

Welcome to the Sho-Me Horse Show Association “Ranch Horse Shows”

SMHSA is a dedicated group of horse enthusiasts looking for ways to enjoy our horses in a variety of competitive events that promotes well broke, reliable, working horses of all breeds. We want to offer classes that are not **breed specific** but that are judged **specific to the breed** being shown.

SMHSA is a family-oriented organization that encourages a friendly level of competition that allows for all age groups and skill levels to participate.

Our members share a love of the true equine athletes whether they are ridden on the ranch, on the trail or in the show ring. In short, we want to become better horsemen and develop more versatile horses.

We will not be sanctioned by any of the currently existing organizations but will model our classes and rules to be similar to those of the “Ranch Horse Associations”. It is the responsibility of all members or participants to abide by the rules and regulations set forth by this association.

DISCLAIMER OF RESPONSIBILITY FOR SAFETY

SMHSA does not assume responsibility for the safety of participants or any third party or horse or property at the shows. As an expressed condition to participate in a SMHSA show, each owner, exhibitor, trainer, participant, or spectator assumes the risks associated with this type of activity, and release and discharge SMHSA’s officers, directors and representative from any and all liability, whether or however, arising, to personal injury or property damage occurring as a result of participating in an event conducted by the show or on the show grounds.

MEMBERSHIP

Membership to SMHSA is not required to be eligible to enter classes at any of our shows.

However, you must be a paid member in good standing to accumulate points toward **YEAR END AWARDS (both the rider and the owner of the horse must be members)**. Ownership may be proven by current / valid coggins papers or the horses’ breed registration papers. These papers must be available for inspection by the show manager at all shows or events.

Points are accumulated on a horse / rider combination and are non-transferable.

CLASS DIVISIONS

Youth	Ages 18 & under	
Novice	Ages 19 and over	see Novice rule*
Amateur	Ages 19 and over	see Amateur Rule*
Open	All contestants	regardless of age or status.

NOVICE RULE

The Novice division is reserved for individuals with limited riding and show experience in Ranch Horse riding. A Novice rider may be an adult age 19 and over. Novice riders cannot have won a High Point or Reserve High Point Year End Award **in any class**, nor a High Point or Reserve High Point All Around **in any division - in any Association**. Stallions are prohibited in this division.

AMATEUR RULE

For a period of (5 years) prior to entering classes as an Amateur, you may not have shown, judged, trained or assisted in training a horse for remuneration, either directly or indirectly: nor received remuneration for instructing another person in riding, driving or instructing another person in showing a horse in competition. An Amateur may not have accepted remuneration for having conducted seminars or clinics.

Premium money won is not considered remuneration.

AWARDS

A Year End **All Around High Point Horse** and **Reserve All Around High Point Horse** will be given in each of the **divisions** and only to members in good standing. It will be based on **total points accumulated** in the available classes in that division by a single horse/rider combination. It is not mandatory to ride in all of the classes. That combination horse/rider may win in more than one division, but points can't be combined from one division to another (such as someone riding in both Amateur & Open).

There will also be Year End award recognition given to each high point and reserve high point winner of each class and in each of the divisions.

Participants must show in 60% of the scheduled shows.

POINTS

Points will be kept on all participants. But those points will only count toward Year End Awards if the participant is a member of SMHSA.

The judge will place all horses in every class except for a horse that is disqualified. Horses that have been disqualified from a class will still count as an entry (for payback purposes) in that class. A maximum of ten points per class will be awarded.

No. horses In class	Placings									
	1	2	3	4	5	6	7	8	9	10
1	1									
2	2	1								
3	3	2	1							
4	4	3	2	1						
5	5	4	3	2	1					
6	6	5	4	3	2	1				
7	7	6	5	4	3	2	1			
8	8	7	6	5	4	3	2	1		
9	9	8	7	6	5	4	3	2	1	
10	10	9	8	7	6	5	4	3	2	1

PAYBACK

There will be a “payback” in each class based on 50% of the entry fees collected for that class. It will not include money paid in as “cattle charges” or the “office charges” that go to the Host Saddle Club. We will pay from 1 to 4 places depending on the number of horses in each class.

		1 st	2 nd	3 rd	4 th
1 horse	(1 pay)	100%			
2 -5 horses	(2 pays)	60%	40%		
6-9 horses	(3 pays)	45%	35%	20%	
10 -more	(4 pays)	40%	30%	20%	10%

GENERAL SHOW RULES

ELGIBILE CLASSES A Saddle Club hosting a SMHSA show must follow the approved show schedule of classes and divisions.

INSPECTION OF PAPERS You **may** be asked to present coggins papers. If you are unable to produce these document you may be asked to remove your horse from the premise. This document may also be used as proof of ownership and proof of the horse's name. It's your responsibility to make sure that you enter your horse as the same name in each class and at each show (using barn names verses registered names can confuse keeping track of your points).

ENTRY NUMBERS Numbers stay with the horse/rider combination...if you show multiple horses you are responsible for keeping the numbers correct. A number not visible to the judge may result in disqualification from the class.

GENERAL APPAREL It is mandatory to wear appropriate western attire including long sleeve shirt with a collar, western hat or helmet, and western boots with a heel. The use of spurs, chaps or chinks is optional.

EQUIPMENT All horses must be shown in a **western stock type** saddle with a horn. Saddles and other equipment should be suitable for ranch work. You will not be disqualified for silver on your tack except when it is deemed "very excessive". **SNAFFLE BITS MAY BE USED ON HORSES OF ANY AGE BUT MUST BE RODE 2 HANDED.**

CONDUCT Unsportsmanlike conduct or any animal abuse will not be tolerated. If the judge deems a horse unfit for competition due to injury or illness, you will be asked to leave the arena. If you don't have safe control of your horse, you will be asked to dismount and lead the horse out of the arena. Horses may be penalized or disqualified for blatant disobedience (bucking, kicking, biting or any acts that are unsafe).

JUDGES The judge's decision is final. You may ask the ring steward for a judge's opinion, however, at no time are you allowed to fraternize or debate with the judge.

STALLIONS may not be show in any Novice OR Youth class or shown by a youth in any open class.

RIDING MULTIPLE HORSES Exhibitors may show more than one horse in each class, but each horse may only be shown by one rider per class.

RANCH HORSE PLEASURE
DIVISION: OPEN - AMATEUR - NOVICE - YOUTH

This class serves to measure the ability of the horse to be a pleasure to ride. It should be a well broke, relaxed, quiet horse with soft and cadenced gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint.

