

IOWA RANCH HORSE ASSOCIATION

Established 2000

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www.iowaranchhorse.com

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The mission of the Iowa Ranch Horse Association is to promote the working cow horse or “Ranch Horse”, provides events to exhibit the “Ranch Horse’s” abilities, and recognizes individual “Ranch Horses”.

This competition includes nine (9) classes: Cutting, Ranch Cutting, Working Cow Horse (Open), Limited Working Cow Horse (Amateur), Boxing (Novice Amateur, Sr. Youth, and Jr. Youth) Ranch Roping, Ranch Trail, Ranch Riding, Ranch Pleasure. The competition will be conducted with the following divisions: Open, Amateur, Novice Amateur, Sr. Youth (14-18), Jr. Youth (13 & under), Walk/Trot (10 & under).

Eligibility

Equines may be of any breed or combination of breeds. The horse can be shown in Open, Amateur, Novice Amateur, Sr. Youth (14-18), Jr. Youth (13 & under), Walk/Trot (10 & under) divisions if the rider is eligible for the division. A horse may only be shown once in each class per division. Stallions may not be shown in the Youth Divisions. Equines must be serviceably sound and in good condition as determined by the judge.

Papers are to be presented upon entering for all registered horses to verify ownership/age of horse and we suggest a copy be placed on file with the show secretary.

Any horse five (5) years of age and under shows as a junior horse. The letter “J” indicating junior horse must be on the entry number for all junior horses.

The Yearling In-Hand-Trail Class is limited to 2 entries per handler.

Instructions to Riders

Only one hand may be used on the reins when using a shanked bit, and hands must not be changed except to negotiate an obstacle in the Ranch Trail class. When the ends of split reins fall on the same side as the reining hand, one finger between the reins is permitted. When using a romal no finger between reins is allowed. Rider may hold romal provided it is held at least 16" from the reining hand. Riders will not be penalized for using the saddle horn in the cow work portions of Working Cow Horse, Ltd. Working Cow Horse, Boxing, Cutting and Ranch Cutting classes and when jumping obstacles. When shown in a snaffle or bosal, two hands may be used when handling the reins. Failure to stay mounted in performance classes will result in disqualification unless otherwise instructed. (For example a dismount in a trail class pattern.)

In order to show the Ranch Horse to its full potential the exhibitor should exercise "cow sense". Exhibitors are expected to maneuver their horse in and around cattle in a calm, quiet manner. The exhibitor should work the cattle as quietly and slowly as possible only using speed when necessary. Excessive speed or aggressiveness toward cattle is strongly discouraged.

Personal Appointments

Riders shall wear Western hat and boots, long sleeve shirt with collar and jeans. Riders may wear helmets as optional equipment. Optional appointments include kerchief or bolo, chaps or chinks, spurs, gloves, vest or jacket. The total attire should appear workman-like, neat and devoid of the ornamentation and high-fashioned styling that requires more than a basic investment on the part of the exhibitor.

Competitor Conduct/IRHA Disciplinary Guidelines

Classes which have individual performances shall have a draw performed in a random manner by the competition management to determine the horses' order to perform. The draw will be announced prior to the class. Horses will enter the ring one at a time, rather than work out of a line-up in the arena. The draw shall be adhered to except in the following cases:

- (a) An accident
- (b) Judge dismissal
- (c) Multiple entries
- (d) Tack changes
- (e) Conflicts with showing in the trail classes (though the show arena shall take precedence)

All changes, including added entries & cancellations, must be submitted to the show office before the start of the class prior to the class in which the changes are to occur.

All riders must remain mounted until judging has been concluded and/or time has expired. All horses must leave the ring in a forward motion; no backing out of the ring. A competitor who continues to school excessively will be asked to leave the arena and will be disqualified or

eliminated. Any delay or refusal will subject the exhibitor to further disciplinary action as determined by the show management, or the IRHA Board of Directors.

Abuse of an animal in the arena or on the show grounds, and/or evidence that an act of abuse has occurred prior to or during the exhibition of an equine in competition shall result in dismissal from the show and show grounds.

Any member may be disciplined or expelled from the Association and any member or non-member may be denied any or all privileges of the Association whenever it shall have been established by satisfactory evidence that such person or persons have violated any rules of the association. Listed below are some, but not limited to, the rules.

1. Giving a worthless check for membership, nominating fee, entry fees, office charges, stall fees, stock charges, IRHA merchandise or any other IRHA fees or charges or a show promoter.
2. Failure to pay fees that are due the IRHA.
3. Any fraudulent practices that affect IRHA.
4. Unsportsmanlike conduct.
5. Interfering or trying to influence judge(s) prior to or during an IRHA show.
6. Judges shall have the final say in all classes.
7. All competitors shall treat the judge with respect.
8. Once a show starts all competitor questions must be directed through the ring steward.
9. If a competitor has a question on procedure and or rules of a class they shall approach the judge via the ring steward before competition begins and ask for a clarification of the rule or procedure. Questioning a judge's ruling or judgment will not be tolerated and may result in disqualification of the competitor(s) and their horse(s) for all of the classes of the day with no refunds allowed to the rider and/ or horse owner. If a competitor is disrespectful to the judge at the end of the competition after all classes have concluded for the day, that competitor may be excluded from future competitions as ruled by the board.
10. If a competitor is to be disqualified from the competition they shall be escorted from the grounds by the show promoter or their designee and remain off the grounds for the remainder of that day's competition. If the competitor refuses to leave they may be excluded from any future competition as ruled by the board.

Judging Procedures/Conduct

Judges shall arrive at the competition site early enough to review the grounds for any safety concerns and set-up. The judge shall choose the patterns for classes with individual performances, and the patterns will be posted prior to the class. The pattern for classes with individual performances will be announced and posted prior to the class. The posted pattern is to be followed unless a change becomes necessary due to safety considerations. In that case, the judge will meet with all exhibitors and explain the change. If a pattern or course is posted and publicly announced, the announcement shall be for the benefit of the audience.

1. Judges shall conduct themselves in a professional manner at all times while present on the show grounds.
2. Judges must use standard judging sheets for any Ranch Riding, Trail, Cutting, Ranch Cutting, Boxing and Working Cow classes.
3. Judges shall carry a stopwatch and whistle.
4. All judges shall treat all competitors with respect and in turn shall be treated with respect.
5. Judges shall have the final say in all classes.
6. Judges shall answer competitor's questions if they are approached with respect and the question posed is concerning procedure and/ or a rule to be used during competition. Once a show starts any questions must be directed through the ring steward.
7. Judges shall report any competitor who does not conduct him or herself in a sportsmanlike manner to a board member.
8. The judge may, at his or her discretion, award new cattle to the contestant due to any of the following: the cow won't or can't run, appears wild and beyond control, is blind, or leaves the arena. (A contestant may, at their own risk, ask for a new cow, but the decision is ultimately up to the Judge.)
9. Judges will place six (6) in all classes of ten or less, eight (8) in classes of 11-15, and ten in classes of 16 or more.

Tack

GENERAL RULES FOR WESTERN BITS/EQUIPMENT **Bits**

The judge has the discretion to check any bit he/she chooses during any class of the show. There shall be no discrimination against any standard Western bit.

- a. A standard Western bit is defined as having a shank with a maximum length overall of 8½”.
- b. The mouthpiece will consist of a metal bar 5/16" to 3/4" in diameter as measured one inch from the shank. The bars may be inlaid but must be smooth or latex wrapped.
- c. Nothing may protrude below the mouthpiece (bar) such as extensions, prongs or rivets designed to intimidate the horse. Rollers attached to the center of the bit are acceptable and may extend below the bar.

- d. Jointed mouthpieces are acceptable and may consist of two or three pieces and may have one or two joints. A three-piece mouthpiece may include a connecting ring of 1 1/4" or less in diameter or connecting flat bar of 3/8" to 3/4" (measured top to bottom with a maximum length of 2"), which lies flat in the mouth, or a roller port as described herein. Bits with a minimal amount of movement in the mouthpiece are allowed.
- e. The port must be no higher than 3 1/2" maximum. Rollers and covers are acceptable and may extend below the bar.
- f. Curb chains and leather chin straps may be used but must be flat and at least 1/2 in. width and lie flat against the chin of the horse. No wire, rawhide, metal, or other substance can be used as part of a leather chin strap or curb chain. Rounded, rolled, braided or rawhide curb straps are prohibited.
- g. When a curb bit with split reins is used in judged events, no more than one (1) hand only is allowed with the index finger only or no finger(s) between split reins, with the exception for hackamore/snaffle bit classes or junior horses shown with a hackamore or snaffle bit. In trail it will be permitted to change hands to work an obstacle. Violation of this rule is an automatic disqualification.
- h. A standard snaffle bit is defined as a center-joined, single, rounded, unwrapped smooth mouthpiece of 5/16" to 3/4" diameter metal as measured from ring to 1" in from the ring with a gradual decrease to the center of the snaffle. The rings may be from 2" to 4" outside diameter of either loose-type, egg-butt, dee or "full cheek". Reins on snaffle bits may be made of hair, rope, or leather and can be split or a mecate setup. If a curb strap is used, it must be attached below the reins.
- i. A hackamore includes a bosal rounded in shape and constructed of braided rawhide or leather and must have a flexible nonmetallic core attached to a suitable headstall. Attached reins may be of hair, rope, or leather. No other material of any kind is to be used in conjunction with a bosal, i.e., steel, metal, or chains (exception: smooth plastic electrical tape or vet wrap is acceptable.)
- j. The use of a two-rein setup will be allowed for horses that are 5-6 year olds being trained with the vaquero method. Horses 5 & 6 yrs. old only may be shown in two rein gear, defined as: Bridle with approved curb bit, minimum 1/2-inch flat curb strap, and romal reins with or without chains, over an approved bosal with an appropriate mecate rein. Only one hand on reins and hand may not be changed (except to work an obstacle). Any number of fingers between the reins is permitted. It is the exhibitor's responsibility to notify the show secretary if they are using that setup.
- k. Whenever this rule book refers to romal, it means an extension of braided or round material attached to closed reins. This extension is allowed to be carried in the free hand with a 16" spacing between the reining hand and the free hand holding the romal. When using the the romal rein, no fingers will be allowed between reins, with the exception of the two-rein setup. The romal shall not be used forward of the cinch or used to signal or cue the horse in any way. Any infraction will be penalized severely by the judge.

- l. Entries are to be shown in a western saddle with a horn, neat and serviceable working tack. Silver appointments will not count over good working tack. It is the desire of the IRHA to have all exhibitors feel that they are competing on an equal level and not prejudged because of the amount of silver tack being used or not used. It is traditional that western equipment and dress include some silver as buckles, conchos, bits, etc. However, excessive silver or other decoration such as rhinestones, animal print equipment, etc. should be discouraged.
- m. All riders must be able to reach the stirrups of the saddle used, buddy stirrups will be permitted but must be secured to the saddle, and the saddle horn can be the anchor point.
- n. In roping, use of a hackamore (excluding mechanical hackamores) or other types of bridles is the optional choice of the exhibitor, however, the judge may prohibit the use of bits or equipment that he/she may consider severe.
- o. Slip bits, rigid doughnut mouthpieces and flat polo mouthpieces are prohibited. Gag bits will be permitted in roping.
Roping bits with both reins connected to a single rein at the center or cross bar shall not be used. Reins must be attached to each shank.
- p. When riding with a romal, a get down rope may be used. A get down rope is defined as a small rope tied around the neck of the horse with a bowline or other non-slip knot and run back to the rider or tied to the saddle. The get down will be used to lead, ground-tie, or tie the horse. When ground-tying with split reins, one or both reins may be dropped. Romal reins may be loosely draped over the horse when used with or without a get down rope.

Saddles

Entries are to be shown in Western saddle with a horn, neat and serviceable working tack. Silver appointments will not count over good working tack. It is the desire of the IRHA to have all exhibitors feel that they are competing on an equal level and not prejudged because of the amount of silver tack being used or not used. All riders must be able to reach the stirrups of the saddle used, buddy-style stirrups will be permitted but must be secured to the saddle, and the saddle horn can be the anchor point.

