

**Winter Series Rule Book**  
Updated 2019  
Rules, Regulations and pattern



CSSHA Rule Book  
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# Table of Contents

Rules for Competition and General Description	3-4
Points and Division All Around	4
Scoring	4
Non Pro Definition	5
AQHA Bit Rules	5-7
Western Attire	7
Trail	7-9
Ranch Riding, Camp Draft	9
Sorting, Ranch Roping, Cutting	10-12
Ranch Reining	13-14
Ranch Cow Work	14-17
Step up Ranch Cow Work	17-19
Limited (Boxing) Ranch Cow Work	19-20
Ranch Conformation	21
Patterns	22-End

## **CSSHA Winter Series General Rules**

The winter series will be modeled after the AQHA Ranch Versatility Challenge. It will include trail, ranch riding, cutting, reining, and cow work. It may also include sorting, roping, waddy drive, and halter. AQHA Versatility patterns will be chosen from this book.

1. Horses must be nominated and paid in to be eligible for the Division All Around year-end class awards. Horses can start eligibility at any show, but points are only accrued after horse is nominated and paid in. Any previous show will not count if horse nomination fees were not paid. The CSSHA board of Directors will decide nomination fees annually. Any horse may compete at the winter series, without a nomination, but will only be eligible for day prizes and/or money.
2. Winter series classes will be Open Fence, Open Step up Boxing, Non Pro Fence, Non Pro Box, Novice Box, Sr. youth Box, and Jr youth Box. Open Class is open to any rider; rider may use any horse regardless of ownership. Non-Pro riders must own their own horse, or family owned horse to compete as a non-pro. Novice and youth may enter on any horse regardless of ownership.
3. A competitor may enter more than one horse and/or rider may ride more than one horse each show. A horse may be entered only once per division. Entry fees must be paid before the start of the class. Entries are deemed to be late when made after midnight on the Tuesday before the scheduled show. A late entry penalty plus the regular entry fees will be assessed.
4. Horse must appear visibly sound at the beginning of the run. In case of a multiple judged event the majority of the judges must agree on soundness prior to the horse beginning the pattern or work. Obvious lameness will be cause for immediate disqualification. A No Score will include abuse or lameness of the horse. Abuse is defined as exhibiting a lame horse, abusive showing or schooling.
5. Follow summer series rules for Open, Non Pro, and Novice rider eligibility.
6. Follow AQHA Versatility Rules for tack and rider attire rules.
7. In order to compete in an approved CSSHA contest, owners and riders must be CSSHA members in good standing. CSSHA will strive to provide fresh cattle to all contestants for the cow work unless otherwise stated in the class description. This goal may be limited to the availability of cattle. If re-run cattle are used in any class, all class contestants will receive re-run cattle.

8. Contestants should not bother the judge or ask question during the show. Any questions must be brought up at the judges meeting prior to the show. Anyone harassing or questioning judge during show will be disqualified.
9. Open and Non Pro riders must have age appropriate headgear and approved bit. Novice and Youth may show any age horse in an approved snaffle, hackamore, or bridle; if bridle bit is used, the rider must be one handed. Novice and Youth showing a stallion is up to discretion of show management.

## **Winter Series Division All Around**

Nominated and paid in horses will accrue year end points based on class placing. Only nominated horses will qualify for division prizes. Total year end points will be added to determine placing. All events will be based on 80-point scale. To qualify for year-end awards horses must compete in 4 winter series events. Nominated horse with highest total score will win first in their division. Ties will be broken with high cow score.

## **Point Scale**

The title of Division All Around will be named in each winter series class. Each division is calculated independently for the number of horses competing in that division. In order to compile All Around points, all horses must be placed in each class. The first place horse in each class that is eligible will receive 50 credits no matter the number of horses entered or eligible. Second All Around horse will receive 49 credits and so on. For example, a horse competing for the All around may place 16<sup>th</sup> in the class. If they are the first nominated All Around placing entry they will receive 50 credits. The next nominated all around placed 22 in the same class, they will receive 49 credits and so on. Another example: In a class of six at the same show, the eligible all around is second in the class, they would receive 50 credits. The next nominated All Around places fourth in the class; they would receive 49 credits and so forth. After totaling credits, the horse receiving the highest number of credits in that division will be placed first for the All Around in that division.

## **Scoring**

**General Description-**Credit must always be given when applicable, even when there is a penalty involved. When the judge is I doubt, benefit always goes to the contestant. Half points may be used. The contestant is judged from the time that he/she enters the arena until he/she completes the pattern. Horses are judged on performance only. Scoring System- the scoring system for CSSHA approved classes/events is based upon a 60-80 point system, unless disqualified. The lowest score possible is 60 points and the highest score possible is 80. The average score for typical work is 70 points.

## **Non-Pro Definition and Rules**

A Non Pro shall be defined as a person who has not won in excess of \$100,000 in Open Competition in any judged western performance horse venue beginning November 16, 2009. A Non Pro shall also be defined as any person, regardless of age, who is not, within the preceding twelve month period, receiving remuneration directly, or indirectly for showing, training, giving lessons, clinics and assisting in the training of a horse for remuneration. This does not include prize money. Payment of entry fees and/or expenses by anyone other than the Non Pro, his/her immediate family, or his/her corporation is considered remuneration.

Remuneration shall be defined as:

- (i) To pay, reward for work, trouble, etc
- (ii) Reimburse, compensate
- (iii) Make fair return for an action; barter.

A Non Pro and/or corporate entity for which a Non Pro has a majority interest may endorse a product by lending their personal image and/or testimonial as long as there is no remuneration or product received, and a disclaimer as to such is in print within the body of the advertisement. In addition, a Non Pro may not wear endorsement logos or signage on apparel or equipment in the show arena for the purpose of advertising said product. This applies to logos. Logos on award apparel or logos from/for personally owned entities are allowed.

Students while enrolled in an equine program as part of an educational curriculum are eligible to be Non Pros provided the horses they train or accept remuneration for are part of the educational program. They can retain their Non Pro status as long as they comply with all other Non Pro eligibility requirements.

**Novice Definition** Any Non pro rider who has not won over 1000 dollars in any one association including NRCHA, NCHA, NRHA, or AQHA etc. Not 1000 won by a combination of multiple associations.

## **AQHA Bit rules**

### **Western Equipment**

1. Hackamore means the use of a flexible, braided rawhide, leather or rope bosal, the core of which must be flexible. A hackamore must use a complete mecate rein, which must include a tie rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horsehair bosals are prohibited. This rule does not refer to a mechanical hackamore.
2. Snaffle bits in western performance classes mean the conventional O-ring, egg-butt, or D-ring no larger than 4 inches in diameter (100mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a

minimum of 5/16" (8mm) in diameter, measured one inch (25mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece connecting ring of 1 1/4" (32mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm). Which lies flat in the horse's mouth, is acceptable. Optional leather strap attached below the reins on a snaffle bit is acceptable.

3. Bit in western performance classes means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. The description of a legal, standard western bit includes:
  - a. 8 1/2" (215mm) Maximum length shank to be measured as indicated in the diagram on the previous page. Shanks may be fixed or loose.
  - b. Concerning mouth pieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8mm to 20mm) in diameter, measured 1" (25mm) from the cheek. However, wire on the sway bars (above the bars and attaching to the spade) of a traditional spade bit is acceptable. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prong on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" (32mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom with a maximum length of 2" (50mm), which lies flat in the horse's mouth, is acceptable.
  - c. The port must be no higher than 2 1/2" (90mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
  - d. Donut and flat polo mouthpieces are not acceptable.
  - e. A curb bit must be used with a curb strap or curb chain properly attached so as to make contact with horse's chin.
  - f. Slip or gag bit is permitted in speed events
4. Except for hackamore/snaffle bit classes or junior horses shown with hackamore/snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the rein: index finger only between split reins is permitted. In trail, it is permissible to change hands to work an obstacle. Violation of this rule is automatic disqualification.
5. Any horse of any age shown in any Novice or Youth class may be shown on or two handed with a snaffle bit/hackamore.
6. Romal means an extension of braided or round material attached to closed reins. This extension shall be carried in the free hand. When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top and the fingers closed lightly around the reins. When using a romal, no fingers between the reins are allowed.

7. The romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.
8. Junior horses competing in western pleasure, western riding, trail, and versatility ranch horse classes that are shown with a hackamore or snaffle bit may be ridden with one or two hands on the reins. The tails of the reins must be crossed on the opposite side of the neck when riding with two hands on split reins except in working cow horse, boxing, reining, and versatility ranch horse classes. Closed reins (example mecate) may not be used with a snaffle bit, except in versatility ranch horse classes, boxing, ranch riding, working cow horse and reining, where a mecate is permitted.
9. In all western classes, horses will be shown in a western saddle and appropriate bridle, snaffle bit or hackamore for the duration of the class. A western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle and large skirts. Siler equipment will not count over a good working outfit. Horses 5-years old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed or spade bit. Split reins or romal reins must be used on a curb bit, half-breed or spade bit. Split reins or romal reins must be used on a curb bit except speed events, team penning, ranch sorting, roping and cowboy mounted shooting where they are optional. When a curb bit is used, a curb strap or curb chain is required, but must meet the approval of the judge, be at least one half inch in width and lie flat against the jaw of the horse. Curb chains cannot be tied to the bit with string or cord. A broken strap or chain is not necessarily cause for disqualification.
10. The use of two rein equipment (meaning bridle in conjunction with bosalita and mecate rein underneath) is allowed in working cow horse, versatility ranch horse ranch cow work, VRH limited ranch cow work, versatility ranch reining, and boxing classes only. For further clarification on use of two- rein equipment, see SHW509.1.6-509.1.7

## **Western and English Attire**

In halter, speed events, team penning and other western classes, appropriate western attire is required which includes pants (slacks, trousers, jeans, etc.) long sleeves and collar (band, standup, tuxedo, etc) western hat and cowboy boots. Special exception because of religious reasons or physical handicap must be requested by filing a written request to AQHA and obtaining written approval prior to participation. It is optional that an exhibitor may wear a hard hat with harness in all classes. The hat must be on the rider's head when the exhibitor enters the arena. At show management's option, a fine may be imposed to an exhibitor for loss of hat. Spurs and Chaps are optional.

## **Trail**

Follow AQHA Versatility Rules and scoring if there is any question. Maximum 80 points. All Competitors will be allowed to Walk Only on foot (no Horses) through obstacles for 15 minutes prior to competition.

Trail patterns will be chosen from this book, or if a pattern from his book is not used, the pattern must be set and approved by CSSHA board 2 months prior to show. Pattern must be included with entry form.

When setting the course, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents.

## **Mandatory Obstacles and/or Maneuvers**

1. Ride over obstacles on the ground (usually logs). Walk, trot or lope may be used but only one gait is required.
  - \*Walk overs: walk over no more than five logs no more than 10 inches high and spacing between 26-30 inches. The formation may be straight, curved, zigzagged or raised.
  - \*Trot overs: Trot over no more than five logs no more than 10 inches high. The space between logs or poles should be 36-42 inches. The formation can also be straight, curved, zigzagged or raised.
  - \*Lope-overs: Lope over no more than five logs no more than 10 inches high. The space between logs should be 6 to 7 feet. The formation can also be straight, curved, zigzagged or raised.
2. Opening, passing through and closing gate: Use gate that will not endanger horse or rider and requires minimum side passing.
3. Ride over wooden bridge: Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.
4. Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30 inch spacing is required. Back through and around at least three markers. Back through L, V, U or straight or similarly shaped course, which may be, elevated no more than 24 inches.
5. Side-pass obstacle: any object, which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches.
6. Drag an object: For Open, Non-pro and Novice class ONLY. The drag is not to be used in youth classes. Drag may be a complete figure eight and may begin in either direction. The exhibitor must have the rope dallied on the saddle horn (half or full dally) for the duration of the drag.

## **Optional Obstacles**

Optional obstacles may be used provided the obstacles can be found in everyday ranch work. Optional obstacles from which selections can be made include, but are not limited to:

- \*A jump obstacle whose center height is not less than 14 inches high or more than 25 inches high. Holding the saddle horn is permissible for this obstacle.
- \*Only live or stuffed animals, which would normally be encountered in an outdoors setting, may be used but not to be used in an attempt to spook a horse.
- \*Carry object from one part of the arena to another.
- \*Remove and replace material from mailbox.
- \*Trot through cones spaced a minimum of 6 feet apart
- \*Cross-natural ditches or ride up embankments
- \*Swing rope or throw rope at a dummy steer head
- \*Step in and out of obstacle
- \*Put on slicker or coat
- \*Stand to mount with mounting block
- \*Walk through water obstacle
- \* Open gate on foot
- \*Pick up feet
- \*Walk through brush
- \*Ground tie (hobble are allowed)
- \*Lead at the trot

An obstacle can be attempted 3 times, after 3 refusals you must move to the next obstacle. Rider may pass any obstacle but a score of 0 on that obstacle will apply. Trail course will be timed. Fastest time would be used to break any ties in scoring. Judge has final say on any unsafe obstacle or course alterations. Judge may whistle rider off at any time if run becomes too out of control.

## **Ranch Riding**

Follow AQHA Versatility patterns in this book. Maximum score of 80. The purpose of ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility attitude and movement of a working ranch horse riding outside the confine of an arena. The horse should be well trained, relaxed, quiet, soft, and cadenced at all gaits.

Horses will be shown individually at three gaits, walk trot and lope in each direction of the arena. Horse will be asked to reverse, stop and back. Judge must ask for extended trot and extended lope at least one direction of the ring. Judge may whistle rider off at any time if run become too out of control.

## **Camp Draft (Waddy Drive)**

One cow will be put in arena. Rider must take control of cow by boxing on the end. Rider will then drive the cow through the course with a time limit of 2 minutes 30 seconds. Cattle should be handled quietly when possible. Based on an 80-point scale, 10 points for each maneuver. Maneuvers are as follows; Boxing, Circle the barrel, drive between poles, penning cow at end, cattle handling, and horsemanship. Any combination of maneuvers is acceptable. If time runs out and course is not complete, rider will be awarded points only for obstacle completed. New cow may be awarded if judge deems cow unworkable. There is no penalty for not using all of

your time. Highest score, ties broken by fastest time, will determine the winner. Judge may whistle rider off at any time if run become too out of control. Youth course may differ from adult course.

