

**MOUNTAIN VALLEY**  
**EST. RANCH HORSE ASSOCIATION 2008**

**RANCH VERSATILITY & STOCK HORSE SHOW**

**RULES & BYLAWS**

*Last Revised: 5/1/2024*

## MOUNTAIN VALLEY RANCH HORSE ASSOCIATION

### Membership and Class Fees

M.V.R.H.A.	MEMBERSHIP LEVEL	DESCRIPTION	FEE
Yearly	INDIVIDUAL	Any single rider - yearly fee	\$25
Yearly	FAMILY	Any immediate family - yearly fee	\$35

DIVISION	SHOW CLASS	DESCRIPTION SUMMARY - SEE RULES	FEE
Versatility	OPEN 3yr old (Futurity/Snaffle)	Paid rider with \$500 + LTE from Showing	\$90
Versatility	OPEN 4-5yr old (Derby/Hackamore)	Paid rider with \$500 + LTE from Showing	\$90
Versatility	OPEN 6yr old & up (Bridle)	Paid rider with \$500 + LTE from Showing	\$90
Versatility	NON-PRO 3yr old (Futurity/Snaffle)	No pay for 3 yrs - Riders WILL Fence	\$90
Versatility	NON-PRO 4-5yr old (Derby/Hackamore)	No pay for 3 yrs - Riders WILL Fence	\$90
Versatility	NON-PRO 6yr old & up (Bridle)	No pay for 3 yrs - Riders WILL Fence	\$90
Versatility	LIMITED NON-PRO 3yr old (Futurity/Snaffle)	No pay for 3 yrs - Riders DO NOT Fence	\$90
Versatility	LMTD. NON-PRO 4-5yr old (Derby/Hackamore)	No pay for 3 yrs - Riders DO NOT Fence	\$90
Versatility	LIMITED NON-PRO 6yr old & up (Bridle)	No pay for 3 yrs - Riders DO NOT Fence	\$90
Versatility	NOVICE	Less then \$100 LTE - Riders DO NOT Fence	\$65
Versatility	SENIOR YOUTH (14yr to 17yr old contestant)	Age (Jan.1) - WILL Cut, DO NOT Fence	\$35
Versatility	JUNIOR YOUTH (13yr and under contestant)	Age (Jan.1) - DO NOT Cut, DO NOT Fence	\$35
PeeWee	SHORT STIRRUP (10yr and under contestant)	Age. (Jan. 1) - Can't be entered in Jr. Youth	\$20

\*All classes that do not take their cow down the fence will Box & Pen

DIVISION	SHOW CLASS	DESCRIPTION SUMMARY - SEE RULES	FEE
Stock Horse	OPEN Jr. Horse (5yr & under)	Paid rider with \$500 + LTE from Showing - Riders DO NOT Fence	\$100
Stock Horse	OPEN Sr. Horse (Over 5yrs)	\$500 + LTE/Any legal NRCHA Headgear	\$100
Stock Horse	NON-PRO Jr. Horse (5yr & under)	No pay for 3 yrs - Riders DO NOT Fence	\$100
Stock Horse	NON-PRO Sr. Horse (Over 5yrs)	No pay for 3 yrs/Any legal NRCHA Headgear	\$100
Stock Horse	SENIOR YOUTH (14yr to 17yr old contestant)	Age (Jan. 1) - CUT, BOX & PEN / Breakaway Honda	\$45
Stock Horse	JUNIOR YOUTH (13yr and under contestant)	Age (Jan. 1) - DO NOT Cut, WILL Box & Pen / Breakaway Honda	\$45

\*Open & Non-Pro Jr. Horse Class will Box & Pen

\*Open & Non-Pro Sr. Horse Class will go down the fence & Steer Stop

DIVISION	SHOW CLASS	DESCRIPTION	FEE
Paid Work	Reining	Cost per run entry	\$20
Paid Work	Trail	Cost per run entry	\$20
Paid Work	Cutting *If cattle are available	Cost per run entry (*\$25 if showing in class)	\$50
Paid Work	Fence Work *If cattle are available	Cost per run entry (*\$25 if showing in class)	\$50
Duel Entry	Versatility and Stock Horse Concurrent Entry	Rider will only make 1 run per event	\$140