Miscellaneous

The competitor must display his/her number on both sides of the horse, attaching to the saddle pad is preferred.

Optional Equipment

- a. Rope or riata: if used, the rope or riata must be coiled and attached to the saddle
- b. Hobbles attached to the saddle
- c. Tapaderos
- d. Spurs
- e. Roping reins are allowed in roping events.
- f. Special equipment required by “special needs” exhibitors

A Judge does not have the authority to remove or add any of the standard equipment as specified above.

Prohibited Equipment

- a. Wire or solid-metal chin straps, regardless of how well padded/covered
- b. Jerk lines, Tack collars, Whips or bats
- g. Gag bit mouth pieces are not allowed in judged or cattle events, except for roping.
- c. Running martingales and tie-downs except in roping. Running martingales are prohibited in the show arena. They are allowed in the practice arena with rein stops (they are not allowed in the practice arena without rein stops)
- d. Tie downs with bare metal in contact with the horse's head
- e. Draw reins are not allowed in any event. Draw Reins are prohibited in the show arena. Draw reins are allowed in the practice arena (with snaffle or curb bit) when attached no lower than the elbow of the horse (not allowed when attached between or around the front legs)
- f. Coloring, braiding or banding of mane or tail (Except in roping).
- g. Tail extensions
- h. Hoof polish
- i. Riding in a curb bit without a properly adjusted curb strap/chain is not allowed
- j. Cavessons, wire or cable tie-downs, bumper bits, metal bosals, no matter how padded; chambons; headstalls made of metal (even if encased in protective material); twisted rawhide or rope are not allowed.

Open Division: Standard hackamores and snaffle bits are permitted on horses five years old and under in the open division. Senior horses (six years and older) must be ridden in an acceptable standard western bit as described in the "Tack" section of this rulebook and with only one hand on the reins unless a romal is used. In the case of a romal, two hands on the reins are permitted with one hand holding the extension and a 16-inch spacing between the reining hand and the hand holding the extension.

Amateur, Novice Amateur, Sr. Youth (14-18), Jr. Youth (13 & under), Walk/Trot (10 & under) Divisions: Horses of all ages may be shown in a snaffle, hackmore/bosal, or standard western bit as described in the "Tack" section of this rulebook.

*Horses 5 years old and younger should be identified as a junior horse with the letter "J" on the exhibitor number.

Divisions

Both owner and exhibitor must be IRHA Members for points to count toward year-end awards. The Iowa Ranch Horse Association Board of Directors reserves the right to review the divisional status of each individual participant. A horse may be shown in more than one division. However, a horse can only be shown by one exhibitor in any class per show.

Open Division: The Open Division shall be open to any horse/exhibitor.

Amateur Division: A person is considered an Amateur when he/she has not shown, judged or assisted in training a horse for remuneration either directly or indirectly nor received compensation for instructing another person in riding, training or showing a horse in competition for five (5) previous years. Amateur division shall be limited to persons 19 years of age and older.

Novice Amateur Division:

Novice Amateur Division: A Novice Amateur is considered an individual who meets all the requirements of the Amateur Division but, due to the lack of experience by either the contestant or their horse, can compete as a Novice Amateur. A Novice Horse and/or Rider will graduate out of the Novice Division upon the completion of 14 IRHA pointed show dates (Effective for shows after 1/1/2016.) A horse and/or rider will not be forced to move up to the Amateur or Open divisions in the middle of a show season, and will be allowed to finish that show season in the Novice Amateur Division and move up the next year.

The following criteria has been outlined to determine the eligibility of a “Novice” horse AND/OR rider. An exhibitor will be asked to review the following recommendations and declare the eligibility of either the horse or rider on their entry form. Any exhibitor found to have misrepresented this statement will be moved to the Amateur Division and forfeit any Novice Amateur points previously acquired.

A Novice Horse:

- Has not shown in more than 14 IRHA pointed shows, however, a horse will not be required to move up to the Amateur Division in the middle of a show season
- Has never won the IRHA Novice Division
- Horse may not be shown by a professional trainer or be in training with any other professional during the IRHA show season
- When considering ANY of the disciplines offered by IRHA, if a horse has been in professional training for several months, and/or has been shown successfully in ANY of the disciplines offered by the IRHA, we would encourage exhibitors to exercise good judgment in selecting their division because such a horse is probably not a “true” novice in the IRHA. Any questions in this matter can be run by IRHA Board members for approval.

A Novice Amateur Rider:

- Meets the definition of an Amateur
- Limited experience showing in ANY of the disciplines offered by IRHA
- Has not shown in the IRHA for more than 14 pointed shows, however, an exhibitor will not be required to move up to the Amateur Division in the middle of a show season
- Has never won the IRHA Novice Division
- Had experience as a youth, but has spent 15 or more years away from showing/riding

**Contestants will not be allowed to show in both Amateur and Novice Amateur on the same horse. The Amateur division is defined as an experienced rider/horse that has not received compensation for riding, showing or judging. Novice Amateur riders/horses will be permitted to show in Open, as everyone is permitted to show in Open.*

Senior Youth Division: Ages 14-18 as of January 1st of the current show year.

If a Youth takes remuneration for training a horse regardless of the age of the youth, they must show in the open division and only in the open division. Youth exhibitors do not have to own the horses they exhibit.

Junior Youth Division: Ages 13 & under as of January 1st of the current show year.

Walk/Trot Division: Ages 10 & under as of January 1st of the current show year. Walk/Trot contestants will be eligible to compete in Ranch Trail, Ranch Riding, and Ranch Pleasure. An adult (person 18 years of age or older) may coach and assist contestants in pattern classes but may not touch the reins or horse, unless required for safety reasons, then the judge will score accordingly. Walk/Trot contestants will not nominate for year ends awards and points will not be tracked. Ribbons will be awarded in the Walk/Trot Division at each show. *Walk/Trot contestants will not compete in any cattle classes.*

***Contestants will not be allowed to show in both Jr. Youth and Walk/Trot. A Walk/Trot contestant will be permitted to move up to the Jr. Youth during the middle of the show season, but cannot return to the Walk/Trot Division after competing in another division.**

Event Approval

Those wishing to conduct an Iowa Ranch Horse show event may do so by requesting the official approval application form. A nominal approval fee is required. Upon completion of the competition, show management must forward copies of all class sheets, judges' cards, and a copy of the final results to the IRHA secretary, along with an additional fee of \$1 per class entry. All fees collected will be used to operate the association and/or for awards for the membership. 100% payback on jackpotted entry fee and/or added money with suggested payback schedule below. Contact: Tony Ploeger (641)344-2764 for more information.

Computing Points and Year End Nominations

A one-time (per year) nomination fee of \$10 per division must be submitted to be eligible for year-end awards in any or all individual classes. Points will accumulate AFTER the nomination fee is paid. To be eligible for the year-end Champion or Reserve Champion All -Around Ranch Horse award in their division, the exhibitor will designate six (6) classes (dropping any one of the offered classes) in which points will be tracked for an All-Around Award. An exhibitor is not required to compete in all six (6) designated classes. An exhibitor may compete in all seven (7) classes, but only the six (6) pre-designated classes will be tracked for points. The entry with the highest point total for each show will be designated the Iowa Ranch Horse Champion by division. The second highest in points earned will be the Iowa Ranch Horse Reserve Champion by division for that show. Show sponsorships could possibly be designated for these awards by show promoters. Since we want to encourage versatility in our horses, all horses and riders that want to be considered for year-end All-Around awards will be required to show in AT LEAST 2 cattle classes and 2 non-cattle classes in at least 50% of the shows in which they exhibit. However, ANY exhibitor that has nominated for year-end awards will be eligible for year-end individual class awards in their division, regardless of whether or not the meet this requirement. (For example: Ranch Riding Class Championship, Cutting Class Championship, etc.) There will be no minimum number of shows required.

EXAMPLE 1: An exhibitor shows in 9 shows during the show season. At 5 or more of those shows, the exhibitor must show in at least 2 cattle classes and 2 non-cattle classes to be eligible for an All-Around award.

EXAMPLE 2: An exhibitor shows in 8 shows during the show season. The above requirements must be met in 4 or more of those shows to be eligible for an All-Around award.

EXAMPLE 3: An exhibitor shows in 1 show during the show season. That exhibitor would need to meet the above requirements at that show to be eligible for an All-Around award.

Points are tracked within each division and class for year-end awards. Individuals who nominate to show for year-end points will only earn points from one less show than the total IRHA shows held for the year. No one shall obtain points from all shows held during the year. In the event of 8 shows, only 7 would count; in the event of 7 shows, only 6 would count, etc. The show that does not count will be either (a) a show in which the horse and rider did not compete at all, (b) the show with the lowest cumulative point total, or (c) a show of the individuals choosing.

(A) Open - points will be kept on the horse,

(B) Amateur, Novice Amateur, Sr. Youth, and Jr. Youth - points will be kept on the horse/exhibitor combination.

(C) Walk/Trot – No year end points will be calculated.

(D) Yearling In-Hand-Trail Class - Year end points will be calculated on a Horse/Handler combination as nominated.

Points will be awarded on the following basis: Place six in all classes of 10 or less, eight in classes of 11-15, and 10 in classes of 16 or more.

First Place	a point for each horse in class	(min. 10 pts.)
Second Place	a point for each horse in class - 1	(min. 9 pts.)
Third Place	a point for each horse in class - 2	(min. 8 pts.)
Fourth Place	a point for each horse in class - 3	(min. 7 pts.)
Fifth Place	a point for each horse in class - 4	(min. 6 pts.)
Sixth Place	a point for each horse in class - 5	(min. 5 pts.)
Seventh Place	a point for each horse in class - 6	
Eighth Place	a point for each horse in class - 7	
Ninth Place	a point for each horse in class - 8	
Tenth Place	a point for each horse in class - 9	

Two points will be given to all participants in the classes.

SCRATCHES: No refunds on scratches except for hurt or ill competitors or horses.

Class Scheduling

- OPTION A - Each division runs separately and in its entirety
- OPTION B - All divisions run concurrently
- OPTION C - Each division runs separately and in its entirety, including finals.
- OPTION D - All divisions run concurrently, with finals following each class

Entry Fee Payback Schedule

Jackpotted money will be paid back with the following schedule in the Open and Amateur Divisions. There will be no payback in Novice Amateur or Youth Divisions. Paybacks will be awarded in individual classes.

<u>Entries</u>	<u># of Placings</u>	<u>% of payback to each placing</u>
1-2	1	100%
3-4	2	60% and 40%
5-9	3	50%, 30% and 20%
10-14	4	40%, 30%, 20% and 10%
15-19	5	35%, 27%, 19%, 12%, and 7%
20 and over	6	29%, 25%, 19%, 13%, 9%, and 5%

Cattle

The cattle provider must supply 20-30 head of cattle. It is preferred that all cattle be numbered 0-9 for Ranch Roping and Cutting. If time and number of cattle permit, judge may, at his or her discretion, award new cattle to the contestant due to any of the following: the cow won't or can't run, appears wild and beyond control, is blind, or leaves the arena.

Scoring Competitions

The following will result in a no score:

1. Use of illegal equipment, including wire on bits, bosals or curb chains.
2. Use of tack collars, tie-downs, or nosebands. (Exception: tie-downs and roping reins are permitted in the Roping classes.)
3. Use of whips or bats.
4. Use of any attachment or procedure, which alters the movement or circulation to the tail.
5. Failure to provide horse and equipment to the appropriate judge for inspection.
6. Disrespect or misconduct by the exhibitor.
7. Use of more than index or first finger between the reins.
8. Use of two hands (exception: horses eligible to be shown in snaffle, hackamore/bosal, and proper usage of the romal rein).
9. Equipment failure that delays completion of the pattern.
10. Use of free hand to instill fear.
11. Touching horse or saddle with free hand. All Riders, in all Divisions, may use the horn in the Cutting, Ranch Cutting, cow work portions of the Working Cow, Lt. Working Cow and Boxing classes, Ranch Horse Pleasure (during extended trot), Ranch Riding (during extended trot), and also over any jump obstacle.
12. If the rider cannot reach the stirrups of the saddle used.
13. Competitors not displaying their number on both sides of the horse
14. Warming up in the competition arena after the arena is cleared for each individuals ride, (example: after the horse and rider enter the arena and the previous rider and helpers have left the arena allowing the current rider to begin their ride, the current rider must begin immediately.)
15. Abuse of livestock/ cattle; excessive running, horse running over cattle, etc.
16. Horse turning tail to the cow.
17. Any horse out of control.
18. Deliberate spurring or use of the romal forward of the cinch.
19. Leaving the work area before the work is completed.
20. Failure to stay mounted until judging has been concluded and/or time has expired.
21. If the horse falls.

