

NWAHSA Ranchapalooza Rules

Divisions

Age as of January 1st of the current year.

Open- open to all ages and skill levels

Amateur- Age:19+

-May not have shown, judged, trained or assisted in training a horse for remuneration, monetary or otherwise, either directly or indirectly. Payment of entry fees and/or expenses by anyone other than the amateur, the amateur's "Immediate Family" as defined herein or an amateur's collegiate team and/or nationally sponsored team (team demonstrations, exhibitions or international competitions only) shall be considered remuneration; instructed another person in riding, driving, training or showing a horse for remuneration, monetary or otherwise, either directly or indirectly; shown, trained or assisted in the training of a horse for which an immediate family member accepts remuneration, monetary or otherwise, either directly or indirectly, for such services; held credentials of horse show judge for any equine organization.

-May also enter Open

Novice- Open to any age but may not cross enter amateur or open classes. May not have won a highpoint with any association.

Youth- 18& under

-May also enter Open and Novice, but may not enter amateur.

Horses 5 years of age and younger may be ridden two-handed in a snaffle bit or hackamore. More than one finger between split reins or any fingers between romal reins shall be cause for disqualification.

Negative coggins dated within 1 year of show date are required.

Stalls must be cleaned prior to leaving show grounds.

Western attire required (long sleeve button down, cowboy hat, boots). Chaps and chinks optional.

Highpoint Awards

Based on one horse/one rider combination.

Classes that count towards highpoint include: Ranch Trail, Ranch Cutting, Cow Horse, Ranch Riding, Ranch Reining, and Ranch Rail.

- Ranch Roping does not count towards highpoint in any division.

Point breakdown- Each class placed 1st-5th

1st place- 5 points

2nd place- 4 points

3rd place- 3 points

4th place- 2 points

5th place- 1 point

Class Rules

Ranch Trail

A. A horse ridden through a pattern of obstacles which should nearly approximate those found during the course of everyday work. The horse is judged on the cleanliness, neatness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.

B. Emphasis on judging should be on identifying the well-broke, responsive, well-mannered horse which can correctly negotiate the course.

C. Management, when setting courses 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. Any instructions to the exhibitors must be written on the trail pattern and posted before the beginning of the trail competition.

Show committees have the option of setting up the trail course to best fit their conditions. Event can be time-consuming, so it is imperative that time restrictions are placed on this class. The show committee, either through a pilot run or estimation, shall select a course that has a continuous positive flow that can be negotiated in a reasonable amount of time. (4 minutes or less)

Judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the trail class. Judges may remove or change any obstacle they deem unsafe, non-negotiable, or unnecessarily difficult. If any time a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If it cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

Scoring Stock Horse Trail: The rider has the option of eliminating an obstacle and taking a score of zero for the missed obstacle. A judge may ask a horse to pass on an obstacle after three refusals or for safety concerns. CREDITS: (to be added to the maneuver scores) + Credit is given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. + Horse should receive credit for showing attentiveness to obstacles, capability of picking their own way through the course when the obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles. + Quality of movement and cadence should be part of the maneuver score for the obstacle. MINOR DEDUCTIONS: (to be subtracted from the maneuver scores) - Artificial appearance and/or unnecessary delay while approaching or going through obstacles. - Each tick of an obstacle. - Break of gait at walk or jog. - Placing both front or hind feet in a single-stride slot or space. - Skipping over or failing to step into a required space. - Split pole in lope-over. - Stepping on a log, pole, cone or obstacle. MAJOR DEDUCTIONS: (to be subtracted from the maneuver scores) - Wrong lead or breaking gait at lope. - Stepping outside the confines of: falling off or out of an obstacle such as a back through, bridge, side pass, box or water box. - Refusals, balk or attempting to evade an obstacle by shying or backing. - Blatant disobedience (kicking

out, bucking, rearing or striking). - Failure to ever demonstrate correct lead or gait, if designated. - Failure to complete obstacle.

Ranch Reining

This class measures the ability of the western stock horse to perform many basic handling maneuvers.

