

# Coyote Crossing Ranch Show Rules

These rules have been taken from the ARHA and AQHA rule books.

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## RANCH HORSE CONFORMATION

A) The horse will be judged on type, conformation correctness, and athletic ability with the all around equine in mind. Ranch Horse Conformation is defined as the physical attributes necessary to perform under saddle in multiple ARHA events. The ideal standard in evaluating horses in conformation should include but not limited to soundness and correctness in conformation, particularly feet and legs with emphasis on correct manner of travel including athletic ability and the “appearance of” agility. The horse should possess eye appeal with an attractive head; refined throat-latch; well-proportioned trim neck; long sloping shoulder; deep heart girth; short back; strong loin and coupling; long hip and croup. The horse should show balance and uniform muscling with enough athletic ability to perform different tasks on the ranch and ARHA events. Horses should be strong boned and have an appearance of durability.

B) Horses are not penalized for scars or brands.

C) All stallions two years and older shall have two visible testicles. Cryptorchids will be excused from the ring prior to the final placing by the judge.

D) Only mares and stallions will be examined for parrot mouth and those found to exhibit same will be excused from the ring prior to the final placing by the judge.

E) All lame horses will be excused from the ring prior to the final placing by the judge.

## CONFORMATION EQUIPMENT

A) In conformation classes, horses are to be shown in good working halter; rope, braided, nylon or plain leather. No silver will be allowed on halters. Any silver on halters will result in an automatic disqualification.

Brass name plates and embroidered halters will be allowed.

B) Lip chains, splint boots, leg wraps or bandages are prohibited in any conformation classes. The use of shin and/or bell boots on the front legs and standard sliding rundown boots on rear fetlocks is optional in individual working classes unless otherwise noted. In the event of injury the judge may permit a protective bandage.

C) Banded or braided manes and braided tails and tie-in tails and/or extensions are not allowed.

D) Fresh hoof black, hoof polish and/or oil is not allowed and will result in the horse being disqualified from the class.

E) The horse should be clean and brushed. It is recommended that a horse should be shown as naturally as possible.

F) Banded or braided manes, braided tails, tie-in tails and/or extensions are not allowed. (Exception: Braided manes will be allowed in roping and speed events.)

## JUDGING PROCEDURE

A) The judge shall make an individual examination for conformation defects,

soundness and way of travel of each horse at the walk and jog as it is led directly to and away from the judge and additionally the jog from a direct side angle. The judge may ask for further individual work he may feel is needed. Any deviation from correct leg conformation and way of going shall be penalized. The horse must move straight and true. The walk should be a natural flat-footed four beat gait. The walk must be alert, with a stride of reasonable length for the size of the horse. The jog should be square, balanced with straight forward movement of the feet.

B) After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from both sides, front and rear.

C) Single-judged shows the judge should line the horses to be placed in a head to tail order according to preference.

D) Any horse that becomes detached from its handler and is no longer under control by the handler will automatically be disqualified and excused. If the initial horse exhibiting poor mannerisms (i.e.: rearing, backing, or falling into others, etc.) causes other exhibitor(s) to lose their horse(s), only the initiating horse will be disqualified and excused. The decision of the judge(s) is final.

E) The fall of a horse being judged in conformation shall be cause for disqualification. A horse is considered having fallen when he or she is on their side with all four feet extended in the same direction.

## **RANCH RIDING**

A superior ranch riding horse has a free-flowing stride of reasonable length in keeping with his conformation and covering a reasonable amount of ground as if he was going across the pasture to do a task on the ranch in a timely fashion. Horse should not be a run away but move like “we have a lot to do today”. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits with proper cadence and rhythm. The quality of the movement and

consistency of the gaits is a major consideration. Exhibitor should not be penalized for picking up reins or moving horses body as long as the horse is soft, willing and free of resistance and should receive credit. Horse should be credited for softness when picking up through transitions, departures, stops, and back-ups. (This should not be confused with constant pulling and jerking around the arena as this shall be faulted according to severity). A willing horse will not ring their tail, or be blatantly disobedient to the rider’s cues or demands. The horse should drive off his hind quarters using it as a driving force for his body. The horse should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the appearance of resistance. He should have a bright expression with his ears alert, he should be mannerly without the appearance of a dull, sullen lethargic drawn or overly tired attitude. He should be shown on a reasonable loose rein, but with light contact and control. He should be responsive, yet smooth, in transitions when called for. When asked to extend, he should extend out with the same flowing motion. Maximum credit should be to given to the horse that has a flowing stride, is balanced, and that gives the appearance of being willing, fit, alert and a pleasure to ride while possessing great athletic ability and agility. This class will be judged on the performance, athletic ability, and condition of the horse.

A) Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk and the jog, one or both ways of the ring. The extended jog is a definite two-beat lengthening of the stride, covering more ground. Cadence and balance with smoothness are more essential than speed. Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm. Horses are required to back easily and stand quietly.

B) Horses are to be reversed to the inside ( away from the rail). They may be required to reverse

at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.

C) Judge may ask for additional and individual(s) work of the same nature from any horse.

D) Rider shall not be required to dismount except in the event the judge wishes to check equipment.

E) Horses are to be shown at a walk, jog and lope on a reasonably loose rein or light contact without undue restraint. Judges, at their discretion may also ask for an extended trot.

F) Faults to be scored according to severity: 1) Excessive speed or excessive slowness at any gait. 2) Being on the wrong lead. 3) Breaking gait (including not walking when called for). 4) Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope). 5) Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized). 6) Over flexing or straining neck in carriage so that the nose is behind the vertical. 7) Excessive nosing out. 8) Opening/gapping mouth excessively. 9) Stumbling. 10) Use of spur in front of the cinch. 11) If horse appears sullen, dull, lethargic, emaciated, drawn or overly tired. 12) Quick, choppy or pony-strided. 13) Overly canted at the lope (Horses which lope with haunches in towards the center of arena). 14) Excessive head bobbing. 15) Excessive ringing of tail.

G) Credits: 1) Natural ground covering gaits. 2) Consistency at all gaits. 3) Smooth upward and downward transitions. 4) Work on reasonably loose rein without excessive cueing to maintain moderate pace. 5) Giving the appearance of being able to do a days work 6) Athletic Ability/Agile. 7) Softness of horses' chin, poll, neck, shoulder, body, hip. and being broke through thru the whole body.

H) Disqualifications 1) Grabbing the saddle horn or any other part of the saddle. 2) Illegal use of hands on reins. 3) Use of prohibited equipment.

## REINING

Reining is a judged event designed to show the athletic ability of the horse in the confines of a show arena. To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Pattern will be selected by judge or show management and used by all contestants in the class. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

1. Scoring will be on the basis of 0-Infinity, with 70 denoting an average performance. The individual maneuvers are scored in 1/2 point increments from a low of  $-1\frac{1}{2}$  to a high of  $+1\frac{1}{2}$  with a score of 0 denoting a maneuver that is correct with no degree of difficulty. It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

$-1\frac{1}{2}$  = Extremely Poor

-1 = Very Poor

$-\frac{1}{2}$  = Poor

0 = Correct

$+\frac{1}{2}$  = Good

+1 = Very Good

$+1\frac{1}{2}$  = Excellent 1.

2. In the name of accuracy, it is important that the judge not average scores for maneuvers (ie: a  $+\frac{1}{2}$  spin and a  $-\frac{1}{2}$  spin = two 0 spins, etc.).

3. A judge must, at the completion of each maneuver, evaluate the maneuver on the scale

listed below as an individual component of the entire run.

4. One key element in accurately describing the scoring of the entire run to the exhibitor is the judge's scribe. ARHA suggest that management should supply a scribe at every official ARHA event; however, it is the judge's responsibility to ensure that the scribe is properly instructed prior to beginning the first run of the day. The judge must confirm that the scribe understands the fundamentals of recording both maneuver scores and penalty scores. It is recommended that judges verify the addition of the maneuver scores and penalties is correct at the completion of the run. As part of the training process for the scribe, the judge should make certain that his/her communications are clear to the scribe. To ensure this clear communication, the judge and the scribe should agree upon a method of speaking, so that maneuver scores and penalty scores are not confused (i.e.: a judge will say a number for a maneuver score and say "penalty" and a number for a penalty, thus allowing the scribe to place the appropriate score in the appropriate box on the score sheet.) Scribes should be advised to record all scores and penalties in fractions as opposed to decimals to prevent errors in tabulating the final score. If for any reason a judge does not believe that a scribe is competent, he/she should ask show management to replace the scribe immediately or do themselves. Here is an example of a correctly completed score sheet. Judges are required to sign and date every completed scoresheet. In evaluating a maneuver, a judge should consider the horse's performance based on the following hierarchy of concerns.