Faults against the rider, which will be scored accordingly:

1. Losing stirrup.
2. Any unnecessary aid given by the rider such as unnecessary talking, petting, spurring, quirting, jerking on reins, etc.
3. Failure to ride beyond the markers in the rollbacks.

Faults against the horse, which will be scored accordingly:

1. Opening mouth excessively when wearing a bit.
2. Excessive jawing, opening mouth or head rising on the stop.
3. Lack of smooth, straight stop on haunches
4. Failure to complete obstacle.
5. Refusing to change leads.
6. Anticipating signals.
7. Stumbling.
8. Backing sideways.
9. Knocking over markers.

NOTE: The above listed penalties/faults will be enforced for all classes; in addition each class may also have scoring procedures, penalties and faults used per that specified event.

CATTLE CLASSES

Cutting

This class is judged on the ability of the horse to work a cow by separating it from the herd, driving it to the middle of the arena and holding it to demonstrate the horse's ability to work the cow.

1. The herd will consist of approximately 15 head located at one end of the arena. They will be marked with tags or collars of three different colors. Cattle numbers will be randomly drawn.
2. Show management may supply two herd holders and two turn-back riders or exhibitors may supply their own helpers. If an exhibitor is a herd holder or turn-back rider, he or she may use the horse that they are competing on, or use a different horse.
3. Time will not start until the contestant crosses a predetermined and marked timeline. Cattle numbers will be announced prior to crossing the starting line. The rider will then quietly separate his/her numbered cow from the herd. Unnecessary roughness or disturbing the herd excessively could result in disqualification.
4. Announcer will call one minute (1 min.) remaining.
5. Credit will be given to those horses who demonstrate excellence in their herd work, driving and setting up the cow to cut, working in the center of the arena, and degree of difficulty of the cow drawn, within the time allowed. Horses will not be penalized for reining during the cutting portion but should display natural ability.
6. 100% will be judged on the horse's performance and natural ability.
7. If time and number of cattle permit, the judge may, at their discretion, award a new cow to enable the contestant to show his/her horse's ability on the cow.
8. For Open and Amateur competition, there will be a two minute time limit. Each exhibitor must work two head and must use the full time limit. Exhibitor must work their designated cow and one additional cow with a different colored tag or collar within the two-minute (2 min.) time limit. (For example: The cattle are numbered with red, white, and blue collars. If the first cow is "red 3", the second cow may be ANY number, but MUST have a blue or white colored collar.) Exhibitors must have a legal quit on their first cow before returning to the herd for their second cow, or a hot quit penalty will be assessed.
9. In the Open and Amateur Divisions: If time expires before a contestant cuts their second cow, the judge will give credit for what they have seen, but the contestant cannot place above someone who has completed the requirements. Cutting a second cow with the same colored collar will be scored the same as a failure to cut a second cow within the time limit. ("Cutting a cow" is defined as having the horse "locked onto" a specific cow.)
10. For Novice Amateur and Youth competition, there will be a one and one-half minute (1 ½ min.) time limit to work one cow. Novice and Youth competitors will not work a second cow. Exhibitors must work their designated cow, but have the option of working the full minute and a half or quitting before the time is up if they feel they have satisfactorily demonstrated their ability to work the cow. If quitting early, it must be a legal quit or a hot quit penalty will be assessed.

Judging Procedure

Scoring Cutting and Ranch Cutting Classes

The scoring is based upon a 60-80 point system. Half-points may be used. The average score for a typical work is 70 points.

1 Point Penalties

- A. Loss of working advantage. Definition: Loss of working advantage is when a horse goes by or misses to the degree that he loses his position to maintain control of the cow
- B. Working out of position. Definition: The position of the horse in relation to the cow being worked, being either too long or too short while working to control the cow. A one point penalty for each cow worked out of position.
- C. Toe, foot or stirrup on the shoulder. Definition: A one point penalty will be charged each time the toe, foot or stirrup actually touches the horse's shoulder.

3 Point Penalties

- A. Cattle picked up/running into or scattering herd. Definition: Each time a horse runs into the herd or scatters the herd while working or picks up cattle through fault of the horse, he will be penalized. The entire cow must enter the working area of the horse defined as an imaginary line paralleling the back fence and being in front of the horse's head.
- B. Pawing or biting cattle
- C. Back fence. Definition: The horse will be penalized each time the back fence actually stops or turns the animal being worked. The back fence to be determined by the judge before the contest starts. If any contestants voice an objection, a vote of the contestants will be taken, and a back fence acceptable to the majority shall be designated.
- D. Horse quitting the cow.
- E. Hot quit. Definition: A contestant may quit a cow when it is obviously stopped, obviously turned away, or is obviously behind the turn-back horses and the turn-back horses are behind the time line.

5 Point Penalties

- A. Losing a cow.

0 - Score

- A. Illegal equipment.
- B. Turning tail. Definition: If a horse turns the wrong way with tail towards the animal worked.
- C. Excessive disturbance of herd to the point that exhibitor is asked to leave the arena.
- D. Two hands on reins when exhibiting a horse in a shanked bit unless a romal is used.

Ranch Cutting

In this event a single numbered cow is cut from the herd to demonstrate a horse's ability to cut and work a cow after which the cow is driven to and penned at the far end of the arena.

1. Objective will be to cut one designated cow from the herd, demonstrate the horse's ability to work the cow, then drive it to the other end of the arena and put it in the pen.
2. Cattle will be at one end of the arena, and a pen with a wing that stretches to the inside of the arena will be placed on a side fence at the opposite end of the arena (see diagram).
3. A marker will be placed in the arena a variable distance of 20-40 feet from the side of the arena and the corner of the pen.
4. Contestant will be allowed two and one-half minutes (2 ½ min.). Time will be announced when one minute (1 min.) remains. At the time of the announcement, if the exhibitor has not penned the cow, they should proceed to do so.
5. At all times contestant should strive to keep cattle as quiet as possible.
6. Contestant is allowed two herd holders and two turn-back riders during the cutting portion of the class. Deliberate assistance by the herd holders to prevent an animal from reentering the herd will negatively affect the contestant's placing.
7. If the cow gets past the turn-back riders, they are allowed to bring the cow back without disqualification.
8. After contestant has demonstrated horse's cutting ability, the helpers will move out of the way (at the contestant's request) to the side of the arena. Contestant then drives the designated cow between the marker and the corner of the pen and then into the pen.
9. Contestants do not have to wait until 90 seconds have elapsed to pen the cow.
10. If the cow escapes on the way to the pen (after crossing the start line) and re-crosses the start line, the run is considered finished and a whistle will be blown. The contestant will be given a score for the accomplished work, including the 10 pt penalty for not penning the calf, but will not be placed over a contestant that penned their calf.
11. The class is over when the cow is penned or the two and one-half minute (2½ min.) time limit is up. Whistle will blow when time expires or when the rider raises his/her hand to signify completion after the cow has been penned and the horse reaches the outside end of the pen's wing. Once the designated cow enters the pen the horse and rider may not enter to remove trash (other non-designated cattle).
12. Contestant will be penalized if cow returns to herd or if cow is not penned when time has expired.
13. Penning more than the designated cow will result in points being deducted.
14. Scoring will be 100% judged on horse's performance and ability.
15. Credit will be given to those horses who demonstrate excellence in their herd work, driving and setting up the cow to cut, working in the center of the arena, and degree of difficulty of the cow drawn within the time allowed. Horses will not be penalized for reining, but should show natural ability.
16. If time and number of cattle permit, judge has the discretion of giving a new cow to a contestant if (a) cow won't or can't run, (b) cow won't leave the end of arena, (c) cow is blind or won't yield to the horse, or (d) cow leaves the arena.

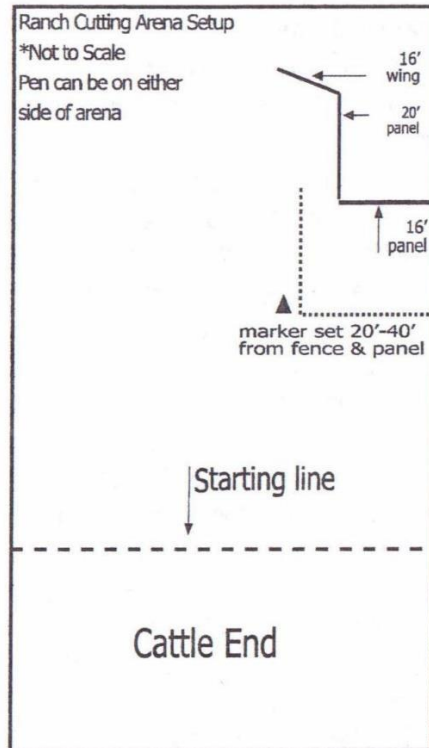
Additional Scoring for Ranch Cutting - In addition to guidelines under “Cutting”

3 Point Penalty: for penning more than the designated cow

5 Point Penalty: for the cow not going between the cone and pen

10 Point Penalty: for not penning the cow

Ranch Cutting Arena Setup



Working Cow Horse – Open Division

This class consists of both reined work and cow work portions, and is offered in the Open Division. An exhibitor must attempt both portions of the class. An exhibitor that attempts to complete the cow work and has not been disqualified will be scored accordingly at the judge's discretion. A horse that attempts both the reined work and the cow work portion may be placed, even if disqualified in one portion of the class. (Example: If a horse is disqualified and receives a 0 score for the reined work, but scores a 70 for the cow work, its total score would be 70 and the horse would be eligible for placing.) In the event of a tie, the higher score in the cow work earns the higher placing.

Reined Work

The reined work portion of the class will consist of a pattern selected by the judge from the approved patterns in this rulebook, and posted before the show begins. Each contestant will perform the pattern individually and cause his horse to travel at a gait indicated for each part of the pattern. A horse going off pattern in the reined work will receive a score of 0 for the reined portion of the class, but may continue and receive a score in the cow work portion.

Cow Work - Open

Scoring emphasis will be based on the horse maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive speed, reining, or spurring. The horse shall maintain the working advantage. A loss of working advantage will be classified as: excessive running of the cattle and/or excessive distance between the horse and cow (more than one horse length).

There will be a three-minute time limit (3 min.) per horse to perform the cow work portion of the class. When two minutes have elapsed, the announcer will announce, "one minute remaining". At three minutes (3 min.), the announcer will call "time".

If a competitor completes the work before the three-minute (3 min.) time has elapsed, the judge will blow a whistle to indicate that all requirements of the class have been completed. The judge may also blow a whistle at any time for the contestant to cease work for safety reasons. If a contestant is satisfied with their work prior to the three-minute (3 min.) limit, they may raise their hand and quit working. Judges will give credit for what they have seen. If the time expires before an exhibitor has completed the requirements of the class, the judge will give credit for what they have seen.

The cow work portion of the class will consist of the following three parts, which must be completed in the order listed below:

Part One – Boxing the Cow – After completing the reined portion of the class, the rider shall signal for their cow to be turned into the arena. Time will begin. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse’s ability to “hold” the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse’s ability to drive and block the cow on the entry fence.

Part Two – Fence Work – After the cow has been controlled at 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 on the fence at least once in each direction. The first turn should be made past the half- way mark of the arena. All turns on the fence should be completed before reaching the end fence.

