

AR222 Ranch Horse Cow Work

The ideal ranch horse must also be a cow horse and the purpose of this class is to demonstrate and measure the horse's ability to do cow work. It should have a natural ranch horse appearance from head to tail in each maneuver. There is a time limit per horse/exhibitor team to perform the work and the time shall begin when the gate closes behind the cow after being let into the arena. If the time has not elapsed and the judge is satisfied that all requirements of the class have been met, the judge should blow the whistle for the exhibitor to cease work. The judge may blow a whistle at any time for the exhibitor to cease work for safety reasons. Judges will give credit for what they have seen. Only the judge may award a new cow to an exhibitor to replace a cow that will not honor a horse. If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work. If the exhibitor accepts the new cow, the time for working the cow will start over. If the exhibitor intends to accept the new cow, the exhibitor must pull up immediately. When multiple judges are scoring, any one of the judges may terminate the work or signal for a new cow.

SCORING SYSTEM: Each horse/exhibitor team is scored between 0-100 points and automatically begins the run with a score of 70 points. The horse/exhibitor team is scored on the quality of each maneuver (e.g. -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good and +1 ½ excellent). Pluses and minuses are a reflection of the smoothness, finesse, attitude, quickness, and authority of the horse/rider team when performing the various maneuvers.

RANCH HORSE COW WORK

1. Exhibitors in Ranch Horse Cow Work are allotted one minute and thirty seconds to complete the work. The announcer will announce, when there are thirty seconds remaining. At one minute and thirty seconds, the announcer will call for time. Exhibitors are not required to use all of the allotted time, but must ride until the judge whistles the end of the run or time expires, whichever occurs first. There are four parts to the work: boxing the cow; setting up the cow and driving it down the fence to the opposite end of the arena; boxing the cow at the opposite end of the arena; and, then driving the cow past the middle marker again. There is no expectation that the exhibitor will make a "fence turn," rather the drive down the fence demonstrates correct position and control around the corner.
Part One- Boxing the Cow: The exhibitor shall ride into the arena, face the cattle entry gate, and signal for their cow to be turned 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 exhibitor shall aggressively move in on the cow to demonstrate the horse's ability to drive and block the cow.
Part Two- Set Up Cow and Drive Down Fence to Opposite End of the Arena: After the cow has been controlled on the entry end of the arena, the exhibitor 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 the cow to demonstrate control with the cow against the fence. This distance and control should be maintained for approximately ½ to ¾ the length of the arena. The exhibitor will then stop and release the cow and move the horse toward the center of the arena to set the cow up for boxing on the opposite end of the arena.
Part Three- Boxing the Cow at Opposite End of Arena: The exhibitor will regain control or "hold" the cow at end of the arena to demonstrate the horse's ability to "hold" the cow.
Part Four- Drive the Cow Back Down the Fence: Past the middle marker and continue until the judge blows the whistle to show completion. The cow should be driven back down the same side of the fence.
2. Credits and Penalties for Ranch Horse Cow Work: All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time. During the "Boxing" portion of the run, credit will be given for the horse's expression and its "cow sense" (i.e. making moves with little exhibitor assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Credit will be given during the "Set Up Cow and Drive Down Fence" for rating the cow; blocking the cow with pressure towards the end of the arena; driving the cow with control down the side of the arena; and controlling a difficult cow.
 - a. One Point Penalties:
 1. Over-bridled (per maneuver)
 2. Out of frame (per maneuver)
 3. Loss of working advantage
 4. Driving cow down the opposite fence (changing sides)
 5. Working out of position

6. Slipping rein
 7. Failure to drive cow past the middle marker on second drive before time expired
 - b. Three Point Penalties:
 1. Knocking down the cow without having a working advantage
 2. Losing a cow while boxing
 - c. Five Point Penalties:
 1. Spurring in front of the cinch
 2. Blatant disobedience
 3. Use of either hand to instill fear or praise
 - d. Ten Point Penalties:
 1. Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
 2. Off Pattern
 - e. Zero Score:
 1. Turning tail
 2. Repeated blatant disobedience
 3. Schooling after entering the arena prior to calling for cow
 4. Schooling horse between cows if new cow is awarded
 5. Use of two hands (except for junior horses 5 years and under in snaffle bit/hackamore)
 6. More than one finger between split reins or any fingers between romal reins
 7. Improper western attire
 8. Fall of horse/rider
 9. Failure to attempt any part of the class
 - f. No score
 1. Lameness: Abuse; Illegal equipment
 2. Disrespect or misconduct
 3. Leaving arena before run is complete
3. Exhibitors in the Ranch Horse Cow Work cannot compete in both the Ranch Horse Cow Work, Reined Cow Horse or Working Cow Horse class at the same show with the same horse. However, exhibitors may cross-enter Ranch Horse Cow Work and Limited Reined Cow Horse classes. *BOD 6/22/20 Effective 12/1/20*

