

RANCH TRAIL – JUDGING & RULES

This Class contains a course on 5-acres of ranch pasture with 20 obstacles and is designed to show a horse's ability and willingness to perform several tasks that might be asked of him during the course of a normal day's ranch work. The horse will be judged on three gaits – walk, trot, and lope – performed between obstacles.

A horse will be rewarded with higher credit for performing these gaits on the correct lead and with an alert attitude.

1. Horses to be shown at a ground-covering walk, working trot, and lope. The horse should perform with a reasonably loose rein that maintains contact with the horse. A distance of at least 30 feet or more is mandatory between obstacles to evaluate the horse's way of going at each gait.
2. 20 obstacles will be used. Combinations of two or more obstacles are permissible. If three combinations of two obstacles are used, there must be sufficient distance between one of the combinations to allow the horse to perform two gaits.
3. Manners between obstacles will be scored.

COURSE:

1. All obstacles must be safe and not set up to endanger or entrap horse or rider.
2. Correct dally must be executed with the rider making 1 or 2 wraps around the horn in a counter clockwise direction (if the rider is left-handed, dally should be clockwise) with the rider's thumb pointing up. (The rope needs to cross itself one time to equal one dally).
3. The contestant shall be whistled off by the judge at anytime the dally or event seems unsafe.
4. Contestants (horses) may not enter the course area during or after the course has been set up until their turn to compete. Any horse entering the course prior to their performance is subject to disqualification.

OBSTACLES:

1. **Opening, Passing Through and Closing the Gate.** The rein hand may be changed to work the gate without penalty if the change is made prior to and after the gate has been worked.
2. **Log Drag.** Horse must be willing to drag a log weighing at least 80 pounds for a short distance, either in a straight line or around a set pattern. Rope shall be properly dallied around the saddle horn and not tied hard and fast.
3. **Side Pass.**
4. **Water Hazard.** The horse should show willingness to cross a small ditch or shallow pond.
5. **Duster.** Rider approaches duster hanging on fence, rider picks up Duster and moves it to another location.
6. **Bridge.** Horse shows willingness to walk across obstacle designed to simulate a bridge.
7. **Crossing Obstacle.** While mounted the horse would walk over obstacle no more than 18" in height.

8. **Ride Over at Least Four Logs** – Walking only if laid at odd angles. Laid flat and in measured distances, the measuring point should be the path the horse would be expected to take.
9. **Trot Overs.**
10. It is permissible to change rein hand to work an obstacle.
11. Horses are to be judged on their ability to negotiate various tasks and suitability for all around ranch work. The pattern is meant to simulate movements and tasks that may be asked of a ranch horse during a routine work day.

Learn dally and rope work at home – not at the Event.
There is no jumping.

JUDGING CRITERIA – DESIRABLE:

1. Horses should negotiate obstacles correctly and quietly, while still showing interest in them.
2. Stops to be quick & hard with shut down of forward momentum, and demonstrating an ability to get down on hindquarters, as in a working ranch situation.
3. Horses should stand quietly awaiting next maneuver.
4. Speed in this class is permissible providing obstacles are properly executed, and rider maintains complete control at all times.
5. A relaxed responsive horse.
6. Acceptance to the bit and willingly yielding to the rider's commands.
7. Correct leads and smooth lead changes.
8. Smooth, controlled gaits, stops and roll backs.
9. Keeping a hand on the gate to maintain control, you may change hands on the reins for this maneuver.

JUDGING CRITERIA – UNDESIRABLE:

1. Exaggerated opening of the mouth or head throwing.
2. Incorrect leads or lead changes.
3. Not responding to the bridle or bit.
4. Breaking gaits.
5. Ignoring rider cues.
6. Losing control of the gate.
7. Hitting or knocking poles or jumping.

CLASS SPECIFIC ZERO SCORES:

1. Ranch Trail – zero on the drag: Illegal dally (thumb down or more than two dallies).
2. Ranch Trail – zero on the drag: Rope between horse's legs.
3. Ranch Trail – zero on the drag: Horse stops during drag or refuses to pull.
4. Wrong direction.
5. Wrong lead.
6. 2 refusals (backing away from obstacle is a refusal).
7. 15 seconds without beginning the obstacle of maneuver.