Part Three -- Circling – For the third part of the class, the rider will take the cow to the middle of the arena and circle it at least once in each direction.

Judging Procedure

Scoring the Working Cow Horse Class

Reined Portion: Scoring will be on the basis of 70 points denoting an average performance. The individual maneuvers are scored in ½ point increments from -1½ to +1½ with a maneuver score of 0 denoting a maneuver that is correct with no degree of difficulty.

A horse failing to complete the pattern as written will receive a score of 0 for the reined portion of the class.

Infractions resulting in a “no score” are listed on page 13.

2 point penalties:

- Break of gait
- Freeze up in spins or rollbacks
- On walk-in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a cantering departure.
- On run-in patterns, failure to canter prior to reaching the first marker or break of gait prior to first marker.
- Failure to completely pass the specified marker before initiating a stop.

5 point penalties:

- Use of either hand to instill fear or praise
- Blatant disobedience including kicking, biting, bucking, rearing, and striking

Cow Work Portion: Scoring for the cow work portion of the class will be on the basis of 60- 80 points, with 70 denoting an average performance. Credits, deductions, and penalties are as follows:

Scoring for Part One – Boxing

Credits:

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

Deductions:

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

Scoring for Part Two – Fence Work

Credits:

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

Deductions:

- Making first turn before ½ length of arena
- Using end fences to help turn cow
- Going around the end of the arena to get a turn
- Sliding by cow more than a horse length on turns

Scoring for Part Three -- Circling

Credits:

- Getting up on cow close enough to control circles
- Acknowledging the cow during circling and working willingly

Deductions:

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

Penalties:

1 Point Penalties:

- Loss of working advantage
- Horses that run past the cow shall be penalized 1 point for every horse length past the cow (when the horse's buttocks passes the cow's head by one horse's length, he is one length past)
- Failure to go past the center marker before the first turn on the fence
- Using the corner or the end of the arena to turn the cow when going down the fence
- Each time the arena is crossed to use the opposite fence to achieve a turn
- Slipping a rein

2 Point Penalties:

- Going past the corner of the arena before turning the cow when going down the fence
- Failure to show sufficient control of the cow while circling

3 Point Penalties:

- Striking or biting the cow
- Hanging up on the fence (refusing to turn)
- Exhausting or overworking cow before circling
- Knocking down the cow without having a working advantage
- Failure to hold the cow on the end of the arena

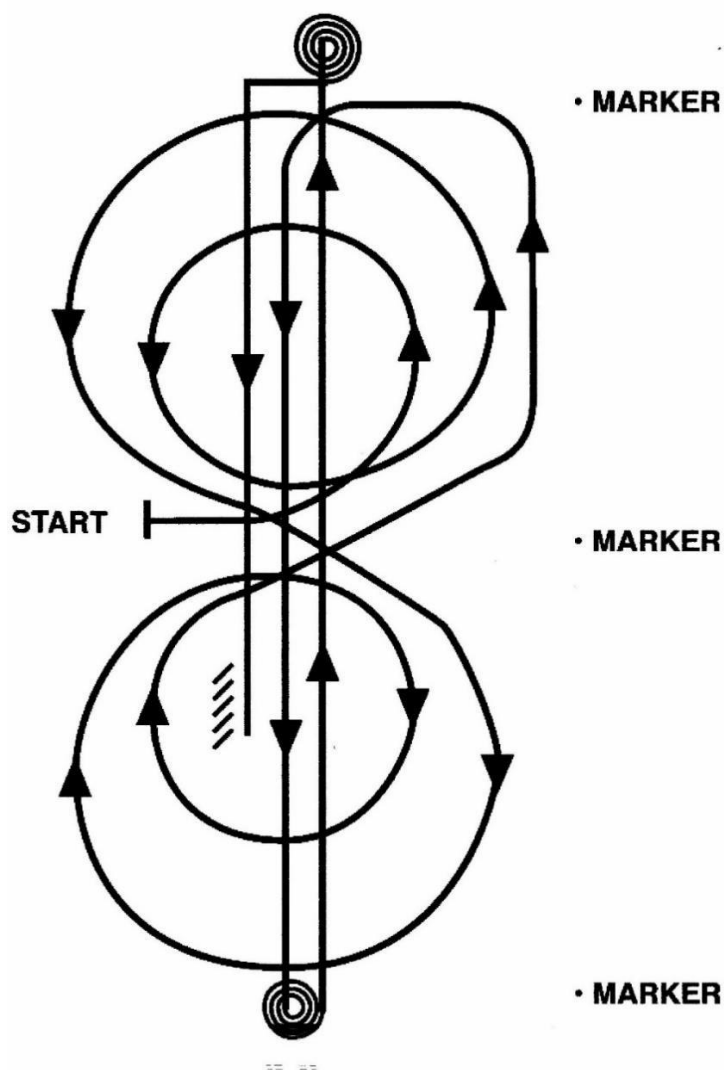
5 Point Penalties:

- Not getting one turn each way (5 points each turn)
- Blatant disobedience

Score of 0:

- See list of "resulting in a no score" under Scoring Competitions (page 13)
- Schooling between reined work and cow work
- Schooling between cows if a new cow is awarded

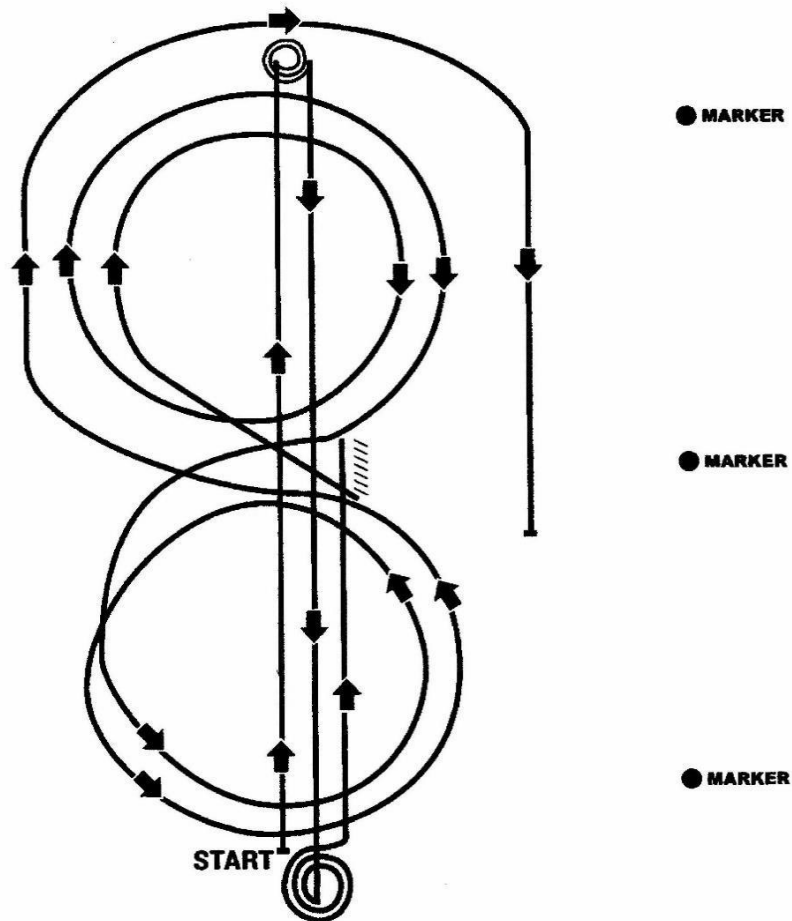
Working Cow Horse -- Pattern #10



Trot to the center of the arena, stop. Start the pattern facing away from the judge.

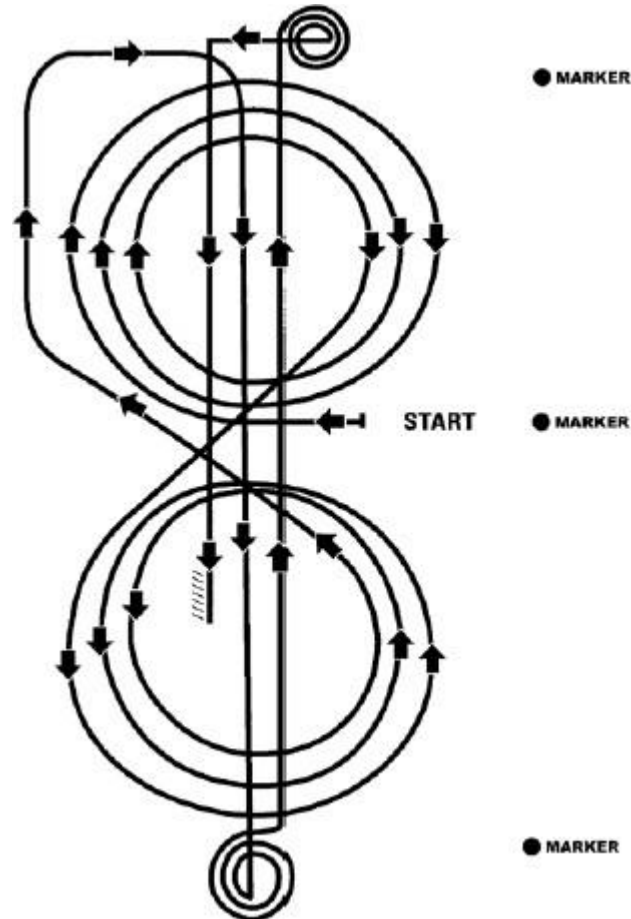
1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast. Change leads in the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and stop.
4. Complete 3½ spins to the left.
5. Run down the center of the arena past the end maker, and stop.
6. Complete 3½ spins to the right.
7. Run down the center of the arena past the center marker, and stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern

Working Cow Horse -- Pattern # 4



1. Start at end of arena.
2. Run up center of arena past end marker and stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to the other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete $\frac{1}{4}$ turn to the left, hesitate. Begin on the right lead. Circle to the right. Complete two circles to the right, the first small and slow, the second large and fast. Change leads at the center of the arena.
7. Complete two circles to the left, the first small and slow, the second large and fast. Change leads at the center of the arena.
8. Run around the end of the arena to the other side, past the center marker at least 20 feet from fence and stop.
9. Hesitate to complete pattern.

Working Cow Horse -- Pattern # 7



Trot to center of arena and stop. Start pattern facing toward judge.

1. Begin at center of arena. Pick up right lead and complete three circles, the first large/fast, the second small/slow, the third large/fast. Change leads to the left.
2. Complete three circles, the first large/fast, the second small/slow, the third large/fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker, and come to a sliding stop. Hesitate.
5. Complete 3½ spins to the right.
6. Run down center of arena past end marker and come to a sliding stop. Hesitate.
7. Complete 3½ spins to the left.
8. Run past center marker and come to a sliding stop.
9. Back up at least 10 feet.
10. Hesitate to complete pattern.

Limited Working Cow Horse – Amateur Division

Lt. Working Cow Horse consists of both reined work and cow work portions. An exhibitor must attempt both portions of the class. An exhibitor that attempts to complete the cow work and has not been disqualified will be scored accordingly at the judge's discretion. A horse that attempts both reined work and the cow work may be placed, even if disqualified in one portion of the class. (Example: If a horse is disqualified and receives a 0 score for the reined work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.) In the event of a tie, the higher score in the cow work earns the higher placing.

Reined Work: The reined work portion of the class will consist of a pattern selected by the judge from the approved pattern in the rulebook, and posted before the show begins. Each contestant will perform the pattern individually and cause his horse to travel at a gait indicated for each part of the pattern. A horse going off pattern in the reined work will receive a score of 0 for the reined portion of the class, but may continue and receive a score in the cow work portion.

Cow Work: Each contestant will be given 1 minute 45 seconds with a 50 second time warning to execute their ability to work their calf.

Part One – Boxing the Cow

After completing the reined portion of the class, the rider shall signal for their cow to be turned into the arena. Time will begin. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.