Excessively long floppy reins will not be given extra credit. The horse should be soft in the bridle and yield to contact.

The Pleasure Class Pattern will be posted at the Show Office at each show. It will be either the AQHA patterns listed in the AQHA Rule book or it will be the Ranch Horse Pattern as listed below.

Ranch Pleasure Pattern

Horses shall be shown individually at a walk, trot and lope in both directions. The walk, trot and lope will be extended in one direction only. In the Pleasure course, markers shall be setup to designate gait changes making one pass around the arena in both directions. **The pattern may be started either in the left or right direction.**

The gait markers shall be:

- 1) Extended walk
- 2) Trot
- 3) Extended Trot
- 4) Lope
- 5) Stop & Reverse
- 6) Walk
- 7) Lope
- 8) Extended Lope
- 9) Trot
- 10) Stop & Back

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

The ideal pleasure horse will have a level head carriage at each gait- neither too high nor too low.

Extended Walk: The gait should be straight, square, flat footed, relaxed and should move out freely with the horse looking ahead. The extended walk should show more length of stride than the ordinary walk.

Trot: This should be a square two-beat diagonal trot. It should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and un-cadenced trots should also be penalized.

Extended Trot: Evident lengthening of stride from the regular trot and an increased speed should be evident. This trot should be level, flat and steady with the appearance that the horse would hold this gait for an extended distance.

Lope: This should be a three beat gait, straight and steady, and comfortable to ride over long distances.

Stop: (from both a trot and lope) The correct stopping position is both hocks engaged and stopping on the hindquarters.

Reverse: The horse should turn briskly and flat with feet on the ground and holding an inside rear pivot foot.

Walk: The horse should walk straight, square, flat footed, relaxed and should move out freely **with no anticipation to move to the next gait.**

Extended Lope: This gait should be an obvious lengthening of stride from the previous lope, while staying steady, quiet and holding the increased speed while being under control.

SCORING STOCK HORSE PLEASURE

Each of the 10 gaits or transitions will be scored from 1-10 for a maximum of 100 points for each horse's work. The scoring guideline is as follows:

1-4 points: Major faults such as wrong lead, broken gait, lack of control, very poor quality of gait, or failure to perform requested gait or transition.

5-7 points: Average quality of movement through gaits and transitions with minor or no faults.

8-10 points: High quality mover that is functionally correct in gaits and transitions. Well mannered and responsive.

RANCH TRAIL CLASS
DIVISIONS: OPEN - AMATEUR - NOVICE- YOUTH

In Trail Class the horse is ridden through a pattern of obstacles found in everyday work. The horse is judged on it's ability to negotiate those obstacles correctly and it's attitude and mannerisms exhibited while negotiating the course.

Course Requirements, Developments & Posting

- 1) The course will have no less than 6 and no more than 9 obstacles. It is mandatory that the horse be asked to walk, trot and lope during the course. Instructions to the exhibitors will be written on the trail pattern and posted 1 hour before the beginning of the competition. No extra verbal instructions are to be given.
- 2) The Show Committee has the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if the terrain is available or suitable. It is imperative that time restrictions be placed on this class (4 minutes or less) to keep the show moving along in a timely manner.
- 3) Judges may remove or change any obstacle they deem unsafe, non-negotiable or unnecessarily difficult. If at any time a trail obstacle becomes unsafe during the class, it shall be repaired or removed from the course. If it can't be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all the previous works in that class.
- 4) The course may be walked on foot by the exhibitors or be observed on horseback from **outside the arena** or course area, **but no (horse/rider) exhibitors are allowed on the actual course after it has been set up for the class to begin.**

Trail Class Obstacle Requirements:

The course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Combining of 2 or more of any obstacle is acceptable.

Prohibited obstacles: Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires, rocking or moving bridges, logs or poles elevated in a manner that permits them to roll in a dangerous manner. Animals (live or stuffed) should only be used which would be encountered in a normal outdoor setting and are not intended to "spook" a horse.

Mandatory obstacles or maneuvers;

1) **Ride over obstacles** -on the ground are usually logs or poles. It is recommended that these obstacles be negotiated at all 3 gaits, however only 2 are required. No more the 5 poles or logs may be used. They can be set up in a straight line, curved, zig-zagged or raised pattern. None may be raised more than 10 inches high.

Walk overs - logs or poles should be 20 - 24 inches apart

Trot overs - logs or poles, should be 36 -42 inches apart

Lope overs - logs or poles should be 6 to 7 feet apart

2) **Gate** - opening, passing through and closing. A gate should not endanger the horse or rider and requires at least minimum side passing.

3) **Bridge** - minimum width of 36 inches and at least 6 feet long. The bridge must be safe and sturdy and **negotiated at a walk only**. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge.

4) **Backing obstacle** - back through and around at least 3 markers or obstacle spaced a minimum of 28 inches apart. They may be placed in an L, V, U or straight shaped course.

5) **Side pass** - any object which is safe and for any length may be used to demonstrate responsiveness of the horse to leg signals. Should not exceed 12 inches high.

6) **Rope drag** - **NOTE THAT THIS IS IN OPEN AND AMATEUR CLASS ONLY, NOVICE MAY NOT USE THIS OBSTACLE**. A weighted object with a rope attached must be drug from one designated point to another or in a designated pattern (figure 8).

Optional obstacles: New and different obstacles may be added at any time, provided they can be found in everyday ranch work. Selections can be made from the following list but not limited to:

1) **Jumps** not less than 14” but not exceeding 24” (holding the saddle horn is permissible for jumps),
2) **carry an object** from one area to another, 3) remove and replace an object from a **mail box**, 4) trot through **cones** spaced 6’ apart 5) cross a **ditch or embankment** 6) **swing a rope** at a dummy steer 7) step in and out of an obstacle 8) put on a **Slicker or coat** 9) **mounting block** 10) **water obstacle** 11) **gate** - on foot 12) **pick up feet** 13) **walk through brush** 14) **ground tie**
15) **lead at a trot** 16) **follow me**

The rider has the option of “**passing**” any obstacle and taking a score of 0 on that missed obstacle. A judge may ask a rider to pass on an obstacle after 3 refusals or for safety concerns.

SCORING

Each obstacle or maneuver will count a maximum of 10 points (1-10) whether there are the minimum of 6 obstacle or the maximum of 9, each horse in each division will have an equal number of point possible for that class.