A. Maneuvers: Stops: Are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position, sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body, while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet. Spins: Are a series of 360-degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs, and contact should be made with the ground and a front leg. The location of hind-quarters should be fixed at the start of the spin and maintained throughout the spins. Rollbacks: Are the 180 degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a lope, as one continuous motion. There should be no hesitation; however, a slight pause to regain footing or balance should not be deemed hesitation. The horse should not step ahead or backup prior to rolling back. Circles: Are maneuvers at the lope, or designated size and speed, which demonstrate control, willingness to guide and degree of difficulty in speed and speed changes. Circles must at all times be run in the geographical area of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed and size of a small, slow circle and a large, fast circle and the speeds to the left and right should be consistent. Backups: Is a maneuver requiring the horse to be moved in a reverse motion in a straight line, a required distance, at least 10 feet. Hesitate: Is the act of demonstrating the horse's ability to stand in a relaxed manner at a designated time in a pattern. In a hesitation, the horse is required to remain motionless and relaxed. Reining patterns require a hesitation at the beginning and end of the pattern to demonstrate to the judge(s) the completion of the pattern. Lead Changes: Are the act of changing the leading legs of the front and rear pairs of legs, at a lope, when changing the direction traveled. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. The change of front and rear leads must take place within the same stride to avoid deductions. Run Downs and Around the Ends: Are runs through the middle of the arena, and runs along the side and ends of the arena. Run downs and around the ends should demonstrate control and gradual increase in speed to the stop.

B. Scoring Stock Horse Reining: CREDITS: (to be added to the maneuver scores) + Overall smoothness of pattern + Degree of difficulty exhibited by stops, spins and rollbacks, and speed in circles and run downs. + Horse should guide willingly without undue resistance. + Lack of set-ups or anticipations in the execution of any of the maneuvers. + Exhibiting finesse, attitude, quickness, authority and controlled speed while completing a correct maneuver. 5 POINT DEDUCTIONS: (to be subtracted from the maneuver scores) - Blatant

disobediences, including kicking, bucking or rearing. - Spurring in front of cinch or the use of either hand to instill fear or praise. 2 POINT DEDUCTIONS: (to be subtracted from the maneuver scores) - Break of gait. - Freeze up in spins or rollbacks. A freeze up is any time the lateral movement of horse's shoulders is completely stopped and has to be restarted to complete the maneuver. - In trot in patters, failure to stop or walk before executing a lope departure. - In run in patterns, failure to be at a lope before first marker. - Failure to completely pass a specified marker before initiating a stop. - Using two hands on a curb bit, using more than one finger between split reins or any finger between romal reins, will result in a two-point run content deduction each time there is a violation. The free hand may be used to straighten excess rein at any place a horse is allowed to be completely stopped during a pattern. - Over or under spinning of more than 1/4 turn. - Jogging more than two strides to start circles or exit rollbacks. 1 POINT DEDUCTIONS: (to be subtracted from the maneuver scores) - Each time a horse is out of lead. Penalties are cumulative for each occurrence and each 1/4 circle. 1/2 POINT DEDUCTIONS: (to be subtracted from the maneuver scores) - Jogging less than two strides to start circles or exit rollbacks. - Failure to maintain a minimum of 20 feet from wall or fence for stops or rollbacks, on standard patterns.

Cow Horse

A versatile western stock horse must also be a cow horse, and this class has been designed to demonstrate and measure the horse's ability to do cow work.

A. Holding the saddle horn is permitted in this class.

B. Timing will be done by the announcer. At the end of the time limit the announcer will call time. If the time has not elapsed and judge is satisfied that all requirements of the class have been met, the judge should blow the whistle once for the contestant to quit work. The judge may blow a whistle at any time for the contestant to cease work for safety reasons.

C. Judges will give credit for what they have seen.

D. Only the judge may award a new cow to a contestant, by whistling twice, to replace a cow that will not honor a horse.

E. Contestants must continue working until time is called or whistle is blown to avoid a run content deduction.

F. OPEN AND NON PRO DIVISIONS: There is a 2-minute time limit per horse and the work starts when the cow is turned into the arena. When there is 1-minute left on the time, the announcer will announce, "one minute". At 2-minutes, the announcer will call time. a. Part One - Boxing the Cow: Rider shall ride into the arena and face the cattle entry gate. The rider shall signal for their cow to be turned into the arena. Upon entry 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.