Part Two – Set up the cow and drive down fence to opposite end of arena

After the cow has been controlled on the entry end of the arena, the rider shall set the cow up for driving down the side of the arena. When coming out of the corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. The distance and control should be maintained for approximately $\frac{1}{2}$ to $\frac{3}{4}$ the length of the arena. Rider will then stop and release the cow and move horse toward center of arena to set the cow up for boxing.

Part Three – Boxing the Cow at the Opposite End of the Arena

The exhibitor will again control or "hold" the cow for the remainder of time at the end of the arena to demonstrate the horse's ability to "hold" the cow.

**The judge will choose a pattern from the Working Cow Horse pattern section in the rulebook, which may or may not be the same pattern chosen for the Open division.*

Judging Procedure

Scoring the Limited Working Cow Horse Class

Reined Portion: Scoring will be on the basis of 70 points denoting an average performance. The individual maneuvers are scored in ½ point increments from -1½ to +1½ with a maneuver score of 0 denoting a maneuver that is correct with no degree of difficulty.

A horse failing to complete the pattern as written will receive a score of 0 for the reined portion of the class.

Infractions resulting in a “no score” are listed on page 13.

2 point penalties:

- Break of gait
- Freeze up in spins or rollbacks
- On walk-in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a cantering departure.
- On run-in patterns, failure to canter prior to reaching the first marker or break of gait prior to first marker.
- Failure to completely pass the specified marker before initiating a stop.

5 point penalties:

- Use of either hand to instill fear or praise
- Blatant disobedience including kicking, biting, bucking, rearing, and striking

Cow Work Portion: Scoring for the cow work portion of the class will be on the basis of 60- 80 points, with 70 denoting an average performance. Credits, deductions, and penalties are as follows:

Scoring for Part One & Three –

Boxing Credits:

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

Deductions:

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

Scoring for Part 2 –Driving Down the Fence:

Credits:

- Maintaining control of a difficult calf

Deductions:

- Lack of control/working advantage

Penalties:

1 Point Penalties:

- Loss of working advantage
- Each time the arena is crossed to use the opposite fence to achieve a turn
- Slipping a rein

2 Point Penalties:

- Failure to show sufficient control of the cow

3 Point Penalties:

- Striking or biting the cow
- Hanging up on the fence (refusing to turn)
- Exhausting or overworking cow before driving down the fence
- Knocking down the cow without having a working advantage
- Failure to hold the cow on the end of the arena

5 Point Penalties:

- Blatant disobedience

Score of 0:

- See list of “resulting in a no score” under Scoring Competitions (page 9)
- Schooling between reined work and cow work
- Schooling between cows if a new cow is awarded

Boxing - Novice Amateur, Sr. Youth (14-18), Jr. Youth (13 & under)

Divisions

Boxing consists of a reining pattern (selected by the judge from the patterns provided for “Boxing” in this rulebook, and posted before the show begins) and single cow work (boxing) on the end of the arena.

The goal of this class is to introduce the horse & rider to the “boxing” phase of the cow work.

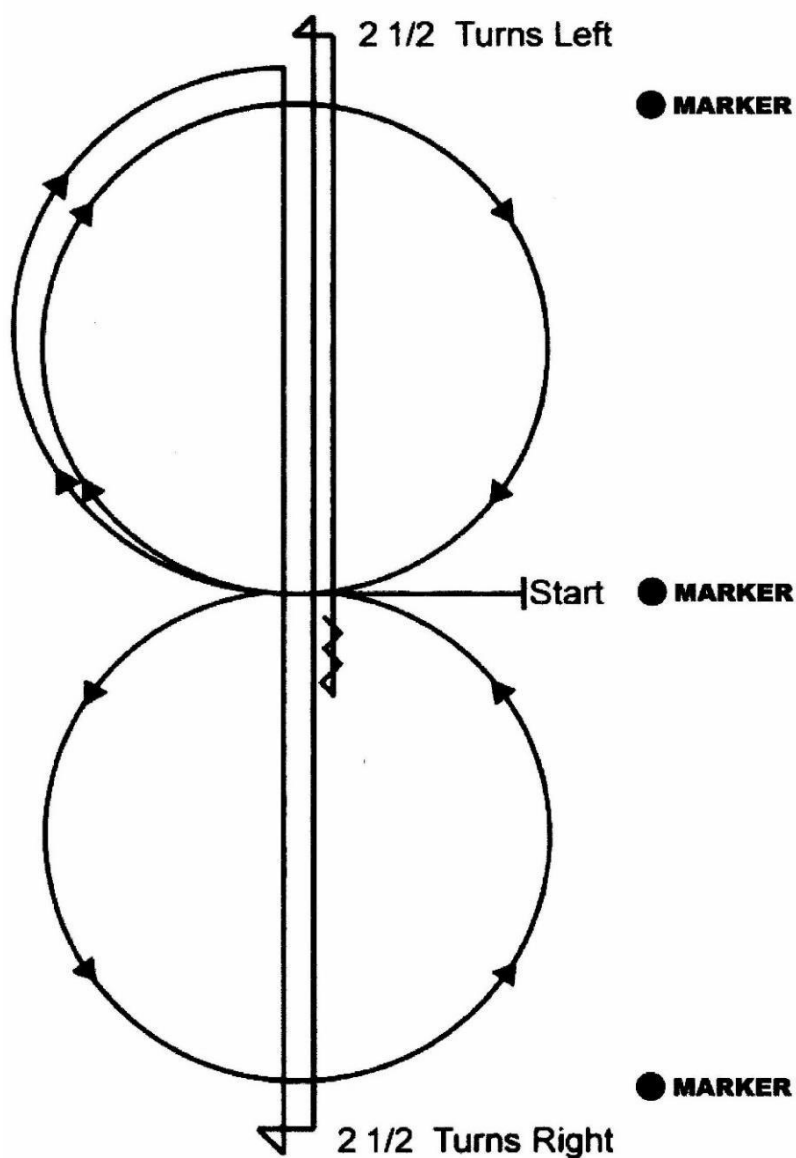
Judging begins when the contestant enters the arena. The rider will complete their reined work and call for a cow to be released into the arena. Each contestant upon receiving a cow in the arena shall hold that cow on the prescribed end of the arena for **50 seconds**, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow. The announcer or judge will signal the completion of the 50 seconds.

Judging Procedure

Scoring for Boxing:

The scoring for the reined work and the cow work (boxing only) will be according to the guidelines in the Working Cow Horse section of this rulebook.

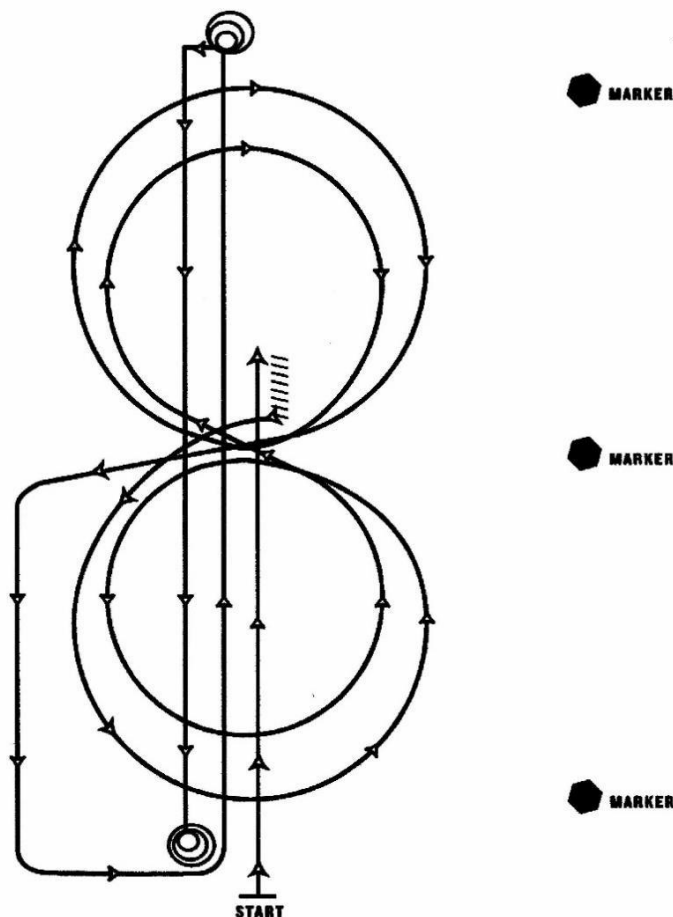
Boxing -- Pattern #6



Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down the center of the arena past the end marker and stop.
4. Complete 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.
8. Hesitate to complete pattern.

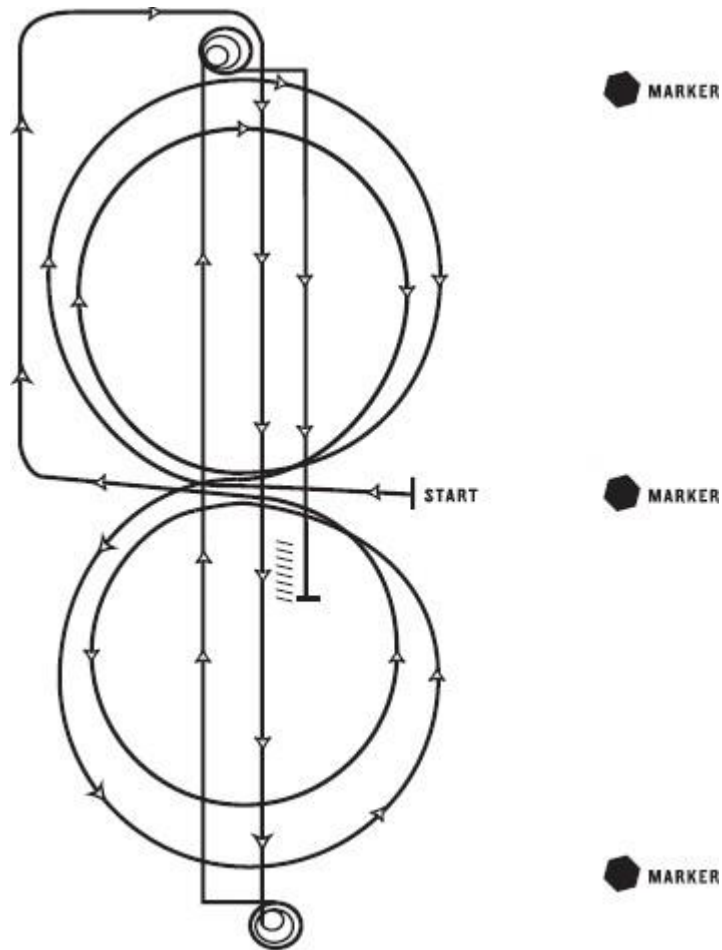
Boxing -- Pattern #5



This pattern works best when the exhibitor and cattle enter from the same end of the arena.

1. Start at the end of the arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete $\frac{1}{4}$ turn to the left.
5. Complete 2 circles to the left, the first one large and fast and the second small and slow. Change leads in the center of the arena.
6. Complete 2 circles to the right, the first one small and slow, the second large and fast. Change leads in the center of the arena.
7. Continue around the end of the arena without breaking gait or changing leads, run down the center of the arena past the end marker and stop.
8. Complete $3\frac{1}{2}$ spins to the right.
9. Run down the center of the arena past the end marker and stop.
10. Complete $3\frac{1}{2}$ spins to the left.
11. Hesitate to complete pattern.

Boxing -- Pattern #12



Trot to center of arena, stop. Start pattern facing toward judge.

1. Beginning on the right lead complete 2 circles to the right; the first circle large/fast, and the second small/slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first large/fast, the second small/slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker and execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker and execute a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.

Ranch Roping

This is a timed event with a 90-second time limit. The rope must be thrown, and the contestant may throw **unlimited** loops. A second rope may be used. The honda on the rope used must be of a breakaway design.

All contestants in the ranch roping will form a line at the time line in the arena to assist in holding the cattle at the working end of the arena. Horse and rider must start in the line of competitors.