Trail Credits

- + Credit is given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed.
- + Horse showing attentiveness to obstacles and capability of picking their own way through the course when obstacles warrant it, and willingly responding to the riders cues on more difficult obstacles.
- + Quality of movement and cadence should be considered part of the maneuver score for that obstacle

Trail Deductions

- Artificial appearance and /or unnecessary delay while approaching or going through obstacles
- Each tick of an obstacle
- Breaking gait
- Placing both front or hind feet in a “single stride” space
- Skipping over or failing to step into a required space
- Split pole in lope-over
- Step on a log, pole, cone, or other obstacle
- Wrong lead or breaking gait
- Stepping outside the confines of, falling off of or out of an obstacle such as a back thru, bridge, side pass, box or water obstacle.
- Refusal, bulk or attempt to evade an obstacle by shying or backing
- Blatant disobedience (kicking out, bucking, rearing or striking)
- Failure to ever demonstrate correct lead or gait, if designated
- Failure to complete obstacle

PATTERNS FOR RANCH REINING
&
WORKING COW HORSE CLASSES

IN RANCH REINING:

PATTERNS # 1, 2 & 3 NOVICE - AMATEURS – YOUTH

PATTERNS # 4, 5 & 6 OPEN CLASSES

This class measures the ability of the western stock horse to perform many basic handling maneuvers. The horse should guide willingly with undue resistance. Each element or maneuver in the pattern has a score possibility of 1 to 10 points. Maneuvers performed incorrectly or without any degree of difficulty will be scored accordingly.

IN WORKING COW HORSE:

PATTERN # 1 NOVICE & YOUTH PATTERN # 2 AMATEURS

PATTERN # 3 OPEN

STOCK HORSE REINING
NOVICE - AMATEUR-YOUTH DIVISION

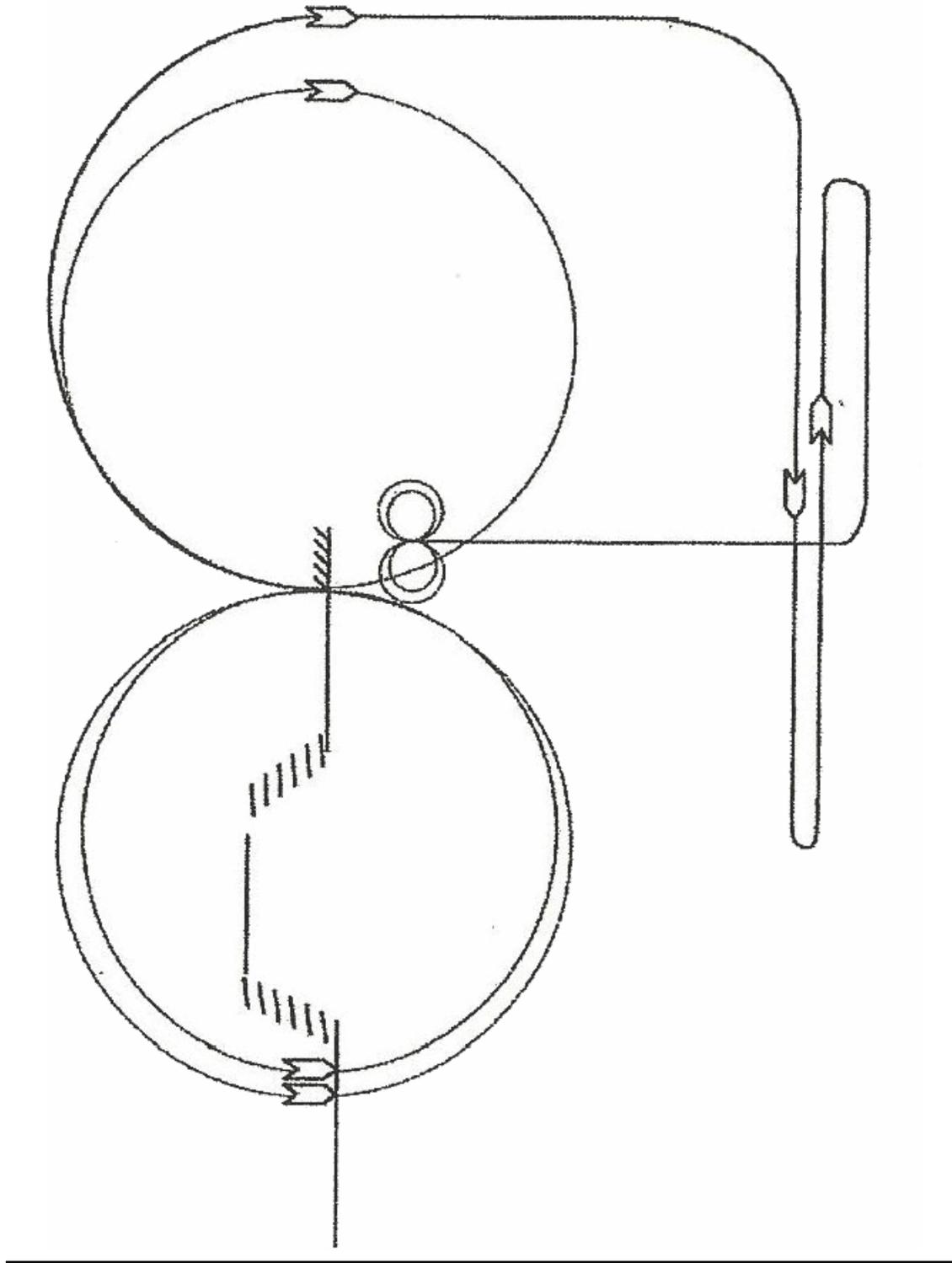
PATTERN # 1

Enter arena at a SITTING TROT

1. TWO TRACK left, straight TROT, TWO TRACK right (two track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing forward in the direction indicated with the horse yielding laterally and forward to leg pressure) Move up to an EXTENDED TROT to the center position
2. STOP and BACK Make a left 90 degree PIVOT
3. Begin on right lead and lope 1 fast circle CHANGE to left LEAD
4. LOPE 2 fast circles to the left CHANGE to right LEAD LOPE beginning a right circle but go toward the wall. Continue loping down the wall.
5. Make a left ROLL BACK using the wall as assistance
6. LOPE straight down the wall, Make a right ROLL BACK using the wall as assistance.
7. Lope to middle of arena STOP
8. Make 2 SPINS in each direction

