horse should do at least two spins in each direction. Credit will be given to the horse that spins flat and smooth, showing no indication of being forced, and demonstrates a willing attitude. Forced speed should not score higher than moderate willing speed. Horses will be

penalized for elevated hoppy, forced, or extremely slow spins. The horse that spins smoothly, with moderate speed, keeping his hind quarters in the same general area, and demonstrating good footwork in front should receive the greatest amount of credit.

COW WORK - 60 points

Cow work will consist of two segments, boxing or holding a cow at the end of the arena, and turning a cow down the fence in both directions. Each of these segments will be worth thirty points each. . At any point in time when a horse turns tail to the cow, the maneuver will be zeroed by the judge.

Throughout the cow work, it must be remembered that the name of the game is controlling the cow. Judges must take into consideration what kind of cow each contestant draws in order to accurately judge the degree of difficulty in each credit-earning situation. When a contestant is holding a cow at the end of the arena, maximum credit will be given to the horse that is obviously watching a cow and making counter moves to hold the cow at the end of the arena without the help of the rider. The more a horse is trying to do on his own, the more credit he should receive. Maximum credit should only be given when the horse is in control of the cow when the cow is allowed to go down the fence. Contestant needs to deliberately stop or pull up on his horse to show the judge that he is now ready to let the cow go down the fence. Again, the difficulty of the cow should always be considered when deducting from maximum credit. When the cow is allowed to go down the fence, maximum credit will be given to the horse that turns the cow at least once each way on the same fence that the cow originally went down. . At any point in time when a horse turns tail to the cow, the maneuver will be zeroed by the judge.

Horses will be penalized for losing control while boxing the cow at the end of the arena, getting outrun down the fence, for running more than one horse length past the cow on the turn, hanging up on the fence, refusing to turn, running over the cow, biting cattle, hanging back and not running past the cow to turn the cow and for generally losing control. Cattle are to be worked on the end of the arena that they are called for from. If a contestant calls for their animal and lets the animal go past the contestant to the other end of the arena to work this should be penalized heavily. Giving ground down the arena to gain control and working the animal back to the end of the arena that it was called for on should be given appropriate credit.

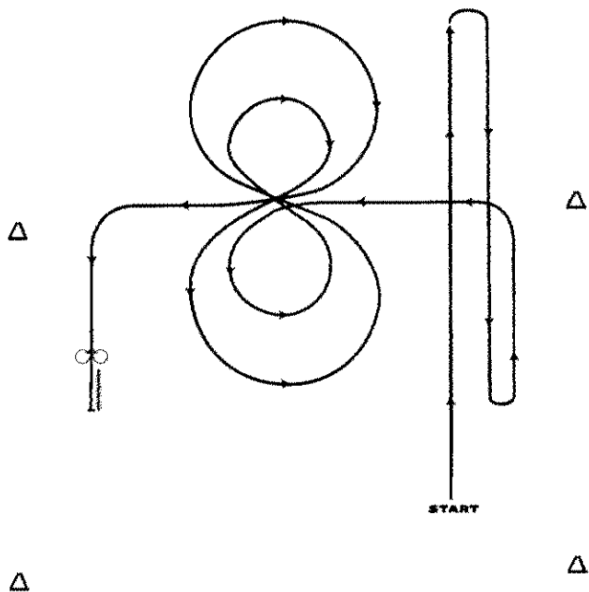
PENNING- 20 points

When cow work has been completed rider must take cow back down the fence (10 points) and pen her in designated pen (down by stripen chute)(20 points). Points will be rewarded for showing control of cow.

RANCH REINING PATTERN for Jr. Youth Division

Begin on right side of arena.

1. Lope to far end of arena.
2. Stop and rollback to the right. Continue to the other end of the arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lop a small, slow circle to the left. Change leads.
5. Lope a right circle with medium speed. Change leads.
6. Gallop a large fast circle to the left. Change leads/
7. Gallop a large fast circle to the right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do two 360 degree spins to the right.
11. Do two 360 degree spin to the left.
12. Hesitate to show completion of pattern.



Sr. Youth & Novice Division Rules

160 possible points

DRY WORK OR REINING - 60 points

Horses are to be judged on their ability to perform four basic sets of maneuvers- rollbacks, circles and lead changes, stopping and backing, and spins. Each of these parts will receive equal credit of fifteen points.

Rollbacks (15 points): At the end of the stop, the rollback should be a 180-degree turn, where the horse turns and leaves in one motion. Short, choppy rundowns will be penalized, as will bouncy, forced stops and rollbacks that come out at less than 180 degrees.

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Spins (15 points): In order to receive maximum credit, a horse should do at least two spins in each direction. Credit will be given to the horse that spins flat and smooth, showing no indication of being forced, and demonstrates a willing attitude. Forced speed should not score higher than moderate willing speed. Horses will be penalized for elevated hoppy, forced, or extremely slow spins. The horse that spins smoothly, with moderate speed, keeping his hind quarters in the same general area, and demonstrating good footwork in front should receive the greatest amount of credit.

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Horses will be penalized for losing control while boxing the cow at the end of the arena, getting outrun down the fence, for running more than one horse length past the cow on the turn, hanging up on the fence, refusing to turn, running over the cow, biting cattle, hanging back and not running past the cow to turn the cow and for generally losing control. Cattle are to be worked on the end of the arena that they are called for from. If a contestant calls for their animal and lets the animal go past the contestant to the other end of the arena to work this should be penalized heavily. Giving ground down the arena to gain control and working the animal back to the end of the arena that it was called for on should be given appropriate credit

ROPING - 40 points

The roping work will consist of two segments, each to receive twenty points.

Speed, rate and tracking - 20 points: Maximum credit will be given to the horse that shows ample speed going to cattle, rates off so the rider can rope, tracks a cow that circles, ducks right or left and stays in position to allow the rider to rope. The loop has to go over the animal's head, i.e., the animal has to look through the loop. The animal may end up being caught by the neck, body or a hind leg. If the animal is not roped within two loops, the scoring will cease at this point. The roper may only carry one rope and, if that rope is lost, time will stop and the run is considered completed. Contestants may not receive any ropes from outside the arena to complete their run. Contestants may not retrieve their rope from the animal if it comes loose from the horn. If a contestant drops their rope prior to the roping the animal they may dismount and retrieve the rope to complete the run if time allows.

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Horses will be penalized if they are slow going to cattle, run over cattle, lose position tracking, or generally appear hard to manage. Horses that stop crooked, sideways, duck off or appear that they might be pulled down by big cattle should be severely penalized.

RANCH REINING PATTERN for Sr. Youth and Novice Division

Begin on right side of arena.

1. Lope to far end of arena.
2. Stop and rollback to the right. Continue to the other end of the arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lop a small, slow circle to the left. Change leads.
5. Lope a right circle with medium speed. Change leads.
6. Gallop a large fast circle to the left. Change leads/
7. Gallop a large fast circle to the right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do two 360 degree spins to the right.
11. Do two 360 degree spin to the left.
12. Hesitate to show completion of pattern.