LATE FEE	ALL SHOW CLASSES	Any Entry After 11:59pm/Monday	\$20
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\* Versatility and Stock Horse events may be entered concurrently on the same horse. Contestant will pay 2 entry fees (minus cattle charge for 2<sup>nd</sup> entry). Total would be \$140. Only 1 run for each class. The rider will perform the fence work as outlined for the stock horse class for which they are entered. There is not an option to show twice, unless entering on a different horse.

#### PAYMENT PROCESSING:

You will be asked to pay online at the time of registration. Please familiarize yourself with our class fees and membership information prior to registration. Upon completion of your registration please be prepared to pay individually for each horse/rider combination.

Membership fees will be due with prior to your first show registration and should be paid online. Please complete to form with all the necessary details as we use this information for year end prize details and mailing out earnings.

# M.V.R.H.A - SHOW CLASSES & DEFINITIONS

## Versatility Classes

### **Open:**

Any paid rider that has more than \$500 LTE from showing. Class will show in Herd Work, Reined Work, Working Cow Horse (Down the Fence), and Trail Work. Class divisions include: 3yr Old Futurity/Snaffle, 4-5yr Old Derby/Hackamore, 6yr Old & Up Bridle.

### **Limited Open:**

Any paid rider that has less than \$500 LTE. Class will show in Herd Work, Reined Work, Working Cow Horse (Down the Fence), and Trail Work. Class divisions include: 3yr Old Futurity/Snaffle, 4-5yr Old Derby/Hackamore, 6yr Old & Up Bridle.

### **Non-Pro:**

Rider or immediate family member must own the horse being shown. Cannot have been paid for training or lessons for 3 years. Class will show in Herd Work, Reined Work, Working Cow Horse (Down the Fence), and Trail Work. Class divisions include: 3yr Old Futurity/Snaffle, 4-5yr Old Derby/Hackamore, 6yr Old & Up Bridle.

### **Limited Non-Pro:**

Rider or immediate family member must own the horse being shown. Cannot have been paid for training or lessons for 3 years. Class will show in Herd Work, Reined Work, Boxing & Penning, and Trail Work. Class divisions include: 3yr Old Futurity/Snaffle, 4-5yr Old Derby/Hackamore, 6yr Old & Up Bridle.

### **Novice:**

Rider and horse have limited show experience and less than \$100 LTE in any judged competition. Rider or immediate family member must own the horse. Once a rider wins the year-end award, he/she is no longer eligible for this class regardless of money won. Class will show in Herd Work, Reined Work, Boxing & Penning, and Trail Work. This is a discounted class and as such is ineligible for day money payouts.

### **NHSRA:**

High School Rodeo – Pending Details – Select Dates – NHSRA Rules Apply

**Youth:** (Classes determined by the age of the contestant as of January 1 of the show year)

#### **Junior Youth:**

Age 13 & under. Any horse shown in AQHA legal bit for age of horse. Class will show in Reined Work, Boxing & Penning, and Trail Work.

#### **Senior Youth:**

Age 14 to 17. Any horse shown in AQHA legal bit for age of horse. Class will show in Herd Work, Reined Work, Boxing & Penning, and Trail Work.

#### **Pee-Wee (Short Stirrups):**

Riders 10 & under. Cannot duel enter in Jr. Youth & Pee-Wee. Class will show in Reined Work, Boxing, and Trail Work.

# M.V.R.H.A - SHOW CLASSES & DEFINITIONS

## Stock Horse Classes

### **Open:**

Any paid rider that has more than \$500 LTE from showing. Class divisions are based on the age of the horse being shown as January 1<sup>st</sup> of the current show year.

### **Junior Horse:**

Horses aged 5 & under. No age-based headgear restrictions. Must be shown in NRCHA legal headgear. Class will show in Herd Work, Reined Work, Boxing & Penning, Trail Work, and Rodear Roping.