EXIT arena at a TROT

Pattern 1



STOCK HORSE REINING
NOVICE - AMATEUR - YOUTH DIVISION

PATTERN # 2

Begin pattern on the right side of the arena

1. LOPE to far end of the arena
STOP and ROLL BACK to the right.
Continue to the other end of the arena
2. STOP and ROLL BACK to the left.
Continue to center of arena
3. LOPE a small slow circle to the left
LOPE a larger left circle with MEDIUM speed.
CHANGE LEADS in center.
4. LOPE a large circle to the Right at MEDIUM speed
LOPE a small circle to the right at a slow speed.
CHANGE LEADS
LOPE to wall and continue LEFT down the arena
5. STOP and BACK 10 to 15 feet
6. Do a 360 degree spin to the right
7. Do a 360 degree spin to the left
Hesitate to show completion of pattern

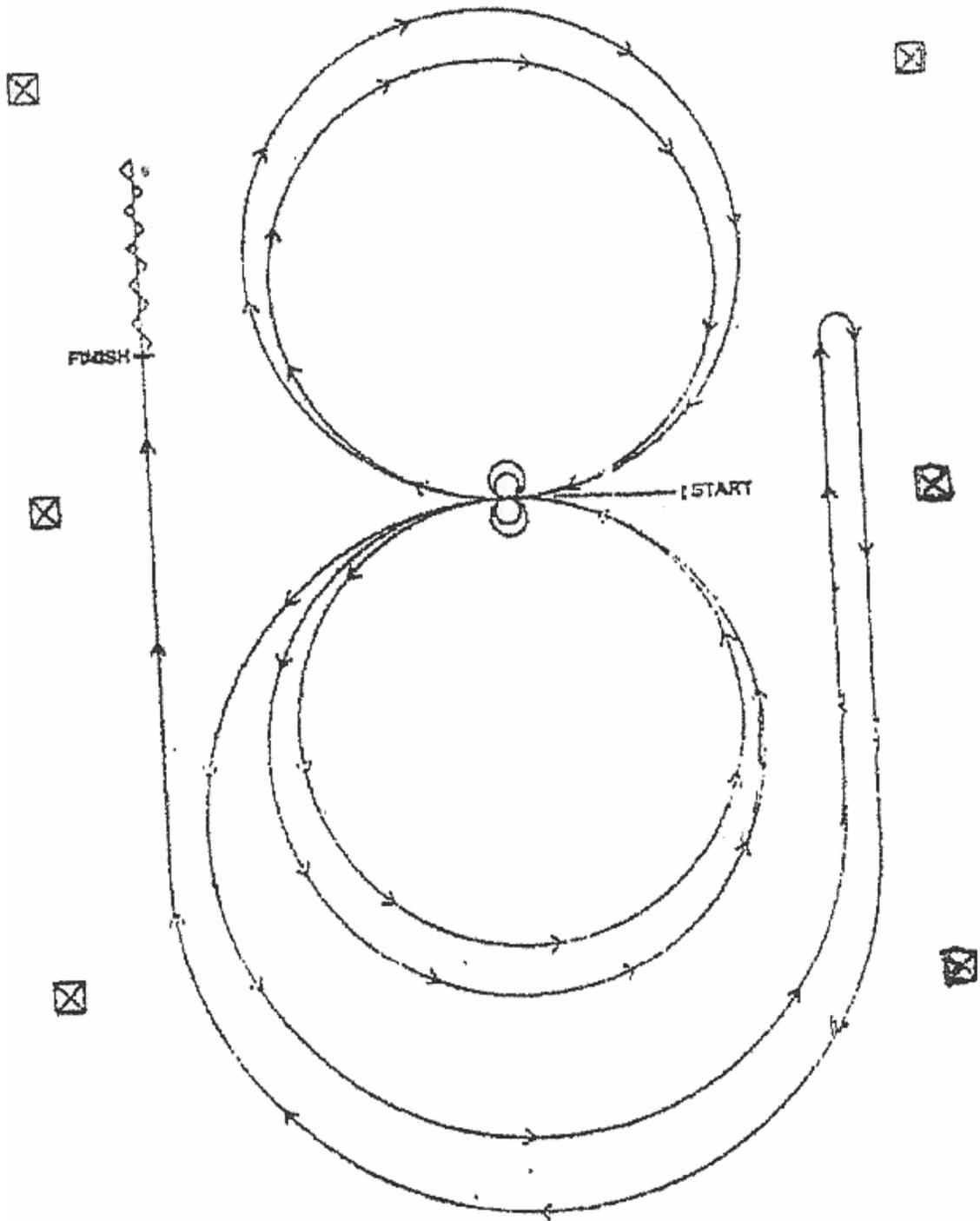
STOCK HORSE REINING
NOVICE - AMATEUR - YOUTH DIVISION

PATTERN # 3

Horses may walk or trot to the center of the arena. Horse must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on LEFT LEAD, complete 2 circles to the left. Stop in the center facing the left wall or fence. Hesitate
2. Complete 2 SPINS to the left. Hesitate.
3. Beginning on RIGHT LEAD, complete 2 circles to the right. Stop in the center of the arena. Hesitate.
4. Complete 2 SPINS to the right. Hesitate.
5. Beginning on LEFT LEAD go around the end of the arena, run down the right side of the arena past the center marker. STOP and ROLL BACK to the right.
6. Continue back around the end of the arena to run down the left side of the arena past the center marker. STOP and BACK UP