TRAIL – GENERAL RULES

1. **Time Limit to complete Trail Course: Open – 6 Minutes, Intermediate – 7 Minutes, Novice & Youth – 8 Minutes.**
2. A Rider's meeting will be held before the Class to answer questions.
3. It is recommended that the Judges should follow the horse through the pattern in order to accurately observe and score execution of obstacles.
4. If the course is disrupted it shall be straightened immediately after each horse has completed its work.
5. Manners between obstacles will be scored.
6. **Contestants (horses) may not enter the course during or after the course has been set up until their turn to compete. Any horse entering the course prior to their performance is subject to disqualification.**
7. Judge must ask Rider to move on after two (2) refusals – if ignored, Judge will request announcer to ask Rider to move on.

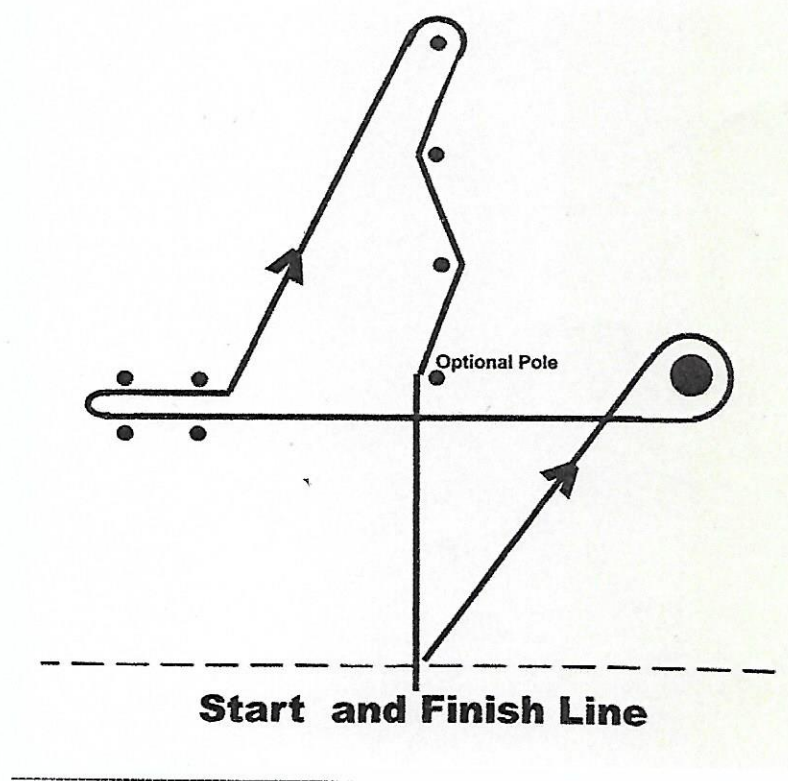
ZERO SCORES ON INDIVIDUAL OBSTACLES OR MANUEVERS:

1. Failure to enter, exit, or work obstacle from specified side or direction.
2. Riding or leading horse outside the designated marker or boundary of the course.
3. Knocking down an obstacle is a **zero** on the obstacle portion of the scoring.
4. A wrong gait shall result in a **zero score** if not corrected within 3 strides.
5. A wrong lead shall result in a **zero score** if not corrected within 3 strides.
6. Jumping an obstacle that calls for a walk or trot over.
7. Stopping during the log pull.
8. Backing, Side Passing, and Turns on the forehand or haunch are maneuvers only and are not scored on gait. Any obstacle knocked down during these maneuvers is a **zero** on that maneuver.
9. Horse will receive a **zero score** on any obstacles not completed.
10. Off pattern **zeros** will be given for wrong direction, wrong lead, or 2 refusals (backing away from obstacle is a refusal).
11. Wrong direction.
12. Wrong lead.
13. 2 refusals (backing away from obstacle is a refusal).
14. 15 seconds without beginning the obstacle or maneuver.

A trail horse should show qualities that would enable him to carry his rider safely and sensibly in various types of terrain and over and around obstacles. Good communication between horse and rider is important. The object of the class is to simulate tasks that may be required during rides whether for pleasure or in a working situation.

RANCH AGILITY – JUDGING & RULES

1. A horse must begin course with the Right Barrel. Contestant may touch or upright barrel with hand. Knocking over barrel shall carry a 5 second penalty.
2. Contestant then proceeds to Key Hole pattern. Contestant shall run through the throat, execute as quick a turn or rollback as possible within the chalk-lined circle and run back through the throat.
3. A 5 second penalty will be added if horse touches any part of the chalk-lined circle.
4. Contestant may touch or upright pole with hand. Knocking down a pole shall result in a 5 second penalty.
5. Contestant then continues to Pole Bending pattern turning to the Right at the farthest pole and weaving through poles to finish line.
6. Contestant may touch or upright pole with hand. Knocking down a pole shall result in a 5 second penalty.
7. After crossing 1st finish line time will stop. There will be a 2nd finish line after the 1st finish line where Contestant must stop horse before 2nd finish line. If horse touches or crosses 2nd finish line a 5 second penalty will be added.
8. Knocking over any pole or barrel shall carry a 5 second penalty.
9. In the event of a tie, there will be a runoff to determine winner.