A random draw will be used to select the calf to be roped, which will be announced to the contestant when the horse crosses the starting line.

Each contestant may have two herd holders and the line of contestants will serve as turn back riders. The sole duty of the turn back line is to assist in holding the cattle at the working end of the arena.

Roping reins and tie downs are permitted in roping classes.

The exhibitor shall not move the cattle at any gait faster than a jog.

Cattle for Ranch Roping

Not more than ten calves are held as a herd bearing numbers from 0 to 9. A random draw will be used to select the calf to be roped, which will be announced to the contestant when the horse crosses the starting line.

Judging Procedures

A rope with a breakaway honda will be used. Roping reins and tie downs will be permitted.

For a legal head catch, the calf's head must pass through the loop. The loop may draw up on any part of the calf's body behind the head. A legal catch also includes a slick horn catch or half-head catch. A heel shot of 1 or both hind feet is legal

The contestant must dally up – a minimum of one full turn around the saddle horn will constitute as a “dally”.

The flagman will signal the end of the run when the calf breaks the honda. The contestant may not cause the honda to release either intentionally or otherwise.

Youth exhibitors may have their rope tied onto the saddle horn instead of dallying, at their discretion.

The judge will serve as the flagger, and it is recommended that the judge be mounted. The judge may also ask for a flagger to be provided, that is not competing in the class or the current judged division.

Exhibitors will be placed on catch times, with the remaining exhibitors placed on herd/roping skills. Any exhibitor who does not have a legal catch will not place above an exhibitor that does.

Scoring Ranch Roping

The score sheet will be divided into four categories as follows: Herd Work, Rating, Handling, and Rider Ability. Each category will be scored on a scale of 1-5 points, with a total of 20 possible points.

Penalties that may be applied to the exhibitor's score:

1. Sorting cattle by turn back riders and/or herd holders will result in a **no score** for the contestants
2. The exhibitor shall not move at any gait faster than a jog; doing so will result in a **no score**.
3. 10-second penalty if over half the herd crosses the starting line.
4. 10-second penalty if the judge feels there has been excessive running for the herd.

Herd Work:

Credits:

- Quietness of horse in the herd
- Ability to maneuver horse in the herd

Deductions:

- Running/scattering the herd
- Running into cattle

Rating:

Credits:

- Position of horse/rider to calf

Handling:

Credits:

- Obedience of horse
- Ability to manage rope & position of horse when dallying

Deductions:

- Horse biting or kicking cow
- Horse bucking or rearing
- Turning tail

Rider Ability:

Credits:

- Rope handling
- Swing and form
- Handling extra coils
- Ability to efficiently recoil & rebuild after a miss
- Dally

Deductions:

- Loss of rope
- Roping wrong calf

RIDING CLASSES

Ranch Trail

The Ranch Horse Trail class contains a course with a minimum of eight obstacles (in cases of extreme weather, deeming obstacles unsafe, the number of obstacles may be altered) 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. All courses and obstacles are to be constructed with safety in mind so as to eliminate any possible accidents.

Each contestant will perform the required trail pattern individually. All horses will be judged immediately upon entering the arena, and judging will cease after the last maneuver.

Judging Procedure

1. A judge has the right and duty to alter the course in any manner or remove any obstacle deemed unsafe.
2. Scoring will be on the basis of one to a maximum of ten points per obstacle, with at least eight obstacles in the class.
3. Failure of an exhibitor to complete an obstacle does not necessarily cause that exhibitor to be disqualified. Such an exhibitor should continue to be judged and placed accordingly.
4. It is permissible to change rein hand to work an obstacle.

The show promoter will design a trail course with at least eight of the obstacles below:

Approved obstacles:

*Any obstacle that is deemed safe will be eligible to add with the approval of a 2/3 vote of the IRHA board no less than 3 days prior to the show date in question.

**Walk/Trot trail patterns will be pre-approved by the show committee. Walk/Trot ranch trail patterns will not consist of obstacles that involve tarps, slickers, jumps, or drags.

open/close gate

walk over bridge

jump over obstacle

perform side pass

pick up horse's feet

swing rope

walk through brush

put on slicker

trot or lope over posts

step in/out of obstacle

rope dummy steer

drag log or tire

back through obstacle

open mail box

load in trailer

ground tie and move obstacle

Ranch Riding

A Ranch Riding horse should reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horse shall not be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

Judging Procedure

Each horse will work individually, scored on the basis of 0 to 100, with 70 denoting an average performance. One of the five patterns will be used.

The overall cadence and performance of the gaits should be with an emphasis on forward movement, free-flowing, and ground covering gaits. Transitions should be performed where designated, with smoothness and responsiveness.

There is no time limit.

The use of natural logs is encouraged.

Posting, touching and/or holding the saddle horn at the extended trot is acceptable.

Penalties:

One (1) point penalties:

- Too slow/per gait
- Over-bridled
- Out of frame
- Break of gait at walk or jog for 2 strides or less

Three (3) point penalties:

- Break of gait at walk or jog for more than 2 strides
- Break of gait at lope
- Wrong lead or out of lead
- Draped reins
- Severe disturbance of any obstacle

Five (5) point penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.)

Placed below horses performing all maneuvers:

- Eliminates maneuver
- Incomplete maneuver

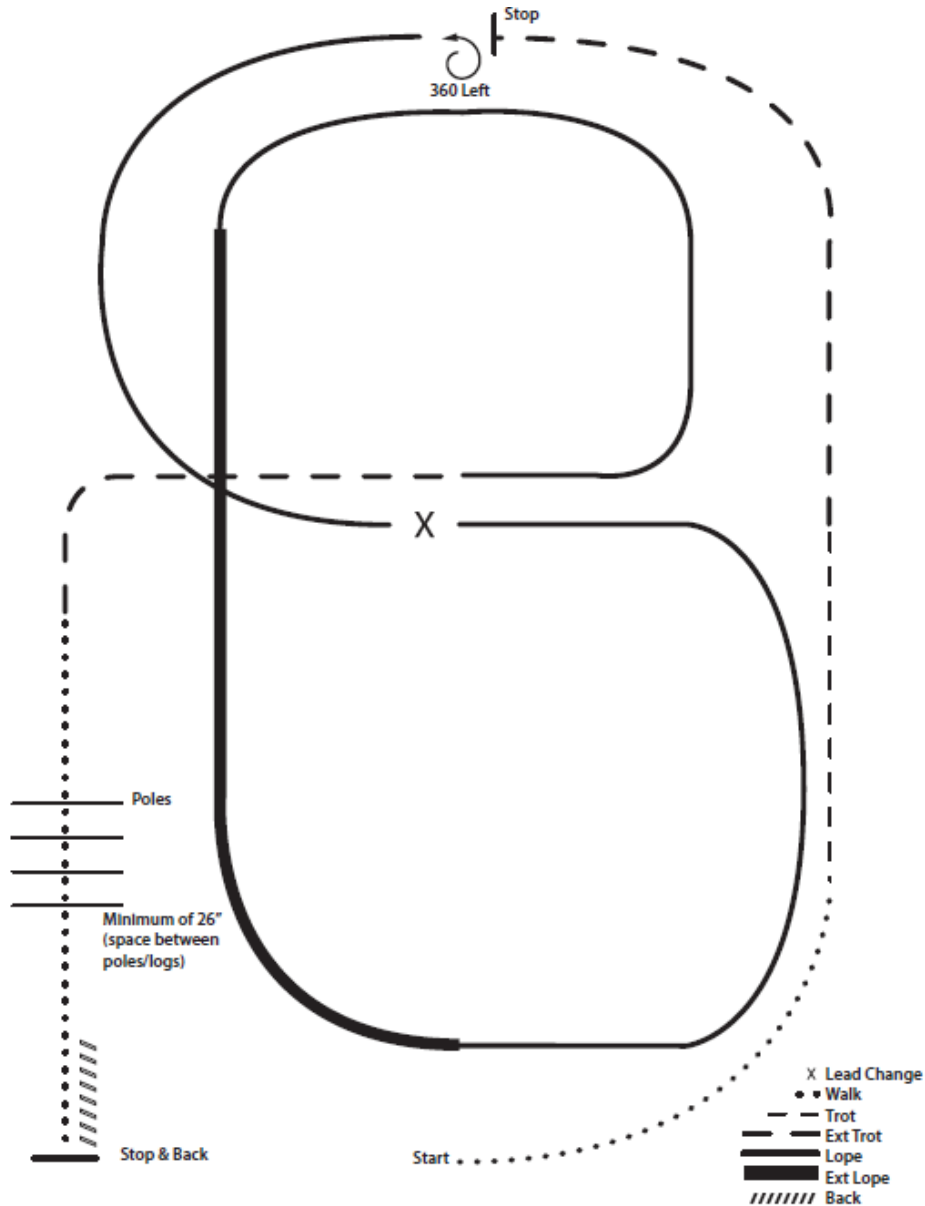
Zero (0) score:

- Illegal equipment
- Willful abuse
- Major disobedience or schooling

No specific penalties will be incurred for nicks/hits on logs, but deduction may be made in maneuver score.

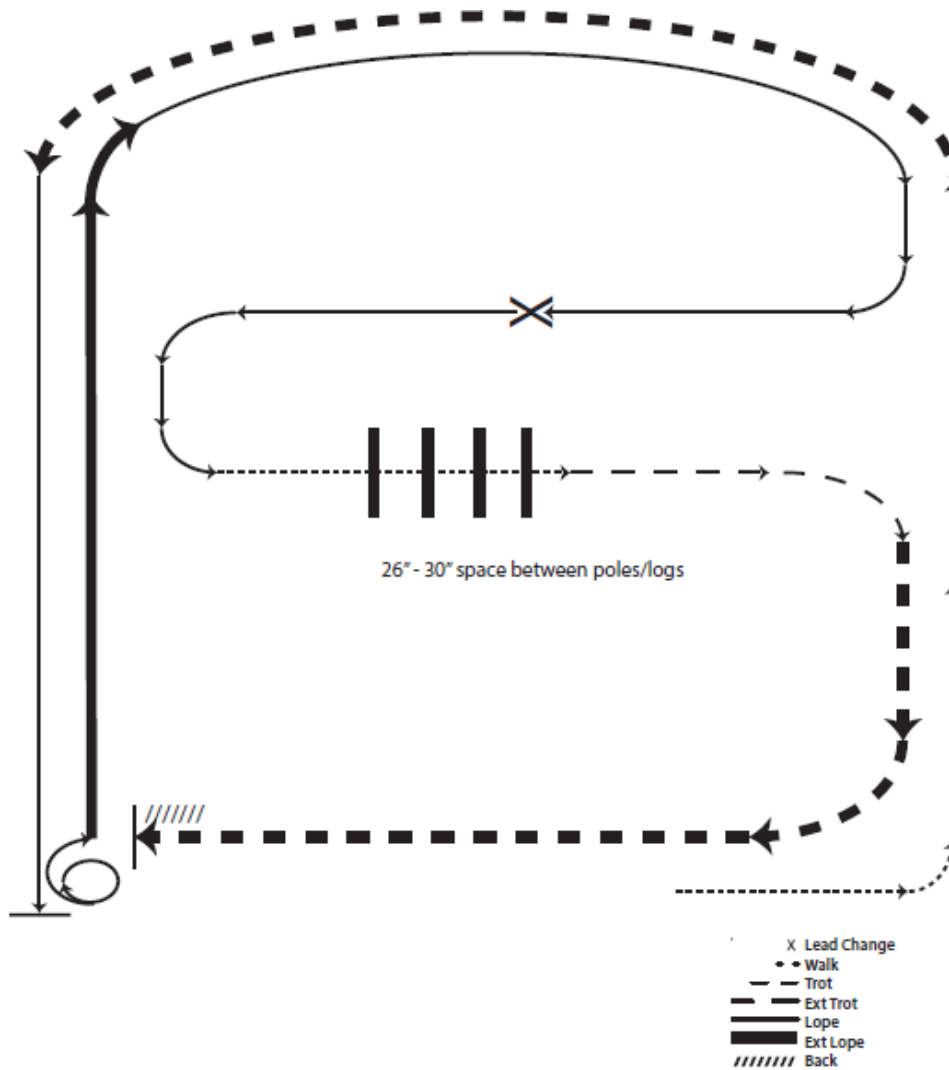
No specific penalties will be incurred for over/under spins, but deduction may be made in maneuver score.