A) On pattern: The judge must ensure that the maneuver being performed by horse and rider is the correct maneuver as dictated by pattern.

B) Correctness: Having ascertained that the horse and rider are performing the maneuver required by the pattern, the judge must then ascertain whether the maneuver is being executed correctly.

#### THE FOLLOWING WILL RESULT IN NO SCORE:

1. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
2. Use of illegal equipment, including wire on bits, bosals or curb chains Use of illegal bits, bosals or curb chains; when using a snaffle bit, optional curb strap is acceptable; however curb chains are not acceptable.
3. Use of tack collars, tie downs or nose bands.
4. Use of whips and/or bats.
5. Use of any attachment which alters the movement of or circulation of the tail.
6. Failure to provide horse and equipment to the appropriate judge for inspection.
7. Disrespect or misconduct by the exhibitor.
8. Closed reins are not allowed except as standard romal reins. a) Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern; rider's free hand may be used to hold romal in the normal fashion.

#### DISQUALIFICATION: THE FOLLOWING WILL RESULT IN A SCORE OF 0:

- A) Use of more than index or first finger between reins.
- B) Use of two hands (exception in Junior or Snaffle Bit) or changing hands;
- C) Improper use of the romal.
- D) Failure to complete pattern. Leaving arena before pattern is complete.
- E) Performing the maneuvers other than in specified order.
- F) The inclusion of maneuvers not specified, including, but not limited to: 1. Backing more

than 2 strides when no back up is called for in pattern. 2. Over spins more than ¼ turn

G) Equipment failures that delay completion of pattern; including dropping a rein that contacts the ground while horse is in motion.

H) Balking or refusal of command where pattern is delayed.

I) Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.

J) Jogging in excess of one-half (½) circle or one-half (½) the length of arena.

K) Fall to the ground by a horse or rider.

L) Bloody Mouth.

M) Use of Illegal equipment.

N) Failure to trot in on a trot-in pattern

#### 5 POINT PENALTIES

A) Spurring in front of cinch.

B) Use of either hand to instill fear or praise.

C) Holding saddle with either hand.

D) Blatant disobedience including kicking, biting, bucking, rearing and striking.

#### 2 POINT PENALTIES:

A) Breaking of gait.

B) Freeze up in spins or rollbacks.

C) On trot-in patterns, loping before reaching the center of arena, and failure to stop before executing a lope departure.

D) On run-in patterns, failure to be in a lope prior to the first marker.

E) If a horse does not completely pass the specified marker before initiating a stop position.

F) Jogging beyond two (2) strides, but less than ½ circle or ½ length of arena.

G) When rounding end of arena, failure to be on correct lead for more than ½ turn.

#### 1 POINT PENALTIES:

A) Over or under spinning from one-eighth to one-fourth (1/8 to 1/4) turn.

B) In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: - For 1/2 the turn or less - (1) point penalty; - For more than 1/2 turn - (2) point penalty.

#### 1/2 POINT PENALTIES :

A) Starting circle at a jog or exiting rollbacks at a jog up to two strides. Jogging beyond two strides, but less than 1/2 circle or 1/2 the length of arena, deduct two points.

B) Over or under spinning up to one-eighth (1/8) of a turn.

C) Failure to remain a minimum of 20 feet (6 meters) from the wall or fence when approaching a stop and/or rollback.

D) A delayed change of lead by one stride.

#### FAULTS

A) Starting or performing circles or figure-eights out of lead will be judged as follows: Each time a horse is out of lead, a judge is required to deduct one point. The penalty for being out of lead is accumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead.

B) Opening mouth excessively when wearing bit.

C) Excessive jawing, opening mouth or head raising at stop.

D) Lack of smooth, straight stop on haunches-bouncing or side-ways stop.

E) Refusing to change leads.