PATTERN # 3



STOCK HORSE REINING
OPEN DIVISION

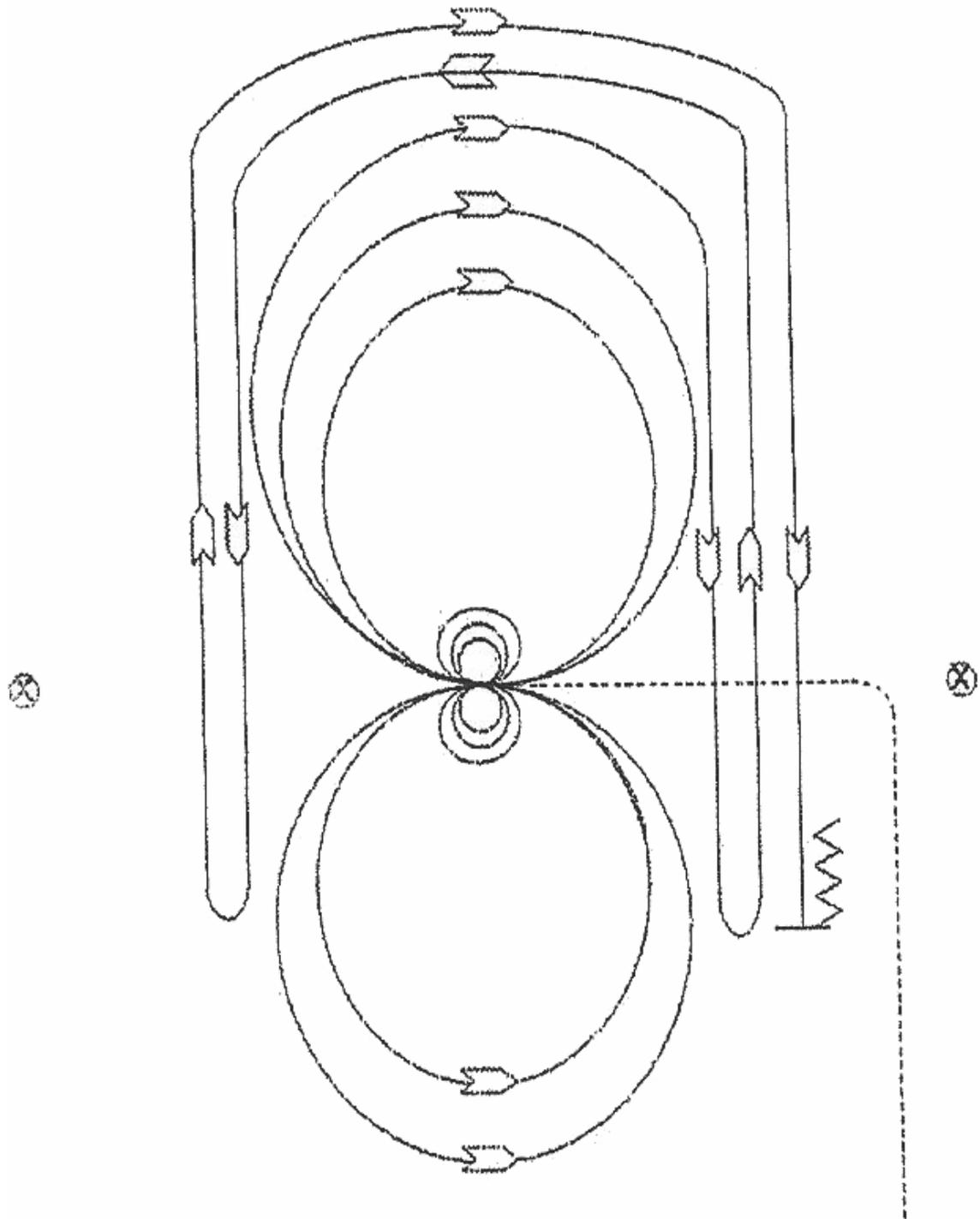
PATTERN # 4

There will be mandatory markers on the arena fence in the center of the pattern.
This pattern requires a STOP before beginning the SPINS.

TROT to center of the arena and STOP

1. Complete 3 spins one direction
2. Complete 3 spins the other direction
3. Begin on the RIGHT LEAD LOPE 2 large circles to the right Change LEADS
4. LOPE 2 large circles to the LEFT CHANGE LEADS
5. Begin a large circle to the RIGHT but don't close this circle. RUN DOWN the right side of the arena past the center marker and do a LEFT ROLL BACK at least 20 feet out from the wall or fence, no hesitation.
6. 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 ROLL BACK at least 20 feet from the wall or fence, no hesitation.
7. Continue back around the previous circle but do not close this circle. RUN DOWN the right side of the arena past the center marker and do a SLIDING STOP at least 20 feet from the wall or fence. BACK at least 10 feet. Hesitate to show completion of pattern.