Scoring Open and Non Pro Working Cow Horse Class: These classes will have a total of 70 points and will be broken down into four parts. In selecting tie-breakers a judge may use 1-8 in any order. Scoring columns for both circling and roping are given any tie-breakers,

but should be given the same ranking. SCORING PART 1 - BOXING: (Maximum of 20 Points) a. The horse will be scored 1-10 points for control, position, correctness and initiative. b. The horse will be scored 1-10 points for degree of difficulty and amount of work done. CREDITS: (to be added to the maneuver scores) + Expression by the horse and making moves with little rider assistance. + Holding and controlling the cow. + Amount of work done and the degree of difficulty of the work done. + Horse forces cow to turn. DEDUCTIONS: (to be subtracted from the maneuver scores) - Missing cow badly on turns. - Horse having to be handled excessively. - Letting cow escape to start rundown, instead of being held, released and driven down the fence. - Using side fences to turn cow. OVERALL EYE APPEAL AND COW SENSE: (Maximum of 10 Points) Eye Appeal: 1-5 points CREDITS: (to be added to the maneuver scores) + Willingness. DEDUCTIONS: (to be subtracted from the maneuver scores) - Throwing head and stiffness. Cow Sense: 1-5 points CREDITS: (to be added to the maneuver scores) + Staying engaged with the cow. DEDUCTIONS: (to be subtracted from the maneuver scores). - Lack of engagement with the cow

For Open and Amateur (box-drive-box-drive) 2 minutes

- a. Part One - Boxing the Cow: Rider shall ride into the arena and face the cattle entry gate. The rider shall signal for their cow to be turned into the arena. Upon entry 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.
- b. Part Two - Release Cow and Drive Down Side of Arena to Opposite End of Arena: After the cow has been controlled on the entrance end of the arena, the rider shall deliberately release the cow and set up for driving down the side of the arena. When coming out of the corner, the horse shall be close enough to the cow, to demonstrate control with the cow against the fence. This distance and control should be maintained for approximately 3/4 length of the arena. Rider will then back horse off of cow and move horse toward center of arena to set cow up for boxing.
- c. Part Three - Boxing the Cow at Opposite End of Arena: The exhibitor will again control or "hold" the cow at this end of the arena to demonstrate the horse's ability to "hold" the cow. Continue boxing until time expires.

For Youth and Novice (boxing only) 60 seconds

Boxing the Cow: Rider shall ride into the arena and face the cattle entry gate. The rider shall signal for their cow to be turned into the arena. Upon entry 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.

Ranch Cutting

Objective will be to cut two cows from the herd and work the cow(s) with the assistance of two turn-back riders and two herd holders. Show management may supply two herd holders and two turn back riders, or exhibitors may supply their own helpers. If an exhibitor is a herd holder or turn back rider, he or she may use the horse that they are competing on, or use a different horse.

In all divisions, there will be a two minute time limit. The announcer/time keeper will give a warning when one minute of the two minute working time has expired. Each exhibitor must work two head and has the option of ending their run before the two minute limit or working the full two minutes.

Time will begin when a rider crosses a time line just prior to entering the herd. Time should not start until contestant crosses a pre-determined and marked timeline. The rider will then quietly separate his/her cow from the herd.

Unnecessary roughness or disturbing the herd excessively could result in disqualification. Ultimate credit will be given to 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. Exhibitors will not be penalized for reining during the cutting portion, but should display natural ability. Scoring. 100 percent will be judged by the horse's performance and natural ability.

Penalties should be assessed as follows: - 1 point: over-bridled (per maneuver), out of frame (per maneuver), losing working advantage; toe, foot, or stirrup on the shoulder; working out of position - 3 points: cattle picked up or scattered; spurring on shoulder; pawing or biting cattle; back fence; hot quit - 5 points: horse quitting cow; losing cow; changing cattle after a specific commitment; failure to separate a single animal after leaving the herd; blatant disobedience - Off Pattern (OP): turn tail; failure to cut two cows; repeated blatant disobedience; use of two hands (except junior and level 1 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) - Disqualification (DQ): lameness; abuse; disrespect or misconduct; illegal equipment; excessive disturbance of herd to the point that exhibitor is asked to leave the arena; leaving arena before run is complete, fall of horse/rider; improper western attire.