## **Sorting**

Two pens will be set up on end of arena. A set of 6 numbered cattle will be put in on pen. One horse and one rider will sort cattle in numbered order from one pen to the other. Start number will be called out when rider crosses timeline. A time limit of 2 minutes 30 seconds will apply. Any cattle going through the gate out of order is a no time, as well as if cattle come back into original pen. Judging will be based on 80-point scale. 10 points for each cow sorted, 20 points for horsemanship. Judge may whistle rider off at any time if run become too out of control.

## **Ranch Roping**

Cattle will be breakaway roped from the herd. You have 3 minutes to rope 3 cattle. Cattle numbers will be called when you cross the timeline. Minimum of 10 cows is considered a herd. No minimum or maximum on length or type of rope. Herd will be changed after every 10 ropers. Rope must have a break away Honda, either dally or tie off. Walk and Trot only. Anyone cantering over 4 strides will be disqualified. Non-Horned cattle must be a bell catch. Horned cattle can be a bell catch or legal head catch. 3 loop limit per cow. Cattle will have numbers on both sides. Judging is based on an 80-point scale. 15 points for cow handling, 20 points for horse control; each cow catch is worth a possible 15 points. Each missed loop is a 5-point penalty; failure to catch your cow is a maximum of 20-point loss. Ties will be settled on fastest time. Judge may whistle rider off at any time if run becomes too out of control.

## **Cutting (Herd Work)**

Follow summer series cow horse rules, Not AQHA rules for herdwork. This class is judged on the ability of the horse to work a cow by separating it from the herd and holding it to demonstrate the horse's ability to work the cow. A single cow is cut from the herd and the horse must demonstrate its ability to work the cow. The ideal VRH Ranch cutting horse should have a natural ranch horse appearance from head to tail in each maneuver. Ultimate credit will be given to the horses demonstrating excellence in the herd work by committing to, driving, setting up and working a cow in the center of the arena with minimal disturbance to the herd. Horses will not be penalized for reining during the cutting portion, but should display natural ability. Scoring will be judged by the horse's performance and natural ability. Scored from 60 to 80 points.

Judging will begin at the time line. The contestant shall approach the heard with no hesitation, weaving or reluctance on the part of the horse to enter the herd sufficiently deep enough to show his ability to make a cut. The horse shall work quietly, but alertly, causing very little disturbance to the herd or the animal brought out. Credit will be given for driving cattle clearing the herd by a sufficient distance and setting up a cow while holding it in a working position as near the center of the

arena as possible. The degree of difficulty, eye appeal and the amount of courage in staying on a tough cow will be taken into consideration. The amount of time actually spent working cattle in the 2 ½ minute period will have a positive effect on the total score. The horse should show a great deal of expression but no ill will toward the animal. Judging will end at the whistle. If an exhibitor is taking an excessive amount of time to get to the herd after their number is called the following will occur: the Director of Judges (if the director of judges is not there, then a designated judge) will contact the announcer and the announcer will give the exhibitor a "second call". If the exhibitor still is not starting to the herd, a 15 second call will be given and then the time clock will be started. Special consideration will be given to exhibitors who helped the previous exhibitor in the herd.

### **Herd Work Penalty Points:**

#### **1 point Penalties:**

- (Miss) Loss of working advantage; Definition: When a horse goes by or misses to the degree that he loses his position too maintain control of the cow.
- Noise directed by contestant toward cattle; Definition: any noise directed by the contestant toward the cattle will be penalized 1 point for each time.
- Working out of position; definition: The position of the horse in relation to the cow being worked, being either too long or too short while working to control the cow.
- Toe, foot, or stirrup on shoulder; Definition: A 1 point penalty will be charged each time the toe, foot or stirrup actually touches the horse's shoulder.

#### **3-point penalties:**

- Hot quit; Definition: A contestant may quit an animal when it is obviously stopped, obviously turned away, is obviously behind the turn back horses and turn back horses are behind the time line. A penalty of 3 points must be charged if the animal is quit under any other circumstances.
- Cattle picked up/running into or scattering herd; Definition: Each time a horse runs into the herd or scatters the herd while working or picking up cattle through fault of the horse, he will be penalized 3 points. The entire cow must enter the working area of the horse. (Working area of the horses is defined as an imaginary line paralleling a straight line connecting the outer limits of the back fence and being in front of the horse's head.)
- Failure to make a deep cut; Definition: Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy the rule. Note: it is more important for the judge to consider the depth and route taken by the cutter than it is to count the number of cattle that move around his horse. It is necessary, however, for the cutter to actually get behind some cattle before this rule is to be satisfied.

- Back fence; Definition: The horse will be penalized each time the back fence actually stops or turns the animal being worked within on step (3 feet) of the fence. The back fence markers are considered part of the back fence.

**5 Point Penalties:**

- Horse quitting a cow; Definition: when the horse refuses to stop or turn around with the cow.
- Losing a cow; Definition: When the horse lets the animal that he is working get back to the herd. Note: At the buzzer, loss of cow occurs at the moment the horse can no longer regain his working position and the cow leaves the working area of the horse.
- Changing cattle after a specific commitment; Definition: When the rider changes cattle after visibly committing to a specific cow.
- Failure to separate a single animal after leaving the herd; Definition: when the horse clears the herd with two or more cattle and fails to separate a single animal before quitting. No penalty if time expires. This rule only applies when making a cut.
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.
- Spurring or hitting in front of the cinch at any time or excessively whipping or spurring the horse; Definition: Spurs, reins or rider must actually make contact with the horse, in front of cinch, for this rule to apply.

**-0- Score:**

- Horse turns tail; Definition: If the horse turns the wrong way with tail toward the animal being worked
- Using two hands on the reins in a bridle; Definition: If the hand holding the romal touches the closed part of the reins it is considered two hands on the reins.
- Fingers between the reins in a bridle with romal. One finger between split reins is acceptable.
- Illegal equipment
- Leaving working area before time expires; Definition: any rider who allows his horse to quit working or leave the working area before time expires.
- Fall of horse or rider; Definition: A horse is considered to have fallen to the ground when the hip and shoulder are touching the ground and all four feet are extended in the same direction. Rider has fallen when he or she is no longer astride the horse.
- Bloody mouth (inside)
- Improper Western Attire
- Failure to work in the proper working order

Note: A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time

### **No score**

- Abuse
- Lameness of the horse

## **Ranch Reining**

The ranch reining class measures the ability of the ranch horse to perform basic handling maneuvers with a natural head carriage in a forward looking manner. The ideal VRH ranch reining horse should have a natural ranch horse appearance from head to tail in each maneuver. Scored from 60 to 80 points.

Patterns may be chosen from any of the ranch reining patterns or approved by the show management and judge. All Runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins, using either hand to instill fear or praise, etc. To rein a horse is not only to guide him but also to control his movement. The best-reined horse should be willingly guided or controlled with little or no apparent resistance. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the degree of difficulty and make the horse/rider team more exciting and pleasing to watch.

### **Penalties:**

#### **One Half Point Penalties:**

- Starting a circle or exiting a roll back at a trot for up to two stride
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or roll back
- Over spin or under spin up to 1/8turn

#### **1 Point Penalties:**

- Over bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles
- Figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead)
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

#### **2 Point Penalties**

- Break of gait
- Freeze up in spins or roll backs
- Failure to stop or walk before executing a lope departure on trot in patterns

- Failure to completely pass specified marker before initiating a stop position
- Trotting beyond two stride, but less than ½ circle or ½ length of the arena

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalties**

- Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off Pattern**

- Breaking pattern
- Inclusion of maneuver (ex. Over or under spinning, backing more than two strides, etc)
- Trotting in excess of ½ circle or ½ length of the arena
- Repeated blatant disobedience
- Use of two hands (except horses shown in a snaffle bit/hackamore)
- More than one finger between split reins or any fingers between romal reins (except in two rein)

Exhibitors cannot place above others who complete the pattern correctly.

**Disqualification (DQ):**

- Lameness
- Abuse
- Illegal equipment
- Disrespect of misconduct
- Leaving arena before pattern is complete
- Improper western attire
- Fall of horse/rider

## **Ranch Cow Work**

The ideal Ranch horse must also be a cow horse and this class demonstrates and measures the horse's ability to do cow work. In addition the ideal ranch cow horse should have a natural ranch horse appearance from head to tail in each maneuver. Holding the saddle horn is permitted. There is a time limit per horse/rider team to perform the work depending on the division and the time begins when the cow is turned into the arena. If the time has not elapsed and the judge is satisfied that all requirements of the class have been met, the judge should blow the whistle for the exhibitor to cease work. The judge may blow a whistle at any time for the exhibitor to cease work for safety reasons. Judges will give credit for what they have seen. Only the judge may award a new cow to a contestant to replace a cow that will not honor a horse. If the judge awards a new cow, the

exhibitor has the option to refuse the new cow by continuing to work. If the exhibitor accepts the new cow, the time for working the cow will start over. If the exhibitor intends to accept the new cow, the exhibitor must pull up immediately. When multiple judges are scoring, any one of the judges may terminate the work or signal for a new cow.

## **Content**

There are three parts to the class: Boxing, Fence work and roping or circling. There is not time limit on fence runs.

### **Part One:**

Boxing the cow: The rider shall ride into the arena, face the cattle entry gate and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to hold the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.

### **Part Two:**

Fence work: After the cow has been controlled on the entry end of the arena, the rider shall set the cow up and drive it down either side of the arena. The cow should be turned on the fence at least once in each direction. The first run out for a turn shall be past the half way mark of the arena. All turns down the side shall be completed before reaching the end fence.

### **Part Three:**

Roping or circling: The Open and Non Pro exhibitor has the option of circling the cow in the middle of the arena in both directions is lieu of roping. An Open and Non pro exhibitor may circle or rope the cow but cannot combine the two to get credit for this portion of the run.

To rope the cow, the exhibitor must be carrying a rope when the run starts. The exhibitor may pull up after the fence work, take down the rope and proceed to rope and stop the cow. The exhibitor must then rope the cow and bring it to a stop. In the roping portion of the class, two throws are permitted and the horse will be judged on two maneuvers: tracking/rating and stopping the cow. It is not necessary that the exhibitor catch to receive a score in the roping portion.

The catch is legal as long as the cow looks through the loop and the rope pulls tight on any part of the animal's body except the tail. The rope may be tied on or dallied. If the exhibitor does not catch, the horse will be given credit for tracking and rating and will be assessed the appropriate penalty.

To circle the cow, the exhibitor will maneuver 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.

Once an exhibitor has committed to circling a cow, if the cow falls no new cow will be awarded. The exhibitor will complete the run by riding around the fallen cow to fulfill circling requirements. In the circling portion of the judging, one whistle will terminate the work and two whistles will award a new cow.

### **Credit and Penalties:**

All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc) are subject to penalty at that time. During "Boxing", credit will be given for the horse's expression and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Credit will be given during "Fence Work" for making the first run past the center of the arena; making turns right on the cow; and controlling a difficult cow. If "Roping", credit will be given for rating and following cow to allow rider the optimal roping position; stopping hard; and staying in the ground during the hold. Credits for each element of Roping range from -1 ½ to +1 ½ Points. If "Circling", credit will be given when the horse works willingly; acknowledges the cow; and gets close enough to the cow to control the circles. Credits for Circling range from -1 ½ to +1 ½ points for each direction.

#### **Penalties will be assessed as follows:**

##### **1 Point Penalties**

- Over bridled (per Maneuver)
- Out of frame (per maneuver)
- Loss of working advantage
- Using the corner or the end of the arena to turn the cow when going down the fence
- Changing sides of arena to turn cow
- For each length horse runs past cow
- Working out of position
- Slipping rein
- Failure to drive cow past middle marker on first turn
- Two loop catch in open and non pro class

##### **2 Point Penalties**

- Going around the corner of the arena before turning cow
- When working an animal in the open field (at least 20' from the side of arena) and the animal gets within 3 feet from the end fence before being turned
- Failure to catch if roping in open or non pro class

##### **3 Point Penalties**

- Exhausting or overworking the cow before circling or roping
- Hanging up on the fence (refusing to turn)
- Knocking down the cow without having a working advantage

##### **5 Point Penalties**

- Failure to turn the cow both directions on the fence
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

### **10 point Penalties**

- Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### **Off Pattern (OP)**

- Turning tail
- Failure to attempt any part of the class
- Repeated blatant disobedience
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cow if new cow is awarded
- Complete loss of rope in open/non pro class
- Use of two hands (except junior and novice horses shown in a snaffle bit/hackamore)
- More than one finger between split reins or any fingers between romal reins (except in the two rein)

Cannot place above others who complete pattern correctly

### **Disqualification (DQ)**

- Bringing the cow straight over backwards landing on its back or head with all four feet in the air
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Leaving arena before run is complete
- Improper western attire
- Fall of horse/rider

Note: If the open rider runs out of time to rope, there will be no credit for the stop/hold maneuver and a 5-point penalty for failure to catch. Riders may still earn credit for tracking/rating, control/position and speed/degree of difficulty.

## **Step up Boxing ranch cow work**

### **Content**

Exhibitors CAN compete in both the ranch cow work and limited cow work class, at the same show with the same horse. Limited ranch cow work exhibitors are allotted one minute and thirty second to complete the work. When there is 30 seconds left, the announcer will announce 30 seconds remaining. At one minute and thirty seconds, the announcer will call for time.

Exhibitors are not required to use all of the allotted time, but must ride until the judge whistles the end of the run or time expires, whichever occurs first. There are four parts to the work: Boxing the cow; setting up the

cow and driving it down the fence to the opposite end of the arena; and boxing it at the opposite end of the arena, and then driving the cow past the middle marker again. There is no expectation that the exhibitor will make a 'fence turn', rather the drive down the fence demonstrates correct position and control around the corner.

### **Part One**

Boxing the Cow- The rider shall ride into the arena, face the cattle entry gate, and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow.

### **Part Two**

Set Up Cow and Drive Down Fence to Opposite End of Arena- After the cow has been controlled on the entry end of the arena, the rider shall set the cow up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately  $\frac{1}{2}$  to  $\frac{3}{4}$  the length of arena. Rider will then stop and release the cow and move horse toward the center of arena to set the cow up for boxing.