F) Anticipating signals.

- G) Stumbling.
- H) Backing sideways.
- I) Knocking over markers.
- J) Losing stirrup.
- K) Failure to run circles of figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.

## ROPING

This class allows exhibitors to show their horses one handed with romel reins. Exhibitors are permitted to hold romels and tail in one hand while holding horn with other hand. If exhibitor chooses to show this way they must enter the arena with reins in one hand and are not allowed to touch rein with off hand at anytime during the class. If exhibitor comes in with both hands on the romels they are required to keep both hands on the reins, the way they entered the pen. The use of Roping reins/one piece reins will be allowed. No tie-downs or martingales etc. may be used in this class.

- A) The intent of this class is to show the ability of the horse and rider skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Entry does not have to separate their cow from herd and should not receive credit for separation from herd. When cow is separated from the herd there should be no excessive running or cutting of the cow.
- B) This is a judged event with a 90 second time limit. The rope must be thrown and the contestant may throw only two loops. Any attempt by exhibitor to trap, snare, or collar cow by holding onto the loop will be cause for disqualification. A second rope may be used, but the total number of loops thrown may not exceed two (2). If a second loop is used it must

be recoiled. The Honda on the rope used must be of a factory plastic breakaway design.

C) Horse and rider must start from behind a starting line which will be located 1/3 of the arena length away from where ten (10) calves are held as a herd with each bearing a number 0 - 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.

D) Each contestant may have the option of a herd holder. The herd holder may not cross the starting line. The sole duty of the herd holder is to assist in holding the cattle at the working end of the arena, any assistance from the helper will result in disqualification of the contestant.

E) The contestant must make a legal catch of the designated calf and dally up. A legal head catch is a loop that goes completely over the calf's head and Honda can be broken by any part of the calf's body, but must go over the calf's head first. When the calf breaks free from Honda, the Flag Judge will signal the end of the run.

F) In youth division classes only the youth exhibitor at their discretion may have their ropes tied to the saddle horn instead of dallying or they may dally.

G) After catching, it is desired for the horse to remain facing the cow until the Honda breaks. Turning away from the cow to make the Honda break quicker will receive a 5 point penalty.

## CREDITS

- 1) Quietness in the herd.
- 2) Handling the cattle.
- 3) Position of the horse when cattle are roped.
- 4) Facing to cow.

## DISQUALIFICATIONS:

- 1) Running into or over cattle.
- 2) Schooling.

- 3) Whipping or hitting horse with rope. 4) Half of herd crossing starting line.
- 5) Thrown from horse.
- 6) Fall to ground horse and/or rider
- 7) Excessive herd help.
- 8) Loss of rope.
- 9) Failure to make a legal head catch.
- 10) Roping the wrong cow/number or multiple cows.

**1 POINT PENALTIES**

- a) Working out of position.
- b) Loss of working advantage.
- c) Holding cut too long without roping.

**3 POINT PENALTIES**

- a) Picking up cattle in herd.
- b) Breaking the Honda without a dally.

**5 POINT PENALTIES**

- a) 2 loop run (second loop).
- b) Loss of cow (re-cut in the herd).
- c) Excessive running/scattering of herd.
- d) Blatant disobedience including kicking, biting, bucking, rearing or striking.
- e) Horse turns tail

**BOXING**

The Ranch Boxing class will consist of a single cow worked (boxing) on the end of the arena. The time limit for the class is fifty (50) seconds.

**CLASS PROCEDURE**

- a) This class is designed to demonstrate and measure a horse's ability to do cow work. Holding the saddle horn is permitted in this class.

b) A Superior Ranch Boxing Horse should be in complete control at all times. Showing natural cow sense along with softness of face and body with rider's cues. Horse should stop using haunches. Turns should be quick and snappy.

c) This class will be judged on run, rate, control, degree of difficulty and eye appeal.

1. There will be no schooling between cows if a new cow is awarded.

2. The rider will face the cow end of the arena and call for a cow. Each exhibitor upon receiving a cow, shall hold that cow on the prescribed end of the arena for fifty (50) seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. Timing will be done by the announcer or judge starting when the cow is turned into the arena. At fifty (50) seconds, the announcer will call time. The judge may blow a whistle at any time for the contestant to cease work for any safety reasons.