AR223 Ranch Horse Rail Pleasure

1. The ranch horse rail pleasure class measures the ability of the horse to be a pleasure to ride while being used as a means of conveyance from one ranch task to another and should reflect the versatility, attitude, and movement of a working horse. The horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The horse should be responsive to the rider and make timely transitions in a smooth and correct manner. The horse should be soft in the bridle and yield to contact. The ideal ranch rail pleasure horse should have a natural head carriage at each gait. In all gaits, movement of the ranch rail pleasure horse should simulate a horse needing to cover long distances, softly and quietly, like 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.
2. This class is intended as a rail class but individuals working off the rail will not be penalized and riders are encouraged to use adequate space given the extension of gaits required.
3. Offered for horses three years of age or older.
4. The following qualifying gaits shall apply:
 - a. Walk – The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.
 - b. Trot – The trot is a natural two-beat gait demonstrating more forward motion than the western pleasure jog.

- c. Extended Trot – The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
 - d. Lope – The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
 - e. Extended Lope – The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright, attentive expression.
5. Class Specifications: Horses to enter at walk or jog in either direction at discretion of the judge. Entries will be worked both directions of the ring at all qualifying gaits. The overall manners and responsiveness of the horse while performing the requirements and the horse's quality of movement are the primary considerations.
 6. Part of the evaluation of this class is on smoothness of transitions. A horse may be collected from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot, not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that attempt to stop or do stop prior to trotting will be penalized. Judges expect to see horses that have been trained to respond to cues and when cues are applied correctly, it could be a credit earning situation.
 7. A ranch horse should be willingly guided or controlled with little or no apparent resistance. Any movement on his own must be considered a lack of control.
 8. Penalties. An exhibitor shall be penalized for:
 - a. Too slow a gait
 - b. Over-bridled
 - c. Out of frame
 - d. Break of gait
 - e. Wrong lead, out of lead, or cross-cantering
 - f. Draped reins
 - g. Trotting more than two strides when taking lead
 - h. Blatant disobedience (kick, bite, buck, rear, etc.)
 - i. Schooling
 - j. Spurring in front of cinch
 - k. Use of either hand to instill fear/ praise
 9. Apparel and Equipment: For rules regarding correct Western appointments, refer to AR 144.
 10. Posting at the extended trot is acceptable.
 11. Touching or holding the saddle horn is acceptable.
 12. Hoof polish is discouraged.
 13. It is customary to not remove the hair from inside of the ears, but horses with clean clipped ears will not be penalized.
 14. Trimming of the bridle path, fetlocks, or excessive (long) facial hair is allowed.
 15. Appointments with silver should not count over a good working outfit. Silver on bridles and saddles and the use of weighted reins are discouraged.
 16. It is suggested that competitors use a breast collar and rear cinch.
 17. Horses 5 years and under, may be shown in a snaffle bit/hackamore.
 18. Prohibited equipment includes tie downs, cavessons, gag bits, mechanical hackamores and running martingales.
 19. Horses may cross-enter with any other pleasure class at the same show. *BOD 6/22/20 Effective 12/1/20*

AR224 Ranch Horse Trail

The purpose of the ranch trail class is to test the horses' ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/exhibitor team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive, and well-mannered horse which can correctly navigate and negotiate the course. The ideal ranch trail horse should have a natural ranch horse appearance from head to tail in each maneuver. For rules regarding correct Western appointments, refer to AR 144.

SCORING SYSTEM: Each horse/exhibitor team is scored between 0-100 points and automatically begins the run with a score of 70 points. The horse/exhibitor team is scored on the quality of each maneuver (e.g. -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good and +1 ½ excellent). Pluses and minuses are a reflection of the smoothness, finesse, attitude, quickness, and authority of the horse/exhibitor team when performing the various maneuvers.

