

RANCH HORSE COMPETITION

TIME LIMIT: Six (6) Minutes with a two (2) Minute warning

Dry Work

1. Start at end of arena. Run down middle past center marker do a sliding stop. Back at least 10 feet to center. Do 1/4 turn to the left.
2. Pick up right lead, run large fast circle, small slow circle, change leads to left.
3. Large fast circle, small slow circle, change leads to right, do not close this circle.
4. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop. Complete 3 ½ spins to the right.
5. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop. Complete 3 ½ spins to the left. Hesitate to show completion of pattern.

THIS COMPLETES THE DRY WORK.

POSSIBLE 50 POINTS

Cow Work

UPON COMPLETION OF THE DRY WORK YOU WILL CALL FOR A COW

1. You must hold the cow on it's entry end of the arena, working it back and forth, to show that your horse can control the cow.
2. At your discretion you will release the cow and drive it down the side of the arena. After the cow has passed the mid-way point of the arena you shall pass the cow and turn it into the fence (180 degrees).
3. Then drive the cow down the same side of the arena, go past the cow and turn it in the opposite direction (180 degrees).

OPTIONAL : CIRCLE OR ROPE THE COW

You will only do one or the other, Circle or Rope. (NOT BOTH)

Circle

4. Take the cow to the center of the arena and circle it (360 degrees) to the right and (360 degrees) to the left. The Judge will blow a whistle to signify completion of class.

OR

Rope

4. Take down your rope, track, rate and rope the cow around the neck, half head, or horns. You may tie off or dally. You are only allowed two (2) loops. Stop the cow, without jerking it down and hold the stop. Do not drag the cow. Judge will blow whistle to signify completion of class.

THIS COMPLETES THE COW WORK

POSSIBLE 60 POINTS

POSSIBLE TOTAL POINTS FOR COMPETITION 110

**RULES AND GUIDELINES
FOR
RANCH HORSE COMPETITION**

Class Description

Each rider's time will begin when he/she enters the arena and the contestant will have Six (6) minutes to complete his/her task. 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 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 during any competition. 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 two (2) divisions all performed as one event, or competition, within a six (6) minute time span. The normal flow of the event for the contestant is that he/she enter the area and performs the reined or dry work portion, then moves straight into the cow-working segment (at this time contestant signals for one animal to be turned out into the arena for the contestant to work).

In the event of a tie, the judge's score card will be used 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 Judge. The Judge will call for a rerun to the secretary and the clock will stop. Use of a whistle or flag is good for this signal. 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 six (6) 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. Judges please keep this 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.

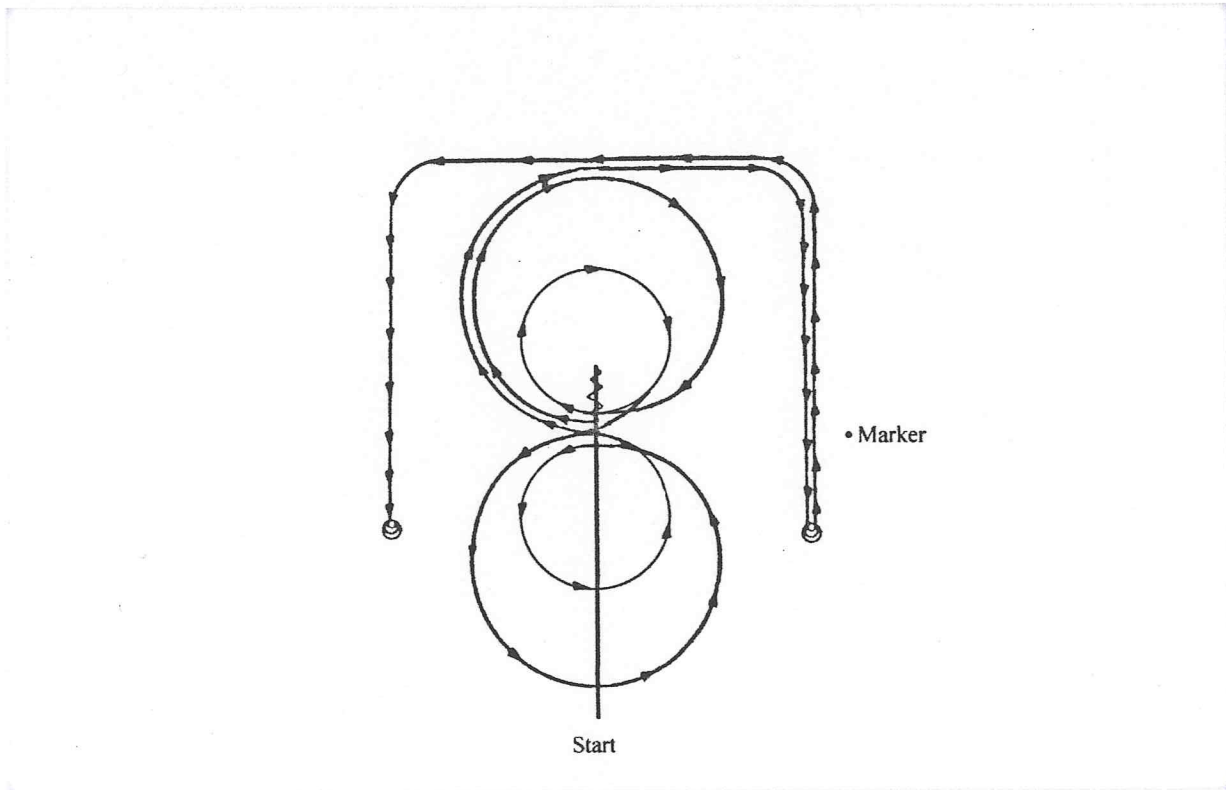
THERE WILL BE THREE (3) DIVISIONS

Sr. Horse - 6 and over

Jr. Horse - 5 and under (Reg. Papers) or Vet. Age Certificate)