3. If blown out the contestant shall receive a no-score.

4. Should the contestant receive a no-score in the cow work, he/she will be disqualified.

**SCORING:**

Scoring will be on the basis of 0 - 100 with 70 denoting an average performance. This class will be judged from  $-3\frac{1}{2}$  to  $+3\frac{1}{2}$  in  $\frac{1}{2}$  point increments.

a) The judge may blow the whistle at any time to terminate work. A score of zero will be given if the work is not completed at that time. Each work will be limited to one (1) minute.

b) There will be no schooling between cows if a new one is awarded. The penalty for this is a -0-.

**CREDITS**

- 1. Maintaining control of the cow at all times.
- 2. Maintaining proper position .

3. Degree of difficulty.
4. Eye Appeal.
5. Time Worked.

#### PENALTIES

should be assessed, per occurrence as follows for the Boxing:

##### 1 POINT PENALTIES

- a) Loss of working advantage.
- b) Working out of position.

##### 3 POINT PENALTIES

- a) Loss of control of cow.
- b) Leaves working end of the arena/passing center marker.

##### 5 POINT PENALTIES

Blatant disobedience (kicking, biting, rearing, striking).

##### 0-SCORE

- a) Turn tail.
- b) Using 2 hands on reins with curb bit.
- c) More than one finger between reins.
- d) Balking.
- e) Out of control.
- f) Bloody mouth.
- g) Illegal Equipment.
- h) Leaving arena before time is complete.
- i) Fall of horse and/or rider.
- j) If new cow is awarded, schooling between cows

#### CUTTING

This class is designed to show a horse's ability to separate a cow from the herd, hold that cow away from herd, then drive that cow away from

herd and to pen it. This class is to be judged on the horses natural cow ability, agility and to respond softly to the rider's cues to help rein horse into position to hold cow from herd, on the way to pen and to pen cow. Horse should display softness of handle and quietness in herd. Horse and Rider should work as a team, seeming effortless to work together. This class allows exhibitors to show their horses one hand in romel reins. Exhibitors are permitted to hold romels and tail in one hand while holding horn with other hand. If exhibitor chooses to show this way they must enter the arena with reins in one hand and are not allowed to touch rein with off hand at anytime during the class. If exhibitor comes in with both hands on the romels they are required to keep both hands on the reins, the way they entered the pen.

Guidelines: a) settling of the herd is permissible by anyone other than the first entry of the class

- b) There is a two and one half (2½) minute time limit.
- c) Time will begin when a rider crosses a timeline just prior to entering the herd (minimum of ten head). The rider will then quietly separate one cow from the herd and work the cow, with the exhibitor and horse showing their ability to keep the cow from the herd. Upon herd work completion the cow shall be driven to the opposite end of the arena and penned.
- d) A whistle will be blown at the one minute point to let exhibitor know that one and one half minutes remain to complete the run. A contestant will be disqualified if he fails to pen the cow at the end of 2½ minutes, if the cow returns to the herd after it has been clearly separated from the herd or if the cow crosses back over the time/foul line when attempting to be penned.
- e) The contestant may have up to four helpers during the cutting portion, two turn back riders and two herd holders. The helpers may not assist the contestant in penning the cow. Herd holder/turnback rider are in no way to assist



exhibitor once they have called for cow or have crossed time/foul line. In doing so, they could cause exhibitor to be disqualified. This is left up to the discretion of judge if he deems it excessive.

f) The pen shall be placed on the side of the arena two-thirds of the way down the arena from the herd. Cow is not considered penned until the horse enters the wing area of the pen and whistle is blown. Show management may use either

g) Horse will not be penalized for reining during cutting portion but should respond softly to rider's cues, showing willingness to accept exhibitors directions as well as to display horse's natural cow ability in controlling and driving the cow. A horse that can perform all task of this class on a loose rein with minimal help from its rider shall be credited accordingly.

h) 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/she may use the horse they are competing on, or use a different horse. Herd holders and turn back riders should use ARHA horses. All turn back riders and herd holders must have proper western attire. Failure to do so will result in disqualification of entry.