### **Part Three**

Boxing the cow at Opposite End of Arena- The exhibitor will regain control or "hold" the cow at end of the arena to demonstrate the horse's ability to "hold" the cow.

### **Part Four**

Drive the Cow back down the fence past the middle marker and continue until the judge blows the whistle to show completion.

## **Credits and Penalties:**

All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time. During "Boxing", credit will be given for the horse's expression and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Credit will be given during "Set Up Cow and Drive Down Fence" for rating the cow; blocking the cow with pressure towards the end of the arena; driving the cow with control down the side of the arena; and controlling a difficult cow.

### **1 Point Penalties**

- Over bridled (per maneuver)
- Out of frame (per maneuver)
- Loss of working advantage
- Driving cow down the opposite fence (changing sides)
- Working out of position

- Slipping rein
- Failure to drive cow past the middle marker on second drive before time expired

### **3 Point Penalties**

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

### **5 Point Penalties**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

### **10 point Penalties**

- Unnatural ranch horse appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### **Off Pattern (OP)**

- Turning tail
- Failure to attempt any part of the class
- Repeated blatant disobedience
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows (if new cow is awarded)
- Use of two hands on reins (except horses shown in a snaffle/hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

Exhibitors cannot place above others who complete the pattern correctly.

### **Disqualification (DQ)**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Leaving arena before run is complete
- Improper western attire
- Fall of horse/rider

## **Limited (Boxing) Ranch Cow Work**

The goal of this class is to introduce the rider to the "boxing" phase of the cow work. Judging begins when the contestant enters the arena. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty for this is 0. Each contestant upon receiving a cow in the arena shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. It is legal to hold the reins and romal in one hand (rein hand) while boxing the cow. Time shall begin when the gate closes behind the cow after being let into the arena.

The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. The horse will be scored using the "Limited cow work scoring guidelines".

### **Credits and Penalty Points**

#### **1 Point Penalties:**

- Loss of working advantage
- Working out of position
- Excessive hollering

#### **3 Point Penalties:**

- Loss of control and animal leaves the end of arena

#### **5 Point Penalties:**

- Spurring or hitting in front of cinch at any time
- Excessively whipping or spurring horse

#### **10 Point Penalties:**

- Unnatural ranch horse appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

#### **Off Pattern (OP):**

- Turn tail
- Using 2 hands on the reins when using a bridle or two rein
- Fingers between the reins, except when using a two rein, Or more than one finger between the reins on split reins
- Balking
- Extremely out of control
- Bloody mouth (inside)
- Leaving the working area before the pattern or work is complete
- Schooling of the horse between the rein work and cow work
- Schooling of the horse between cow if a new cow is awarded
- Failure to working the proper working order

Exhibitors cannot place above others who complete the pattern correctly

#### **Disqualification (DQ)**

- Failure of an exhibitor to attempt to complete the work (call for cow)
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse horse/rider

#### **Credits:**

- Maintaining control of cow at all times
- Maintaining proper position
- Degree of difficulty
- Eye appeal
- Time worked

## **Ranch Conformation**

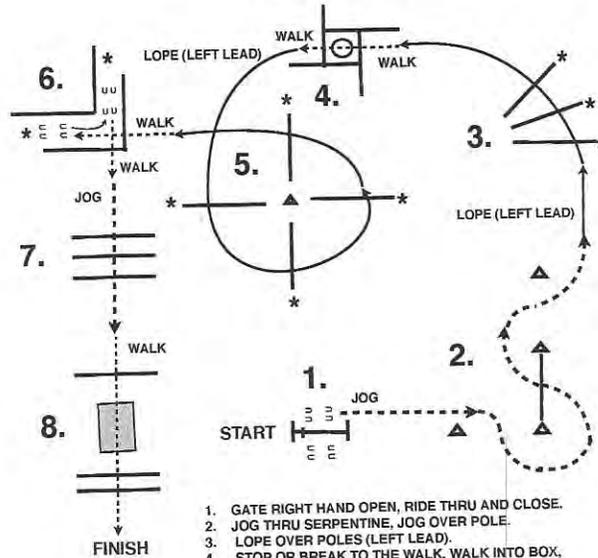
The purpose of ranch conformation is to preserve American Quarter Horse type selecting well-mannered individuals in the order of their resemblance to the breed ideal and that are the most positive combination of balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling. The ideal VRH Ranch conformation horse should have a natural ranch horse appearance from head to tail.

1. To be eligible to compete in the ranch conformation class the horse must be shown in at least one riding class in that division the day of the show.
2. All horses in each division will be shown together as one class
3. All horses whose registration certificates are marked with a parrot mouth, cryptorchid or excessive white notation are ineligible to compete in the ranch horse conformation class. All stallions shall be examined to confirm that they have two visible testicles. All Stallions and mares shall be examined for parrot mouth. If examination reveals that a horse has parrot mouth or is cryptorchid, such horse should be excused from the ring prior to final placing by the judge regardless of whether the parrot mouth or cryptorchid condition is marked on the horse's registration certificate.
4. Horses are to be shown in a good working halter: rope, braided, nylon or plain leather. Any horse shown in the ranch horse conformation class may not be shown with an allowed lip cord, however a lead shank with an attached chain may be used under the chin or over the nose.
5. As the horse approaches, the judge will step to the right to enable the horse to trot straight to a cone placed 50 feet away. At the cone, the horse will continue trotting, turn to the left and trot toward the left wall or fence of the arena. After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from sides, front and rear and place the horses in order of preference.
6. Exhibitors may qualify and show more than one horse in ranch conformation classes. Not allowing these horse to be shown by other exhibitors will make them ineligible for the all around which will also affect the overall all around result for other exhibitors. Open exhibitors cannot show another youth or non-pro horse; however a youth or non-pro exhibitor can show another youth or non-pro horses. The preference is for another family member to show the additional horse(s). This guideline is similar to SHW369.4 for other halter classes.

# VRH Trail 1

TIM KIMURA  
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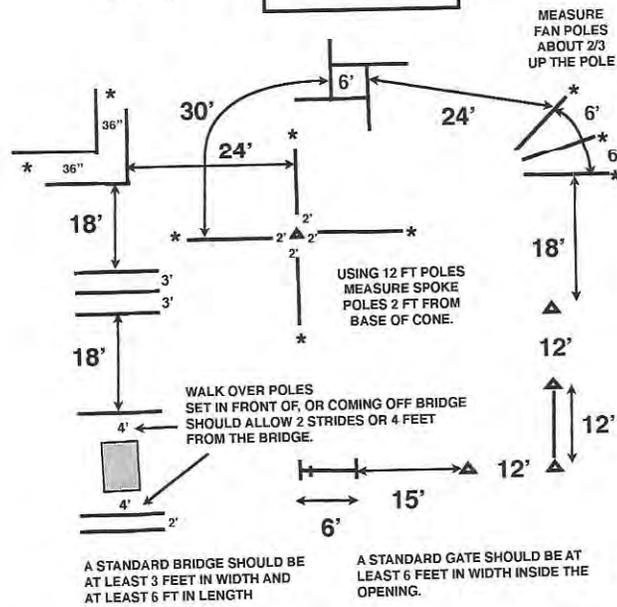
## SAMPLE TRAIL



1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.

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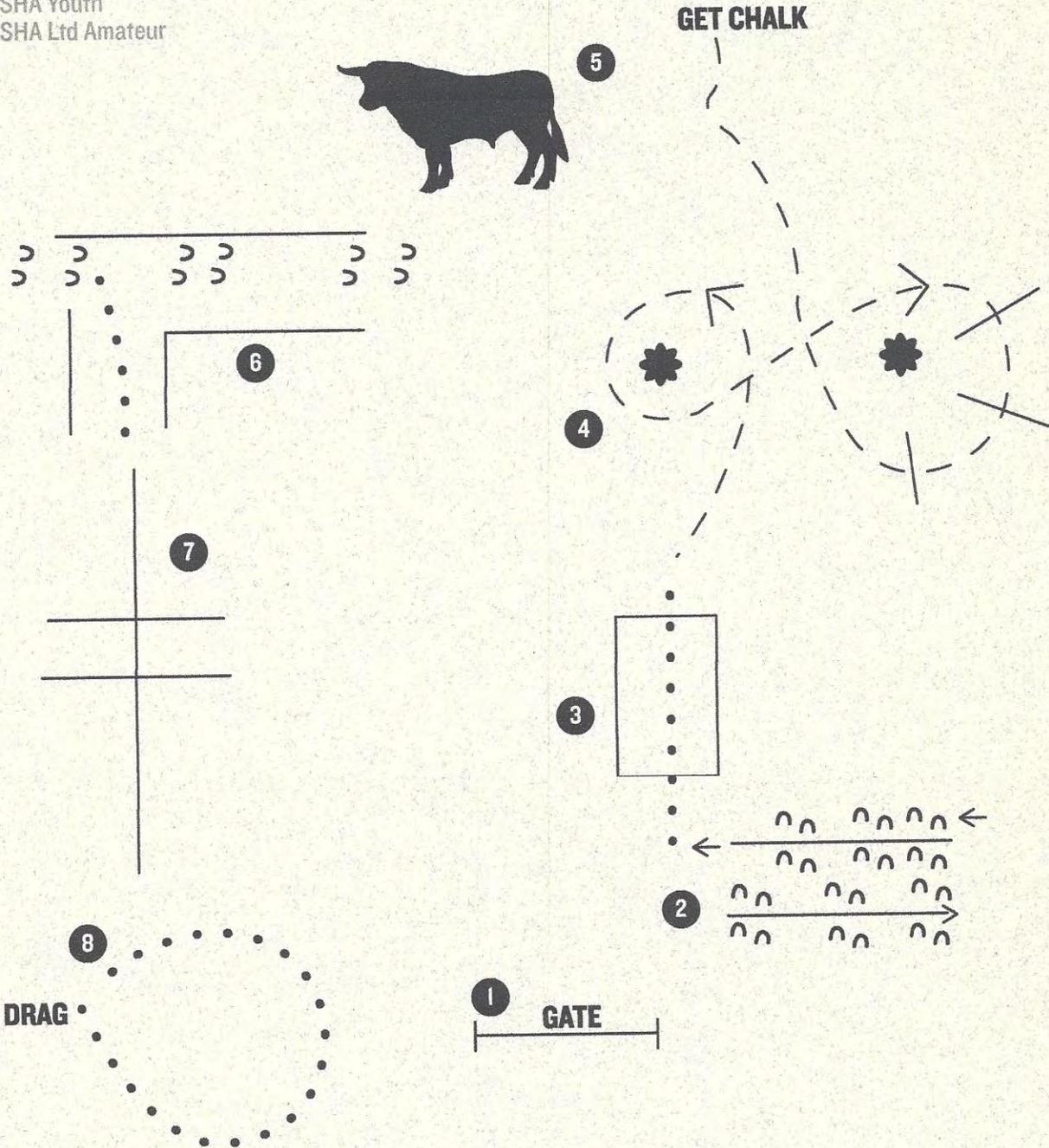
## SAMPLE TRAIL





## Outside Stall Arena Trail - VRH & NRSHA Ranch Trail

NRSHA Novice Amateur  
VRH & NRSHA Youth  
VRH & NRSHA Ltd Amateur



1. Right hand gate
2. Side pass right walk forward side pass left
3. Walk over bridge
4. Trot figure 8 around bushes and over logs (start to the left)
5. Trot up to the fence, get chalk, mark steer and return chalk, walk to back
6. Back through logs, walk forward out of chute
7. Left lead lope over two logs
8. Drag at the walk or trot either direction (Novice Amateur and Youth - trot circle - no drag)
9. Exit the arena

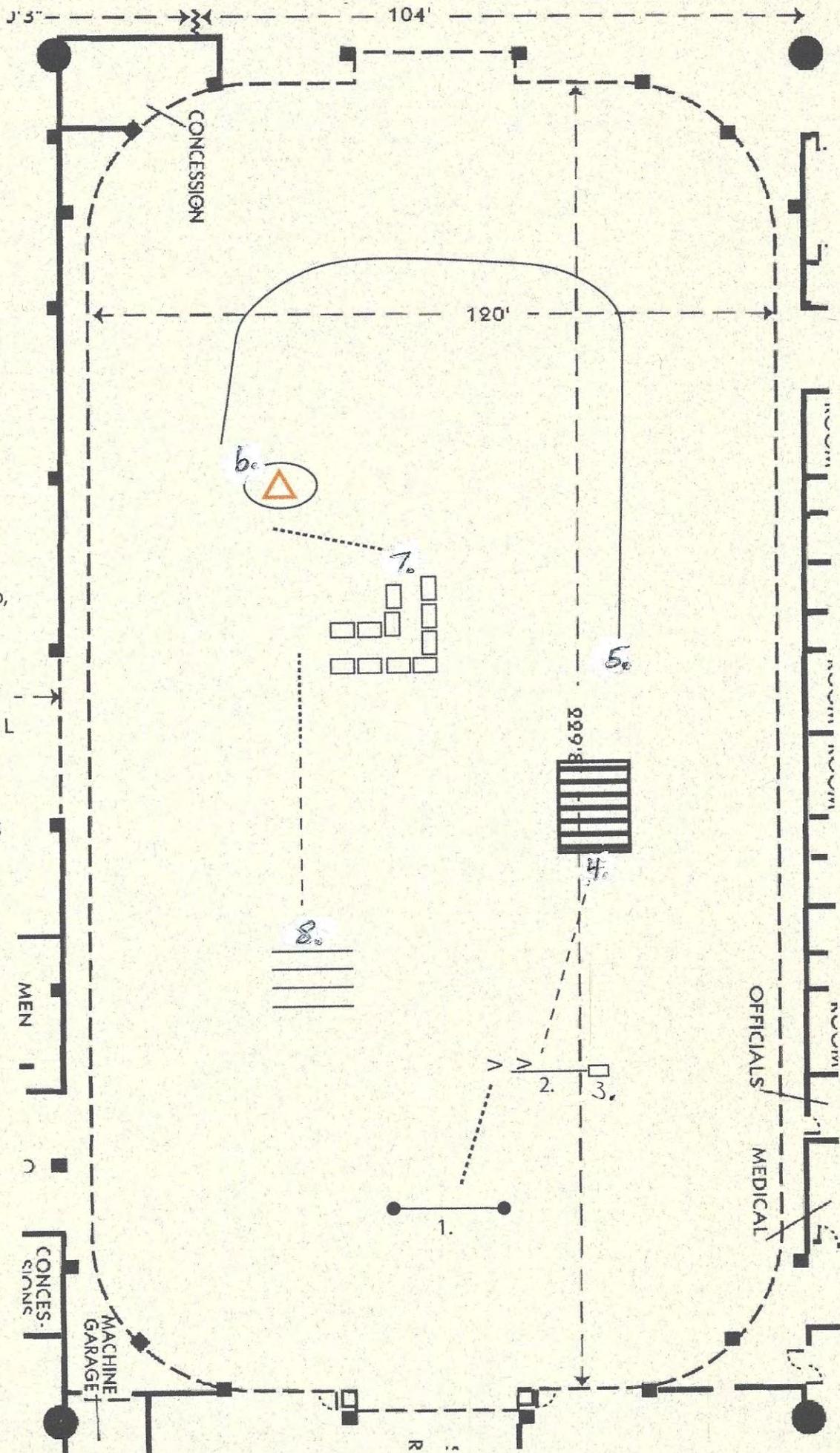
Note: Trees will be marked



# VRH Trail 3

1. Open gate
2. Side pass over log to mailbox
3. Check mail
4. Trot 35 feet to bridge, stop, walk over bridge
5. Lope left lead
6. Drag "calf" in a circle around fire, starting left
7. Back through hay bales in L shape
8. Trot over logs

