

Working Ranch Challenge

The Working Ranch Challenge was created to simulate and educate proper ranch horse and cattle handling techniques through three competitions:

Ranch Penning

Ranch Prowling

Ranch Roping

Legal Equipment

Any humane Western Bit, Split or Closed Reins, Romal, Mecate may be used. NO TIE DOWNS, MARTINGALES, DRAW REINS, or other "Training Equipment".

General Rules and Regulations

Required attire includes a Western shirt with collar or Western motif, and a Western hat, Cowboy Boots. Chaps/Leggings optional. Dress Code may be altered by Show Management. Dress code violations will be handled by Show Officials.

Contestants can enter one, two, or all three events. **Must enter all three events to be eligible for all around prizes.**

Rider must enter **and compete at 3 WRC Sanctioned events to be eligible for the finals.** However if there are not 3 events within 100 miles Contestants may apply for a "Hardship Exception." **Contact WRC for other Exemption requests.**

Only Official Video is eligible for review.

All decisions of Officials/Judges/Flaggers are final, NO EXCEPTIONS.

Management reserves right to refuse entry/entries.

No Rule will be changed without adequate notice.

RANCH PENNING

A pen will be set approximately 60-90 feet in diameter, and numbered cattle will be placed in the pen. Number of cattle in the pen will be determined based on total entries. Maximum of 2 minutes are allowed. **As the rider walks into the pen, a designated cow number will be called. The rider must cut that designated cow from the herd and push it into another pen on the opposite side of where the herd is. Time starts when the rider crosses the time line, and ends when the rider has closed the gate and released the gate and put their hand in the air.** If an additional cow is penned 10 seconds will be

added for each additional cow inside the pen when the gate is considered closed. Contestants are allowed to enter the small pen and sort unwanted animals out, prior to gate being closed.

It is recommended that numbers be visible on both sides of the cattle.

Ranch Penning Penalties

Scattering the herd will not be allowed, may be disqualification.

Breaking into a Lope for more than 2 strides will be a 10 second penalty per occurrence. Continued Loping in any, or multiple event(s) shall be a disqualification.

10 seconds for each additional cow in the pen when time is called.

Cattle can be pulled at the discretion of the Producer and/or Judges.

Ranch Prowling

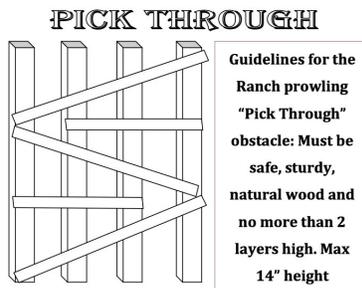
Riders will ride over a specified course determined by show management, the course will consist of at least 5 obstacles.

Optional obstacles shall include items typically found on a ranch, that a normal ranch horse should be able to negotiate.

Mandatory obstacles:

Gate
Drag
Pick through
Jump

**Pick Through Example
Boards are stacked.**



Time shall start when the rider crosses a designated time line, and shall continue to run until that rider crosses the designated finish line. While on course riders must be in a walk or trot only. Continued loping shall be a disqualification.

Ranch Prowling Penalties

Five Second Penalties:

- Stepping out of an obstacle **per foot, each occurrence maximum of two penalties per occurrence**
- Hitting a jump

Ten Second Penalties:

- ❖ Break of gait into a lope for more than 2 strides, per occurrence.

Thirty Second Penalties:

- ❖ Completing an obstacle incorrectly, knockdown or severely disturbing an obstacle.
- ❖ Loss of rope on drag.
- ❖ Failure to complete an obstacle correctly

Sixty Second Penalty:

- ❖ Omitting an obstacle, without attempting

RANCH ROPING

An 60-90 ft pen is recommended. It is mandatory the rider carry a rope with a Classic **Magic Loop** Breakaway honda, (see photo below) (May be purchased from WRC) and can be enhanced with a wrap of black tape provided by management. Rider must walk or trot only. **Time starts when the rider crosses the time line. When the rider enters the pen, a designated animal number will be called. The rider then has two minutes to rope the cow with that designation.** Rider may throw as many loops as time permits. Time will start when the number is called, and will end when the honda breaks. Prior to the honda breaking, the rope must come tight on the saddle horn.

Rider has the preference to tie on or dally.
Must be ½ wrap dally, around horn – if not tied on.
If tied on, can dally over it.



Ranch Roping Penalties

Break to a lope more than two strides +10 second penalty.

Breaking the honda on any wrong cow shall be a disqualification.

Legal Catches:

Horned Cattle- Slick Horns, Half-Head, Neck, or look through the loop.

Muley- Must Look through the loop.

One or both heels.

Red Flag disqualifications, and/or removal from grounds will result in loss of entry fees:

Unsportsmanlike Conduct

Abuse of livestock or horses

Bloody mouths or sides

Illegal Equipment

Any Dangerous, unsafe, activity by horse or rider.

Youth Division

A youth will be defined as being under the age of 14 on January 1st of the calendar year. Whatever the age is on January 1st is the age you will participate in all year.

Youth age groups:

Up to 5 years old = Pee Wee

6 – 9 years old

10 – 14 years old

ALL 3 DIVISIONS WILL FOLLOW THE WRC EVENT RULES AND GUIDELINES. FOR EVENT DESCRIPTIONS AND RULES SEE GENERAL RULES AND GUIDELINES.

Rules

- 1) Must have membership
- 2) Same Horse and rider combination cannot enter both divisions.
- 3) Same Horse and rider combination can only enter one time.
- 4) **Contestants can enter one, two, or all three events. Must enter all three events to be eligible for all around prizes.**

Award Rules

1-10 entries would be a 2D payout

11-15 entries would be a 3D payout

16-20 entries would be a 4D payout

21-25 entries would be a 5D payout

26+ entries would be a 6D payout

Each event will be paid on a format based on number of entries to determine how many places are paid in each division.

3D Payout will be based on 30 second splits

4D Payout will be based on 20 second splits

5D and beyond is 10 second splits

Example

Fastest time wins in each event.

Fastest time plus 30 seconds will be the 2D.

Fastest time plus 60 seconds will be the 3D winner.

ALL-AROUNDS

All around awards will be awarded based on the number of D's for the Challenge. All around money and/or prizes should be paid based on the fastest times combined from all three events. The fastest time in each division being named champion of that division. The 1D all around will be the fastest time combined from all three events, 2D will be 3 times the split added to the 1D fastest time, 3D will be 6 times the split added to the fastest time.... Etc.

To be eligible for All-Around awards must be same horse rider combination.