PATTERN # 4



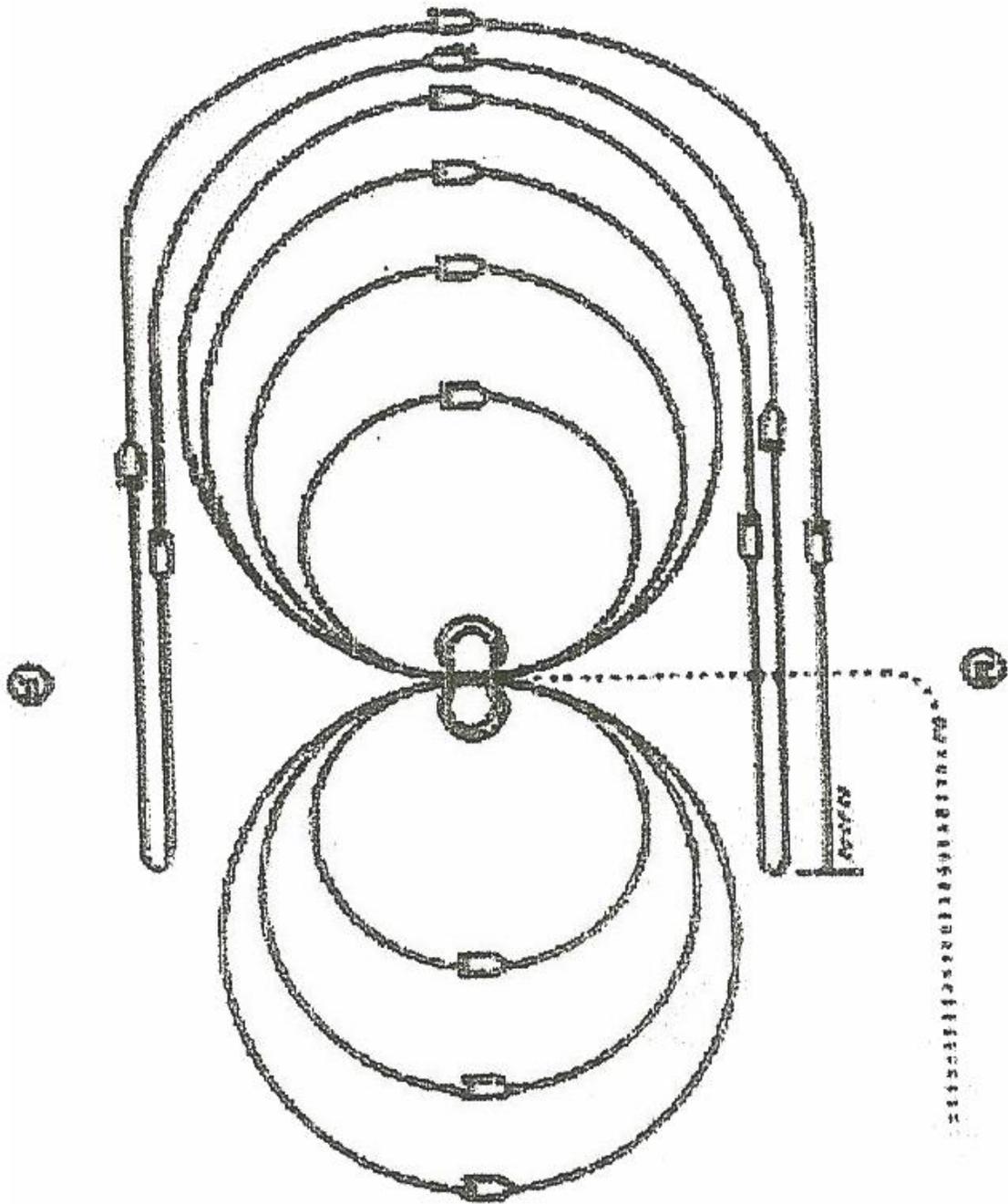
STOCK HORSE REINING
OPEN DIVISION

PATTERN #5

TROT to the center of the arena and either STOP or WALK before departure.

1. Make a large FAST circle to the right in the RIGHT LEAD
Draw the 2nd circle down to a small circle until you reach the center mark STOP
2. Do 4 SPINS to the inside of the small circle at the end of the spins horse should be facing the left wall. Slight hesitation.
3. Begin on LEFT LEAD and make a large Fast circle
Draw down to a small circle to the center of arena, STOP no hesitation on stops.
4. Do 4 Spins to the inside of the circle, slight hesitation, horse should be facing left wall.
5. Take a RIGHT LEAD & make a fast figure 8 over the large circles, close the figure 8 & change leads.
6. Begin a large fast circle to the right but don't close this circle. RUN DOWN the right side of the arena past the marker and do a ROLL BACK to the left at least 20 feet from the fence or wall, no hesitation.
7. Continue back around the previous circle but don't close this circle. RUN DOWN the left side of the arena past the center and do a ROLL BACK to the right at least 20 feet from the wall or fence, no hesitation.
8. Continue back around the previous circle, but don't close this circle. RUN DOWN the right side of the arena past the center marker and do a SLIDING STOP at least 20 feet from the wall or fence. BACK UP at least 10 feet. Hesitate to show completion of pattern.

PATTERN # 5



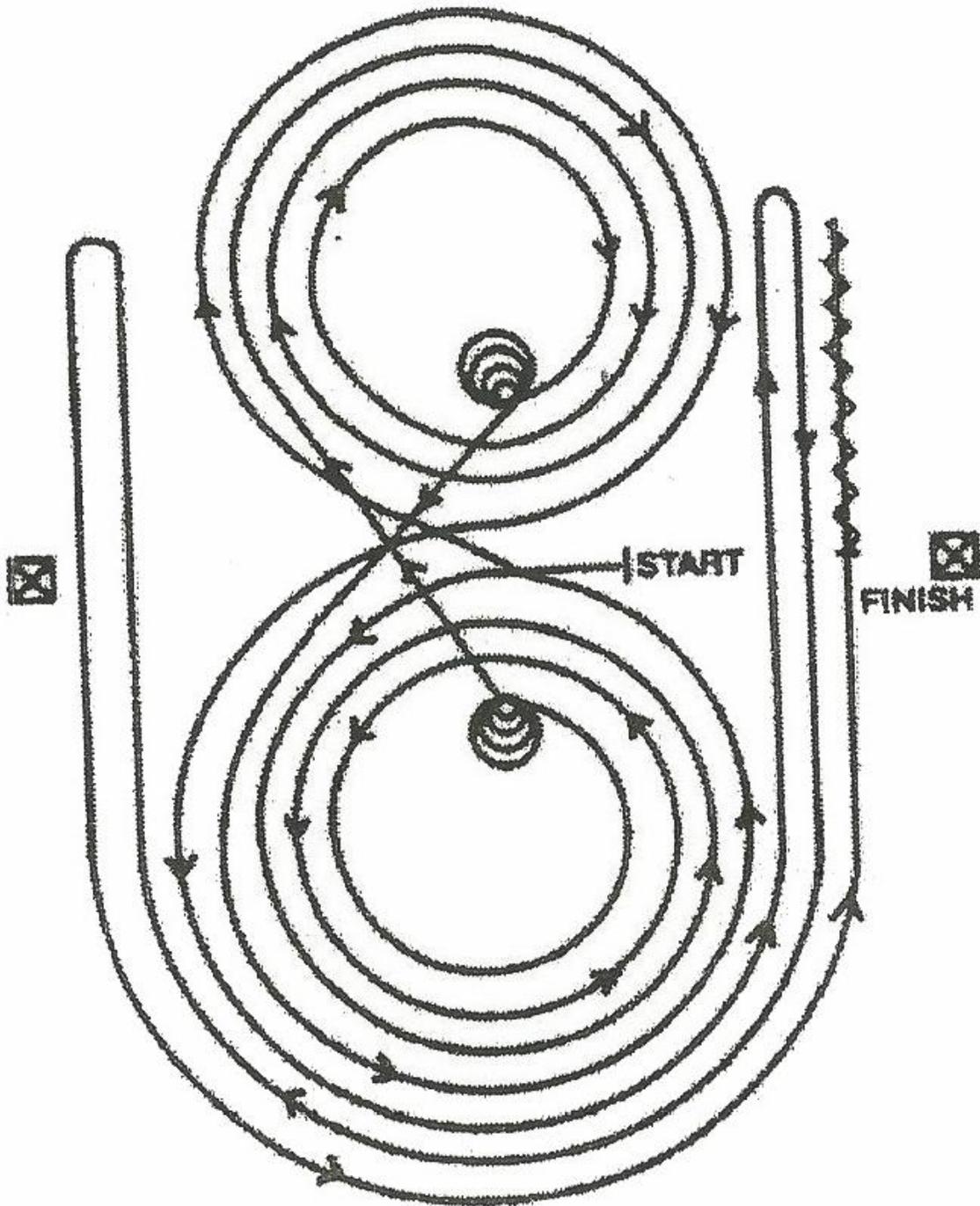
STOCK HORSE REINING
OPEN DIVISION

PATTERN # 6

Enter the arena at a sitting trot. Walk or stop before lope. Begin at the center of the arena facing the left wall or fence.

