

Southeast Iowa Working Horse Series

Brought to you by: Smok'N Guns Arena

Our mission is to host a series of events promoting the working horse in the western disciplines. Our goal in these events is to educate and advance horsemanship to the novice and hobby riders in a fun, family friendly environment.

Rule Book



Rules

All riders will abide by Smok'N Guns rules and sign a general waiver upon registration.

Attire

Traditional western attire required; button down long sleeve shirt, boots, and western head covering or helmet.

Tack and Equipment

Any safe halter and lead is acceptable (rope, nylon, leather). Tack and equipment should be in safe, serviceable order. A durable, suitable saddle to dally off of is required for roping classes (Breakaway and Steer Stopping).

Divisions

In Hand Division

❖ Conformation

Horses will be judged on the conformation and soundness in the breed's natural state, with the all-around equine in mind. Physical fitness of the horse will be given merit.

❖ Real Ranch Hand

This class is similar to showmanship. Exhibitors will be judged on their ability to correctly maneuver and present their horse through a pattern, keeping the judge safe. Patterns may consist of: walking, trotting, backing, pivoting, maneuvering through a gate, and ground tying their horse.

Horses must be led on their left side for this class.

2022

Entry Fees/Dates to Remember

❖ Working Horse Clinic

- \$40/day
- \$75/weekend

April 23rd ~ *In Hand and Speed Divisions*

April 24th ~ *Undersaddle and Cattle Working*

❖ Shows

June 11th, August 13th, October 15th

- \$10/day Office fee
- \$8/class Entry fee

❖ Advanced Cattle Working Clinic

July 16th

- \$60 for the day

Showbill

Southeast Iowa Working Horse Series



- 8331 Bridgeport Rd. Danville, IA 52623
- smoknguns.org
- smoknguns.2013@gmail.com

Presented by: Smok'N Guns

- June 11th, 2022
- August 13th, 2022
- October 15th, 2022
- Sign in 8-9am Start at 9:30am

Classes

In Hand Division

1. Conformation
2. Real Ranch Hand
3. In Hand Trail

Undersaddle Division

4. Trail
5. Ranch Riding
6. Pleasure on the Rail

Cattle Working Division

7. Working Cow Horse
8. Working Horse Boxing
9. Steer Daubing
10. Cutting
11. Breakaway Roping
12. Steer Stopping

Speed Division

13. Barrels
14. Pole Bending
15. Trailer Scramble

\$10/Day Office fee

\$ 8/ Class Entry fee

❖ In Hand Trail

Handler will work the horse through a series of obstacles that may include, but not limited to: bridge, gate, back through, tarp, turnaround in a box, handling a rain slicker, ground tie, and crossing poles or logs.

Undersaddle Division

❖ Trail

Horse and rider team will be judged on how well the rider communicates with the horse to navigate through obstacles as well as how the horse responds to the obstacles. Obstacles may include, but not limited to: A bridge, a gate, a back through, crossing over or carrying a tarp, walking through a curtain, carrying an object, side-passing, pivoting in a box, raised poles or log cross, water crossing, barrel push, mailbox. Each rider will have 30 seconds or up to 3 attempts at each obstacle before continuing to the next obstacle. Points given at each obstacle to obtain placings.

❖ Ranch Riding

Horse and rider will be judged on how well they maneuver through a pattern, demonstrating the horsemanship that it takes to show the ability to work around "ranch obstacles" when needed. The horse should demonstrate performance gaits and ability to cover ground without hesitation and uneven pace(s).

- Patterns will be chosen by the judge and posted at the time of registration.

- ❖ **Pleasure on the Rail**

Demonstrates how well the horse responds to the rider's commands, this includes taking the correct lead. The horse should carry itself at a neutral level with a relaxed headset, but not bent and tucked past the poll.