RANCH RIDING - Pattern 1



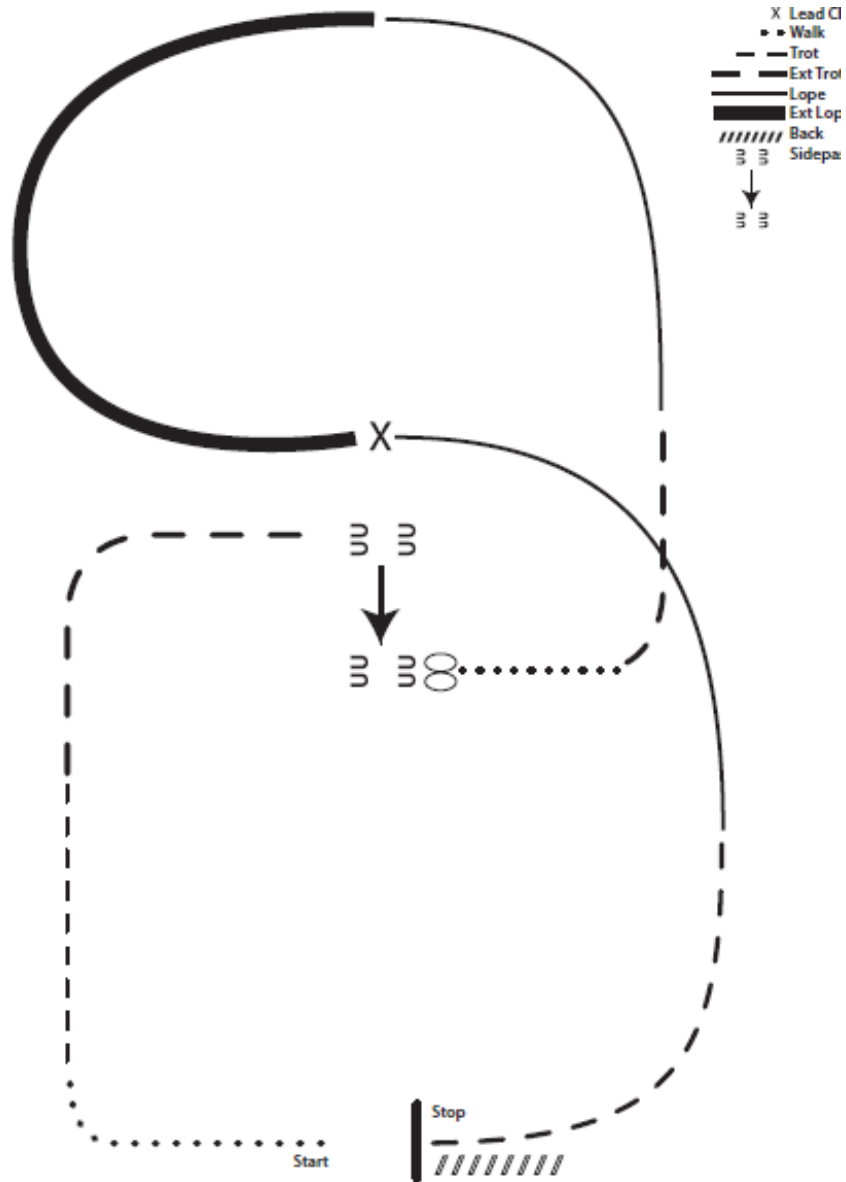
1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

RANCH RIDING - Pattern 2



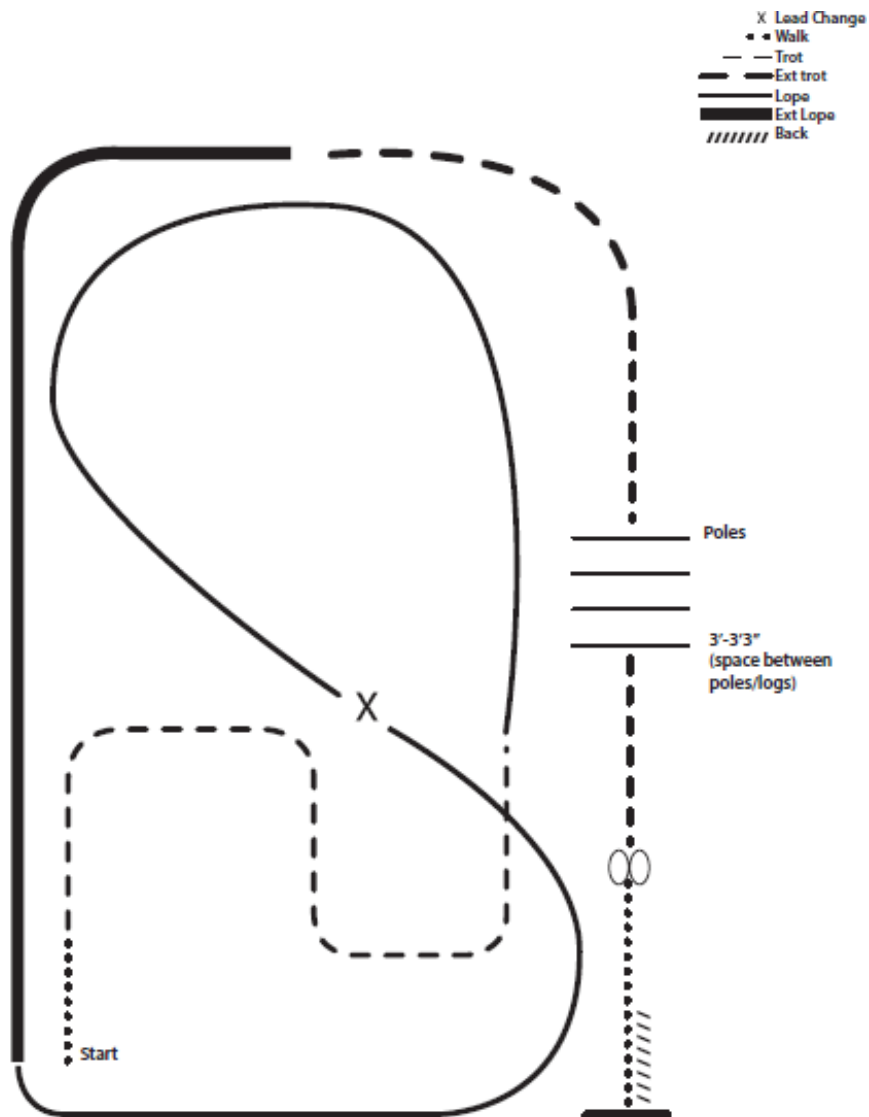
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

RANCH RIDING - Pattern 3



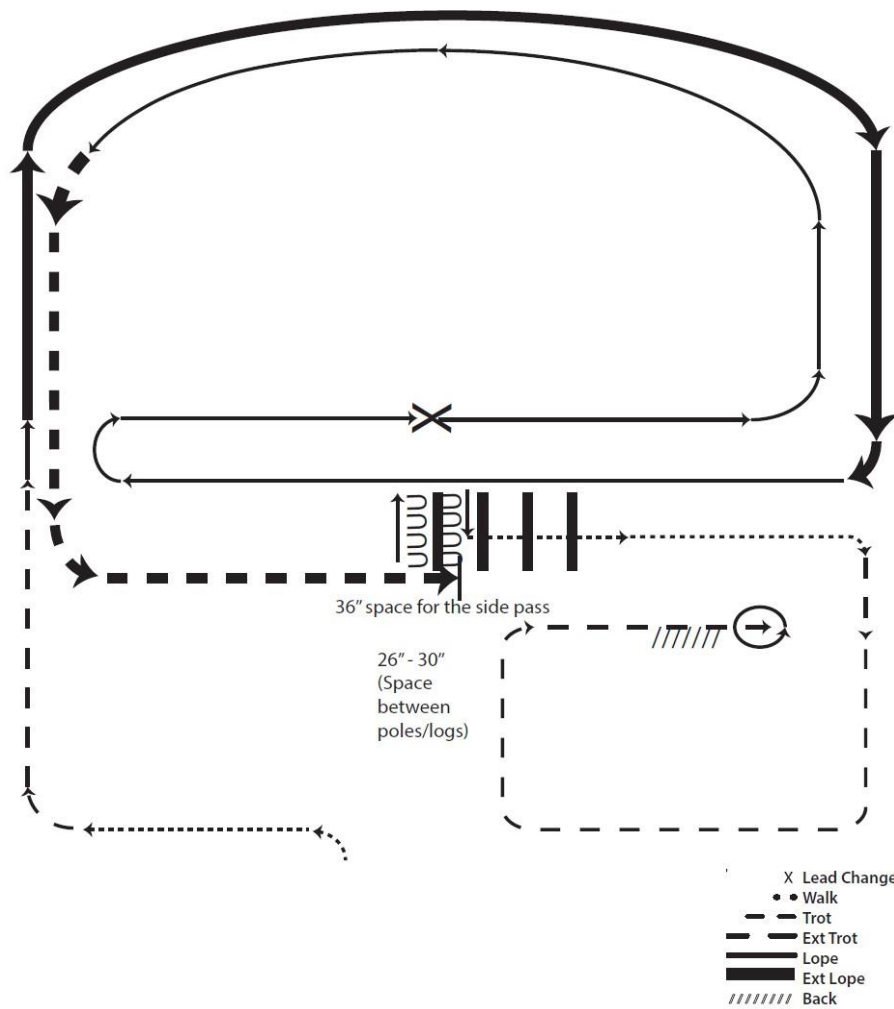
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

RANCH RIDING – Pattern 4



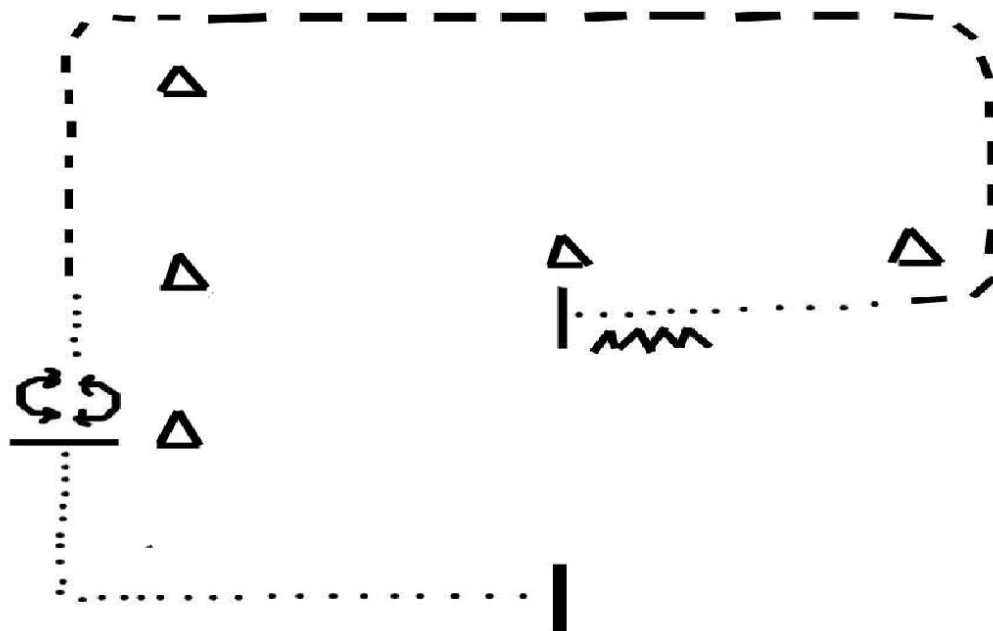
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