### **Senior Horse:**

Horses aged 6 & up. No age-based headgear restrictions. If you have an aged horse that is still in a snaffle bit or bosal you may show the horse in that headgear if he/she has not been shown in a bridle prior to the show. NRCHA legal headgear still applies. No, mechanical hackamores, twisted wire or other illegal bits. Class will show in Herd Work, Reined Work, Working Cow Horse (Rope & Steer Stop after fence work, in place of circling the cow), Trail Work, and Rodear Roping.

### **Non-Pro:**

Rider or immediate family member must own the horse being shown. Cannot have been paid for training or lessons for 3 years. Class divisions are based on the age of the horse being shown as January 1<sup>st</sup> of the current show year.

### **Junior Horse:**

Horses aged 5 & under. No age-based headgear restrictions. Must be shown in NRCHA legal headgear. Class will show in Herd Work, Reined Work, Boxing & Penning, Trail Work, and Rodear Roping.

### **Senior Horse:**

Horses aged 6 & up. No age-based headgear restrictions. If you have an aged horse that is still in a snaffle bit or bosal you may show the horse in that headgear if he/she has not been shown in a bridle prior to the show. NRCHA legal headgear still applies. No, mechanical hackamores, twisted wire or other illegal bits. Class will show in Herd Work, Reined Work, Working Cow Horse (Rope & Steer Stop after fence work, in place of circling the cow), Trail Work, and Rodear Roping.

**Youth:** (Classes determined by the age of the contestant as of January 1 of the show year)

### **Junior Youth:**

Age 13 & under. Any horse shown in AQHA legal bit for age of horse. Class will show in Reined Work, Boxing & Penning, Trail Work, and Rodear Roping (Breakaway Ropes ONLY).

### **Senior Youth:**

Age 14 to 17. Any horse shown in AQHA legal bit for age of horse. Class will show in Herd Work, Reined Work, Boxing & Penning, Trail Work, and Rodear Roping (Breakaway Ropes ONLY).

# M.V.R.H.A – ADDITIONAL GUIDELINES

## ***Working Cow Horse – Down the Fence Cow Work:***

High School aged Senior Youth (Grades 9-12) will be allowed to go down the fence, however they must be entered, and compete, in an applicable adult class in place of the Senior Youth class.

There will be a stringent call off rule enforced by the judge that will need to be adhered to by youth aged riders competing in adult classes. If the call off signal is not followed, rider may be excluded from any further show participation, for the day, or season, as deemed by the judge/board members based on the severity of the infraction.

## ***Bridle Horse Guidelines:***

Horses under 6 years of age may be shown in the bridle class but must be shown one handed in a shank bit (Any NRCHA legal bit). If a horse of any age has been shown previously in a bridle, he/she is not be eligible to be shown in any snaffle bit or hackamore classes.

## ***Stallion Rule:***

NO YOUTH will be allowed to ride/show a stallion at or during any MVRHA events. A stallion may only be shown by a rider 18 years and old.

## ***Cattle Waiver:***

Riders are responsible for the cost of any cow that is killed as a result of their exhibition. Parents will be required to sign a waiver for financial responsibility for any cow that may be injured or killed by their youth aged rider competing in cow horse events.

## ***Handicap:***

If there are not enough riders to make a class, based on rider status (novice, non-pro, pro) riders will be given a handicap and moved to form a class. ½ points will be added to each class score if the rider is moved up a class or subtracted if the rider is moved down a class. For example: rider 1 is a non-pro contestant on a 3yr old with no other riders competing at the non-pro level; riders 2 & 3 are open contestants on 3 yr old's. Rider 1 will be moved to the open class with riders 2&3 and will be awarded 2 points in cutting, reining, cow-work, and trail for a total handicap of 8 points. Riders 2 and 3 receive no extra points.