Whistles and/or Horns to be blown at:

a) One minute mark (Announcer may call over PA).

b) Cow crosses back over time line after attempting to pen.

c) Losing the cow back to the herd. d) 2½ minute at end of time.

e) \*Completion of Run (judges discretion) \*It is the exhibitor's responsibility to keep engaging the cow until judge's whistle is blown.

#### ONE POINT PENALTIES

a) Loss of working advantage by more than 1 horse length.

b) Gaping mouth when reined.

c) Excessive spurring or cuing.

d) Working out of position.

e) Toe, foot or stirrup on the shoulder.

#### THREE POINT PENALTIES

a) Spurring in shoulder.

b) Cattle picked up or scatter [when working cow]. c) Pawing or biting cattle.

d) Back Fence.

e) Two hands on reins except when exhibiting a junior horse in either a Snaffle bit or hackamore (bosal).

f) Excessive herd help driving cow by turn back beyond time/foul line per discretion of the judge.

#### AUTOMATIC DISQUALIFICATION:

a) Allowing cow to return to the herd after it is clearly separated OR crosses back over the time/foul line after attempting to be penned. A \*Cow is considered to be "back in the herd" when it touches another cow in the herd.

b) Horse turns tail to cattle.

c) falls to ground during any portion of the run.

d) Penning trash cow.

#### -0- SCORE

A) Illegal equipment

B) Excessive disturbance of herd to the point that the exhibitor is asked to leave the arena.

#### CREDITS:

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 2½ (two and a half) minutes. Horses will not be penalized for reining during the cutting portion, but should respond softly to rider's cues, showing willingness to accept

exhibitors directions as well as to display horse's natural cow ability in controlling and driving the cow.

- a) Quiet in the herd and smoothness of cut.
- b) Degree of difficulty.
- c) Time spent working.
- d) Driving and controlling cow.
- e) Softness/willingness of horse.
- f) Natural cow ability.
- g) Horse & Riders ability to work together

### **COW SPOTTING**

This is a class of our own invention. The rider will be given a stick with a sponge attached to the end. The sponge is covered in mustard. The goal is for the rider to touch the cow between the shoulder and the hips with the mustard within 2 minutes. There will be a start line and the cow will be released on one end of the arena. Time ends when the cow is spotted with the mustard. The rider with the fastest time wins.

- A) Penalties: If you touch the cow with the mustard somewhere other than between the shoulders and the hips.
- B) If the cow is overworked/over run.
- C) If the horse or rider touches the cow with anything other than the sponge covered in mustard.

### **TEAM PENNING**

A team of three riders must sort three specifically identified head of cattle from a herd and then pen them at the other end of the arena. Time continues until all unpenning cattle are completely on the cattle side of the starting line, within a specified time limit. The fastest time wins.

A) The numbers and working order will be drawn by the judge and show management before the start of the contest.

B) All cattle will be bunched on the cattle side of the starting line before the time begins.

C) There shall be two flagmen, one at the entrance to the pen and one at the start/foul line. The judge must be located at the start/foul line, and may or may not actually flag the contest at his/her discretion.

D) There shall be at least two timekeepers. The first timer shall be the official time and the second timer shall be the back-up time, in the event the first timer misses the time or his watch fails.

E) The line flagman will raise the flag to signal when the arena is ready.

F) Contestants will be given their cattle penning number when the line flagman drops his flag as the nose of the first horse crosses the starting line. Riders are committed once they cross the start line.

G) Once committed to the cattle, the team is responsible for their animals. It is the team's responsibility, before working the cattle, to pull up and call for a judge's decision if, in their opinion, there is an injured or unusable animal in their numbered cattle. Once the cattle are worked, no excuses are accepted.

H) If for any reason a team does not participate after the order of go has been drawn, their cattle number will be drawn and announced in the order the team would have run. The drawn number will not be used in that set of teams. This will avoid changing the order of go for the other contestants.

I) Three divisions, all-age youth, all-age amateur and all-age open may be offered. Select amateur classes may also be offered as a separate class from all-age amateur.

J) A snaffle bit, curb bit or hackamore may be used no matter the age of the horse and may be ridden two handed.

K) Cattle numbers must be minimum of six inches (15cm) tall. Numbers must be applied to

both sides of the animal, high up on its side, with the top near the midline of the animal's back between the shoulder and the hip.