Youth -18 and under (Birth certificate)

DRY WORK PATTERN



COMPETITION EQUIPMENT and ATTIRE

- A. EQUIPMENT:** Horse shall be shown in a stock saddle. Silver equipment will not count over good clean, working equipment. Horses, of all ages, may be shown in a snaffle, or curb bit. Split reins shall be used with all bits except that a romal is acceptable with a curb bit. Chin straps are required and the curb chains or straps must be at least $\frac{1}{2}$ inch in width and must lie flat against the horse's chin. No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under the jaws. Using two hands on a curb bit or using more than one finger between split reins or any finger between romal reins will result in a two (2) point deduction per maneuver.
- B. PROHIBITED EQUIPMENT:** Includes tie downs, cavessons, gag bits, mechanical hackamores and martingales. A judge may prohibit the use of any equipment deemed to be inhumane.
- C. ATTIRE:** Riders shall wear protective headgear or western hats, long-sleeved shirt and western boots. Western boots shall include typical cowboy boots and lace-up ropers. All other footwear is prohibited. The use of spurs and chaps shall be optional.

SCORING DRY WORK

This class measures the ability of the western ranch horse to perform many basic handling maneuvers.

The pattern is broken down into (5) maneuvers to be scored 1 to 10 points each.

Using two hands on a curb bit or using more than one finger between split reins or any finger between romal reins will result in a (2) point run content deduction each time there is a violation. Over or under (the number) of spins, that are required in the pattern will reduce the score (2) points per maneuver. Maneuvers performed incorrectly or without any degree of difficulty will be scored accordingly.

EACH MANEUVER WILL BE SCORED 1-10 POINTS

(1.) Run, Stop, and Back up:

- Credits: +Approach stop loping freely, in straight line gradually increasing speed.
+Stop should be straight and square with both hocks engaged.
+Back up straight and willing at least (10) feet
- Deductions: -Rundown not passing the middle marker.
-Bouncy crooked stop.
-Backing crooked or with resistance or less than (10) feet.

(2.) Right Circle (3.) Left Circle

- Credits: +Willing to guide in the circle large and small.
+Willing to increase and decrease speed.
+Change leads and change speed at center marker.
- Deductions: -Not willing to guide in large and small circle.
-Not willing to increase or decrease speed.
-Not changing leads at center marker or out of lead at anytime.

(4.) Run down, Stop, and Right Spin (5.) Run down, Stop, and Left Spin

- Credits: +Approach stop loping freely, in straight line, gradually increasing speed.
+Stop should be straight and square with both hocks engaged.
+Horse should spin flat and smooth, good foot work in front.
- Deductions: -Run down not pass middle marker.
-Bouncy crooked stop.
- Horse hops when spinning or extremely slow spins.
- Spin more or less than (3 ½) spins.

SCORING COW WORK

Scoring the working cow horse shall be (20) points for each of the three parts with a total of (60) points for the cow work. Each of the three parts is broken down into scores of (10).

SCORING FOR PART ONE – Boxing (Maximum of twenty points)

- A. The horse will be scored 1–10 points for control, position and correctness.
- B. The horse will be scored 1–10 points for degree of difficulty, eye appeal and cow sense.

Credits: +Expression by the horse, making moves with little rider assistance
+Holding and controlling the cow
+Horse forces the cow to turn

Deductions: - Missing cow badly on turns
- Horse having to be handled excessively
- Letting cow escape to start rundown instead by being held, released, and driven down the fence

SCORING FOR PART TWO – Fence Work (Maximum of twenty points)

- A. The horse will be scored 1–10 points for control, position, correctness, degree of difficulty, eye appeal and cow sense, on (First Turn) on fence.
- B. The horse will be scored 1–10 points for control, position, correctness, degree of difficulty, eye appeal and cow sense, on (Second Turn) on fence.

Credits: +First run at least (½) length of arena
+Turns that are right on the cow
+Controlling a difficult cow

Deductions: -Making first run less than (½) length of arena
-Using end fence to help turn the cow
-Going around the end of arena to get a turn
-Going by cow more than a horse length on turns
-Exhausting or overworking the cow before circling or roping

SCORING FOR PART THREE (OPTIONAL) Circling or Roping (Maximum of twenty points) CIRCLING*

- A. The horse will be scored 1–10 points for control, position, correctness, degree of difficulty, eye appeal and cow sense, on (Right Circle).
- B. The horse will be scored 1–10 points for control, position, correctness, degree of difficulty, eye appeal and cow sense on (Left Circle).

Credits: +Getting up on cow close enough to control the circles
+Tightening the circle down with head to head speed.

Deductions: -Lack of control in circles due to distance from cow.
-Lack of horses ability or loss of working advantage.

ROPING* TIE OFF OR DALLY

- A. The horse will be scored 1–10 points for tracking, rating, position, degree of difficulty, eye appeal and cow sense.
- B. The horse will be scored 1–10 points for Stopping and Holding the cow.

Credits: +Rating and following cow to allow roper optimum position to rope.
+Stop hard and staying in the ground during the jerk.

Deductions: -Not tracking, not rating and not catching up to the cow.
-Poor stop
- (NO CATCH) Will result in NO points for Stopping and Holding the cow.