If there are not enough entries based on horses age, contestants will be moved to form a class. 1 point will be added to each class score if the contestant is moved up or subtracted if moved down. For example: Rider 1 is an open contestant on a 3yr old; Riders 2 and 3 are open contestants on 4yr olds. There are no 3 yr old non-pro contestants. Rider 1 will be moved to the 4yr old Pro class and given 1 point per class for a total handicap of 4 points.

\*\*NRCHA rules apply to all equipment.

\*\*The board reserves the right to evaluate the given handicaps and adjust, as necessary.

## ***Disciplinary Ethics:***

Bloody mouth, any inhumane treatment, or excessive schooling will be grounds for disqualification. Uncontrollable horses inside or outside the arena will be asked to discontinue showing. There are no refunds of entry fees. Unsportsmanlike conduct or intimidation of judges WILL NOT BE TOLERATED! A rider's representative will be picked at each show. Any complaint or problems will be reported to and handled by the board appointed rider's representative for that show. If at any time rider or horse are out of control in the opinion of the judge, they will be whistled off and receive a score of zero. If at

any time the rider or horse is deemed dangerous to themselves, audience, or other parties they will be whistled off and given a score of zero.

### ***M.V.R.H.A. Board Discretion:***

The Mountain Valley Ranch Horse Association 5-member governing board reserves the right to review a rider's eligibility to show based on the experience and skills of both the horse and rider. The M.V.R.H.A. board reserves the right to rule any rider ineligible to compete.

### ***Show Day Class Payouts:***

#### **Youth and Novice Classes:**

There will not be a payout for youth and novice classes. \$5 per entrant per show will be put toward purchasing year-end awards. All other monies will be put toward show costs.

#### **Adult Classes:**

Adult class payouts will be determined on a per show basis. All entry money collected will be pooled and show costs deducted. The remaining money will be divided by the total number of adult riders. The payout per class will be calculated by the number of riders per class times the payout per rider.

#### **Per class Payout:**

Up to 3 horses: pay 1 place 100%

4-7 horses: pay 2 places 60% - 40%

8-12 horses: pay 3 places 50% - 30% - 20%

13 or more horses: pay 4 places 40% - 30% - 20% - 10%

### ***Year End Awards:***

A contestant's best 3 out of 4 shows will count towards his/her year-end standing, with the lowest cumulative scored show being dropped. Entrants must attend at least 3 shows in order to be eligible for any year-end awards. To be eligible for prizes the same horse must be shown by the same rider at all shows. Youth are not eligible to compete for adult prizes.

All youth and novice riders participating in at least 3 shows will receive a yearend award.

**Buckles-** Awarded for versatility and stock horse classes. Will be awarded to the contestant with the highest cumulative score based on 3 shows. Classes must have at least 2 contestants showing in 3 shows to be eligible for buckle awards.

**Adult Overall High Point Saddle** – Adult overall high point winner. Eligible contestants from the versatility and stock horse classes. Score will be calculated by Drop the roping score from the stock horse contestant and will be based solely on the cumulative scores from Herd Work, Reined Work, Working Cow Horse, and Trail work. All eligible contestants must be competing in a class that takes their cow down the fence in working cow horse.

### ***Entries:***

Entries must be made online by Monday at 11:59PM the week of the show.

[WWW.MVRHA.COM](http://WWW.MVRHA.COM) for online entries. All entries must include riders name, class to be entered, horses name and age, and contestants age if entering a youth class. All this information needs to be sent before each show regardless of previous entries.

## **Herd Work: Guidelines & Scoring**

**Total working time will be 2 minutes and 30 seconds.**

### 1 Point Penalties

- A (Miss) Losing working advantage
- Noise directed to cattle
- Working out of position
- Toe, foot, or stirrup on shoulder

### 3 Point Penalties

- Hot quit
- Cattle picked up or scattered
- Failure to make deep cut
- Back Fence

### 5 Point Penalties

- Horse quitting cow
- Losing a cow
- Changing cattle after a specific commitment
- Failure to separate a single animal after leaving herd
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate
- Spurring or hitting in front of cinch at anytime

### -0- Score

- Horse turned tail
- Using two hands on the reins in a bridle (open riders and judges discretion)
- Illegal equipment
- Leaves working area before time expires
- Fall of horse or rider

\*Judge may blow whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at the time.

\* Each rider must work two cows, one from a deep cut in the herd and one from a shallow cut.

### **Credit- Run Content**

- Herd work- (+ or -)/
- Controlling the cow (+ or -)/
- Degree of difficulty (+ or -)/
- Eye appeal (+ or -)/
- Amount of working time (+ or -)/
- Amount of courage (+ or -)/
- Loose rein (+ or -)/
- Excessive herd help (+ or -)/
- (+ Above average, - Below average, / Average)

\*See MVRHA Official Judges Card

## **Reined Work: Guidelines & Scoring**

Maneuver scores for reined work- the NRCHA has divided each rein pattern into sets of maneuvers. It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

- 1 ½ -----	Extremely Poor
- 1 -----	Very Poor
-½ -----	Poor
0 -----	Correct
+½ -----	Good
+ 1 -----	Very Good
+ 1 ½ -----	Excellent

Horses shall work individually. Judging begins the moment the horse enters the arena. There will be no schooling from the time the horse enters the arena. A reined work must consist of the following: circles, lead changes, runs terminated in well-balanced stops straight to the line of travel, turns, and a back-up of a reasonable distance with slight hesitations denoting each maneuver. The judge may deviate from traditional order of performance, and he/she may also deviate from the exact printed pattern due to arena conditions. The judging ends when the rider indicates he/she is finished by coming to a complete stop.

The best-reined horse shall be easily guided or controlled with little or no apparent resistance. Bad manners exhibited by the horse will be penalized. All deviations from the exact given pattern must be considered a loss of control and marked down accordingly. Credit shall be given for the smoothness, finesse, attitude, quickness, and authority of performing various maneuvers while using controlled speed which raised the difficulty level and makes the horse more exciting and pleasing to watch.

**Circles:** a controlled maneuver at the lope in the designated area of the arena. Emphasis on the scoring shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Right and left circles shall have a common centerline in the middle of the designated area. Circles shall be run and/or begun on the correct lead. The speed and size of the right circles shall be the same as the speed and size of the left circles. The horse shall lope in an even, fluid manner.

**Lead changes:** The act of changing the propelling side of the horse's body when changing the direction of travel at a lope. The lead change must be changing the direction traveling at a lope. The lead change must be executed at a lope with no change of speed or gait. The horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

Jogging up to 2 strides incurs a ½-point penalty. Jogging beyond 2 strides will incur a 2-point penalty. Jogging in excess of one-half the length of the arena will result in a score of 0. In determining whether a ½ or 2-point penalty has been incurred, it is useful for a judge to consider the distance traveled and to count the steps of the rear legs. Four steps and under would represent 2 or less strides and require a ½-point penalty; 5 steps and more, therefore would require a 2-point penalty.

**Run-downs:** runs lengthwise through the arena. They shall be made as described in the given pattern unless the judge indicated otherwise due to arena conditions. The horse shall demonstrate a relaxed, fluid attitude when starting run-down and throughout



the maneuver. The horse shall use controlled speed consistent with the size of the arena and the condition of the ground. The horse shall travel in a straight line with minimum contact with the rider. Straight, controlled run-downs with square, smooth stops, maintaining suppleness and proper head position are desirable.

**Stops:** Shall be in line with the direction of travel. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.

**Spins:** Consistent and positioned 360 degree turns executed with the inside hind quarter (pivot) remaining stationary. Spins shall be smooth and efficient. The location of the hind quarters shall be fixed at the start of the spin. The horse shall stop the spin exactly as dictated by the pattern description. The right and left spins shall have a similar speed and balance.

**Back-up:** The horse being caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back up in a controlled manner and shall continue to back-up without hesitation until directed to stop by the rider. In the instance where a horse backs up where a back-up is not specified in a pattern, the penalty score of 0 will be incurred when the horse backs more than 2 full strides. It is important to note one stride is defined as the complete movement or steps of all 4 legs, one time. In this situation it is very helpful for a judge to watch and count the steps of the front feet. Up to and including 4 steps of the front feet in the not required back up receives no penalty; 5 steps and beyond constitutes the inclusion of a maneuver not specified and thus a penalty score of 0.

**Hesitate:** Hesitation is only long enough to show the completion of one maneuver before the next starts. There shall be slight hesitation to indicate each maneuver.

**Rollbacks:** A maneuver that combines a stop, turn of the hind quarters and exit in one fluid motion. The rollback must be executed with no more than the slightest hesitation after the stop and the horse shall not step ahead or back prior to the turn. The horse shall be in position to lope off in a straight line when exiting a rollback.

\*Definition of a fall of a horse- when the horses' shoulder and hip are on the ground and all four feet are facing in one direction. A fall of a horse in any event receives a score of 0.

\*Definition of a fall of rider- Rider is no longer astride the horse.

\*Reining penalties and other scoring requirements are listed in the judges scoring sheet section.

\*See MVRHA Official Judges Card

## **Working Cow Horse & Boxing/Penning:** **Guidelines & Scoring**

Judging begins when the contestant has completed their reigned work and has signaled for their cow. There shall be no schooling between the completion of the reined work and cow work when the cow immediately follows the rein work; the penalty for this will be a zero. At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end.

After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. The required pattern for the cow work is: Boxing, Fence Turns, (one turn each direction) circle or Rope. Open and Non-pro riders will not pen the cow. Novice, Limited Non-Pro, and Youth riders will not go down the fence. They will box and pen only.

The judge should take into consideration the size of the arena, condition of the ground, and disposition of the cattle in scoring each work. If ground, arena and/or weather conditions are deemed unfavorable by the exhibitors, they may inform the judge who may elect to alter the required cattle work for safety reasons.

The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant. The most controlled cow work with the highest degree of difficulty should be marked highest. Bad manners exhibited by the horse will be penalized under run content. When enough cows are available the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. Allowing the horse to quit working before the judge signals for a new cow will result in a zero score. Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements. The judge may blow his/her whistle at any time during the work; one whistle to terminate the work, two whistles to award a new cow. If the judge terminates the work with one whistle or awards a new cow the contestant does not have the option to continue working. If an exhibitor continues to work after the whistle has been blown for a new cow the exhibitor will be given a score of zero. With a multiple judge system, any one of the judges may terminate the work or signal for a new cow. Judging ends when the whistle blows. A score of zero will be given if the work is not complete at that point.

In the cow work phase of any class a hand on the horn may be used to prevent the fall of the rider. Holding the horn excessively may be penalized under run content.

During the cow work, when a cow leaves the working area, it is automatic that the contestant will receive a new cow and scoring will begin again with the new cow.

### **Turning on the fence**

A fence turn is defined as: a turn in which the cow while being run down the fence on one side of the arena, or in the "open field", is turned in a different direction and held near the same fence, or the same side of the arena, while being run in the new direction. The exhibitor must be close enough to the cow to cause the turn.

The situation where a horse and rider attempt to turn the cow and the cow exit's the turn behind the horse is also considered to have satisfied the fence turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider. The actual stopping or turning of the cow by the turn must be accomplished without the aid of the end fences to actually stop or turn the animal being worked. During the turn the horse should use himself in a controlled manner, using its hocks to stop and drive out of the turn, while using its front end to balance and turn.

The contestant must get at least one turn in each direction. More than two turns in each direction should not result in extra credit but also should not be penalized unless the cow is thereby too exhausted to circle correctly. One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.

### **Circling**

Maneuvering the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle's size, symmetry, speed, and relative balance from right and left show control. Tightening the circles down with fast, head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted.

### **Roping/Steer Stop**

Riders in the adult senior stock horse open and non-pro classes will rope and steer stop in place of circling their cow after taking it down the fence. Rope must pass over the cow's head. Judged on rating of cow by horse and controlling cow after a catch. Two loops may be attempted, and each missed loop is a 1-point penalty. Failure to rope results in a 3-point penalty. Failure to steer stop and square cow after roping will result in a 2-point penalty. Loss of rope will result in a 5-point penalty.

### **Boxing/Penning**

Working the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. Limited Non-pro, Novice, and Youth riders will box for 45 seconds at which time a whistle will be blown and the contestant will move on to penning the cow. 2 attempts to pen the cow will be allowed, then the rider will be called off and the run ended. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered. Open and Non-pro riders will not pen the cow.

\*See MVRHA Official Judges' Cards

## **Trail: Guidelines & Scoring**

The trail course will have 6 obstacles. Obstacles are designed to show horse's ability and willingness to perform possible tasks that might be asked of a horse during a normal day's work. Horses may be judged on three gaits, (walk, trot, and lope), performed between obstacles or while performing maneuvers. 3 attempts will be allowed per obstacle. The judge will ask you to move on after the third attempt. Trail will be judged and scored much like reined work is scored. There will be 6 obstacles that the horse and rider must perform. Scoring starts with a base score of 70. Score values for each obstacle are added or deducted from the base score. A 7<sup>th</sup> score will be given for eye appeal of the run and scored the same way the obstacles are scored.

-10 ----- Obstacle not attempted/Failed 3 attempts

-1 ----- Very poor (ex. 2 refusals)

-½ ----- Poor (ex. 1 refusal)

(-) ----- Correct (no + or – points)

+½ ----- Good

+1 ----- Very Good

It is our intention to keep the trail scoring in line with our reining, boxing, and cutting scoring so each class has the same weight in the overall scores. A score of 70 would be considered an average score, and a score of 77 almost unobtainable. A score of 50 will be the lowest score a contestant will be given. However, the judge may score the run a 0 if the judge considers:

- horse is blatantly disobedient such as rearing, bucking, kicking
- horse is a danger to the rider or to itself
- rider is abusing the horse in any way
- the rider blatantly refuses to follow the judge's instructions

\*The Two-Hand assist rule will also apply in the trail class.

### **Possible Obstacles (Not Limited To):**

Open, pass through, and close a gate  
Dismount, ground tie and pick up feet  
Log drag- straight line or around a pattern  
Water hazard  
Dismount and ground tie while moving rail, hay, etc.  
Dismount, drop bridle, re-bridle  
Remove and carry item to a new location  
Mail box  
Bridge  
Ride over logs- trot over 2.5-3.5 ft spacing; lope over 6-7 ft spacing  
Rope a stationary steer  
Back through an obstacle  
Side pass through an obstacle

\*See MVRHA Official Judges Card

## **Rodear Roping: Guidelines & Scoring**

Scoring will be on the base average of 70 points. Each judged criteria will be scored from a +1 1/2 (Excellent) to a -1 1/2 (Extremely Poor), in 1/2 point increments with the scores being added or deducted from the 70-point base, with a score of 76 being the highest possible score. There will be a time limit of 5 minutes.

Judged Criteria:

**Horsemanship:** a collected and quite horse that offers little to no resistance to the rider.

**Stockmanship:** slow and consistently quite handling of cattle

**Degree of Difficulty:** 1 - difficulty of loops thrown. 2 – cattle resistance

**Total Run Content:** Overall performance from start to finish, heading and heeling.

### **1/2 Point Penalties**

- A. Excessive running or loping
- B. Missing loop, taking off illegal catch
- C. Excessive set up for shot
- D. Blatant disobedience

### **50 Score**

- A. Loss of rope
- B. Fall of horse or rider
- C. Excessive schooling
- D. Whipping or hitting horse with rope
- E. Roping the wrong cow (When cows are numbered & Assigned)

### **-0- Score**

- A. Abuse of horse or cattle
- B. Lameness
- C. Failure of exhibiter to attempt to rope a cow

\*See MVRHA Official Judges Card