Cattle Working Division

- ❖ **Working Cow Horse**

The horse and rider will have 90 seconds to demonstrate control over a single cow. The contestant will maneuver the cow through a pattern chosen by the judge at each event in order to complete this class. Points given for the completed course as well as additional maneuvers that allow the rider to maintain control of the cow until the 90 second time elapses.

- ❖ Patterns that will be chosen from will be available prior to events.

- ❖ **Working Horse Boxing**

A calf will be let out at the opposite end of the arena from the remaining cattle. The horse and rider must work the calf at that end of the arena to "box" it in and keep it away from the other cattle, or from going past the rider for 45 seconds. Placings for this class are based on how well the rider was able to "box" the calf in for that amount of time, as well as how difficult the calf was.

Awards

Eligibility requirements for year-end awards are as followed:

- ❖ One clinic minimum
- ❖ Attend minimum of two out of three shows
 - Riders must compete in a minimum of 5 classes at each show
 - Must enter in one class from each division
- ❖ Top Rider
 - Based off points throughout the year
 - Contestant does not have to compete on the same equine to be eligible
- ❖ Excellence in Horsemanship
 - Presented to the most improved individual from the clinic to the last competition of the series.
 - Based on growth in competitor's horsemanship, showing improvement in their riding, confidence, care, and overall communication with their equine.
- ❖ All Around Work Horse
 - Based off points throughout the year
 - Must use the same equine to accumulate points for this award.

Points

- ❖ Horsemanship points for cattle work will be accumulated or subtracted based on how well the horse tracks and stays hooked to the cow. How well the horse remains straight and balanced in the stop and maneuvers will also reflect in points.
- ❖ Points will be awarded accordingly for good horsemanship in each class at the judge's discretion, and will be accumulated for year end awards.

❖ Steer Daubing

Contestant backs into the heading box with a 4' daubing stick dipped in paint (or other colored liquid so as to not tarnish competitor's tack). The contestant signals readiness for the steer to be released from the chute. Upon the steer's release, the contestant will ride after it and must leave paint on the steer, behind the point of the shoulder, and raise the stick to call for a time. Placings based on time as well as the location of the mark.

❖ Cutting

Contestants will have 90 seconds after crossing the starting line to "cut" out a cow from the herd (herd will consist of 8 to 10 cattle in the arena). Once the first cow is peeled away from the herd, the rider will send the cow through the dividing gates in order to "hold it" in the pen. If time allows, points awarded if more than one cow is "cut" from the herd. Dedication to one cow at a time is a must.

❖ Breakaway Roping

Contestants will have 1 minute to rope a calf from the back of a horse, and have the rope (which is tied to the saddle horn with a piece of string) break away from the saddle. The rope must pass over the calf's nose, causing the rope to break away from the saddle. White flags (can be provided by Smok'N Guns) must be attached to the tail of the rope.

Points awarded on horsemanship and how well the horse tracks the cow, as well as the time.

❖ Steer Stopping

Rider will rope the steer with a legal head catch(both horns, full head, or half head with one horn). After roping the steer, the contestant must dally to the saddle horn and “stop” the steer. The steer must face the horse and rider, both stopped with front feet on the ground, in order to be flagged for the time to stop.

Speed Division

❖ Barrels

The traditional cloverleaf pattern will be run. Contestants will be allowed to start at the right or left barrel after crossing the starting line. There will be a 5 second penalty for a knocked barrel, as well as resulting in less horsemanship points. Contestants may reach down and touch the barrel in order to keep it from falling over if they choose.

❖ Pole Bending

Contestants will run a standard 6-pole pattern by starting on either the left or right side of the pattern once crossing the starting line. There will be a 5 second penalty for a knocked pole, as well as resulting in less horsemanship points. The fastest time will win this class.

❖ Trailer Scramble

This is a timed event. Contestants will approach the trailer, dismount, and load their horse into the trailer. Once the trailer door is secure, the rider will then get into the truck and shut the door for the clock to stop.

- The fastest time will win in each class of the speed division.

“Pattern”