Youth does NOT drag, skip 5



**AQHA LEVEL 1  
CHAMPIONSHIPS**



**Trail**

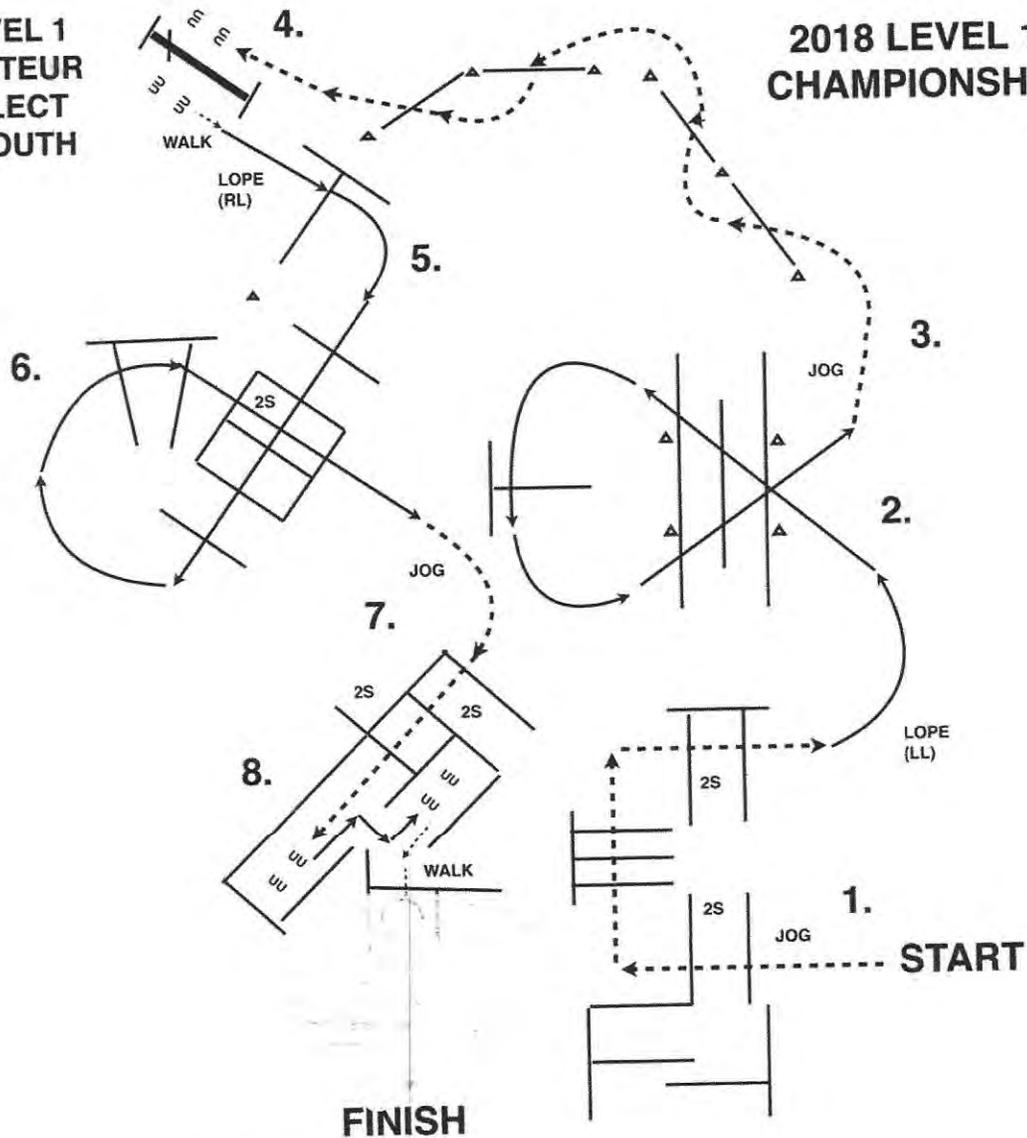
Level I Amateur  
Level I Select

**VRH Trail 4**

Level I Youth 13 and Under  
Level I Youth 14 - 18

**LEVEL 1  
AMATEUR  
SELECT  
& YOUTH**

**2018 LEVEL 1  
CHAMPIONSHIP**



1. JOG OVER POLES.
2. LOPE OVER 2 SETS OF POLES (LL)
3. BREAK TO THE JOG, JOG OVER POLES, JOG THRU SERPENTINE, JOG UP TO GATE.
4. GATE: LEFT HAND OPEN, WALK OVER POLE AND CLOSE GATE.
5. WALK FORWARD THEN LOPE OVER POLES (RL)
6. CONTINUE AND LOPE OVER SECOND SET OF LOPE OVERS (RL)
7. BREAK TO THE JOG, JOG OVER POLES AND JOG INTO CHUTE.
8. BACK CHUTE TO CHUTE.

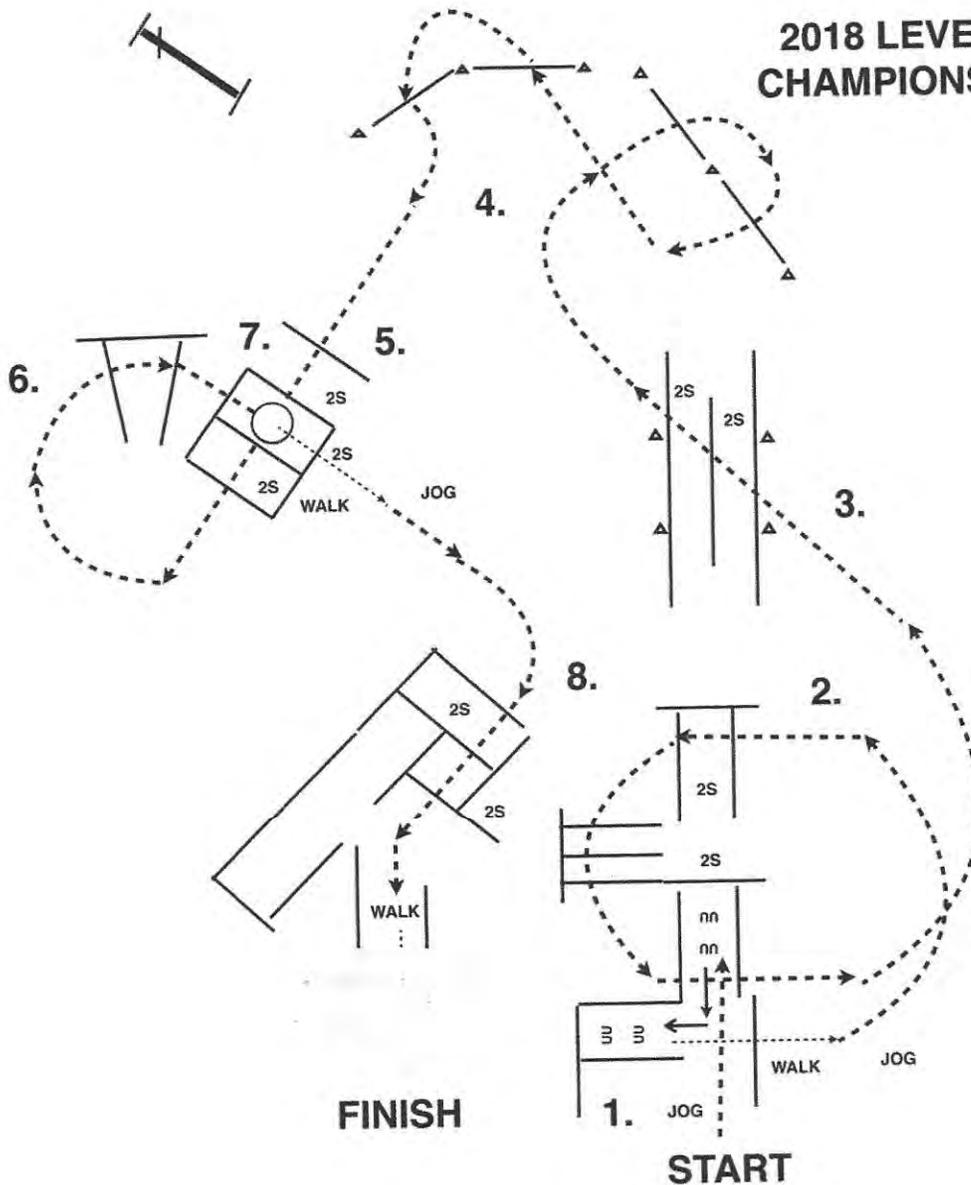


# Trail Walk/Trot

Amateur  
Youth

# VRH trail 5

2018 LEVEL 1  
CHAMPIONSHIP

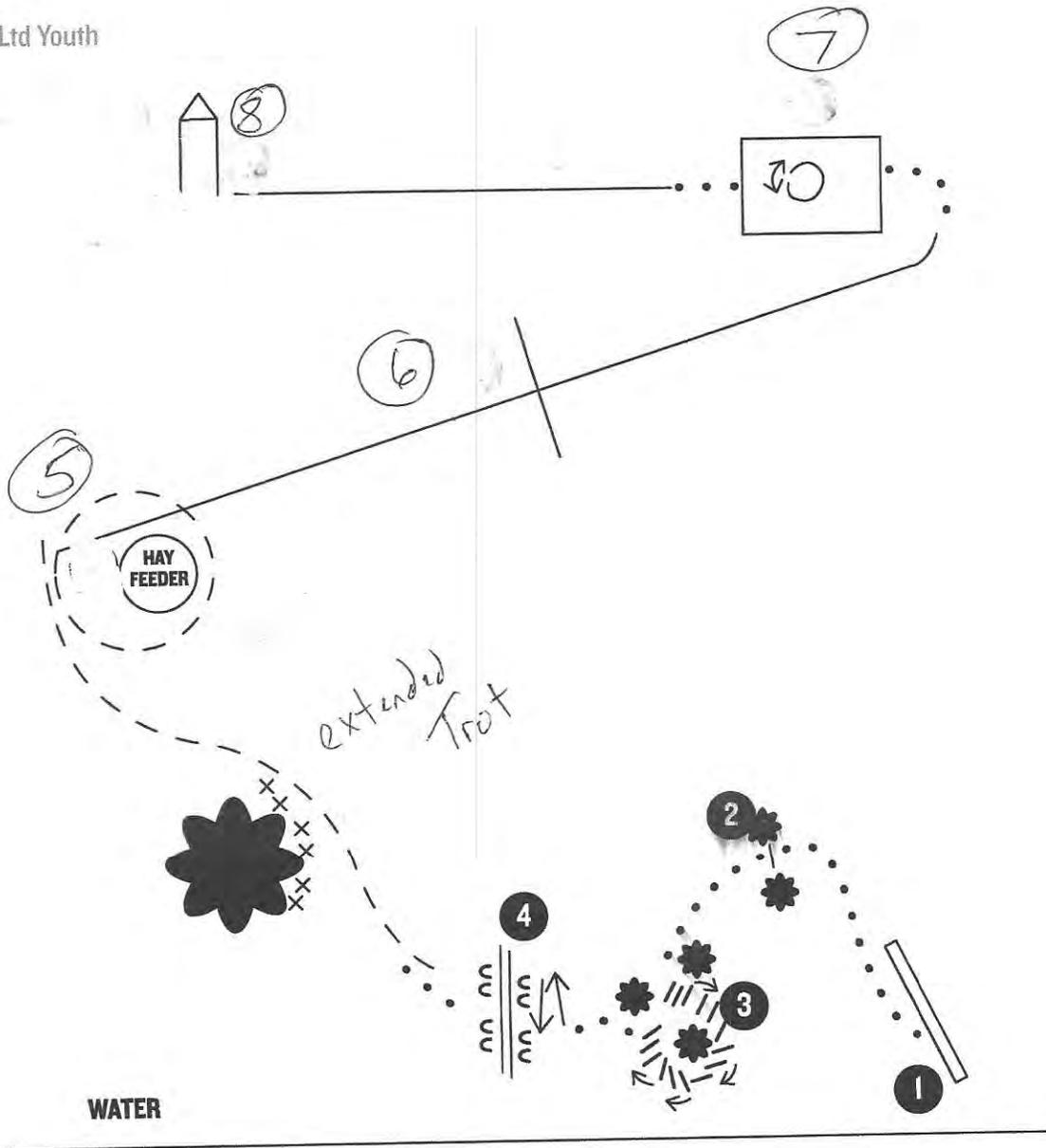


1. JOG INTO CHUTE, BACK THRU POLES, WALK OUT.
2. JOG OVER POLES.
3. JOG OVER DIAGONOL POLES ONCE.
4. JOG FIRST SET OF POLES TO THE RIGHT, THEN JOG NEXT 2 POLES TO THE LEFT.
5. JOG OVER POLES.
6. CONTINUE JOGGING AND JOG OVER POLES AND STOP IN RECTANGLE.
7. EXECUTE A 360 TURN EITHER WAY, WALK OUT.
8. JOG OVER POLES AND JOG INTO CHUTE.