Ranch Riding

The purpose of the 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 confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of

primary considerations. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each maneuver.

Penalties. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and be deducted from the final score: One (1) point Too slow (per gait) Over-bridled (per maneuver) Out of frame (per maneuver) Break of gait at walk or trot for 2 strides or less Wrong lead or out of lead for 2 strides or less Three (3) point Break of gait at walk or trot for more than 2 strides Break of gait at lope, except when correcting an incorrect lead Wrong lead or out of lead for more than two strides Draped reins (per maneuver) Out of lead or cross-cantering more than two strides when changing leads Trotting more than 3 strides when making a simple lead change Trotting for more than 3 strides in lope departures or exiting a rollback into a lope from a stop or walk Severe disturbance of any obstacle Five (5) point Blatant disobedience (including, kicking, biting, bucking, rearing and striking) for each refusal Off Pattern (OP) Placed below horses performing all maneuvers Eliminates or adds maneuver Incomplete maneuver Repeated blatant disobedience Use of two hands (except junior and Level 1 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) Zero (0) score Illegal equipment including hoof black, braided or banded manes, or tail extensions Willful abuse No specific penalties will be incurred for nicks/hits on logs but deduction may be made in maneuver score. SHW419.7 No specific penalties will be incurred for over/under spins but deduction may be made in maneuver score.

Ranch Rail

The working western rail class measures the ability of the horse to be a pleasure to ride and should reflect the versatility, attitude, and movement of a working horse. The horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits. The movement of the working western rail horse should simulate a horse needing to cover long distances, softly and quietly. The overall manners and responsiveness of the horse and the horse's quality of movement are the primary considerations. Maximum credit should be given to the horse that has a natural flowing stride and consistent, ground covering gaits. Transitions should be performed when requested, with smoothness and responsiveness. The ideal working western rail horse should have a natural head carriage at each gait. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint while being responsive to the rider and making timely transitions in a smooth and correct manner. The horse should be soft in the bridle, yield to contact and shall not be shown on a full drape of rein. Riders are encouraged to use adequate space given the extension of gaits required. This class should show the horse's ability to work at a forward, working pace while under control by the rider. The horse shall be balanced and appear willing and a pleasure to ride in a group situation.

Faults scored according to severity: Too slow (any gait) Excessive speed (any gait) Over-bridled (nose behind the vertical) Head carried too low such that the poll is below the

withers Out of frame Head carried too high Break of gait Wrong lead or out of lead
Failure to take the appropriate gait when called Opening mouth excessively Draped reins
Use of spurs forward of the cinch Canted at the lope Blatant disobedience (kick, bite,
buck, rear, etc.)

Ranch Roping

*RANCH ROPING DESCRIPTION: A minimum of 10 numbered cattle will be placed in this pen, and 5 or more unnumbered. Two cows with each number must be used in the herd. The rider will have the option to rope either cow of the number called. When the rider enters the pen, a number will be called. Time will start when the number is called and will end when the hondo breaks on the cow.

Details:

- The rider must carry a breakaway hondo rope
- The rider then has 90 seconds to rope the cow with designated number
- Only a walk, trot, extended trot, pace, single foot, or running walk will be permitted
- Rider may throw as many loops as time permits
- Legal catch is any catch that passes over the head or any foot

Penalties:

- Loping, cantering, galloping or racking +10 second penalty
- Breaking the hondo on wrong cow is a no time
- Breaking the hondo at any point during your run for any reason, excluding a legal catch, is a no time

Payout (80% payback):

1 entry- 1st place 80%

2-5 entries- 1st place 50%, 2nd place 30%

6-9 entries- 1st place 40%, 2nd place 27%, 3rd place 13%

10-13 entries- 1st place 35%, 2nd place 25%, 3rd place 15%, 4th place 5%

14-18 entries- 1st place 30%, 2nd place 23%, 3rd place 16%, 4th place 6%, 5th place 5%