RANCH CUTTING – JUDGING & RULES

A single numbered cow is cut from the herd and the horse must demonstrate its ability to work the cow. When satisfied that the horse has proven its cutting ability, the horse and rider must then pen the cow at the far end of the arena.

REQUIREMENTS:

1. All cows are to be numbered.
2. Herd shall consist of a minimum of 10 cows clearly numbered.
3. Cattle to be located at one end of the arena. A pen with wing will be located on the side fence near the far end of the arena,
4. Herd must be settled before Contestant begins run.
5. The barrel for the 'gate' shall be placed 20-40 feet out from the side of the fence.
6. A herd boundary shall be established at the time line at the center of the arena and designated by cones placed along arena wall, preferably on the fence and out of working area.
7. Ideal pen size is 16 feet x 24 feet with a 16 foot wing but may be smaller to accommodate small arenas.
8. Announcer shall announce cow number when Contestant crosses time line.
9. Contestant is allowed 2 herd holders and 2 turn back riders of their choice.
10. Turn back riders at a signal from the Contestant will allow the cow to move down the arena. The holders will remain with the rest of the herd to contain them.
11. Cattle shall be changed when all cows have been worked.
12. There is a 2-1/2 minute time limit, with a 30 second warning at the end of 2 minutes.

JUDGING CRITERIA:

1. Time shall start when Contestant crosses the center time line (designated by markers at fence) prior to entering the herd.
2. Cow number shall be announced when Contestant crosses time line.
3. The Contestant shall cut one cow from the herd with the assistance of the herd holders.
4. When satisfied the horse's cutting ability has been shown, the Contestant will signal the turn back helpers to move to the sides of the arena to allow the cow to move down the arena. The herd holders will remain with the rest of the herd.
5. The cow shall then be moved down the arena towards the pen, and pushed between the fence of the pen and the barrel. Both horse and cow must pass between the fence and the barrel. Once this maneuver is completed, it is unnecessary to repeat if the cow escapes.
6. The cow shall then be penned. Cow will be considered penned, and time stopped, when cow is in pen with horse standing in gate and rider raised arm to signal judge.
7. Failure to pen cow is a zero score for that maneuver only.
8. Judge should take into consideration the size of the arena, condition of the ground, and disposition of the cattle when scoring.
9. Rider may hold onto saddle horn with no penalties.

10. Horses will not be penalized for reining during cutting portion but should display horse's natural cow ability.
11. If time and number of cattle permit, the Judge may at their discretion, award new cattle, to enable Contestant to show their horse's ability on the cow, based on the following criteria:
 - a) The cow won't or can't work;
 - b) The cow won't leave the end of the arena;
 - c) The cow is blind or won't yield to the horse; or
 - d) The cow leaves the arena.

DESIRABLE:

1. Horses ridden one handed.
2. Degree of difficulty – cow should present a challenge.
3. Eye appeal – horse appears willing and to be enjoying its work.
4. Control – ride should be smooth and controlled.
5. Horse should exhibit natural ability and cow sense.

UNDESIRABLE:

1. Excessive jerking of reins or spurring.
2. Losing working advantage over cow.
3. Running past cow.
4. Using end of arena to stop or turn cow.
5. Knocking down cow.
6. Biting, striking, or kicking the cow is a disqualification.
7. Hanging up on fence.
8. Exhausting cow.
9. Scattering herd.

SCORING:

Scoring to be 0 to 10 on the following:

1. Herd work.
2. Cutting the cow.
3. Moving down the arena.
4. Passing between the barrel and the fence of the pen.
5. Penning the cow.
6. Run content/degree of difficulty.

Total possible score – 60/60

Consider the degree of difficulty of the run. This is determined by the amount of effort exerted by the cow in its attempt to return to the herd. A cow that turns quickly and moves rapidly is more difficult to hold in a working position than a cow that turns and moves slowly. A judge must give credit when a competitor is able to hold a working position on a tough cow.

CLASS SPECIFIC DISQUALIFICATIONS:

1. Competitor causes cow, other than designated cow, to cross center line. Running into herd or rough work causing cattle, other than designated cow, to scatter and cross the center line is a **disqualification**.
2. Changing cows/working wrong cow. Designated cow must be worked unless obviously sick or blind. In such instance Competitor may ask for a new cow.
3. Turning Tail (**Open Class Only**). Horse quitting or refusal to work cow. Horse may leave cow to assist in herd management if necessary.
4. Running over cow, or unnecessary roughness.
5. Biting, striking or kicking the cow.
6. Failure to leave cow when whistled off by Judge.
7. Assistance from Turn Back or Herd Help after competitor has signaled them to move away. Herd holders should continue to hold the herd throughout the run. Turn Back riders may only assist during the cutting portion of the run. Once the competitor has called the Turn Back riders off to move down the pen they can no longer assist in either direction. They must withdraw to the side of the arena opposite the pen and remain still as though they no longer exist. Herd Holders have the freedom to block cattle in both directions providing they remain behind the time line while doing so.
- 7a. Turn Back Riders: Any movement, attempt to block, or interfere with a cow returning to the herd is a disqualification.
- 7b. Turn Back Riders: Blocking, or interfering with the herd cattle crossing the time line is a disqualification.

RANCH ROPING – JUDGING & RULES **(Open Division Only)**

This event showcases the Contestant's ability to handle steer, rating, tracking, stopping, backing, and pulling abilities of their horse, and general control of horse and rider as a team.

Contestant will start with one steer in arena, move steer to north end of arena and box the steer 2 or 3 times showing your horse can read cattle. Then move steer down arena between the fence and barrel. Once through the barrel, run horse to position, rate and rope steer. Bring steer to straight stop. Then back horse pulling steer about 3 steps. Then turn horse away from steer keeping rope tight. Pull steer about 3 steps, stop and turn back around facing steer with tight rope and then undally. Time stops at the undally.

Contestant has 2-1/2 minutes to complete the trial.

After undally, follow steer to stripping chute. Following steer to stripping chute will also be judged as part of completing overall run.

SCORING:

Contestant will be judged on each of the following abilities on a scale of 0-10.

1. General handling of steer.
2. Tracking & Rating of Steer.
3. Roping & Stopping with Steer.
4. Backing with Steer.
5. Logging & Pulling of Steer.
6. Smoothness & Performance of 180 degree turns while keeping taunt rope.
7. Overall working ability of the horse during the full length of the course.

Total possible score: 70/70

Contestant will receive points on elements completed within allotted time. If Contestant fails to rope steer, points will be given for elements completed up to roping element.

Contestant can be disqualified from round due to excessive roughness with steer. This will be at the judge's discretion.

RANCH ROPING – JUDGING & RULES
(Youth, Novice & Intermediate)

This event showcases the horse's ability to stand while tossing rope, backing & pulling abilities of horse, and tracking steer in correct position.

The contestant will enter arena and proceed to roping dummy, take down rope from saddle, make a loop and rope roping dummy. Drop rope and proceed to Drag Log where rope will be handed to contestant. Contestant will dally rope and backup a few steps. Then turn horse away from log keeping rope tight and drag log forward a few steps. Stop and turn horse back to facing log while keeping rope tight. Toss down rope when done. Contestant will then call for live steer and proceed to show your horse, showing that horse will track the steer in proper position (as if you were going to actually rope the steer). When you feel you have demonstrated this maneuver to horse's full potential, stop your horse and back up two (2) steps signaling completion of your run.

*** YOUTH will have 3 minutes to show their horse's ability.**

*** NOVICE & INTERMEDIATE will have 2-1/2 minutes to show their horse's ability.**

SCORING: Horse will be judged on the following abilities on a scale of 0-10 for each numbered item listed under each Position.

Position 1: Roping Dummy

1. How your horse approaches the Roping Dummy, stands while building your loop and preparing to throw.
2. Horse's reaction to throwing rope and handling your slack.

Position 2: Log Drag

3. How your horse accepts approaching the Log.
4. Backing up with Log Drag.
5. Pulling Log straight away.
6. Keeping rope tight on turning away from Log and facing back up to Log.

Position 3: Live Steer

7. Willingness to run to steer.
8. Running to steer and tracking at different speeds to be in position to rope steer.
9. Stopping and backing up.
10. Overall working ability of the horse during the full length of the course.

Total possible score 100/100

This event is judged on horse's performance only...not the roping ability of rider. Rider **does not** have to catch/rope Roping Dummy to receive points.

Contestant can be disqualified from round due to excessive roughness with steer. This will be at the judge's discretion.