## Outside Trail | - VRH & NRSHA Ranch Trail

VRH & NRSHA Open  
VRH Cowboy  
VRH & NRSHA Ltd Youth



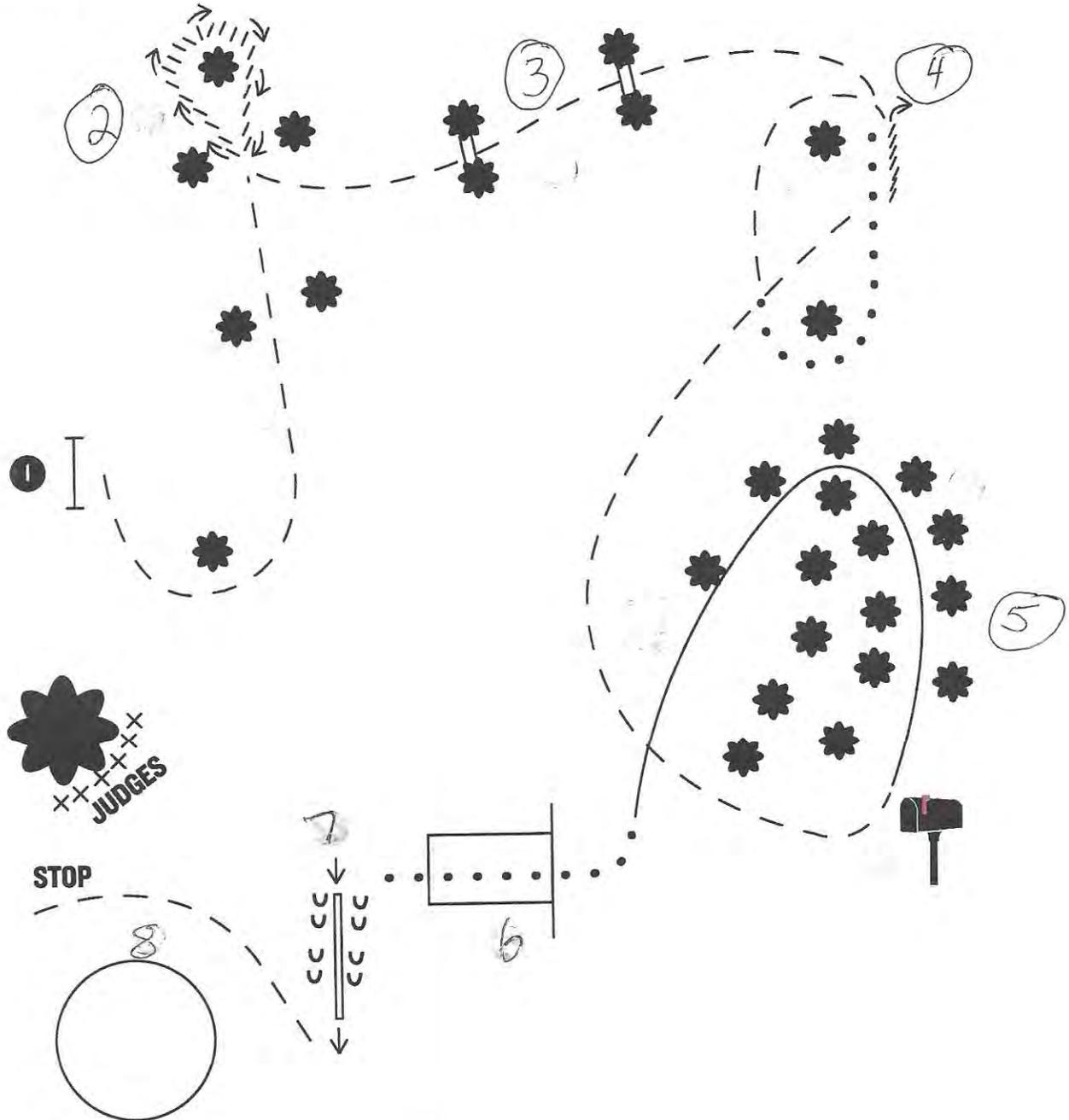
1. Right gate
2. Walk over log between trees
3. Walk to trees, back around tree as marked
4. Walk to cross tie, walk over the cross tie, side pass both ways, either direction first, walk off the cross tie  
Extend trot past judges, to drag
5. Drag at a trot around hay feeder either direction (Ltd Youth -no drag - trot circle around hay feeder)
6. Lope left lead up the hill and over log
7. Break to a walk as shown, walk on top of sand box, 360 either direction, step off

8. Dismount, load horse in trailer, unload horse (Ltd youth will not load horse in trailer but will stop and check trailer)



## Outside Trail - VRH & NRSHA Ranch Trail

VRH & NRSHA Amateur  
NRSHA Novice Youth

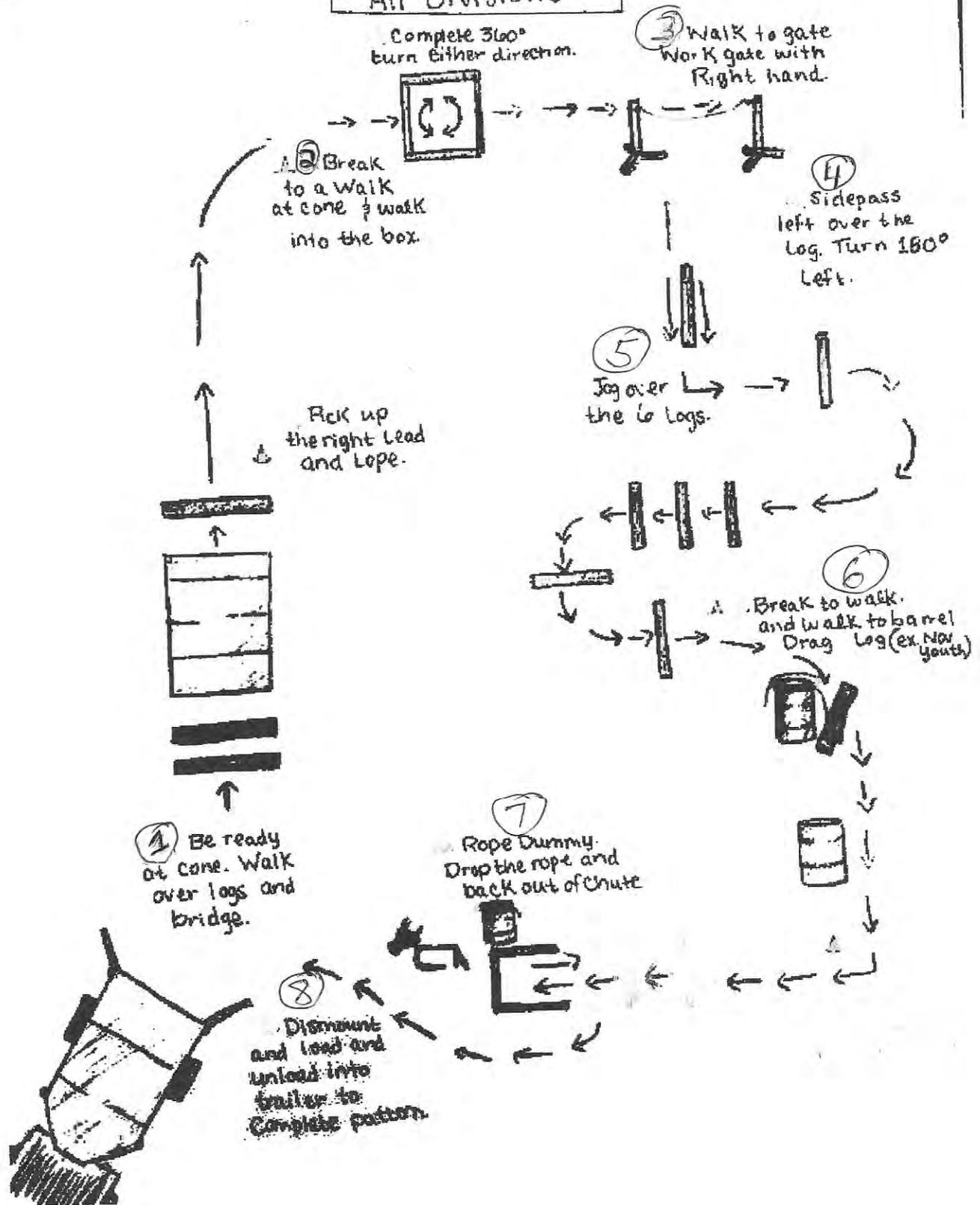


- |  |  |
|--|--|
| <p>1. Right hand gate<br/>2 Trot around and through marked trees as shown<br/>Back around tree<br/>3 Trot between trees and over logs, trot to drag<br/>4 Drag - begin drag at the walk around tree, trot back, face and back to starting point (Novice Youth - walk and trot, face and back without drag)</p> | <p>5 Extended trot to mailbox, finding your own path through the trees<br/>6 Break to the walk, walk over bridge<br/>7 Side pass left over log<br/>8 Trot to water tank, stop check water<br/>Exit</p> |
|--|--|

Note: Trees will be marked

# VRH Trail 8

## RANCH TRAIL All Divisions



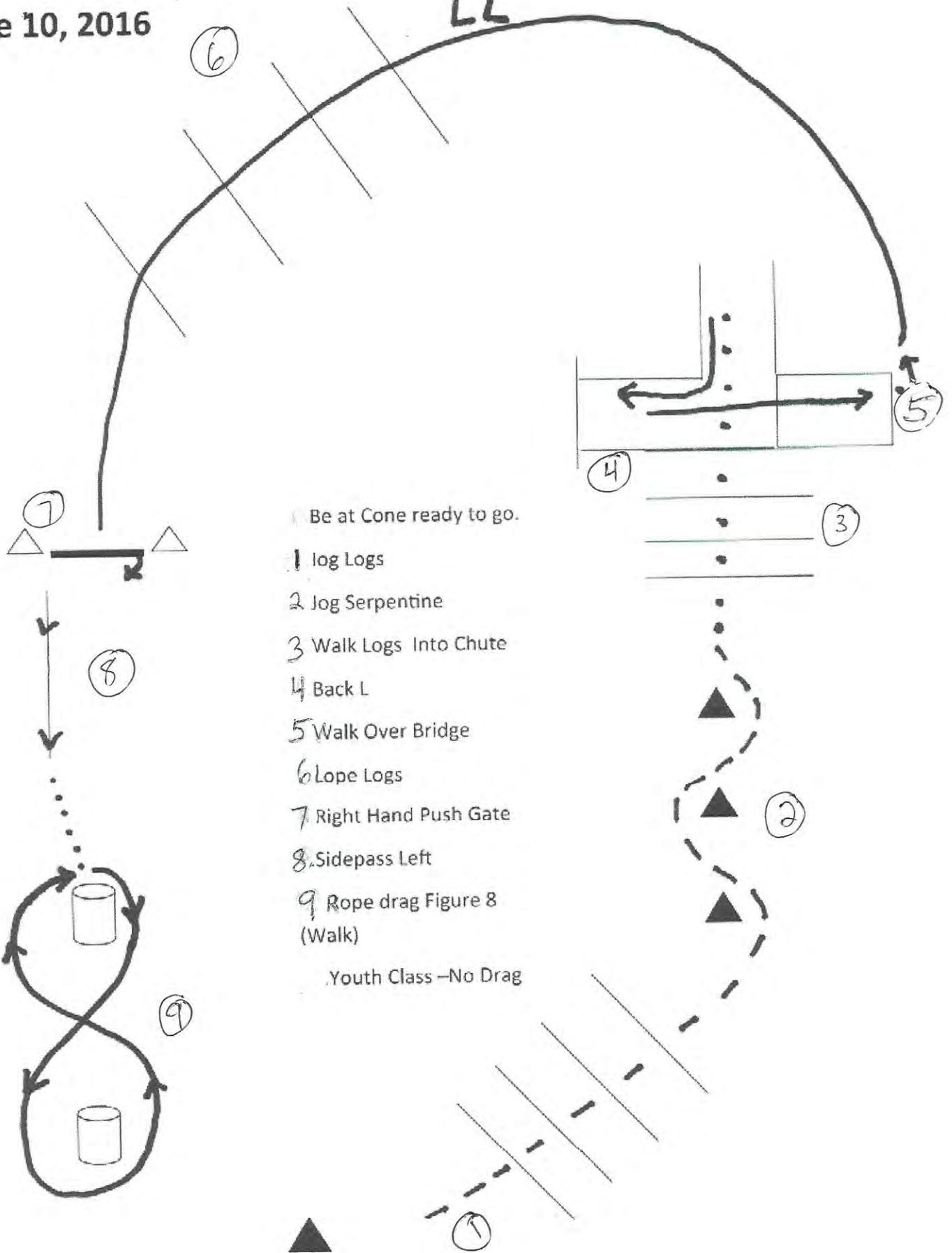
# VRH Ranch Trail

# 9

June 10, 2016

(Left Lead)

LL



Be at Cone ready to go.