1. The ranch trail course will include between six and nine obstacles. It is mandatory that the horse be asked to walk, trot, and lope during the course. Walk can be part of obstacle score or be scored with the approaching obstacle. Trot must cover at least 35 feet and be scored with the approaching obstacle. Lope must be lead-specific, at least 50 feet and scored with approaching obstacle. Care must be exercised to avoid setting up any obstacles that may be hazardous to the horse or rider.
2. When setting courses, competition management must be mindful that the purpose is not to trap a horse/exhibitor team or eliminate it by making an obstacle too difficult. All courses and obstacles must be constructed with safety in mind. Show committee shall have the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if appropriate terrain is available. Each single-performance event can be time consuming, especially with large classes, so it is imperative that time restrictions are placed on the class. The show committee, either through a pilot run or estimation, shall select a course that has continuous and positive flow that can be negotiated in four minutes or less.
3. Judges must walk the course and may alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacles they deem unsafe, unnavigable, or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class it shall be repaired or removed from the course. If the obstacle cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous draws in that class.
4. The course must be designed using the mandatory obstacles and maneuvers plus optional obstacles if needed. Combining two or more of the obstacles is permitted.
5. Prohibited obstacles: Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk-over, tires, rocking or moving bridges, logs elevated in a manner that permits such to roll in a dangerous manner.
6. Mandatory obstacles and/or maneuvers:
 - a. Ride over obstacles on the ground (usually logs). Walk, trot, or lope may be used, but only one gait is required.
 1. Walk-overs: Walk over no more than five logs no more than 10 inches high and spacing between 26 to 30 inches. The formation may be straight, curved, zig-zagged, or raised.
 2. Trot-overs: Trot over no more than five logs no more than 10 inches high. The space between logs or poles should be 36 to 42 inches. The formation can also be straight, curved, zigzagged, or raised.
 3. Lope-overs: Lope over no more than five logs no more than 10 inches high. The space between logs should be 6 to 7 feet. The formation can also be straight, curved, zigzagged, or raised.
 - b. Opening, passing through, and closing a gate: Use a gate that will not endanger horse or rider and requires minimum side passing.
 - c. Ride over wooden bridge: Bridge should be sturdy, safe, and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.
 - d. Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30 inch spacing is required. Back through and around at least three markers. Back through L, V, U, or straight or similarly shaped course which may be elevated no more than 24 inches.
 - e. Side-pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side-pass obstacles should not exceed 12 inches.
 - f. Drag an object: For Open and Amateur classes ONLY. The drag is not to be used in Youth classes. Drag may be a complete figure-eight and may begin in either direction. The exhibitor must have the rope dallyed on the saddle horn (half or full dally) for the duration of the drag.
7. Optional obstacles:
 - a. A jump obstacle whose center height is not less than 14 inches high or more than 24 inches high. Holding the saddle horn is permissible for this obstacle
 - b. A live or stuffed animal which would normally be encountered in an outdoor setting may be used but not to be used in an attempt to spook a horse

- c. Carry object from one part of the arena to another
 - d. Remove and replace materials from a mailbox
 - e. Trot through cones spaced a minimum of 6 feet apart
 - f. Cross natural ditches or ride up embankments
 - g. Swing rope or throw rope at a dummy steer head
 - h. Step in and out of obstacle
 - i. Put on slicker or coat
 - j. Stand to mount with mounting block
 - k. Walk through water obstacle
 - l. Open gate on foot
 - m. Pick up feet
 - n. Walk through brush
 - o. Ground tie (Hobbles are allowed)
 - p. Lead at the trot
8. At show management option the competition trail course may be made available to exhibitors or posted prior to the day of competition. It must be posted at least one hour prior to competition. Printed handouts for exhibitors are helpful and encouraged.
9. Credits and Penalties:
- a. All runs begin upon entering the pen and any infractions are subject to penalty at that time (such as two hands on the reins, using either hand to instill fear or praise, etc.). The exhibitor has the option to pass any obstacle; however, it will result in 20 penalty points. A judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns.
 - b. Credit is given to horse/exhibitor teams who negotiate the obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course when the obstacles warrant it while willingly responding to exhibitor's cues on more difficult obstacles. Quality of movement and cadence should be considered part of the maneuver score for the obstacle. Penalties are assessed as follows:
 - 1. One Point Penalties: Over-bridled (per maneuver); out of frame (per maneuver); each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle; incorrect or break of gait at walk or trot for two (2) strides or less; both front or hind feet in a single-stride slot or space at a walk or trot; skipping over or failing to step into required space; split pole in lope-over; incorrect number of strides, if specified; one or two steps on mount/dismount or ground tie except shifting to balance.
 - 2. Three Point Penalties: Wrong lead or out of lead; draped reins; break of gait at lope; break of gait at walk or trot for more than two (2) strides; three to four steps on mount/dismount or ground tie.
 - 3. Five Point Penalties: Spurring in front of cinch; blatant disobedience; use of either hand to instill fear/praise; knocking over, stepping out of, or falling off an obstacle; dropping an object required to be carried; 1st or 2nd cumulative refusal; letting go of gate; five or more steps on mount/dismount or ground tie.
 - 4. Ten Point Penalties: Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) Off pattern; Third refusal; Failure to dally and remain dallied; Failure to open and shut gate or failure to complete gate.
 - 5. Zero Score: Repeated blatant disobedience; more than one finger between split reins or any fingers between romal reins; Use of two hands (except for junior horses 5 years and under in snaffle bit/hackamore).
 - 6. No score: Lameness, abuse, leaving working area before pattern is complete, illegal equipment, disrespect or misconduct, improper Western attire; fall of horse/exhibitor.
10. Posting at the extended trot is acceptable.
11. Touching or holding the saddle horn is acceptable.
12. Hoof polish is discouraged.
13. It is customary to not remove the hair from inside of the ears, but horses with clean clipped ears will not be penalized.
14. Trimming of the bridle path, fetlocks, or excessive (long) facial hair is allowed.
15. Appointments with silver should not count over a good working outfit. Silver on bridles and saddles and the use of weighted reins are discouraged.
16. Horses may cross-enter with any other Trail class at the same show. *BOD 6/22/20 Effective 12/1/20*