

# 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.*

***Thank you to our Sponsors!***

***Esquisite Equine, LLC***

***Lever Action Equine Training***

***SWS Farrier Service***

*Rule Book  
Revised 2025*



## Rules

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

## Attire

Western attire required; button down shirt (or official Working Horse T-shirt), boots, and western head covering or helmet.

\*\*To purchase a shirt contact Smok'N Guns

## 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.

## 2025

### *Entry Fees/Dates to Remember*

#### ❖ Working Horse Clinic

*April 26th; 8:30-9am check in*

- \$50 for the day
- Lunch included

#### ❖ Shows

*May 17th, June 14th, October 11th*

*Cattle Work Division Show August 16th*

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

#### ❖ Cattle Working Clinic

*May 31st; 12pm Sign in, 1pm Start time*

- \$45 for the day

#### ❖ Roping Clinic

*May 3rd; 10am Start*

- \$60 for the day

# Southeast Iowa Working Horse Series

Presented by: Smok'N Guns 2025 Showbill

May 17th \* June 14th \* October 11th

Sign in 8-9am Start at 9:30am

**New this Year** Cattle Work Division show August 16th

Sign in 4pm Start at 5pm

**\$10/Day Office fee**

**\$ 8/ Class Entry fee**



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[smoknguns.org](http://smoknguns.org)

## Classes

### *In Hand Division*

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

-Tack Change-

### *Undersaddle Division*

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

-Lunch Break-

### *Cattle Working Division*

7. Working Horse Boxing
8. Working Cow Horse (includes Reining Pattern)
9. One Man Sort
10. Steer Daubing
11. Breakaway Roping
12. Steer Stopping

### *Speed Division*

13. Barrels
14. Pole Bending
15. Trailer Scramble

## ❖ 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**

Rider will enter the arena, signal to judge, and complete a simple reining pattern. Upon completion of the reining pattern, Rider will pause, and give a nod to let out a cow. Horse and Rider will have 60 seconds to maneuver the cow through a pattern.

Points will be given for both completed patterns (reining, and working cow), as well as any extra maneuvers that allow the rider to maintain control of the cow for the allotted time.

- ❖ Patterns that will be chosen by a judge and 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:

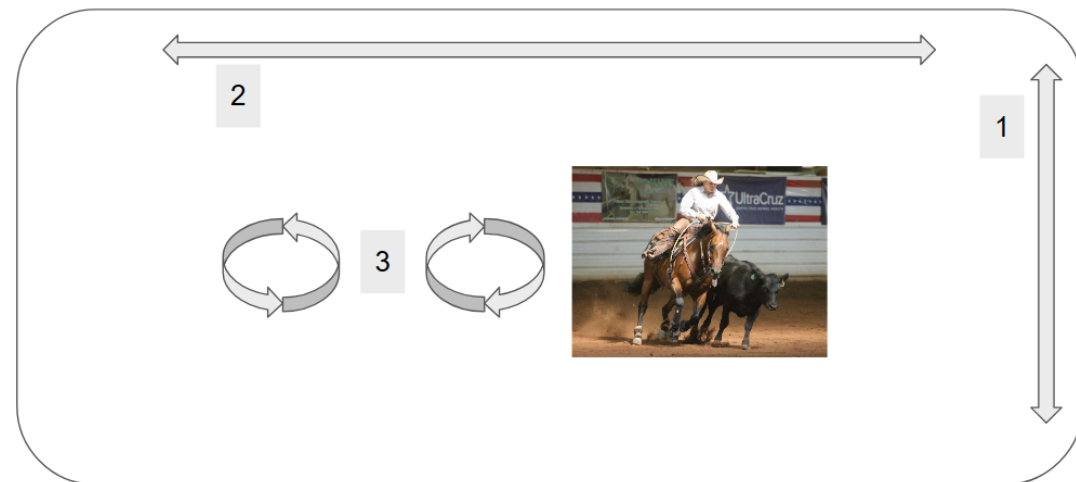
- ❖ One clinic minimum
- ❖ Attend minimum of two out of three shows
  - Riders must compete in a minimum of 5 classes at each show
  - Must enter in one class from each division
- ❖ Top Rider
  - Based off points throughout the year
  - Contestant does not have to compete on the same equine to be eligible
- ❖ 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.

## Working Cow Horse Pattern

1. Box the cow on the short side of the arena. The cow may try to return to the other side of the arena. The goal is to keep the cow on the short side.
2. Work the cow up and down either long side of the arena, turning the cow at least once in each direction.
3. Bring the cow off of the rail and turn it in a circle each direction.



#### ❖ 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.

#### ❖ One Man Sort

Contestants will have 90 seconds after starting their time to "cut" and sort out a cow from the herd (herd size may vary from 5-8 head, but will stay the same size for each exhibitor). Once the cow is peeled away from the herd, the rider will send the cow through the dividing gates into the next pen. Time will stop once the cow is sorted and the rider acknowledges the judge upon completion. Points based upon dedication to sorting out the correct cow, as well as maneuvering around the herd will, as well as completion of the sort.

#### ❖ 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 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.
- Judge's points on horsemanship will also be included in the speed division