



**UTAH STATE WESTERN
RIDING CLUBS
RULEBOOK**

**MEMBERSHIP BOOKLET
2026-2030**

CLUB

MEMBER

TABLE OF CONTENTS

| | |
|-------------------------------|----------------|
| Introduction | Page 4 |
| Setting up Clubs | Page 5 |
| Shows | Page 7 |
| General Information | Page 8 |
| Glossary | Page 16 |
| Judged Events | Page 18 |
| Parades | Page 20 |
| Drills | Page 21 |
| Western Pleasure | Page 22 |
| Matched Pairs Pleasure | Page 23 |
| Ranch Cow Cutting | Page 24 |
| Reining | Page 26 |
| Timed Cattle Events | Page 29 |
| Team Penning | Page 29 |
| 3 Man Arena Sorting | Page 33 |
| Ribbon Roping | Page 37 |
| Chute Events | Page 37 |
| Breakaway Roping | Page 39 |
| Ribbon Pull | Page 40 |

| | |
|----------------------------|----------------|
| Team Roping | Page 40 |
| Arena Speed Events | Page 42 |
| Hide Race | Page 43 |
| 5-In-A-Row | Page 44 |
| Potato Race | Page 46 |
| Single Barrels | Page 47 |
| Team Barrels | Page 48 |
| Water Race | Page 49 |
| Pony Express Relay | Page 51 |
| Single Pole Bending | Page 52 |
| Team Pole Bending | Page 53 |
| Single Keyhole | Page 54 |
| Team Keyhole | Page 54 |
| Trailer Race | Page 55 |

UTAH STATE WESTERN RIDING CLUB ASSOCIATION

The Utah State Western Riding Club Association was founded in January 1948. The purpose of the club is

- To promote the interest and love of all people for the horse and particularly the western riding horse.
- To teach all club members and the public different ways to enjoy riding horses.
- To promote civic interest in the western horse among members.
- To conduct and manage shows, parades and exhibitions connected to the western horse.
- To provide enjoyment and amusement for club members and the general public. The State will be divided into Regions. Regions divided into Districts. Districts will be composed of riding clubs.

The State annual meeting will be held on the second Tuesday in March at the place to be selected by the Board of Directors. This is the time new officers for the upcoming year will be elected. Each District will elect two (2) directors to represent the district on the Board of Directors.

Those directors are to vote as their District dictates on all matters pertaining to running the State Organization.

It is the Directors' and club presidents'

responsibilities to make sure all horses, members and teams adhere to the rules, which include qualifying in Grand Entry and/or Parade participation. Unless otherwise stated in the rulebook, violations of the rules will result in disqualification. The officers and directors of the USWRCA have printed this book which sets forth the rules of the USWRCA for all events 2026 through 2030. These rules are to be used by judges, stewards and club members as written with no changes for individuals or clubs without the approval of the Board of Directors.

Members will have the opportunity to participate in three (3) shows per year, District, Region and State.

Riding Clubs:

How to set up a club:

- Solicit members. There is no minimum number of members, but many events require 3 or more members. There are two types of members: riding and non-riding.
 - Riding members must pay USWRCA State and Region dues, thus making them eligible to participate in USWRCA riding competitions (District, Region and State).
 - Non-riding members must be included on the roster, but they do not have to pay state or region dues nor are they able to participate in USWRCA riding competitions. They are eligible to

participate in non-riding competitions (civic awards).

- Elect officers
- Look on the USWRCA website (www.uswrca.com)
- Contact a member from your area or the State Secretary to receive a new club application. Be voted into a District that is already a part of the association.
- District directors will bring the new club application, plus the required club fee to the State Directors' meeting for acceptance.
- Club names may be chosen by the members of the new club. Club colors are to be selected also. A club number will be assigned by the State Secretary.

Active club members in good standing who are 15 years old on or before June 1st of the current year may represent their club in any team or individual event at the USWRCA shows. A club roster must be submitted and all dues for the USWRCA must be paid to the State by the second Tuesday in June. Changes or additions to the club roster may be made from the second Tuesday in June to July 31, unless the district show is before July 31st. The changes and/or additions to the club roster are to be accompanied by a \$10 fee. Club members may only belong to one (1) club at a time and may only represent the club they are a

member of.

- Horses may only be ridden to represent one (1) club.

District Show: any USWRCA club may compete in their assigned District Show if the above qualifications are met.

Riders must qualify by participating in Grand Entry and/or Parade. Horses must be ridden by a rostered club member. Any member of the club may ride another member's horse as long as that club member is a rostered club member of the USWRCA. Only two (2) teams from each club may enter the Region Show from the District Show. Only clubs/contestants that qualify to ride in parade may be allowed to participate in the event. No contestants may ride at the end of the parade or separate from their club. It is the club presidents' and district directors' responsibilities to make sure all horses, members and teams are legally substituted, not under 15 and are using legal equipment.

Region Show: Each District may enter only 5 singles, pair or teams in each event and one alternate. However, in Drill and Parade there will be 3 teams entered from each class (A and B) with an alternate for each.

- Alternates should be available at shows in case of sickness or accident when given 72 hour notice. If the alternate did not receive 72

hour notice but is available and desires to ride, the announcer or show secretary must be notified before the event is over. That team may run last. Any contestant that fails to attend any show without giving 72 hour notice, or without a reasonable excuse, will be barred from that event next year. State Directors will determine if the excuse is reasonable.

State Show: the location of the State Show shall be determined by the Board of Directors. The working order at the state competition will be President's Region first and past president's region second.

Each region may enter only 9 teams in each event and one alternate. Drill and Parade will enter 5 teams and an alternate from class A and B. individuals, teams and alternates will be governed under the same rules as the region show,

WE SINCERELY HOPE THAT FAIRNESS AND GOOD SPORTSMANSHIP WILL PREVAIL AND A GOOD TIME WILL BE HAD BY ALL.

GENERAL INFORMATION

Grand Entry: a grand entry will be held at all shows (District, Region and State). It will not be judged. All riders must be qualified (see glossary) by riding in Grand Entry, no one may ride double, without a saddle, or leading a horse. A horse maybe led in for a tribute to

falling riders, once around the arena and then must exit arena. All riders must be listed on the official State roster to be in the arena.