1. Begin on the left lead and complete 3 circles to the left. (The first 2 circles should be large and fast, the 3rd circle small and slow). STOP at the center of the arena. Hesitate.
2. Complete 4 spins to the left. Hesitate
3. Begin on the right lead and complete 3 circles to the right. (The first 2 circles should be large and fast, the 3rd circle small and slow). STOP at the center of the arena. Hesitate.
4. Complete 4 spins to the right. Hesitate
5. Begin on the left lead and run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, change leads at the center of the arena.
6. Continue around the previous circle to the left but don't close this circle. Run up the right side of the arena past the center marker and do a right ROLL BACK at least 20 feet from the wall or fence - no hesitation.
7. Continue around the previous circle to the right but don't close this circle. Run up the left side of the arena past the center marker and do a left ROLL BACK at least 20 feet from the wall or fence - no hesitation.
8. Continue back around the previous circle, but don't close this circle. RUN DOWN the right side of the arena past the center marker and do a SLIDING STOP at least 20 feet from the wall or fence. BACK UP at least 10 feet. Hesitate to show completion of pattern.

PATTERN # 6



WORKING COW HORSE
NOVICE & YOUTH DIVISION

This class has been developed for NOVICE riders as an entry level working cow horse class. The rider will enter the arena and perform the pattern work. After completing the pattern, the rider will face the cow end of the arena and call for a cow. **The rider will have 1 minute to work the cow.** The time starts as soon as the cow enters the arena. At 1 minute the announcer will call time and the rider will back away and release the cow.

Part one - pattern work The rider shall trot into the arena, trot to the first cone and start the pattern. Markers placement shall be a minimum of 20 feet from the wall.

1. Extended trot to second cone. Stop. Back 2 steps. Rollback to right
(scored: 1-4)
2. Extended trot back to first cone. Stop. Back 2 steps. Rollback to left
(scored: 1-4)
3. Lope to second cone. Stop Rollback right
(scored: 1-4)
4. Lope back to first cone. Stop Rollback left
(scored: 1-4)
5. Lope to center. Stop. Back. Pivot 90 degrees toward cattle and call for a cow to be worked.
(scored;; 1-4)

A total of 20 points possible.

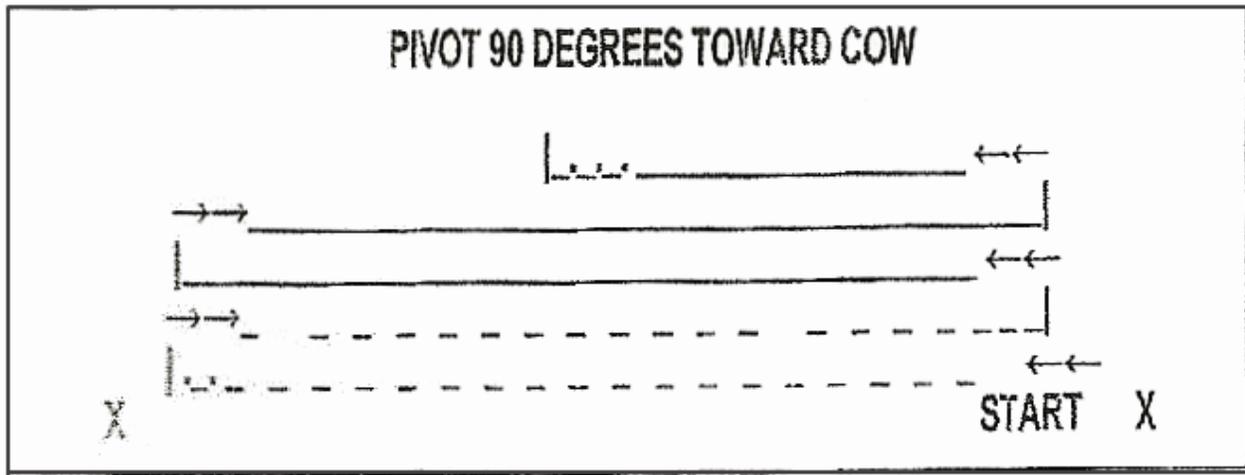
Credits:

- + Good hard straight stops
- + Correct Rollbacks
- + Correct Gaits

Deductions:

- Failure to complete pattern as described
- Poor stops
- Poor turns
- Poor backing

Pattern 1



Part two - Boxing the Cow Upon entry into the arena, the cow shall be controlled on the entry end of the arena for one minute to demonstrate the horse's ability to "hold" the cow. If the cow doesn't 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.

7. (score: 1-20) for control, position, correctness and initiative
8. (score: 1-20) for degree of difficulty, eye appeal and cow sense.

A total score of 40 possible

Credits:

- + Expression by horse and making moves with little rider assistance
- + Holding and controlling the cow
- + Amount of work done and degree of difficulty of that work

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting the cow escape

WORKING COW HORSE
AMATEUR DIVISION

This class has been developed for the Amateur or intermediate level working cow horse. **There will be a 2 minute time limit per horse to perform the entire work.** The time begins when the cow is turned into the arena. The announcer will call “one minute”, and will call “time” when your 2 minutes are up. The work will consist of the following 3 parts:

PART ONE - BOXING THE COW

The rider will shall enter and face the cattle gate, then signal for their cow to be turned out into the arena.

The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate their horse’s ability to “hold” the cow.

TOTAL OF 1-20 POINTS

(score: 1-10 points) for control, position and correctness

(score: 1-10 points) for degree of difficulty, amount of work done, eye appeal and cow sense

Credits:

- + Expression by horse and making moves with little rider assistance
- + Holding and controlling the cow
- + Amount of work done and degree of difficulty of that work

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting the cow escape to start rundown instead of being held, released and driven down the fence
- Using side fences to turn cow

PART TWO - RELEASING COW & DRIVING IT TO OPPOSITE END OF ARENA

After “boxing” the cow, the rider shall deliberately release the cow and set up for driving down the side 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. That control shall be maintained for approximately $\frac{3}{4}$ of the length of the arena. The rider will then back off the cow and move toward the center of the arena to set cow up for boxing at the other end of the arena

TOTAL OF 1-10 POINTS

(score: 1-5 points) for control, position and initiative

(score: 1-5 points) for degree of difficulty, amount of work done, eye appeal and cow sense.