- 1 log Logs
- 2 Jog Serpentine
- 3 Walk Logs Into Chute
- 4 Back L
- 5 Walk Over Bridge
- 6 Lope Logs
- 7 Right Hand Push Gate
- 8 Sidepass Left
- 9 Rope drag Figure 8 (Walk)

Youth Class - No Drag

# Colorful Colorado June 9, 2016

VRH

## Trail 10

L1 Trail

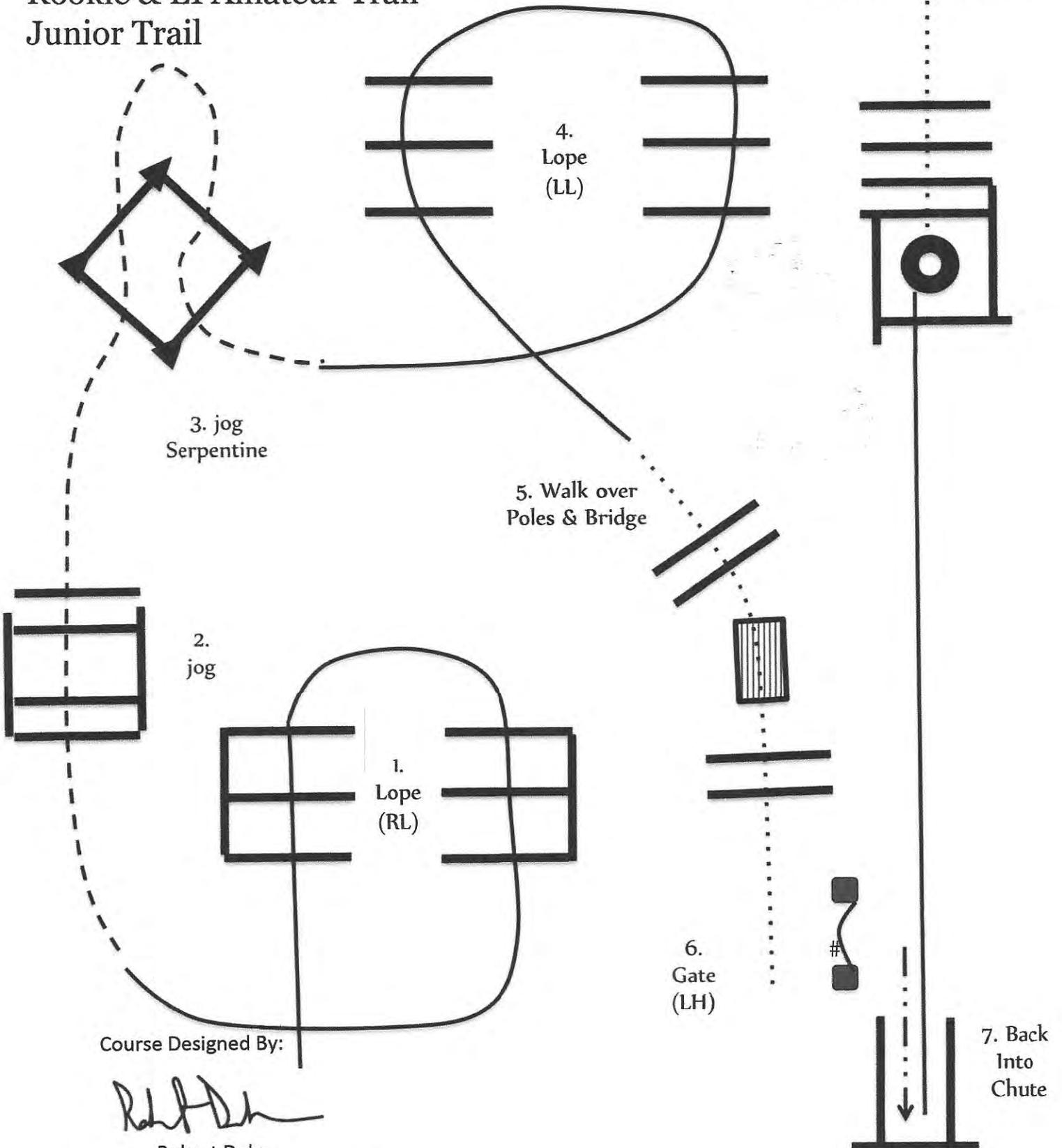
Rookie & L1 Youth Trail

Youth Trail

Rookie & L1 Amateur Trail

Junior Trail

8. Walk Over Poles  
Pattern Complete  
(Exit Down the Rail)



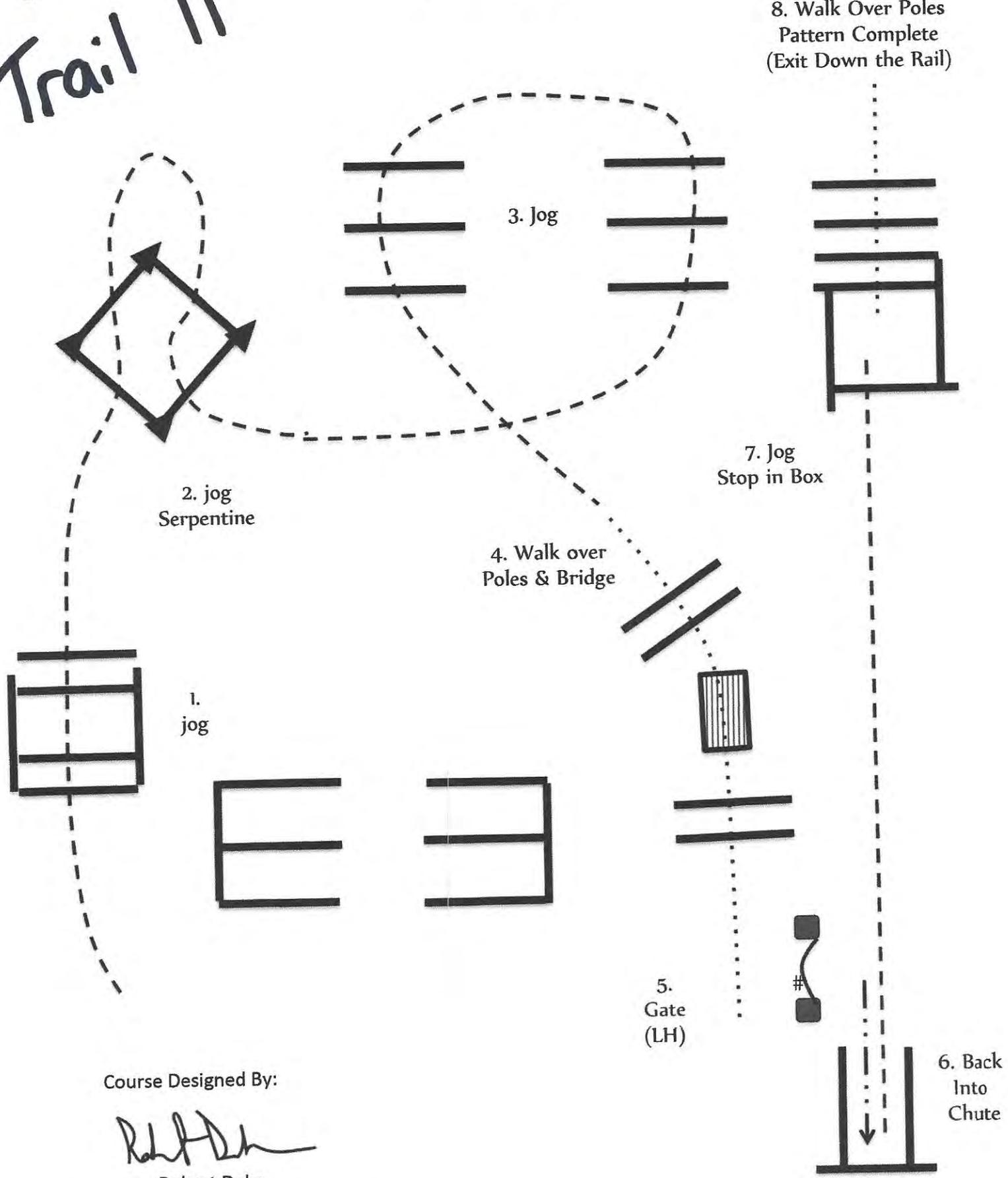
Course Designed By:

Robert Dehn

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# VRH Trail II

## Walk Trot Trail June 9, 2016



Course Designed By:

Robert Dehn

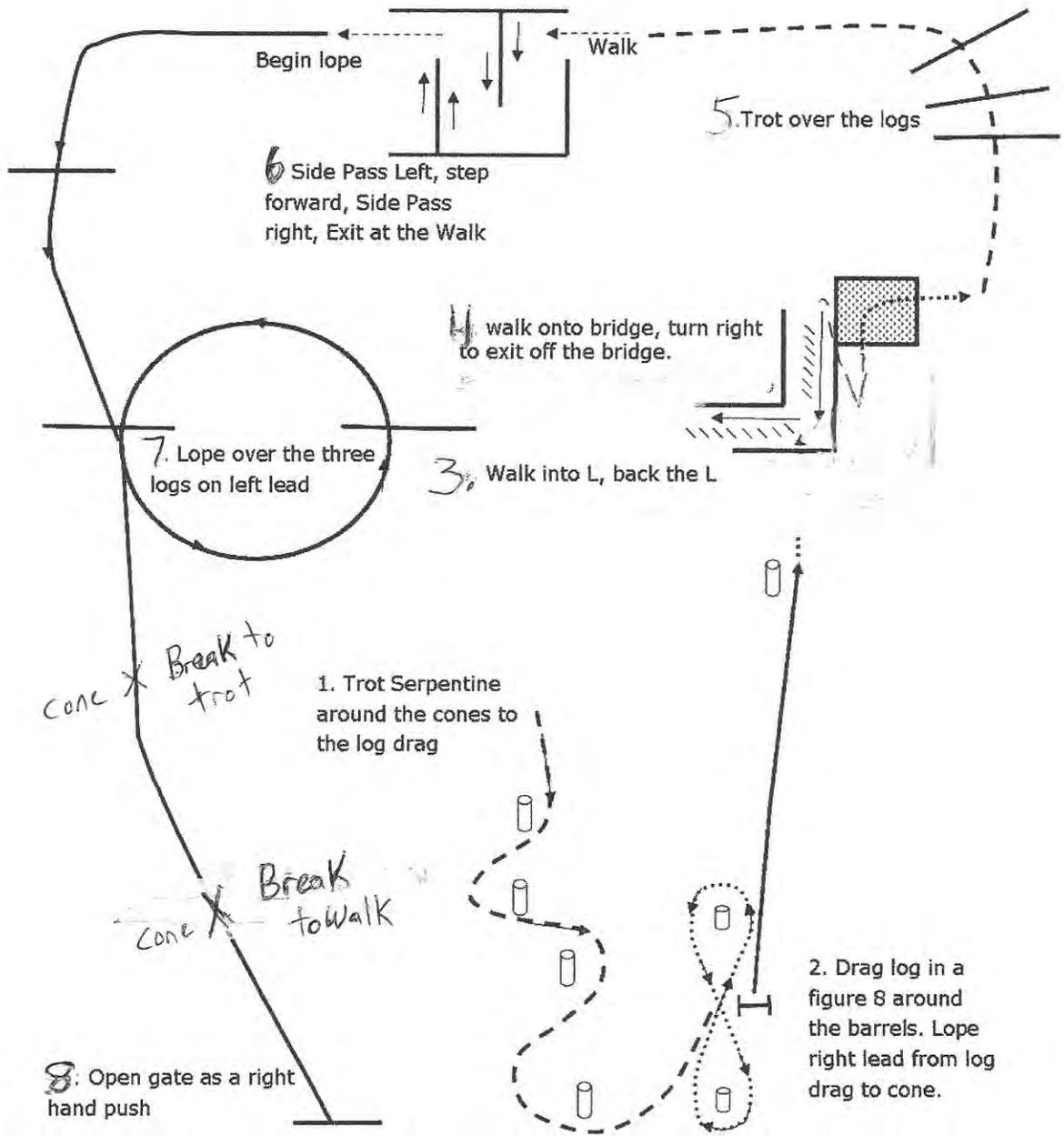
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# VRH Trail 12

## SEE RANCH HORSE TRAIL

February 20, 2015

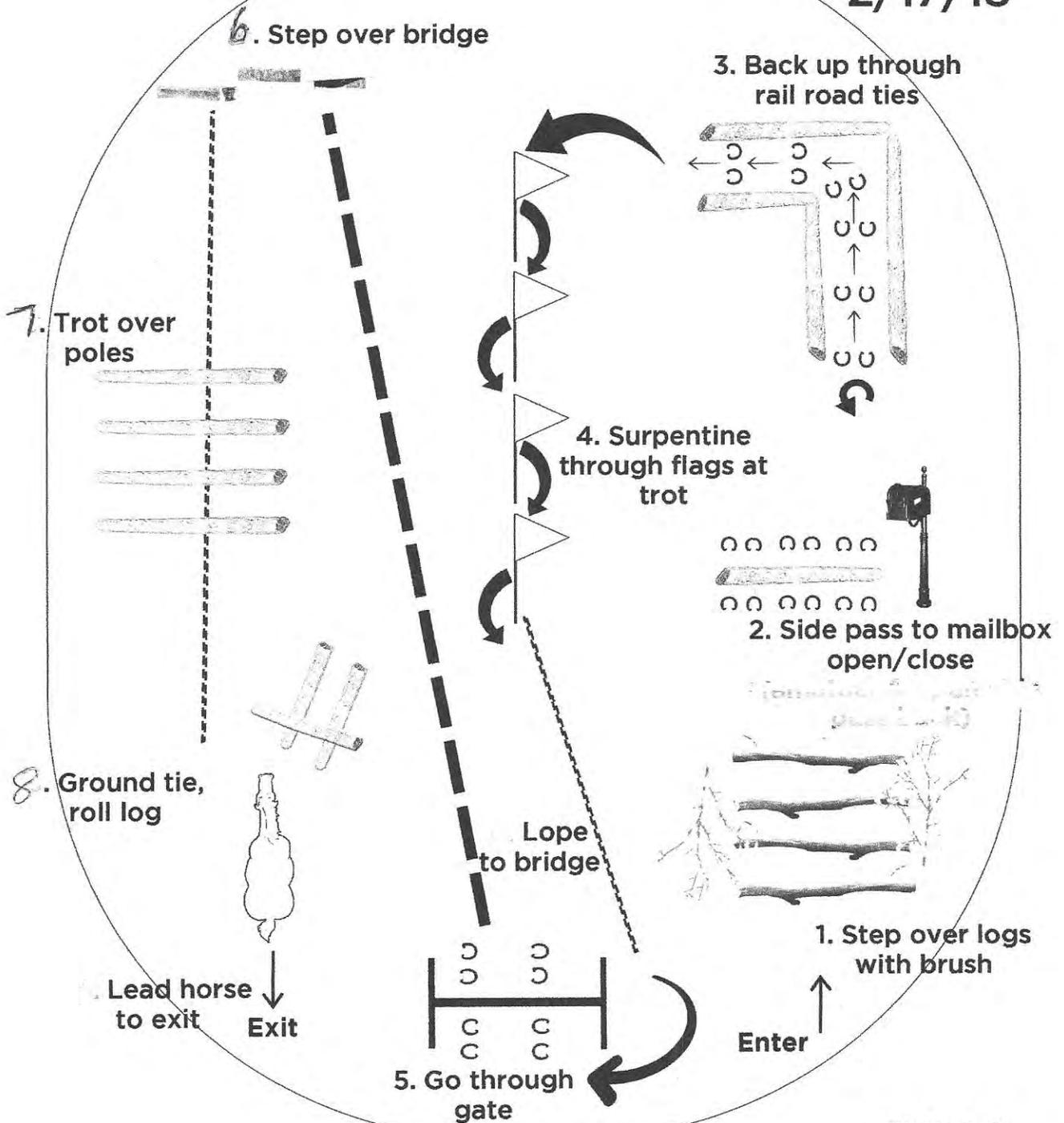
Not drawn to scale Ranch Riding pattern will be performed on the outside prior to trail