General Rules

1. When the National Anthem is being played, all club flags shall be dipped as courtesy to our nation's flag. Hats should be removed. (See United States Flag Etiquette)
2. Integrity of the event: the intent of each event will be maintained as listed in events rules. There will be no creative interpretation of the rules of an event or giving one team an advantage over the other teams. Any creative interpretation of the rules will be considered a gimmick and not allowed.
3. If an event is added to the program, an event must be dropped from the program.
4. It will be the direct responsibility of each club president to see that all of the riders in his/her club are qualified.
5. All stewards and timers must be instructed and have watches checked before the start of each show. Cell phones may be used for time events.
6. Unless otherwise stated in the rulebook, violations of the rules will result in disqualification.
7. Those entering the competition arena must be on a club roster and adhere to the dress code.
8. Dress Code: all members that enter the arena

must wear long or short sleeved (not sleeveless), western shirt with snaps or buttons up the front. It must have a collar or collar stand.

- a. Queen-style or slinky tops are not acceptable western wear. No tee shirts, sweatshirts or golf-style shirts will be allowed.
- b. Long western pants are required.
- c. Cowboy boots are preferred; however, any western style footwear will be allowed as long as it is designed for riding and has a heel.
- d. It is mandatory for men to wear a western hat in all timed events but will not be required for women. Participants, both men and women may wear safety helmets during any speed event as a safety issue in lieu of western hats.
 - i. No ball caps or sun visors will be allowed except in the hide race. The board of directors has voted “sombreros” are a type of western hat.
- e. Hats that fall off during a timed event should not be picked up until after all teams in the arena have finished running. Hats should be retrieved by a member of the team that lost it.

9. One member of each team must wear a club number on their back. All contestants in single events must wear a club number or number assigned by the show secretary. Numbers must be at least 1/2-inch wide on a 4x6 inch contrasting background or on a club vest or shirt. No A or B will be required at shows but maybe listed in the program to avoid confusion if a club has two teams in an event. Drill and Parade teams will NOT be penalized for not displaying their club number.
10. A member may disqualify or banned for unsportsmanlike conduct and drinking alcohol while participating in the arena.
11. A member may be disqualified banned for any inhumane treatment or cruelty to an animal, such as raw or bleeding sores on the horse's head or mouth from a bit or hackamore.
12. A local veterinarian's name and telephone number will be published in the programs of Region and State Shows.
13. Sponsors shall be allowed at Region and State Shows only if they have paid the money as an official sponsor of the USWRCA to the state secretary. Clubs may still sell tickets for special drawings for their clubs or districts.
14. Awards will be handed out after the event is over and if no protest has been filed.
15. Protest: a protest must be filed with the officials before the start of the next event to

allow winners to be chosen and awards handed out. The protest must be presented by the club president or District director to the head steward or show chairperson. No video recording or pictures to be used. Protests must be accompanied by a fee of \$75. If the protest is sustained in favor of the protestant, the fee is returned. If the protest is denied, the fee is kept by the association. A protest may not be filed pertaining to a judge's decision when placing contestants.

16. In case of any foul or show provided equipment problem, the team must pull up immediately and ask for a rerun. If contestants continue and go through completion for any event, no protest may be filed.
17. A time will be given to everyone regardless of a disqualification if they finish the event. This will be in case of protest is filed by any participant.
18. All contestants and/or horses may only be entered in an event one time.
19. No practicing events while event is being set up or waiting for the next teams to enter the arena.
20. A club will be allowed to substitute up to 50% for any team; however, in single-horse events or Pairs' Pleasure, the horse(s) may not be substituted.
21. If the baton is dropped while passing it, a team member must dismount, pick up the baton,

- remount the horse, then pass the baton to the next rider on the team. If the baton is dropped during the ride, the rider must dismount, pick up the baton continue through the pattern.
22. A broken pattern in single events, except reining is a disqualification. But in team events if the pattern is fixed at the place the pattern was broken then the team will not be disqualified. If the pattern is not fixed the team will be disqualified.
 23. Equipment failure in any event that requires the team to leave the arena will result in a disqualification. No time or rerun will be given.
 24. Gates will be closed when all teams are in the arena and remain closed until the last person of all teams has finished the event. Single events gate may be open to run in but closed upon entering arena.
 25. Rakes or harrows shall be available at each show and used to assure the best arena conditions.
 26. In case an event is not filled with qualified teams, there will be a draw for the remaining teams.
 - a. Fast times or partial catches will be considered first.
 - b. Illegal catches are not to be included in the first round of drawing for placings with partial catches. Another draw will be done and these will be included.

- c. Points for high point awards will not be given for any drawn positions.
27. State and Region High Point Awards will be awarded to the High Point Man, Woman, Horse and Club of each competition. High Point Civic Awards will only be awarded at the State level. It will be the responsibility of the club or district secretary to fill out the form provided by the State Secretary for the High Point Civic award and file it with the State Secretary two weeks prior to the State competition. Failure to file the required form will result in the points not being considered for the award.
- a. The following formula will be used for State High Point Man, Woman, Horse and Club: 1st place=6 points, 2nd place=5 points, 3rd place=4 points, 4th place=3 points, 5th place=2 points, 6th place= 1 point. Region High Point Man, Woman, Horse and Club: 1st place=9 points, 2nd place=8 points, 3rd place=7 points, 4th place=6 points, 5th place=5 points, 6th place=4 points, 7th place=3 points, 8th place=2 points, 9th place=1 points.

- b. Civic project is an event which does not benefit the club directly. At least 40% of the roster club members must participate in the activity. Members may participate by making contributions of money or materials only but service hours and mileage may not be counted by these members if they do not participate in the service portion of the event. Civic award points are calculated from Aug 15th to Aug 14th of the following year.
- i. Clubs must complete forms and present them to the state secretary two weeks prior to the state show. The following formula will be used for High Point Civic Awards: 1 point for every \$5.00 in money or materials donated, every 5 miles traveled to approved functions, and/or 1 hour of time served. 5 points will be awarded to a club for each event attended. Please see official form to be filed with state secretary for further details.
- c. These points shall be tallied and

awarded for each individual Region and State show. District points will not be applied to the High Point Man, Woman, Horse and Club for the State awards.

- d. If a club member is riding another member's horse, the owner of the horse concedes the points to the rider of the horse. (All points go to the rider of the horse, with the exception of High Point Horse points.)
28. There will be no major rule changes made between rulebooks unless it is a safety issue.
29. No practicing while the event is being set up or during the event.

NOTE: when a judge/steward is in doubt of any penalty or infraction, and if not clearly stated in the rulebook, the benefit shall always be given to the contestant or team.

NOTE: in roping, speed events, team penning and 3-man sorting, western type equipment must be used. The hackamore is the optional choice of the contestant; however, the judge/steward may prohibit the use of the equipment they consider severe.

GLOSSARY: Descriptions and Clarifications

1. Baton: an object not to exceed 12 inches in length and has no knobs. Batons shall be

furnished for all State and Region shows and can be any color.

2. Closed Reins: Both ends of the rein are attached to the bit, such as round reins or roping reins.
3. Curb Bit: a bit that has shanks. Works with leverage and a curb chain/strap or curb action. It may have a solid or broken mouthpiece.
4. Gimmick: a novel or tricky feature or detail that is added to or incorporated within, something to increase its attractiveness or effectiveness. Glitter is not considered a gimmick.
5. Hackamore: a flexible braided rawhide, leather or rope bosal with a core or rawhide or flexible cable. Absolutely no rigid material or metal will be permitted under the jaw. Mecate reins: a form of rope, with a tail or lead line, used for closed reins usually with a snaffle bit or hackamore.
6. Mounted: to get on a horse and be ready to ride.
7. Qualify: riders must ride once in Grand Entry or participate in Parade.
8. Regalia: emblems, symbols, tack, equipment, dress etc. pertaining to a club or organization.
9. Romal: an extension or braided material attached to closed reins. Romal reins are held with NO FINGER between the reins.
10. Snaffle Bit: a bit that has no shanks. It may have a broken or solid mouthpiece. Snaffle bits work with no leverage, only direct pull.

11. Steward: a person who is chosen to oversee the rules and regulations of the race or event followed. All stewards must be on the roster.
12. Western Bridle: headstall will be of western type such as split ear or brow band with a curb bit. (For detailed explanation of western equipment see Rule 443 in the AQHA handbook.)
13. Moderate Extension of a Jog: a slight lengthening of the stride of the horse. The rider **MUST** remain seated.

JUDGED EVENTS

(Unless otherwise stated in the rulebook, violations of the written rules will result in a disqualification.) It is recommended that whenever possible judges be picked from the Judges' Roster of the USWRCA unless approved by the Board of Directors. All judges should adhere to the rules and regulations of the USWRCA. At all times, when judging a show, judges must act in a professional manner in regard to dress and conduct. Score cards for all judged events should be posted after each class. If a judge has reason to believe a horse is unsound in any way, it is his/her duty to dismiss the horse from the class and not place them. **Protests may not be filed pertaining to a judge's decision when placing contestants.**

Judges' payment- District shows shall pay the judge \$50 plus mileage one way at the rate of \$0.62 per mile;

this is paid by the district. Region shows judges shall be paid at the rate of \$75 plus mileage one way at the rate of \$0.62 per mile. The State or District organization shall not be responsible for hotel rooms retained by the judge(s). Exhibitors and assistants in Western Pleasure, Pairs Pleasure, Reining and Ranch Cow Cutting, must wear long pants, long sleeve, with buttons or snaps, western shirt, western hat/helmet and cowboy boots. The Board of Directors has voted “sombros” are a type of western hat. Chaps are mandatory in Pleasure classes. Horses ridden in Western Pleasure, Pairs Pleasure, Reining and Ranch Cow Cutting will be ridden with a western saddle and appropriate western bridle, snaffle bit or hackamore (see glossary) and can not be substituted. Exhibitors and assistants’ horses in these events may not be ridden with martingales, draw reins, tie down, cavessons or mechanical hackamores.

1. A western bridle is ridden with one hand using either split or Romal reins. The hand must be around the reins with the index finger only between the split reins. When using Romal reins, the hand must be around the reins with no fingers between the reins.
2. The snaffle bit may be ridden with split or mecate reins using one or two hands.
3. The hackamore may be ridden with split or mecate reins using one or two hands.
4. Protective boots, leg wraps and bandages may

be used in Reining and Ranch Cow Cutting but not in Pleasure Classes.

NOTE: Judges sheets will be reviewed each year at the judge's clinic. Judges' sheets will be posted each year on the USWRCA website prior to the District, Region and State Shows.

PARADE

- There will be two (2) classes. Class A will be 11 members and up. Class B will be 10 members or less. U.S. Flags will be counted in the Parade Class (see U.S. Flag Etiquette). Backwards movement is allowed as long as one member is in a forward motion.
- Teams without enough members may compete if no alternate exists or is present. They may not place above any team that has the correct number of members. Parade will be judged on the following:
 - Appearance: Riders, horses and tack clean in good working order (show shape.) Uniformity in dress and tack is a plus.
 - Conduct: Riders and horses should show good, safe manners during the parade route. Maneuvers should show correct spacing, alignment and coordination with flowing movements.

DRILLS

- Drills will be classified in the same manner as the Parade Classes. All riders in the arena will be counted. U.S. Flags will be counted in Drill but must be posted at the beginning of the Drill and may only be un-posted at the completion of the Drill (see U.S. Flag Etiquette.)
- Time is not to exceed 8 minutes. The time will start when the first horse enters the arena and ends when the last horse leaves the arena. At 6 minutes a 2-minute warning will be given by the announcer. Teams will be given 2 minutes to clear the arena or be disqualified. Drill teams must be available at the time they are scheduled.
- Teams without enough members may compete if no alternate exists or is present. They may not place above any team that has the correct number of members.
- Drill will be judged on the following:
 - Appearance: riders, horses and tack clean and in good working order (show shape.) Uniformity in dress and tack is a plus.
 - Degree of Difficulty: a team that performs more difficult drill should receive more credit than a team that

performs relatively easy maneuvers. Difficulty is determined not only by the difficulty of the maneuver itself but also by the speed (trot/lope) at which it is ridden and the spacing between the riders during the maneuver.

- Precision Performance: maintaining consistent spacing, showing symmetry and definition during each maneuver. A drill should flow from one maneuver to another with liveliness and energy that compliments the music and the variety of patterns. Riders should be alerted to prevent collisions, crooked lines, broken gaits, non-rounded corners, etc.

WESTERN PLEASURE (Ladies and Men's)

- Horses are to be shown at a walk, jog and lope, in both directions of the arena on a reasonably loose rein with light contact and control. A “moderate extension” of a jog maybe asked for at the discretion of the judge. Riders should sit at the “moderate extension.” Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm. The horse should back easily and stand quietly. Horses may be reversed at a walk or jog only. Credit should be given to the flowing, balanced and willing

horse that gives the appearance of being fit and a pleasure to ride while exhibiting correct gaits when called for with smooth transitions.

Horses should carry their heads in a natural, relaxed position. Riders will not be asked to dismount except for appropriate equipment checks. Horses may not be substituted in this class.

MATCHED PAIRS' PLEASURE

- Horses are to be shown at a walk, jog and lope in both directions of the arena on a reasonably loose rein with light contact and control. A “moderate extension” of a jog maybe asked for at the discretion of the judge. Once riders are called into line: Pairs will ride out of line, dismount, drop at least one rein per rider and step at least 3 full steps in front of their horses. Return and remount horse then back up into line. Stools will be allowed to use if needed. Horses should stand and back quietly. Matched pairs will be disqualified if horses are painted to match. Horses may not be substituted in this class.
- Judging: matching as pairs = 30%; manners = 40%; performance = 30%. Equipment used should match (i.e., both horses in western bridles, snaffle bits or hackamores.)

Ranch Cow Cutting

- Ranch Cutting is designed to show the ability of the horse and rider to enter a herd of cattle and make a cut. The horse should work quietly but alertly, causing very little disturbance to the herd or the animal brought out to work. Ranch cutting will be judged using USWRCA rules, following the general rules of NCHA and NRCHA where applicable. Horse may not be substituted in this class. The score care to be used will be the USWRCA score card as amended in 2009. An average score will be 70. One half points permissible. There will be a 2 ½ minute time limit. There will be NO 30 second warning. When a judge is in doubt about a penalty, the benefit should always go to the contestant. If a cow is lost by the turn back help it is not a loss of cow by the contestant. Panels or fences will be used in the ranch cow cutting event.
 - Herd help is to be in full western attire and correct equipment for horse and rider. This is the same for the cow cutter.

- Credit and Deductions
 - Credits or deductions may be given for the following categories of a run's content: driving an animal a sufficient distance from the herd, holding it in a working position as near the center of the arena as possible, the degree of difficulty, eye appeal, the courage shown in staying on a tough cow, the amount of time actually spent working cattle, the horse showing 'cow' and the horse showing a great deal of expression, loose reins, horse charging and excessive herd holder help.
- Penalties:
 - 1 Point Penalties: losing working advantage, noise directed to cattle. Toe, foot or stirrup on the shoulder.
 - 3 Point Penalties: hot quit. Second hand on reins if a curb bit is used. Cattle picked up or scattered Spur in shoulder. Pawing or biting cattle. Failure to make a deep cut. Back fence.

- 5 Point Penalties: horse quitting cow. Losing cow. Changing cattle after a specific commitment. Failure to separate a single cow away from the herd.
- Disqualification score of zero (0): horse turns tail or falls to the ground. Illegal equipment. Leaving working arena before time expires.

Reining

- To rein a horse is not only to guide him but also to control his every movement. The best reined 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. The pattern each year is determined by the Head Judge at the March meeting of the current year.
 - Credit should be given for smoothness, finesse, attitude, quickness in performing various maneuvers, while using controlled speed.

- The official guideline for the application of the rules for judging shall be as specified in the NRHA Handbook (Judges' Guide.)
- **Contestants will be penalized but not disqualified for breaking a pattern.**
- The score will be basis of: 0 to infinity with 70 denoting an average performance. The individual maneuvers are scored in $\frac{1}{2}$ point increments from low of $-1 \frac{1}{2}$ (extremely poor quality) to a high $+1 \frac{1}{2}$ (excellent quality) with a score of 0 denoting a maneuver that is correct with no degree of difficulty. USWRCA permits the judge the option of awarding a re-ride to any contestant who is unable to complete a pattern for reasons that are out of the rider's control.
- PENALTIES – See NRHA Handbook. Examples of penalties are:
 - Half ($\frac{1}{2}$) point penalties: delayed change of lead per one stride, jog more then 2 strides. Under or over spinning $\frac{1}{8}$ of a turn. Failure to be on the correct lead for $\frac{1}{2}$ or less then

one turn at the end of the arena.
Failure to be at least 20 feet from the wall or fence.

- 1 point penalties: over spinning $\frac{1}{4}$ spin. Out of lead for each quarter of the circle; this is cumulative. Out of lead at the turn at the end of the arena for more than $\frac{1}{2}$ turn.
- 2 point penalties: breaking gait. Freezing up in spins or rollbacks. Failure to stop or walk before executing a canter departure. Not completely passing specified marker before initiating a maneuver. Wrong lead completely around the turn at the end of the arena.
- 5 point penalties: spurring in front of cinch. Holding saddle with either-hand. Blatant disobedience. Use of either hand to instill fear or praise. Failure to complete the pattern as written. Inclusion or maneuvers not specified in pattern.
- No score will include but not limited to: abuse of animal. Illegal equipment. Fall to the ground by

horse or rider. Equipment failure that delays completion of the pattern. Horse may not be substituted in this class.

TIMED CATTLE EVENTS

(Unless otherwise stated in the rulebook, violations of the written rules will result in disqualification.)

There will be no rough treatment of stock. Judges can disqualify and give any contestant or team a “NO TIME” if it is believed any action on the competitor’s part to be unnecessary roughness to the cattle. If the arena director or other official observes or becomes knowledgeable of an unfit or injured animal(s), the director or official has the responsibility to immediately have the animal(s) removed.

“Immediately” maybe defined as stopping a run in progress to help avoid further injury to the animal(s) or competitor(s). Only the director or judge has the authority to determine what an unfit and/or injured animal is.

TEAM PENNING

Set Up: a foul line will be set at the half-way point in the arena. A “pen” will be created approximately 75% of the distance from the cattle end of the

arena. The pen will ideally use one 8-foot panel, two 16-foot panels and two 24-foot panels. The side of the pen that is closest to the cattle will be the 16-foot panel and be connected to the two 24-panels. The side furthest from the cattle will have an 8-foot panel on one side with a 16-foot wing on the other which is swung open. The opening will be 10 feet.

Cattle will be numbered in sets of three. The number assigned to each team to pen will be drawn and held as confidential prior to the beginning of the event.

A foul-line judge, pen judge, timers and announcer are required for this event

Rules: within a 90 second time limit, a team of 3 riders must cut from the herd and pen 3 head of cattle with the same assigned number. The fastest time with the most cattle penned will win. A warning must be given to the team working the cattle when there is 30 seconds remaining.

All cattle will be bunched on the cattle side of the foul-line within the designated area before time begins. The foul-line judge will raise the flag to signal when the arena is ready. Contestants will be given their cattle number when the nose of the first horse crosses the foul/start line.

Time will be taken from the foul-line judge's signal that the first horse's nose has crossed the foul-line until the pen judge's signal that the contestants have finished their run. To call for time, one rider must be at the pen gate and raise a hand for the flag. The flag will drop when the nose of the horse enters the pen and the rider calls for time.

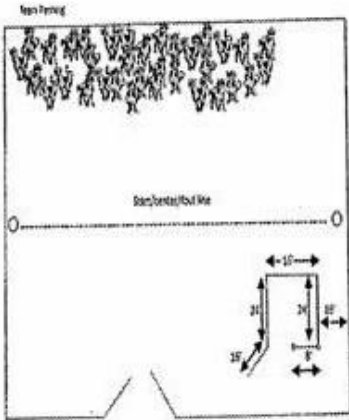
However, the flag will not drop and time will continue if there are un-penned cattle that are not on the herd side of the foul-line. In this case, time will be taken from the foul-line judge signal that all un-penned cattle are on the herd side of the foul- line.

In the event that an animal escapes from the pen after time is called for but prior to the time any un-penned cattle are on the herd side of the line, the team will be given a "NO TIME." An "escaped animal" is one with any part of the animal out of the pen. A team may call for time with only 1 or 2 assigned cattle in the pen; however, teams penning 3 head will place higher than a team with 2 penned cattle and those with 2 penned cattle will place higher than a team with 1 penned cow regardless of the time. A team calling for time with wrong numbered cattle in the pen will be judged a "NO TIME."

If 5 or more head of cattle are across the start/foul-line at the same time, the team will receive a “NO TIME.”

60 seconds after the last member of a team that just finished their run exits the arena, the following team must be in the arena ready to ride. Any delay will be judged a “NO TIME” unless waived for a good cause. As each new team begins a run, there should be the same number of cattle in the arena.

In the event that team draws a number where there are less than 3 identical numbers in the arena, a team is given a number that has already been used or other official or mechanical error, a rerun shall be given. Reruns shall be run at the end of the group. If more than one rerun is necessary, they will run in the order of the occurrence. The fall of horse or rider shall not eliminate the entry; however, any attempt by a dismounted rider to work cattle before remounting will result in an automatic disqualification.



3 MAN ARENA SORTING

SET UP: A foul line (also called a sorting line) will be marked across the width of the arena, approximately $\frac{1}{3}$ of the way down from the competitor entrance gate. Cattle must be settled on the larger $\frac{2}{3}$ side of the arena prior to each team's run. Sorted cattle will be moved across the foul line into the smaller $\frac{1}{3}$ side of the arena. Each team

will be given 60 seconds to sort the cattle. 10 head of cattle will be used, each clearly numbered 0 through 9, with each number assigned to only one cow.

RULES: Before a team's run begins, the 10 numbered cattle will be settled at the far end of the arena. Three riders will enter from the gate opposite from the cows. The timer will begin when the first team member crosses the foul line, at which point the judge or announcer will call out the team's starting number. The team must sort the cattle in ascending numerical order across the foul line, beginning with the announced starting number. For example, if the assigned number is "4," the correct sorting order would be: 4, 5, 6, 7, , 9, 0, 1, 2, 3. The team works together to sort each correct cow across the foul line in order.

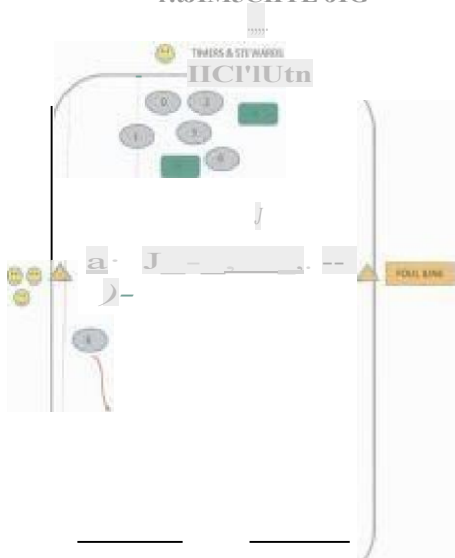
The team's performance is judged based on the number of correctly sorted cattle and the time it takes to do so. A lap time is recorded for each correctly sorted cow when it's nose crosses the line, and until time expires at 60 seconds. The time of the last correctly sorted cow and the total number of cows sorted will be recorded. Teams will receive a No Time for any of the following: (1) a cow crosses the foul line out of sequence, (2) a cow returns across the foul line after being correctly sorted, or (3) a rider or team member touches cattle with hand or objects (ropes,

bats, flags, apparel, etc.) or hazes then with equipment or apparel. Two or more cows may cross the foul line closely together, provided the nose of the correctly numbered cow crosses first. Cattle will be resettled between each team's run.

If one cow has a faulty or missing number, that cow may still be used if the announcer identifies it clearly over the PA system before the run. If more than one cow has a faulty or missing number, they must be either replaced or renumbered correctly before the run begins. If a horse or rider falls, the team is not disqualified unless the dismounted rider attempts to work cattle before remounting--this results in a No-Time.

The arena size may be reduced for space or safety concerns, but it must remain consistent for all teams during the event.

r.tJIM5CIITL'JIG



Ribbon Roping

Setup: teams shall consist of one mounted roper and one mugger. Muggers and ropers will be on one side of the starting line with the cattle on the other side.

Rules: within a 2-minute time limit, the roper must tie a ribbon on the tail of the cow that he/she has roped and is being held by his/her own mugger. The roper must rope the cow before it is mugged. Time will be taken from the signal to start to when the roper enters the circle. To qualify for a time, the ribbon must still be tied to the tail of the cow until the roper reaches the circle.

Cattle are not assigned. There must be as many cows as teams in the arena. The cow must be **STANDING UP** and the **ROPE MUST BE FREE OF THE SADDLE AND HORSE** before the ribbon is tied on or the team will be disqualified. If the cows are to be used in more than one section of this event, it is mandatory that they rest between each sections.

CHUTE EVENTS

BREAKAWAY ROPING, RIBBON PULL & TEAM ROPING

Cattle will be ran through the chutes before the start

of the first cattle event. The stock will be chute ran.

An electric eye barrier must be used unless one is not available, then a mechanical barrier will be used in all chute events. If a mechanical barrier is used, the neck rope must be tied with string. No metal snaps or hardware shall be used on neck ropes. Suggested score length is the length of the roping box minus 4 feet, but may vary depending upon conditions of the arena and cattle.

After called for, the cattle belong to the contestant come what may, except for the following:

- If an animal escapes the arena, the flag will be dropped and the contestant(s) will get the animal back “lap and tap” with time added from when the stock left the arena.
- In case of mechanical failure or if a contestant is fouled by the barrier. The contestant must pull up and declare it to receive a rerun.

A 10 second penalty will be added to the competitor’s time for beating the barrier. The barrier judge has the right to add a 10 second penalty any time the barrier is beaten, such as a horse rearing up over the barrier. If the barrier fails to work or the pigtail is carried more than 10 feet from the pin, there is no rerun. The penalty will be taken off, unless the

contestant obviously beat the barrier. This decision will be made by the barrier judge or flagger.

BREAKAWAY ROPING

Setup: Timer, Flagger, Barrier Judge, Barrier and String

Rules: Breakaway is open to both men and women.

Within a 30 second time-limit, the contestant will come from behind the barrier to rope the calf. Time will be taken from the trip of the barrier to the flagger's signal that the rope has broken free from the horn. Rope must be released from the hand and not just placed out to snag the calf. Any catch is legal as long as the rope goes over the head. "Over the head" is defined as both ears and the nose.

Rope must be tied with a string supplied by the show management to the saddle horn. If the contestant breaks the string a "NO TIME" will be

given. **A LONG, EASILY SEEN FLAG**

PROVIDED BY THE ROPER MUST BE

ATTACHED TO THE END OF THE ROPE.

The rope may not be run through the bridle, tie down, neck rope or any other device. No loops can be rebuilt, but the roper can use 2 ropes if carried.

RIBBON PULL

Setup: Timer, Flagger, Barrier Judge, and Ribbons

Rules: within a 20 second time limit, contestant will come from behind the barrier with the help of a hazer and capture a 2-foot long ribbon, glued from the middle with a 1-foot streamer on each side, to the middle of the back of the cattle. Time will be taken from the trip of the barrier to the flagger's signal that the ribbon has been captured. A full ribbon is not required to qualify a run. In case the ribbon prematurely comes loose, the contestant must pull up and not continue in order to qualify for a rerun.

TEAM ROPING

Setup: Timer, Flagger, Barrier Judge, Barrier **Rules:** within a 60 second time limit, one team member shall rope the head of the steer, dally and pull the steer for his/her partner to rope the hind

legs. Time will be taken from the trip of the barrier to the flagger's signal that the steer is roped and both horses are facing the steer in line with both ropes tight. The team member coming from behind the barrier must throw the first rope. There are only 3 legal head catches: 1-around both horns, 2-around one horn and the nose, 3-around both horns and nose. If rope bridles the steer, hondo passes over a horn or the loop crosses

itself, the head catch is illegal and results in a “NO TIME.” If steer is roped by one horn, roper is not allowed to ride up and remove loop or put over the other horn or nose with his/her hands. Any heel catch behind the shoulders is legal if the rope goes up the heels. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Should the front foot or feet come out of the heel loop prior to the flagger calling for time, the time will continue. If only one hind leg is caught, a 5 second penalty will be added to the team’s time. All questionable catches will be decided upon the flagger.

Roping steers without turning loose of the loop will be considered a “NO TIME.” Dropped or broken ropes will be considered a “NO TIME” regardless of whether time has been taken or not.

Each contestant will be allowed to carry only one rope. Each team will be allowed 3 loops in all. A rope that must be recoiled or rebuild is considered a thrown loop. In case the flagger flags out a team that still legally has one or more loops coming, the flagger will give them the same steer back for lap and tap.

Any heeler that is a female or a male that is 55 years of age or older the day of the competition may tie on. Under no circumstances should a header tie on. USWRCA requires tie-on ropers to use a quick release

for tied on ropes.

ARENA SPEED EVENTS

Unless otherwise stated in the rulebook, violations of the written rules will result in a disqualification.

Entrance and exit points for the single arena events shall be designated and all contestants in these events must enter and exit from the same designated gate as directed by show management.

All timed events will be timed from the nose of the first horse to the nose of the last horse both at the starting and finish lines. If any part of 2 horses is across the starting line at the same time, the team will be assessed a 5 second penalty. Poles are to be used as markers at the start/finish line, except in Pole Bending and 5-in-a-row, when potato barrels will be used as markers. Arena conditions permitting, markers must be a minimum of 30 feet and if possible will be set wider to accommodate the event. For single/team barrels and 5-in-a-row timers are set just off the fence. A 5 second penalty will be imposed upon a contestant each time he/she uses the baton, dipper or potato spear to hit the horse in an arena event. There will be no penalty for steadying a barrel or pole in either single or team events.

HIDE RACE

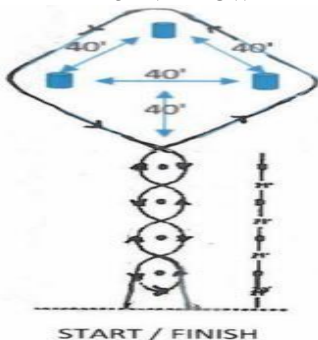
Setup: Hide, Timers, Barrel.

The rope attached to the hide must be 25-feet long with a knot tied at 20-feet from the hide. The dally must be on the short end above the knot tied at the 20-foot mark. An 18-inch length of rope is to be firmly tied on each side of the 2 holes made in the top edge of the hide to drag the rope. The drag rope will be a regulation lasso (roping) rope. The hide shall not have a board or pipe attached to it at any place or in any fashion. **Note: a cow hide should be used if available. If no hide is available a rug or mat may be used.**

Rules: this is a 2 person team event; 1 on horseback and 1 on foot. The rider will dally the rope that is tied to the hide and pull it to the other end of the arena where the person on foot is standing behind a barrel. There will be a minimum of 70-feet from the fence to the start line. There will be 200-feet between the starting line and barrel, if arena conditions allow. The starting poles or orange cones, will be set at the edge of the arena. As the horse goes around the barrel, the person on foot must make an attempt to ride the hide. If the person on foot is successful in catching the rope or hide, he/she must be off his/her feet in a **prone** position before going past the barrel to the finish line or be disqualified. The hide rider may hold any part of

the rope or hide. If the barrel is tipped over, the team will be disqualified. The hide rider will be allowed to wear any type of hat, coveralls and gloves, if he/she wishes. A hard hat and goggles are suggested. If the rope is dropped by the puller, it will be a disqualification. One team will run at a time. Time will be taken from the nose of the horse both at the starting and finish lines, but the rider and hide must cross the finish line or be disqualified. Horse may not be substituted. **ONE ATTEMPT TO JUMP ON THE HIDE. IF HIDE PASSES THE BARREL THE HORSE AND RIDER MAY NOT CIRCLE BACK AND PICK UP THE RIDER. MUST KEEP A FORWARD MOTION.**

5-IN-A-ROW



Set Up: 4 poles and 3 barrels for the patterns. 2 potato barrels are used for starting line. Starting line will be at least 20-feet from the fence.

Rules: Team is comprised of 5 members. Each member will run the event simultaneously. (Nose to tail). There will be no baton used in this event. Team members must run the entire event in the same order they started without passing. No team member may pass another member. Riders will start the pattern on the right or left side of the poles. Riders will weave past all 4 poles and proceed around all 3 barrels. (You will not circle each barrel). After running a triangle around all 3 barrels, riders will weave back through all 4 poles. The final rider will circle the last pole before proceeding to cross the finish line. If pattern is not performed correctly, team will be disqualified. A 5 second penalty will be given for each pole or barrel that is knocked over. (Riders will not dismount to reset a knocked over pole or barrel). Poles are set using the same standard as pole bending. 21 feet to the first pole and 21 feet between poles. The barrels are set at the end of the poles in the same manner as barrels are set up. The barrel pattern will be set using a 40-foot pattern if the arena permits. The barrel pattern will be set 40 feet from the end pole.

POTATO RACE

Set Up: 2 small barrels per team, poles for starting line, potato stick (spear) per team, 12 potatoes per barrel, extra potatoes to replace the used potatoes, timers.

Rules: There is a 4-minute time limit. This is a 5-person team event with all riders starting behind the starting line. 2 metal barrels, with the inside of each painted white, 15 inches in diameter and not to exceed 27 inches high shall be used. The receiving barrel should be 20 feet from the starting line, and the holding barrel, containing 12 potatoes should be 100 feet from the receiving barrel, if arena conditions permit. The barrel places will be marked for resetting if they are tipped over. If the barrel is tipped over, the rider must dismount, set it up and pick up any spilled potatoes before remounting and continuing on.

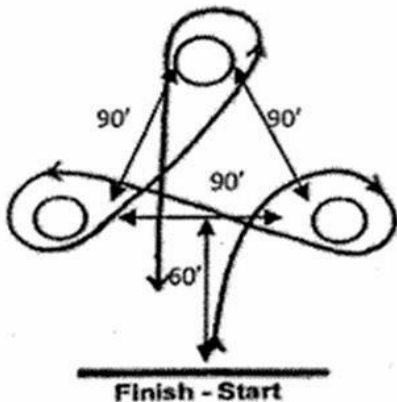
Smooth spears with no barbs are to be used. Spears may be made from wood or metal and may be any length desired. A potato from the holding barrel is to be speared and deposited in the receiving barrel. The same potato that was speared must be used to complete the run. The spear is passed to the next person behind the starting line. If the potato being deposited breaks, the contestant must spear the

bigger part of the potato while still mounted and put it in the receiving barrel. Potatoes will be dumped from

the receiving barrel after each team has finished the race, and new potatoes will be used for each team.

SINGLE BARRELS

Barrel Pattern



Set Up: 3 standard barrels, poles for starting line, electric timer (if available), timers (if electric timer not available) Starting line will be at least 20 feet from the fence.

Rules: This is a single event for ladies and men. Horse can not be substituted. An electric timer will be used if possible. The same timers and stewards will be used for each runner. The same regulations and patterns will be used as in the team barrel race, except a 5 second penalty will be given for each barrel knocked over. There will be no penalty for steadying a barrel. The contestant does not need to get off and set up a tumbled barrel.

TEAM BARRELS

Set Up: 3 standard barrels, poles for starting line, timers. Starting line will be at least 20 feet from the fence. Baton for the Region and State meets will be furnished by USWRCA.

Rules: The barrel race is a 5 member team. A regulation baton is to be carried and passed to each team member. Standard barrels of metal or plastic will be used. The first barrel will be marked 60 feet in a straight line from the starting line and will not be changed. Barrels will be marked at 90 feet between 1st and 2nd barrel, 105 feet between 1st & 3rd

and 2nd and 3rd, when arena conditions permit. If distances must be changed they will be dropped by 15 foot increments.

Contestants may start on either the right or left barrel. When starting on the right barrel there will be one right turn and two left turns around the barrels. When starting on the left side, there will be one left and two right turns around the barrels.

There will be no penalty for a rider reaching out to steady a barrel. If a barrel is knocked over, the rider must go back to the barrel, dismount, set up barrel, **go back around the barrel**, and continue the pattern. If the baton is dropped while passing it, any team member can dismount, pick up the baton, remount the horse, then pass the baton to the next rider on the team. If the baton is dropped during the ride; the rider must dismount, pick up the baton and continue through the pattern.

WATER RACE

Set Up: Dippers for Region and State shows will be furnished by USWRCA. Dipper size is to be 12oz. Dippers must be used as received. 1 water stand, 5 ½ feet tall topped with 1 wide-mouth quart jar, and 1, 10-quart bucket of colored water

per team. Extra colored water to refill buckets as needed, poles for starting line, lime to mark foul line for bucket horse, timers. There shall be no bending the handles of the dippers. Dipper can be held in any position without bending it. There will be 5 members on a team. The starting line will be 20 feet from the bottle stand. There is a 4- minute time limit on this event. If a team is not finished within 4 minutes they will not continue and will receive a no time. Food coloring can be placed in the bucket of water or in the jar.

Rules: One person on the team holds the bucket full of water on his/her horse behind a line marked 120 feet from the starting line. If the contestant holding the bucket (or his/her horse) crosses the line, the team will be given a 5 second penalty for each time the line is crossed. There will be no penalty for steadying the water stand. The other 4 members on the team ride one at a time from the starting line with the dipper to the bucket where they will fill the dipper with water to fill the jar. If filling the jar takes more then 4 members, then riders must alternate between at least two riders to finish filling the jar. A steward will signal when the rider's water fills the jar, and time will be taken when that horse's nose crosses the finish line.

PONY EXPRESS RELAY RACE

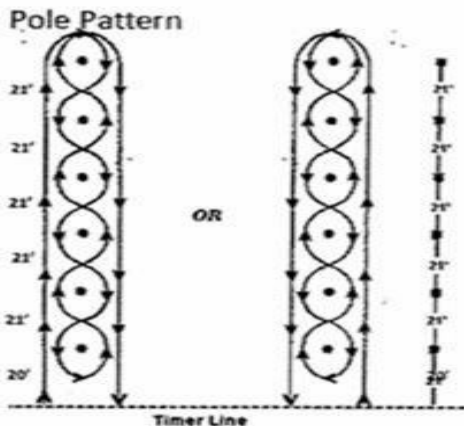
Set Up: 1 saddle (no saddle pad) will be placed in a 4 foot diameter circle 20 feet from the starting line. A barrel will be placed 120 feet from the starting line. Poles for starting line, lime to mark the barrel's spot, timers.

Rules: A 5 member team with 5 horses having on bridles and any type of reins will make up this event. The horse is to be led by reins or rein attached to the bit or hackamore. Each contestant will lead his/her horse from behind the starting line to the circle, saddle the horse, mount, ride around the barrel placed 120 feet from the starting line, ride back to the circle, dismount, unsaddle, and place at least 50% of the saddle inside the circle. If saddle is more than 50% out of circle it will be disqualification. The horse will then be led back across the starting line. If the next contestant crosses the starting line before the preceding horse has completely crossed back across the starting line, a 5 second penalty will be assessed. Cinch must be fastened in the regular manner and a quick buckle may be used. Absolutely no gimmicks may be used. There shall be no touching of another team member's horse, if so a 5 second penalty will be assessed. A 5 second penalty will be given if barrel is knocked over. If the barrel is displaced, the team must continue by going around the place that marked the barrel's spot.

SINGLE POLE BENDING

Set Up: An electric timer will be used if at all possible. Starting line will be at least 20 feet from the fence.

Rules: The single pole bending will be the same rules as the team pole bending, except a 5 second penalty will be given for each pole knocked over. The rider does not need to dismount and reset knocked over poles. All timers and stewards will be the same for all riders in this event.



TEAM POLE BENDING

Set Up: There will be 6 poles in a straight line. Poles must be standard white plastic poles 1 ¼ to 1 ½ inches in diameter with bases less than 15 inches in diameter. Poles must be 6 feet high. The first pole will be placed 21 feet from the starting line. All other poles will be 21 feet apart. Barrels will be used to mark the starting line. Lime to mark each pole's spot, batons, timers. Baton for the Region and State meets will be furnished by USWRCA.

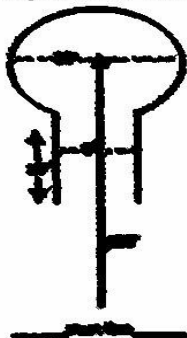
Rules: A team of 5 horses and riders will compete in this event. Each rider may start on either side of the first pole and run the horse to the number 6 pole, turn and bend back through the poles, pivot the number 1 pole and bend back to the number 6 pole, pivot and race back straight to the finish line. The rider must pass the baton to the next rider.

There will be no penalty for reaching out with hand or arm to steady a teetering pole. If a rider knocks over the pole, he/she must dismount, set up the pole, go back around the pole and continue on through the pattern. If the baton is dropped while passing it, a team member must dismount, pick up the baton, remount the horse, then pass the baton to the next rider on the team. If the baton is dropped during the ride, the rider must dismount, pick up the baton and continue through the pattern.

SINGLE KEYHOLE RACE

Rules: This is a single event for ladies and men. An electric timer will be used if at all possible. Starting line will be at least 20 feet from the fence. The same timers and stewards will be used for each runner. The same regulations and patterns will be used as in the team keyhole race.

Keyhole Pattern



TEAM KEYHOLE RACE

Set Up: Lime, tape measure, or measuring jig, timers, extra stewards. The keyhole will have the following dimensions: The center of the circle will be 100 feet from the starting line. The diameter of the circle will be

20 feet. The width of the neck is 6 feet with the length of the lane 10 feet. The outline of the keyhole will be marked with white powder (lime).

Baton for the Region and State meets will be furnished by USWRCA.

Rules: This is a 5 member team event. Each rider will ride their horse from the starting line through the neck into the interior of the keyhole, execute a turn to the right or left, return back through the neck of the key and across the starting line. The rider will then pass the baton to the next member of the team. There will be a 5 second penalty for each foot of the horse that steps on or over any line marking the keyhole with a maximum of 4 feet (20 seconds) per horse. However, a rider will not be penalized to come back in the circle and finish the pattern. If the baton is dropped while passing it, a team member must dismount, pick up the baton, remount the horse, then pass the baton to the next rider on the team. If the baton is dropped during the ride, the rider must dismount, pick up the baton and continue through the pattern.

TRAILER RACE

(No Gimmicks are to be used)

Set Up: 4 barrels to mark the corners, timers, stop watches and stewards. Any type of horse trailer is to be brought into the center of the arena behind any type of

truck (truck must have a bed). The same trailer may be used in more than one (1) heat. There may not be anything in the trailer (i.e., hay, grain, tack, tools, etc.) The back of the trailer must face the grandstand. A saddle, blanket, and bridle are to be in the back of the truck. The truck need not be empty, but the saddle, blanket and bridle may not be propped up or set on top of anything. It must be on the floor of the bed of the truck. The trailer latch is up when entering arena, when run if over the latch can be up or down.

Rules: The horse may be loaded in the trailer and hauled into the arena or led into the arena and loaded into the trailer after the trailer is lined up.

***As long as the horse is facing in the right direction for the type of trailer it will be considered facing forward. (Standing straight forward in a straight load trailer or standing sideways in a slant load trailer.) If the horse's body turns in another direction, it will be considered as not facing forward in the trailer. A horse may look around in any direction as long as its body remains forward. * A horse may or may not be tied at the start or end of the race per the contestant's discretion.** The trailer gate must be securely latched in such a way that it could not swing open if the trailer was being pulled down the road. When in the trailer, the horse can wear any type of commercial or handmade halter, but no

gimmicks. The horse must be facing forward in the trailer when race starts.

The two (2) team members must be in the truck cab with the doors closed. At the “go” signal, the contestants must take the horse from the trailer, remove the halter, saddle and bridle the horse. The bit attached to the bridle must be in the horse's mouth. A chin strap is optional. No neck rope may be used. A saddle blanket must be used but must not be attached to the saddle. Cinch must be fastened in a regular manner, and a quick buckle may be used. One (1) person must ride one (1) time around the arena counterclockwise on the outside of the four (4) corner barrels. These four (4) barrels will be set at the corners of the trailers and will not be moved until all the heats have finished. No penalties will be issued for knocking over a barrel, but runners must continue to go around the spot where the barrel was set. After completing the circle, the horse will be unsaddled, the bridle taken off, and the halter replaced. The horse is then to be reloaded in the trailer and the trailer gate securely latched. The saddle, blanket and bridle must be put back on the bare floor of the bed of the truck. Each piece of equipment outside or hanging outside the bed of the truck will receive a 5 second penalty with a maximum of 15 seconds per team. The contestants must reenter the truck cab, close the doors and turn on

the lights. They must stay in the truck until a steward has inspected the trailer, the horse, and the equipment. The steward will call time when both doors are shut, and truck lights are on this will signal to the timers to stop timing.

Leaving the truck before the steward gives the okay” will be disqualification.