RANCH RIDING - Pattern 5



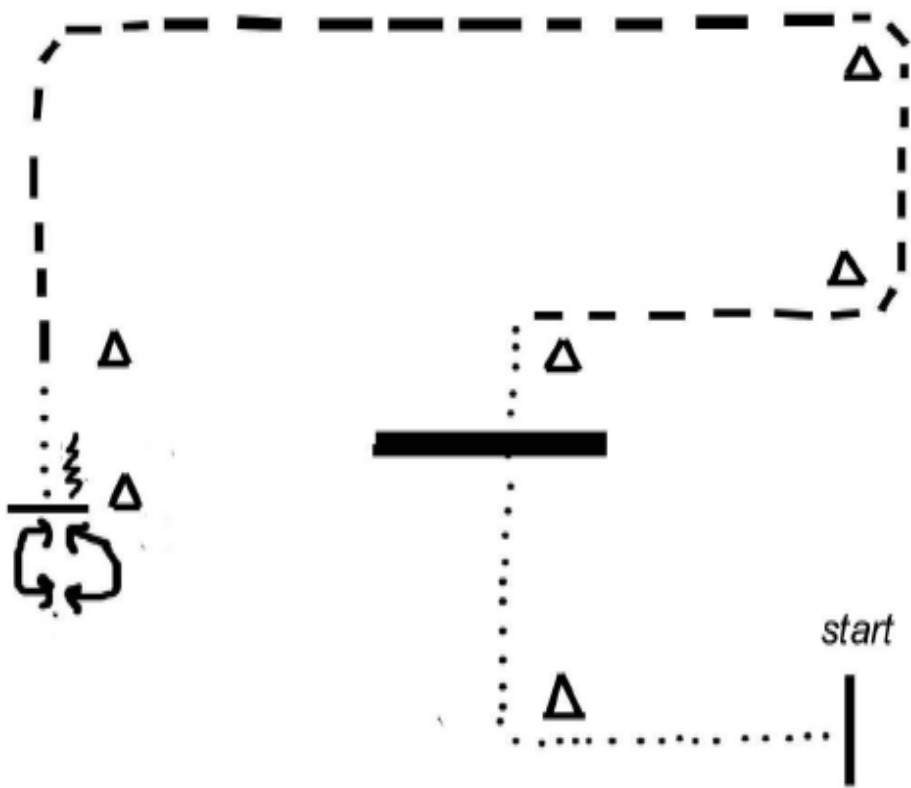
- 1.** Walk
- 2.** Trot
- 3.** Extended lope-right lead
- 4.** Lope-right lead
- 5.** Change leads (simple or flying)
- 6.** Lope left lead
- 7.** Extended trot
- 8.** Stop, side pass left, side pass right, 1/2 way
- 9.** Walk over logs
- 10.** Walk
- 11.** Trot square
- 12.** Stop, 360° turn left, back

Walk/Trot Ranch Riding Pattern #1



1. Walk around the corner to the first cone and stop
2. Turn 360 either way
3. Walk to the second cone
4. Trot around the third cone
5. Extend trot across the arena
6. Trot around the corner and around the fourth cone
7. Walk to the last cone and stop
8. Back a few steps

Walk/Trot Ranch Riding Pattern #2



1. Walk to and around the first cone
2. Continue walking over the log and to the second cone
3. Trot to and around the third cone and around the fourth cone
4. Extend trot across the arena
5. Regular trot around the corner and to the fifth cone
6. Walk to the last cone and stop
7. Turn 360 either direction
8. 8. Back a few steps

Ranch Horse Pleasure

A good ranch horse has a free-flowing stride of reasonable length in keeping with his conformation and covering a reasonable amount of ground with little effort. The motion should be balanced and flowing with the head carried in a natural position in keeping with the horse's conformation as dictated by breed standards. The horse should be shown on a reasonably relaxed rein, but with light contact and control.

Judging Procedure

Horses will be shown on the rail at four gaits – walk, trot, extended trot, and lope – in each direction of the arena. A “hand gallop” will be encouraged but not required. Responsive, smooth transitions should be shown when changing gaits. Horses will be asked to halt on the rail and back five steps one way of the arena.

**Walk/Trot contestants will be asked to walk, trot and extended trot (if able), in each direction of the area.*

Horses may also be asked to reverse the walk or trot at the judge's discretion, turning away from the rail for any change of direction. If the Judge requires a hand gallop he/she will call back no more than the top eight horses to complete the class. (In cases of more than 16 in the class, the judge will hold back the top 10 horses.)

The walk and trot should be free – moving and void of a peggy, short-strided motion. It is permissible to sit or post at the trot, touching or holding the saddle horn is also acceptable at the extended trot. The lope should be a definite three-beat gait, performed on the proper lead, and showing good use of the hindquarters.

The horse's expression should be alert and mannerly without the appearance of a dull, sullen, lethargic drawn or overly tired attitude. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit, alert, and a pleasure to ride.

Yearling In-Hand-Trail Class

This class is available for yearlings with the intention of preparing them for a performance career. The yearling can be shown by an exhibitor from any division. However, the class is offered as a single class and will not be divided into divisions. A handler is limited to two entries in the class.

The exhibitor may use a leather, rope, or nylon halter and lead. Excessive silver is discouraged. Stud chains are not allowed.

The course will contain at least 6 obstacles (in cases of extreme weather deeming obstacles unsafe, the number of obstacles may be altered). Safety of the horse and handler is taken into consideration at all times. Emphasis will be on the horse proceeding through the course with the least amount of handler's influence and still be correct with a willing and trusting attitude. The horse should walk or trot beside the handler freely and with confidence. The handler may touch the horse to cue it.

Approved Obstacles:

*Any obstacle that is deemed safe will be eligible to add with the approval of a 2/3 vote of the IRHA board no less than 3 days prior to the show date in question.

Backing	Walk or trot in or around a natural obstacle that you might encounter on the trail.
Sidepass	Open, pass through and close a gate while the handler maintains contact with the gate
Walk over poles	Move away from pressure as in a haunch turn or forehand turn
Pick up one or all four feet	Allow handler to "sack" with a flag or slicker
Walk over a bridge	Loading/unloading into a stock or horse trailer
Opening and shutting a mailbox	

Judging Procedure

1. A judge has the right and duty to alter the course in any manner or remove any obstacle deemed unsafe.
2. Scoring will be on the basis of one to a maximum of ten points per obstacle, with at least six obstacles in the class.
3. Failure of an exhibitor to complete an obstacle does not necessarily cause that exhibitor to be disqualified. Such an exhibitor should continue to be judged and placed accordingly.

BYLAWS

IOWA RANCH HORSE ASSOCIATION

1. **PREAMBLE.** Whereas, the members of the Iowa Ranch Horse Association (IRHA) having heretofore associated themselves as a body corporate do hereby adopt the following bylaws for the conduct of its organization.
2. **MISSION STATEMENT.** The general object and purpose of this organization shall be to promote the working cow horse or “ranch horse”, provide events to exhibit the “ranch horse’s” abilities and recognize individual “ranch horses.”
3. **ORDER OF BUSINESS.** Meetings shall be conducted according to Robert’s Rules of Order, Revised, or as near thereto as is reasonably possible.
4. **DUTIES OF OFFICERS AND DIRECTORS.**

SECTION 1. The President shall direct the association and has the power to appoint special committees as he considers necessary to carry out the activities of the organization. The President shall represent the organization on official occasions.

SECTION 2. The Vice President will serve and assist the President and direct meetings in the President’s absence.

SECTION 3. The Secretary will be responsible for maintaining accurate records of the Association, correspond with the membership, keep award points, and any other responsibilities appointed by the President and Board. The Secretary shall make available absentee ballots for members who cannot vote in person. Absentee ballots will be used for elections, amendments to the Articles of Incorporation, and as directed by the President and Board.

SECTION 4. The Treasurer will be responsible for maintaining an accurate accounting of any and all financial records of the Iowa Ranch Horse Association.

SECTION 5. The Reporter/IT will be responsible for publication of the newsletter and yearbook and any other responsibilities appointed by the President and the Board of Directors. In addition, the Reporter will also be responsible for keeping the IRHA website updated with the latest information, show schedule, clinics, and any other information that is relevant to its members.

SECTION 6. District Directors will be required to have at least one meeting per year in their District and shall attend all meetings as required by the Board.

SECTION 7. No Officer or Director will be paid for his or her services; however, they may be reimbursed for expenses occurred for the association with proper documentation and approval of the Board of Directors. No person can serve as an Officer and a Director during the same period of time.

SECTION 8. The Board of Directors will meet at least four (4) times per year to transact needed business and may be called together with proper notice by the President and/or Board of Directors. The IRHA calendar year will begin January 1st of the year and will conclude the next December 31st.

5. **MEMBERSHIP.** Any person, firm, or corporation may become a member of this Association by paying the annual dues as fixed by the Officers and Directors. Only one membership may be owned by one individual person, firm, or corporation, provided, however, that a family may be granted membership by paying the dues fixed by the Officers and Directors. Each membership shall be entitled to one vote providing there are paid in full and they are a member in good standing.
6. **COMMITTEES.**

SECTION 1. There will be the following standing committees: Judges Committee, Rulebook Committee, Finance Committee, Award Committee, Historian Committee, Publicity Committee, and Show and Contest Committee.

SECTION 2. Each Committee will consist of three (3) or five (5) members appointed by the President.

SECTION 3. The duties of each standing committee include:

1. Judges' Committee: Will develop and approve a list of capable judges, train and approve new judges as requested.

A. Judges are to be members of the IRHA and are required to complete a yearly, open book, written exam. New Judges to the Association are subject to an Apprenticeship.

B. The Board of Directors may approve non-sanctioned judges on special request.

2. Rules Committee: Develop new and needed rules and rule changes, interpret rules and present rule changes to the membership for the annual meeting. A set of rules and show procedures, annual Rulebook, will be adopted and published for the current year's activities. This publication will be updated by January of each year.

3. Awards Committee: To secure awards for the IRHA point winners and give appropriate recognition of award sponsors.

A. Awards will be secured for the top four (4) individuals in each division and the top point winners in each class.

B. Awards will be presented at the Annual Meeting.

C. Additional awards may be given or approved by the direction of the Board of Directors.

D. Points will be awarded from beginning to end of the show season which will be from January 1 to December 31 of each calendar year. The length of the show season will be set by the Board at the annual meeting. Only shows approved by the Board (or its designee) will be sanctioned and awarded points.

4. Finance Committee: This committee will go over the Association's books and finances prior to the Annual Meeting and report its findings.

5. Show and Contest Committee: Will develop a Standard of Approval form to be filled out by groups wishing to conduct an IRHA show. The committee will also provide to the Board of Directors a current listing of scheduled shows. This committee will also be available to answer questions from organizations holding IRHA shows.

6. Historian Committee: This committee will maintain a scrapbook of the IRHA, gathering and entering as much historical data as possible.

7. Publicity Committee/IT: This committee will work with upcoming show committees to help in the publicity for IRHA events. They will also strive to submit upcoming show dates, articles and photographs to any many publications as possible for the publicity of IRHA.

7. SHOW SANCTIONS AND FEES.

SECTION 1. A fee shall be charged for each IRHA show to be sanctioned.

SECTION 2. An additional fee of \$1.00 per class entry should be turned in to the IRHA Secretary along with show results and payoff within ten (10) working days after the last day of the show.

SECTION 3. All fees collected will be used to operate the Association and/or for awards for the membership.

SECTION 4. To sanction a show a request should be received 45 days prior to the show date. The Board of Directors may approve a late sanctioning request if they feel that members can be notified in a timely method.

8. **PROTESTS.** Any member and/or exhibitor who has a grievance and/or protest with a fellow member, officer, director, any committee, and judge, may file said grievance and/or protest with the Secretary. That protest shall be in writing and within (15) days from the date of the incident that created the protest. The protest will be reviewed by the Board and appropriate action taken.
9. **AMENDMENTS.** These bylaws shall become effective immediately upon adoption and ratification by a two-thirds vote of the members present at any Annual Meeting or special meeting of this Association called for that purpose.