# VRH Trail 13

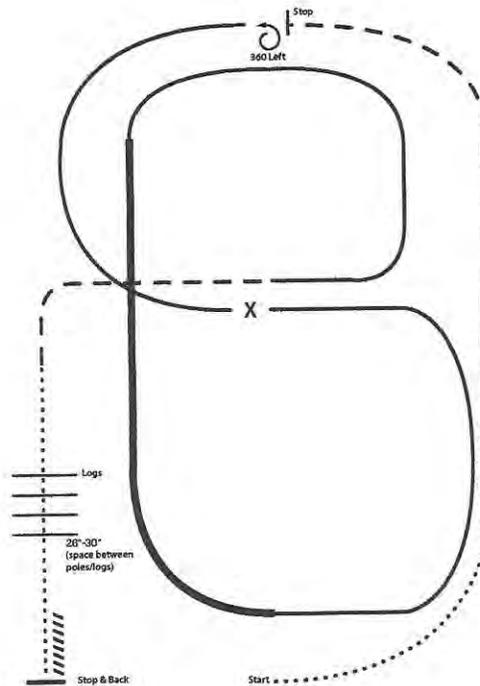
## SILVERLAKES

Ranch Trail  
2/17/18



\*Not to Scale

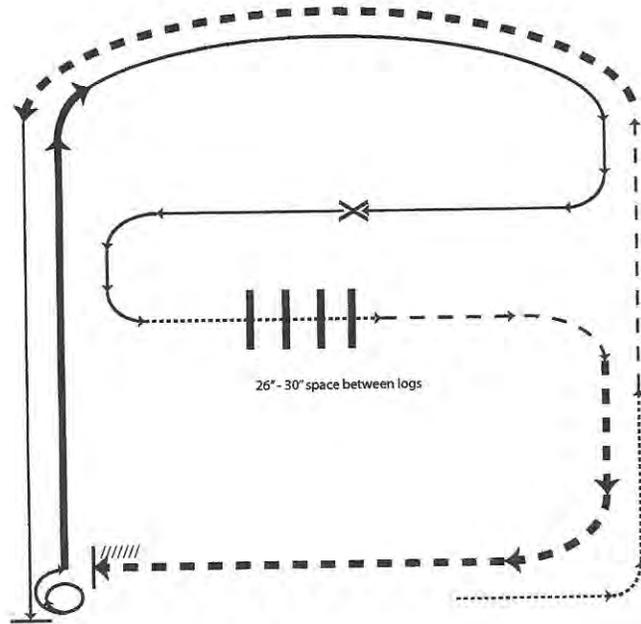
## RANCH RIDING - PATTERN I



- X Lead Change
- Walk
- - - Trot
- — — Ext Trot
- Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

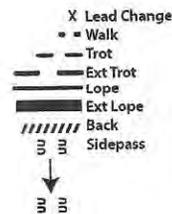
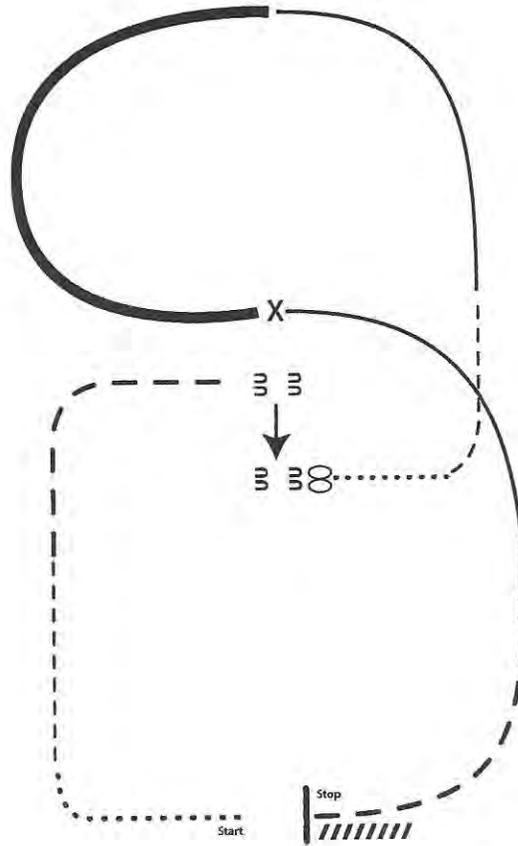
## RANCH RIDING - PATTERN 2



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- ////// Back

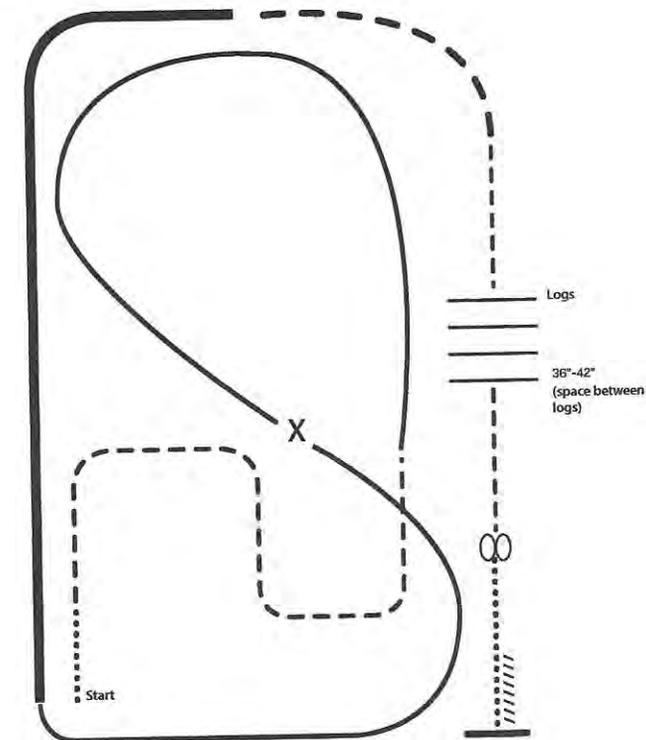
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

### RANCH RIDING - PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

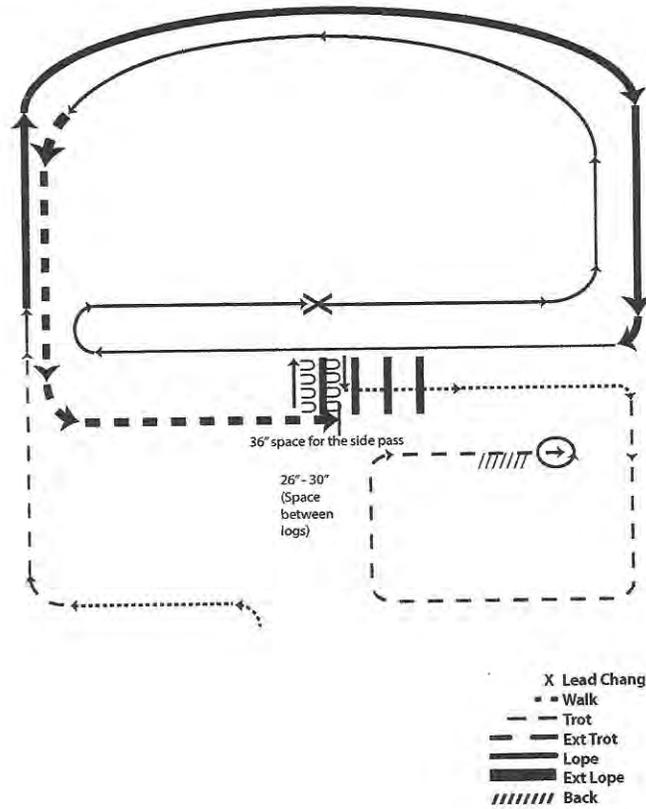
## RANCH RIDING - PATTERN 4



- X Lead Change
- • Walk
- - - Trot
- - - Ext trot
- — — Lope
- — — Ext Lope
- //// //// Back

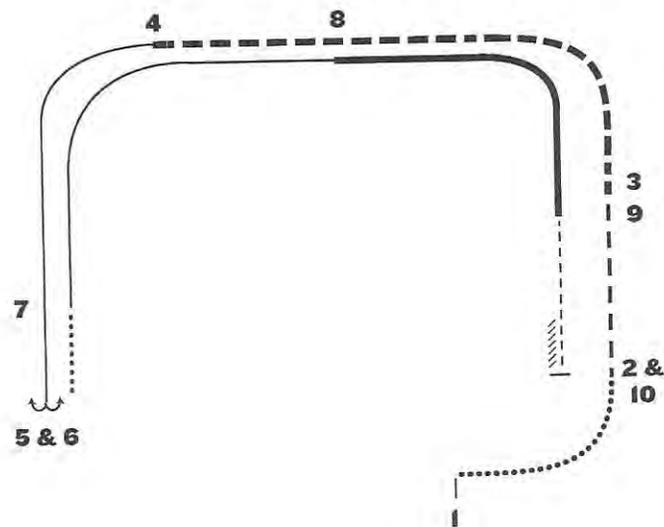
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

## RANCH RIDING - PATTERN 5



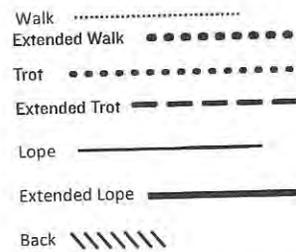
1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

## OPTIONAL VRH AND RHC RANCH RIDING PATTERN 6

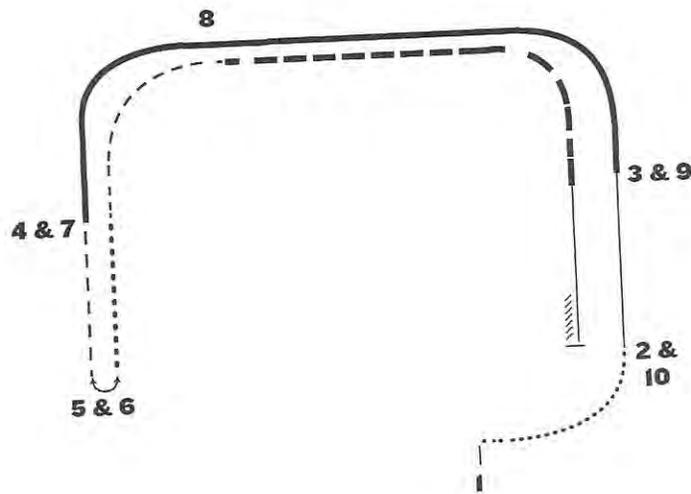


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length

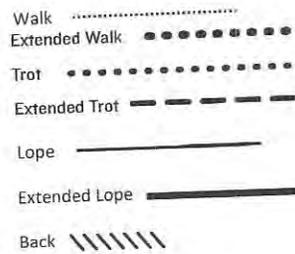


## OPTIONAL VRH AND RHC RANCH RIDING PATTERN 7

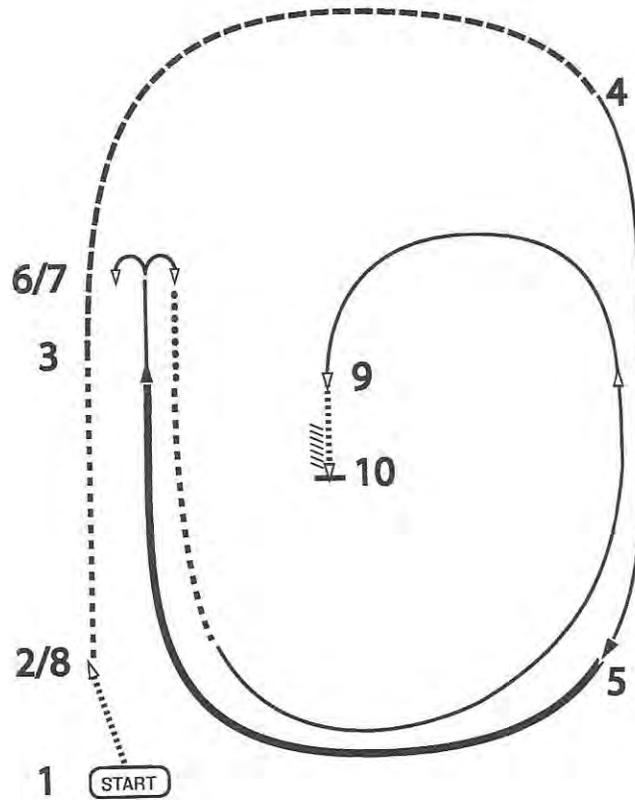


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5; reverse (either direction)
6. Extended Walk from 6 to 7 - 75 feet
7. Trot from 7 to 8 - 90 feet
8. Extended Trot from 8 to 9 - 240 feet
9. Lope from 9 to 10 - 150 feet
10. Stop and Back at 10 - approximately one horse length