(Cont. Part Two)

Credits:

- + Rating the cow
- + Blocking the cow with pressure toward the end of the arena
- + Driving the cow with control down the side of arena

Deductions:

- Unable to direct cow to opposite end of arena
- Failure to rate the cow and drive against the fence
- Letting cow return to entry gate

PART THREE- BOXING AT OPPOSITE END OF ARENA

(score: 1-10 points) for control, position and correctness

(score: 1-10 points) for degree of difficulty, amount of work done, eye appeal and cow sense

TOTAL OF 1-20 POINTS

Credits:

- + Expression by horse and making moves with little rider assistance
- + Holding and controlling the cow
- + Amount of work done and degree of difficulty of that work

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting the cow escape to start rundown instead of being held, released and driven down the fence
- Using side fences to turn cow

WORKING COW HORSE
OPEN DIVISION

This class has been designed to demonstrate and measure the horse's ability to do cow work. Holding the saddle horn is permitted in this class. There is a 3 minute time limit on this work. Timing will be done by the announcer. There will be a "1 minute" remaining announcement. At the end of the time limit, the announcer will call "time".

If the time has not elapsed and the judge is satisfied that all requirements of the class have been met, the judge should blow a whistle for the contestant to quit working. The judge may also blow the whistle if for the work to stop for safety reasons. Judges will give scores for the work they've seen. Only the judge can call for a new cow to replace a cow that will not honor a horse. Contestants must continue working until time is called to avoid a run content deduction.

The class will consist of 3 parts:

PART ONE - BOXING THE COW The rider will shall enter and face the cattle gate, then signal for their cow to be turned out into the arena.

The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate their horse's ability to "hold" the cow. If the cow doesn't 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.

TOTAL OF 1-20 POINTS

(score: 1-10 points) for control, position and correctness

(score: 1-10 points) for degree of difficulty, amount of work done, eye appeal and cow sense

Credits:

- + Expression by horse and making moves with little rider assistance
- + Holding and controlling the cow
- + Amount of work done and degree of difficulty of that work
- + Horse forces cow to turn

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting the cow escape to start rundown instead of being held, released and driven down the fence
- Using side fences to turn cow

PART TWO - FENCE WORK After the cow has been controlled on the end of the arena, the rider shall deliberately release the cow and drive it down the side of the arena. The cow should be turned at least once in each direction. The first run out should be past the half way mark of the arena. All turns down the side shall be completed before reaching the end of the fence.

TOTAL OF 1-20 POINTS

(score: 1-10 points) for control, position and correctness

(score: 1-10 points) for degree of difficulty, amount of work done, eye appeal and cow sense .

Credits:

- + First run at least ½ length of arena
- + Turns that are right on the cow
- + Controlling a difficult cow

Deductions:

- First run less than ½ length of arena
- Using the end of the fence to help turn cow
- Going around the end of arena to get turned around
- Sliding by cow by more than one horse length on a turn

PART THREE - CIRCLING The rider is to take the cow to the middle of the arena and circle it at least once in each direction.

TOTAL OF 1-20 POINTS

(score: 1-10 points) for control, position and correctness

(score: 1-10 points) for degree of difficulty, amount of work done, eye appeal and cow sense

Credits:

- + getting up on cow close enough to control the circle
- + Acknowledging the cow during circling and working willingly

Deductions:

- Lack of control in circle due to distance from cow
- Not acknowledging the cow or simply lack of horse's ability

RANCH CUTTING
OPEN - AMATEUR - NOVICE - YOUTH

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 into a pen. To be judged on a horse's smoothness, cow sense and natural ability to read and work a cow. Horses should display lightness of handle and quietness in the herd.

Settling of the herd is permissible by anybody but the first entry of the class.

There is a two and one half (2 ½) minute time limit. A whistle will be blown or a one minute announcement will be made to let the exhibitor know that one and one half minutes remain to complete the run.

Time will begin when a rider enters the herd. The rider will then quietly separate one cow from the herd and work the cow, with the exhibitor showing the horse's ability to keep the cow from the herd.

Upon completion of working the cow, it shall be driven between the marker and corner of the pen to the opposite end of the arena and into the pen. During the drive to the pen, the horse is not required to pass between the marker and the pen...only the cow.

The contestant may have 4 turn back riders/herd holders. The helpers may not assist the contestant in penning the cow.

The pen shall be placed on the side of the arena two-thirds of the way down the arena from the herd. The cow is not considered penned until the horse enters the wing area of the pen. Show management may use either a 10' or 20' wing when constructing the pen.

Horse will not be penalized for reining during cutting portion but should display horse's natural cow ability in controlling and driving the cow.

Penalties:

Loss of working advantage by more than 1 horse length, - 1 point

Gaping mouth when reined, - 1 point

Excessive spurring or cuing, -1 point

Biting, striking or kicking a cow, - 3 points

Spurring in shoulder, - 3 points

Excessive help by turn back riders/per incident, - 5 points

Cow returns to herd, - 5 points

Failure to pen cow before time runs out, - 5 points

Horse turns tail to cattle, - 5 points

Credits:

Quiet in the herd and smoothness of cut.

Degree of difficulty.

Time spent working.

Driving and controlling cow.

If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:

The cow won't or can't run.

The cow won't leave the end of the arena.

The cow is blind or won't yield to the horse.

The cow leaves the arena.

Please make note of the following
**AMENDEDMENTS TO THE
RULE BOOK**
(AS OF 2013 & 2014)

Please make note that the class order has changed. The cattle classes are now first in the lineup.

- 1) Under CLASS DIVISIONS (page 2)

The Youth division and the Novice division are separated.

- 2) Changes in Novice Rule:

NOVICE RULE

The Novice division is reserved for individuals with limited riding and show experience in Ranch Horse riding. A Novice rider may be an adult age 19 and over.

Novice riders cannot have won a High Point or Reserve High Point Year End Award in any class, nor a High Point or Reserve High Point All Around in any Division - in any Association. Stallions are prohibited in this division.

- 3) Under AWARDS (page 3) add:

Participants must show in 60% of the scheduled show.

- 4) Ranch Cutting. Rules are posted on pages 27 & 28

- 5) Snaffle bit rule (page 4): Snaffle bits may be used on horses of all ages but must be rode with 2 hands.

- 6) Pleasure Class Pattern (page 5): The Show Office will post the pleasure pattern to be used at that Show. It will be an AQHA patterns as listed in the AQHA Rule book or the Ranch Horse Pleasure Pattern listed in this Rule Book.