L) The optimum number of cattle per herd is 30; however, a maximum of 45 are allowed and a minimum of 21 per herd is required even if there are less than seven teams. All cattle within a herd must be numbered in groups of three.

M) There must be three head of assigned (identical numbers) cattle per team in the herd as each new team begins a run.

N) There must always be the same number of cattle in each of the herds used in a go-round.

#### MEASUREMENT:

The starting and foul line must be designated by markers located on the arena fence, and easily viewed by the line judge and the exhibitors. The foul line shall be between 30 percent and 35 percent of the arena length from the cattle end of the arena, and the foul line shall be determined and advertised as such by the show manager. The foul line may be extended by five percent for each 10' beyond 110' in width, to accommodate bigger, wider arenas. The entry gate to the pen shall be situated 25 percent of the distance from the arena back wall, but shall not be less than 55 feet from the arena back wall.

#### TIME:

Show management may use 60, 75, or 90 second time limits for each division, but must advertise accordingly.

A) A warning must be given to the team working the cattle at 30 seconds, prior to a final time being called.

B) To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and the rider calls for time.

C) Time continues until all unpenning cattle are completely on the cattle side of the starting line.

#### PENALTIES:

All penalties incurred will be added to a qualified run even if the penalty time exceeds time limit.

#### A) Rerun:

a) In the event the 30 second warning is not given, a rerun may be given at the request of the team. If the team requests a rerun, the cattle will be settled and a rerun will immediately be given using the same numbered or colorbanded cattle, with a 60 second penalty.

b) If an animal leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary roughness, or can be given a rerun, depending on the judge's decision. If a rerun is given, it must be given at the end of that set of cattle.

c) If no fresh cattle are available for reruns, the cattle to be used will be determined by the show management and judge. If more than one rerun is given in any go-round, they will be taken in order of occurrence. If cattle are to be re-used and additional fresh cattle are needed, the used cattle must be mixed with fresh cattle and renumbered. Every attempt must be made to insure each team works the same number of used and fresh cattle.

d) If a team is given a number that has already been used within a given herd, a rerun must be given immediately, using the correct number within that same herd. Should the error be discovered after the herd has been removed from the arena, then the rerun will be given at the end of the total go-round using the same herd.

e) In the event more or less than three assigned (identical numbers) cattle are discovered within a herd, the team(s) with more or less than three assigned cattle must have a rerun at the end of that set of cattle. Times for all other teams within such a mis-numbered herd will remain the same.

f) Cattle cannot be reused within a go-round of a division except as specified in above rule for reruns.

B) No Time:

- a) will be given if an animal is knocked or cut into the pen after time is called.
- b) if an animal escapes from the pen, when team is calling for time.
- c) if animal escapes from the pen, when team is calling for time prior to the time when all unpenned cattle are on the cattle side of the starting line. Escaped animal is one with any part of the animal coming out of the opening of the pen.
- d) if team exhibits any unnecessary roughness.
- e)5 excessive use of a whip, rope, crop, bat or reins anywhere on the horse.
- f) Any part of the trash animal that crosses the line will invoke a no time.
- g)7 any wrong numbered cattle across the line “no trash rule”.

C) Disqualification:

- a) any delay by the contestants to start.
- b) contact with cattle by hands, hats, ropes, bats, romal or any other equipment. No hazing with whips, hats or ropes allowed. Romals or reins may be swung or popped on chaps.
- c) unnecessary roughness to cattle or horses or unsportsmanlike conduct.
- d) fall of horse and/or rider shall not eliminate the entry; however any attempt by a dismounted rider to work cattle before remounting will result in a disqualification.
- e) disqualification of a team member will result in disqualification of the entire team.

PLACING/TIES

A team may call for time with only one or two assigned cattle being penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of time. In multiple go-round contests, teams that pen in

each go-round will beat teams that fail to pen in a go-round, regardless of the number of cattle penned or time. In a multiple go-round contest, teams must pen to advance. In multiple go-rounds, times and cattle count are accumulated to determine placings.

A) In the event of a tie affecting the placings, each team will be allowed to pen one numbered animal. Fastest time breaks the tie.