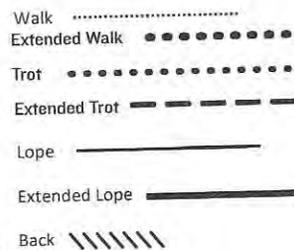


## OPTIONAL VRH AND RHC RANCH RIDING PATTERN 8

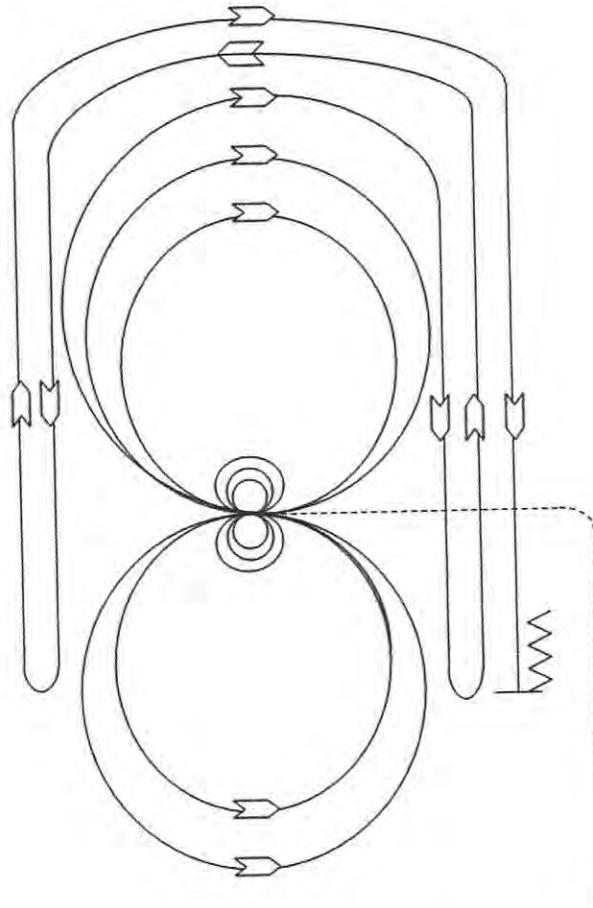


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extend Trot from 3 to 4 - 240 feet
4. Lope on the right lead 4 to 5 - 150 feet
5. Extend the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope on left lead from 8 until even with 9; turn towards middle of arena and continue on left to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length



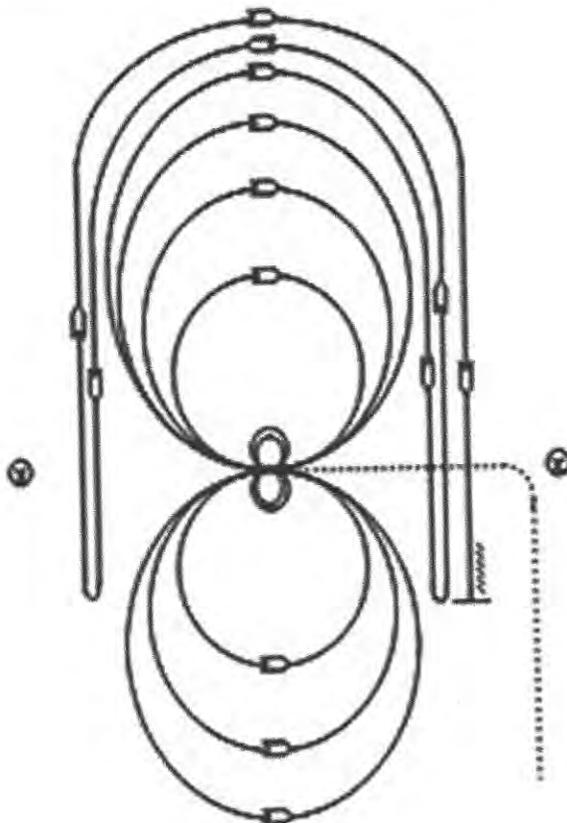
## VRH AND RHC RANCH REINING PATTERN I



**Mandatory Markers along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of the pattern.

- Ride pattern as follows: Trot to center of arena and stop.
1. Complete 3 spins in one direction. Hesitate.
  2. Complete 3 spins in the opposite direction. Hesitate.
  3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
  4. Complete two large fast circles to the left. Change leads at center of arena.
  5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
  6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
  7. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

## VRH AND RHC RANCH REINING PATTERN 2

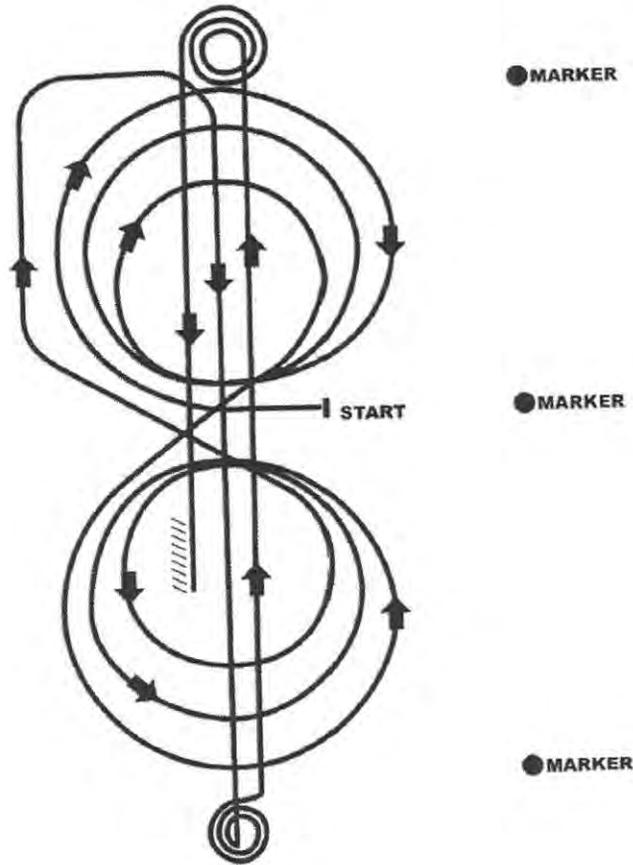


**Mandatory Markers along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

### VRH AND RHC RANCH REINING PATTERN 3

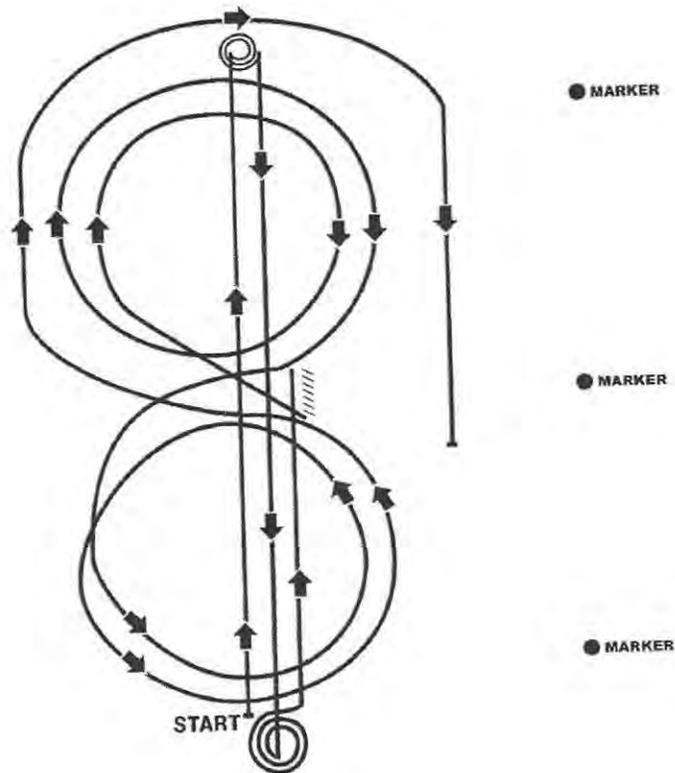


**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

## VRH AND RHC RANCH REINING PATTERN 4

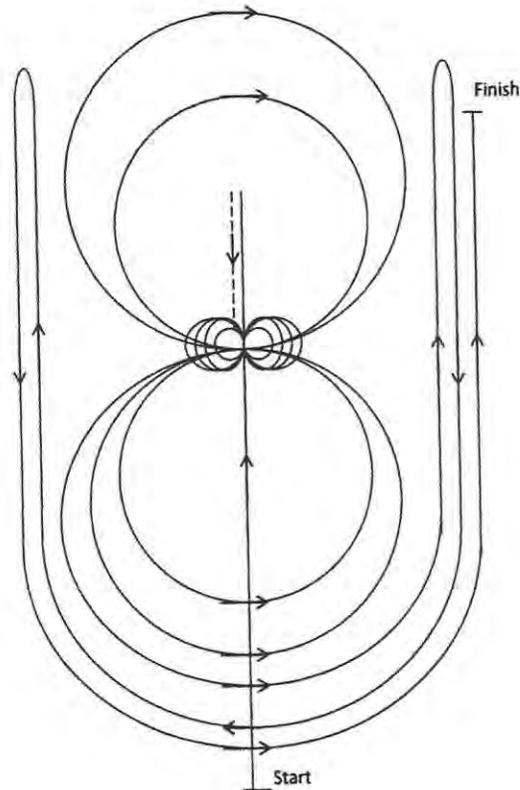


**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

## VRH AND RHC RANCH REINING PATTERN 5

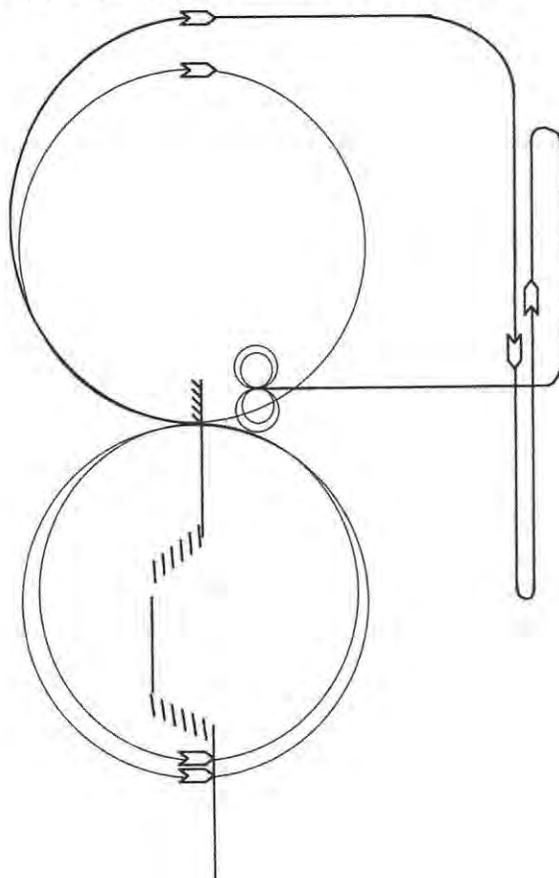


**Mandatory Markers along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate to show completion of pattern.

## VRH AND RHC RANCH REINING PATTERN 6

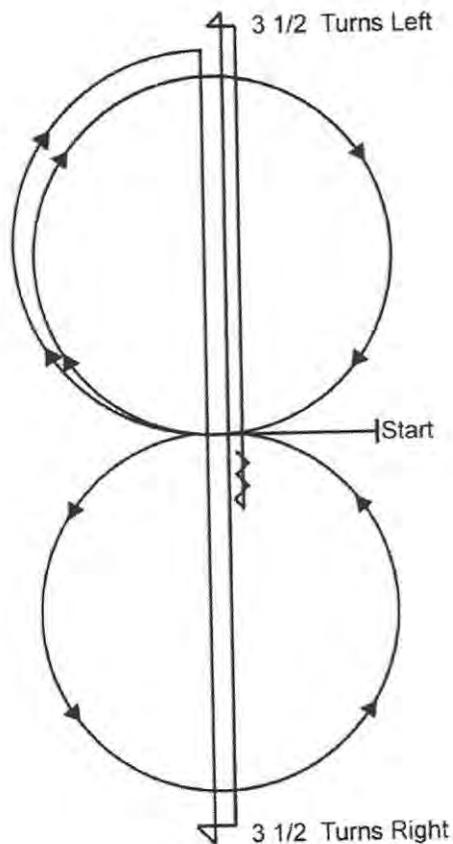


**Mandatory Markers along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Enter arena at sitting trot. Two-track left, trot straight, then two-track right [Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
2. Move up to an extended trot. Stop and back; pivot 1/4 to the left.
3. Beginning on right lead, lope one fast circle and change leads at center of arena. Lope two fast circles to left and change leads at center of arena.
4. Begin a second right circle. Continue circle around end of arena, but do not close it. Lope down wall or fence and do a left roll back using wall or fence for assistance.
5. Lope straight down wall or fence and do a right roll back using wall or fence for assistance.
6. Lope to middle of arena and stop.
7. Complete two spins one direction. Hesitate.
8. Complete two spins opposite direction. Hesitate to show completion of pattern. Exit arena at a trot.

## VRH AND RHC RANCH REINING PATTERN 7

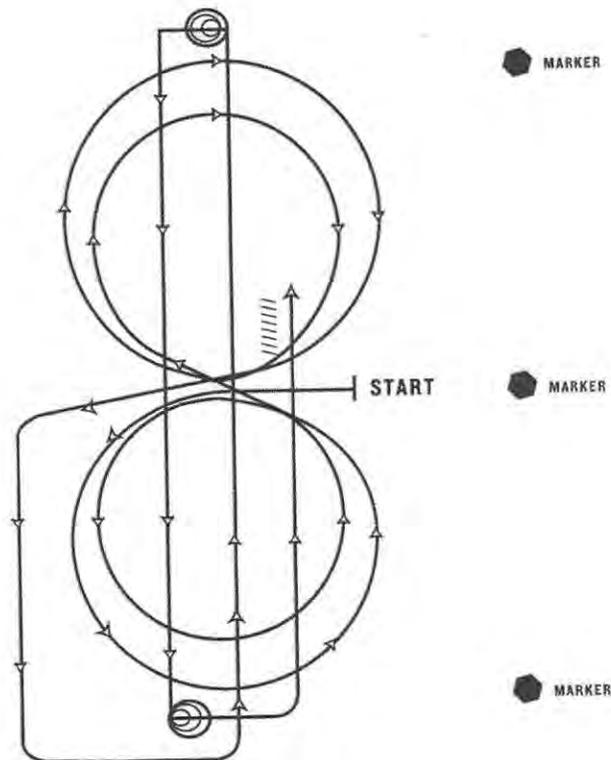


**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

## VRH AND RHC RANCH REINING PATTERN 8



**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern