

## NEW YORK STATE 4-H **Western Ranch Classes**

At the 2018 NYS 4-H Horse Show, there will be three Ranch Horse Classes added to the Western Division. They are Ranch Riding, Ranch Trail (no stationary steer roping) and Working Ranch Horse. **The ranch riding classes will be a pattern chosen by the Chair and Superintendent and will be listed on the entry form.** Exhibitors will also be encouraged to choose two other classes so five classes can be ridden if desired. Example of other classes: Western Road Hack, Western Riding, Horsemanship, or Fitting and Showmanship. The judge will be made aware of Ranch Horse exhibitors so they will be judged accordingly.

### **I. APPOINTMENTS**

Hoof polish, braided or banded manes, tail extensions, and trimming inside ears are strongly discouraged.

### **II. PERSONAL**

Clothing must be clean and neat. Riders shall wear western boots (no tennis shoes or sport shoes are acceptable) and western dress pants or jeans. Shirts must have a collar and long sleeves or be appropriate show attire. Ranch work attire is recommended, but show attire will not be penalized. Spurs, chaps, gloves (leather or fabric) and similar equipment are optional. All exhibitors are required to wear an SEI or SEI/ASTM approved equestrian safety helmet with fastened chin harness in every class.

### **III. TACK**

Horse shall be shown with a stock saddle. Ranch work equipment is recommended, but show equipment will not be penalized. No roping reins or romal reins. Martingales, tie-downs, nose bands, or draw reins are prohibited. Carrying of a rope on your saddle is preferred. Horses may wear protective boots. A judge or show official shall have the authority to require the removal or adjustment of any piece of equipment which in his opinion is unsafe, would give a horse an unfair advantage, or constitute excessive harshness or cruelty. **See Bits section for description of legal bits for Ranch Division.**

### **IV. RANCH HORSE TRAIL**

- A. This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness 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. Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.

- C. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.
- D. At least two or three obstacles will be designated as tie breakers and shall be selected prior to the beginning of the competition. One of the mandatory obstacles should be used as the first tie breaker.
- E. Tack and Equipment notes:
  - 1. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
  - 2. Roping reins or reins with romal are permitted, but must be used with a snap attachment if a ground tie is in the course.
- F. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
- G. The horse will be shown at a ground-covering walk, trot (or natural gait), and lope between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle. Between obstacles, at least 30 feet should be allowed for the trot, and at least 50 feet for the lope. Gaits between obstacles will be scored as part of the next obstacle.
- H. Extending the trot or natural gait may also be asked. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain.
- I. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.
  - 1. A rider will lose 15 points if an obstacle is attempted and not completed.
  - 2. The maximum points a rider can lose on any one attempted obstacle is 15 points.
- J. A rider may elect to skip an obstacle without disqualification. He/she may do so with the judge assigning a 20 point penalty.

- K. No additional credit will be given for unnecessary/additional maneuvers (such as sidestepping to and from an obstacle).
- L. Judges shall continue to score the entirety of all rides even in the event that a composite score of zero will be given (DQ). After the ride is complete, the judge shall designate on the score card that a total score of zero was given.
- M. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.

Penalties should be assessed per occurrence as follows:

1. **One-half (½) Point**
  - a. Each tick of log, pole, cone, plant, or any component of the obstacle.
2. **One (1) Point**
  - a. Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.
  - b. Incorrect or break of gait at walk or jog for two strides or less.
  - c. Both front or hind feet in a single-strided slot or space at a walk or jog.
  - d. Skipping over or failing to step into required space.
  - e. Split pole in lope-over.
  - f. Incorrect number of strides, if specified
  - g. Each step, up to three steps, moved during ground tie or picking up hooves.
3. **Three (3) Points**
  - a. Incorrect or break of gait at walk or jog for more than 2 strides.
  - b. Out of lead or break of gait at lope (except when correcting an incorrect lead).
  - c. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
  - d. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot
4. **Five (5) Points**
  - a. Dropping slicker, log rope, or object required to be carried on course.
  - b. Dropping lariat anywhere on course other than after completion of roping obstacle.
  - c. Each refusal, balk, or evading an obstacle by shying or backing.

- d. Letting go of gate.
  - e. Use of either hand to instill fear or praise.
  - f. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with more than one foot.
  - g. Blatant disobedience (including kicking out, bucking, rearing, striking).
  - h. Moving more than 3 steps during ground tie or picking up hooves.
5. **One (1) to Five (5) Points**  
Faults, which occur on the line of travel between obstacles, scored according to severity:
- a. Head carried too high
  - b. Head carried too low (tip of ear below the withers)
  - c. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
  - d. Excessive nosing out
  - e. Opening mouth excessively
6. **Fifteen (15) Points**
- a. Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.
  - b. Excessively or repeatedly touching the horse on the neck to lower the head.
  - c. Failure to ever demonstrate correct gait between obstacles as designated.
  - d. Failure to complete an obstacle once attempted.
  - e. Maximum number of points that can be lost on any one attempted obstacle.
7. **Twenty (20) Points**
- a. No attempt to work an obstacle.
8. **Disqualified 0 – Score**
- a. Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
  - b. Performing the obstacle or an essential element of the pattern incorrectly or other than in specified order.
  - c. Equipment failure that delays completion of pattern.
  - d. Entering or exiting an obstacle from the incorrect side or direction.
  - e. Working obstacle the incorrect direction.
  - f. Riding outside designated boundary marker of the arena or course area.
  - g. Significant deviation from correct line of travel between obstacles.
- N. Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list. **Course design decided and set by cross-divisional chairperson.**

1. **Possible Mandatory Obstacles:**
  - a. Opening, passing through, and closing a gate. This gate may not be a rope gate.
  - b. **Log Drag** – Horse must be willing to drag a log for a short distance in a straight line. Rider to pick up rope while mounted at point A, and drop rope at point B. Rope may not be tied hard and fast to the saddle horn; dallying is optional. Log size should be roughly the size of a small fence post, suggested maximum weight ~30 lbs. Rope should be securely attached to one end of the post by either drilling a hole through the post and tying a bowline (or other non-slip knot), or attaching an O-ring and tying a non-slip knot through the ring.
  - c. **Stationary Steer** – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rider must provide the rope for this obstacle; rope may be carried in hand, over saddle horn, or affixed to saddle. At the completion of this obstacle, contestant may coil rope and keep for remainder of class, or drop rope at obstacle without penalty.
  
2. **Optional Obstacles:**
  - a. **Mailbox** – Rider will open and close a mailbox when mounted.
  - b. **Bridge** – Horse should walk willingly over a bridge. The bridge may be stationary or “teeter-totter” with a 4” maximum rocker pole.
  - c. **Slicker** – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.
  - d. **Walk-over log-L obstacle** – Walk over 90° log “L”. Log should be no less than 6” and no more than 12” in diameter. Riders should negotiate this obstacle in a straight line.
  - e. **Step-overs at a walk, trot, or lope** – Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 18”.
  - f. **Water hazard** – The horse should enter and exit the water hazard in a quiet manner.
  - g. **Back through obstacle** – Straight, “L”, or into/out of a marked location.
  - h. **Sidepass** – Straight, one direction, may or may not be elevated.
  - i. **Ground Tie** – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a rider is using a one-piece rein (romal, roping rein, etc.), it should be unsnapped from the bit on one side while groundtying.

- j. **Pick up front feet** – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the course (no remount). May be used in succession with ground tie so rider only dismounts once per course.
  - k. Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.
3. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.

V. **RANCH PLEASURE**

A horse will be shown at three gaits - the walk, jog and lope. He will also be asked to reverse away from the rail, to stop and to back. The judge may ask for an extended walk or jog. Extended jog may be ridden by sitting in the saddle, posting or standing in the stirrups.

A. **DESCRIPTION**

A superior ranch riding horse has a free-flowing stride of reasonable length in keeping with his conformation and covering a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits with proper cadence and rhythm. The quality of the movement and consistency of the gaits is a major consideration.

Exhibitor should not be penalized for picking up reins or moving horses body if horse is soft, willing and free of resistance but should receive credit. Horse should be credited for softness when picking up through transitions, departures, stops, and back-ups. (This should not be confused with constant pulling and jerking around the arena as this shall be faulted according to severity).

A willing horse will not ring their tail, or be blatantly disobedient to the rider's cues or demands. The horse should drive off his hind quarters using it as a driving force for his body. The horse should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the appearance of resistance.

He should have a bright expression with his ears alert, he should be mannerly without the appearance of a dull, sullen lethargic drawn or overly tired attitude. He should be shown on a reasonable loose rein, but with light contact and control. He should be responsive, yet smooth, in transitions when called for. When asked to extend, he should move out with the same flowing motion.

Maximum credit should be given to the horse that has a flowing stride, is balanced, and that gives the appearance of being willing, fit, alert and a pleasure to ride while possessing great athletic ability and agility.

1. This class will be judged on the performance, athletic ability, condition and conformation of the horse.
2. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk and the jog, one or both ways of the ring. The extended jog is a definite two-beat lengthening of the stride, covering more ground. Cadence and balance with smoothness are more essential than speed. Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm. Horses are required to back easily and stand quietly.
3. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.
4. Judge may ask for additional and individual(s) work of the same nature from any horse.
5. Rider shall not be required to dismount except in the event the judge wishes to check equipment.
6. Horses are to be shown at a walk, jog and lope on a reasonably loose rein or light contact without undue restraint.
7. Faults to be scored according to severity:
  - a. Excessive speed (any gait)
  - b. Being on the wrong lead
  - c. Breaking gait (including not walking when called for)
  - d. Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
  - e. Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized)
  - f. Head carriage too high or low (in keeping with horse's conformation).
  - g. Over flexing or straining neck in carriage so that the nose is behind the vertical.
  - h. Excessive nosing out
  - i. Opening/gapping mouth excessively
  - j. Stumbling
  - k. Use of spur in front of the cinch
  - l. If horse appears sullen, dull, lethargic, emaciated, drawn or overly tired.
  - m. Quick, choppy or pony-strided.
  - n. Overly canted at the lope (Horses which lope with haunches in towards the center of arena).
  - o. Excessive head bobbing.

- p. Excessive ringing of tail.
- 8. Credits:
  - a. Natural ground covering gaits
  - b. Consistency at all gaits
  - c. Smooth upward and downward transitions
  - d. Work on reasonably loose rein without excessive cueing to maintain moderate pace
  - e. Giving the appearance of being able to do a day's work
  - f. Athletic Ability/Agile
  - g. Softness of horses' chin, poll, neck, shoulder, body, hip and being broke though thru the whole body.

## B. PERFORMANCE GAITS

The following terminology is a description of ranch riding gaits:

- 1. **THE WALK & EXTENDED WALK:**
  - a. **Poor Walk:** uneven pace and no cadence. Has no flow and may appear intimidated or appear to march.
  - b. **Poor Extended Walk:** Never lengthens stride, lack of ground covering.
  - c. **Average Walk:** has a four-beat gait, level top line and is relaxed.
  - d. **Average Extended Walk:** Moves up in pace/covers more ground.
  - e. **Good Walk:** has a flowing four-beat gait, level top line, relaxed and is bright and attentive.
  - f. **Good Extended Walk:** covers reasonable amount of ground; obvious lengthening in stride while being effortless for the horse.
- 2. **THE JOG & EXTENDED JOG:**
  - a. **Unacceptable Jog:** cannot perform a two-beat gait and has no flow or balance in the motion.
  - b. **Poor Jog:** hesitant motion. Does not keep even and balanced motion or has negative characteristics such as walking behind, dragging rear toes or taking uneven length of stride with the front and rear legs.
  - c. **Poor Extended Jog:** never lengthens stride and may appear to be rough to ride
  - d. **Good Jog:** is comfortable to ride while having a consistent two-beat gait. The horse guides well and appears to be relaxed.
  - e. **Average Extended Jog:** moves up in its pace and appears to be smooth to ride.
  - f. **Excellent Jog:** effortless and very efficient motion. He has a bright and alert expression and exhibits more lift and self-carriage, shows confidence, yet soft with its motion while being balanced and under control.
  - g. **Excellent Extended Jog:** has obvious lengthening of stride with a slight increase in pace while exerting less effort and appears smooth to ride.



3. **THE LOPE:**
  - a. **Poor Lope:** does not have a three-beat gait. No flow, rhythm or balance. Uncomfortable to ride.
  - b. **Average Lope:** has a true three-beat gait with very little head and neck motion. He guides well and has a relaxed appearance.
  - c. **Good Lope:** has more lift and flow than average horse. Has a strong but smooth drive from behind. Steady top line, relaxed appearance and is responsive to rider's aids. Appears to be comfortable to ride.
  - d. **Excellent Lope:** has a round back with an effortless strong, deep stride with the rear legs and a flat swinging with the front legs. Horse has a great degree of lift and self-carriage and is relaxed yet alert and confident.
  
4. **THE BACK-UP:**
  - a. **Poor Back-up:** is resistant and heavy in front. May gap mouth and throw his head or back crooked.
  - b. **Average Back-up:** backs straight and quietly with light contact and without hesitation.
  - c. **Good Back-up:** displays balance and smooth flowing movements. Backs straight with self-carriage without gapping mouth with light contact and without hesitation.

## VI. **RANCH RIDING**

- A. Ranch Working Horse serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving.
  
- B. Class consists of pattern work which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition. Maneuvers may include:
  1. Walk, trot, and lope both directions.
  2. Extended trot and extended lope at least one direction.
  3. Stop and back from any gait.
  4. Side pass.
  5. Turns on the hindquarters of up to 2½ turns.
  6. Turns on the forehand of up to 180°.
  7. Change of lead (simple or flying).
  8. Walk, trot, or lope over a pole(s).

- C. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will be penalized.
- D. All transitions should be smooth without undue exaggeration or resistance from the horse.
- E. Use of hands: Only one hand may be used on reins and hands must not be changed. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
- F. The judge or show management will select which Ranch Working Horse pattern will be used. The class may be conducted inside or outside of an arena.
- G. To break ties or to resolve close placings, the judge, at his/her discretion, may require designated contestants to work on the rail or repeat any portion of the pattern.
- H. Description of Ideal Gaits – The ideal ranch riding horse will have a natural head carriage at each gait – neither too high nor too low.
  1. Walk – The walk should be straight, square, flat footed, relaxed with the horse moving out freely and looking ahead.
  2. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.
  3. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse could hold this gait for an extended distance.
  4. Natural Gait and Extended Natural Gait – Non-trotting horses should perform their natural gait where a jog/trot is indicated and show a distinctive difference in speed of that gait where an extended jog/trot is asked. The natural gait should be smooth and appear effortless for riding long distances.
  5. Lope – This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride over long distances.
  6. Extended Lope – The extended lope should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and maintaining the increased speed while being under control.
  7. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.
  8. Reverse and Turns – A horse should turn briskly and flat with front feet close to the ground and holding an inside rear pivot foot.

9. Turn on the forehand – Hind end should move around with minimal movement of the front feet.
  10. Sidepass – a smooth, fluid sideways movement with a clean cross-over in front and behind.
  11. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping.
- I. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. The individual maneuvers are scored in ½ point increments from a low of -1½ to a high of +1½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
1. One (1) point penalties:
    - a. Too Slow/per gait
    - b. Over-Bridled
    - c. Out of Frame
    - d. Break of gait at walk or jog for 2 strides or less
    - e. Split leg at lope
  2. Three (3) point penalties
    - a. Break of gait at walk or jog for more than 2 strides
    - b. Break of gait at lope
    - c. Wrong lead or out of lead
    - d. Draped reins
    - e. Out of lead or cross-cantering more than two strides when changing leads.
    - f. Trotting more than three strides when making a simple lead change.
    - g. Severe disturbance of any obstacle
  3. Five (5) point penalties
    - a. Blatant disobedience (kick, bite, buck, rear, etc.)
  4. Placed below horses per forming all maneuvers
    - a. Eliminates Maneuver
    - b. Incomplete maneuver
  5. Zero (0) score
    - a. Illegal equipment
    - b. Willful abuse
    - c. Major disobedience or schooling

The following classes below will not be offered at NYS Fair but may be used at local level shows. The class descriptions are listed so they can be used by the county/regional horse show committees if they wish to run the classes.

**VII. RANCH HORSE VERSATILITY IN-HAND**

**A. Scoring Guidelines – Novice Class**

**All start with a score of 70 Points**

**Each Obstacle Has a Two(2) Minute Time Limit**

\*Phases:       Phase 1 = “Air” or Finger Wiggle  
                  Phase 2 = “Hair” or Wrist Wiggle  
                  Phase 3 = “Skin” or Elbow Wiggle  
                  Phase 4 = “Muscle” or Full Arm Wiggle

**Obstacle #1 – “Friendly Game” – The Big Ball**

**Goal:** Send horse to the big green ball and the horse willing to Touch-It with the nose.

Bonus Points:

- + ½ Point - Horse calmly approaching the ball and will touch the ball with the nose at least once.
- + 1 Point – Horse will play with ball and touch more than once.
- + 2 Points – Horse will play with ball and will push ball with nose or leg.
- + 5 Points – Horse will allow the ball to be bounced on the ground near him/her.
- +10 Points – Horse allows for the ball to be bounced on them.

Penalty Points:

- - ½ Point– Horse hesitates to approach the ball.
- - 1 Point– Horse runs away from ball.
- - 2 Points– Horse bolts away from the ball.
- - 5 Points– Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #2 – “Porcupine Game” – Yield Hindquarters**

**While Horse’s Front Feet remains in the Hula-Hoop**

**Goal:** Stand the horse’s front legs in the Hula-Hoop and Yield the horse’s Hindquarters around 360\* degrees.

Bonus Points:

- + ½ Point - Horse is calm and will stand with the front legs in the Hula-Hoop.

- + 1 Point – Horse will Yield at least ½ way around the Hula-Hoop calmly.
- + 2 Points – Horse will Yield all the way around the Hula-Hoop calmly.

Penalty Points:

- - ½ Point – Horse hesitates to approach or will not stay in the Hula-Hoop.
- - 1 Point – Horse runs away from Hula-Hoop.
- - 2 Points – Horse bolts away from the Hula-Hoop.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #3 – “Driving Game” – Tarp**

**Goal:** Send horse to the tarp and the horse with touch the tarp with nose.

Bonus Points:

- + ½ Point - Horse calmly approaching the tarp and will touch tarp with nose and hoof at least once.
- + 1 Point - Horse calmly stands with two hooves on tarp.
- + 2 Points – Horse calmly walks on tarp.

Penalty Points:

- - ½ Point – Horse hesitates to approach the tarp.
- - 1 Point – Horse runs over the tarp.
- - 2 Points – Horse bolts away from tarp.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #4 – “Yo-Yo Game” – Back & Draw**

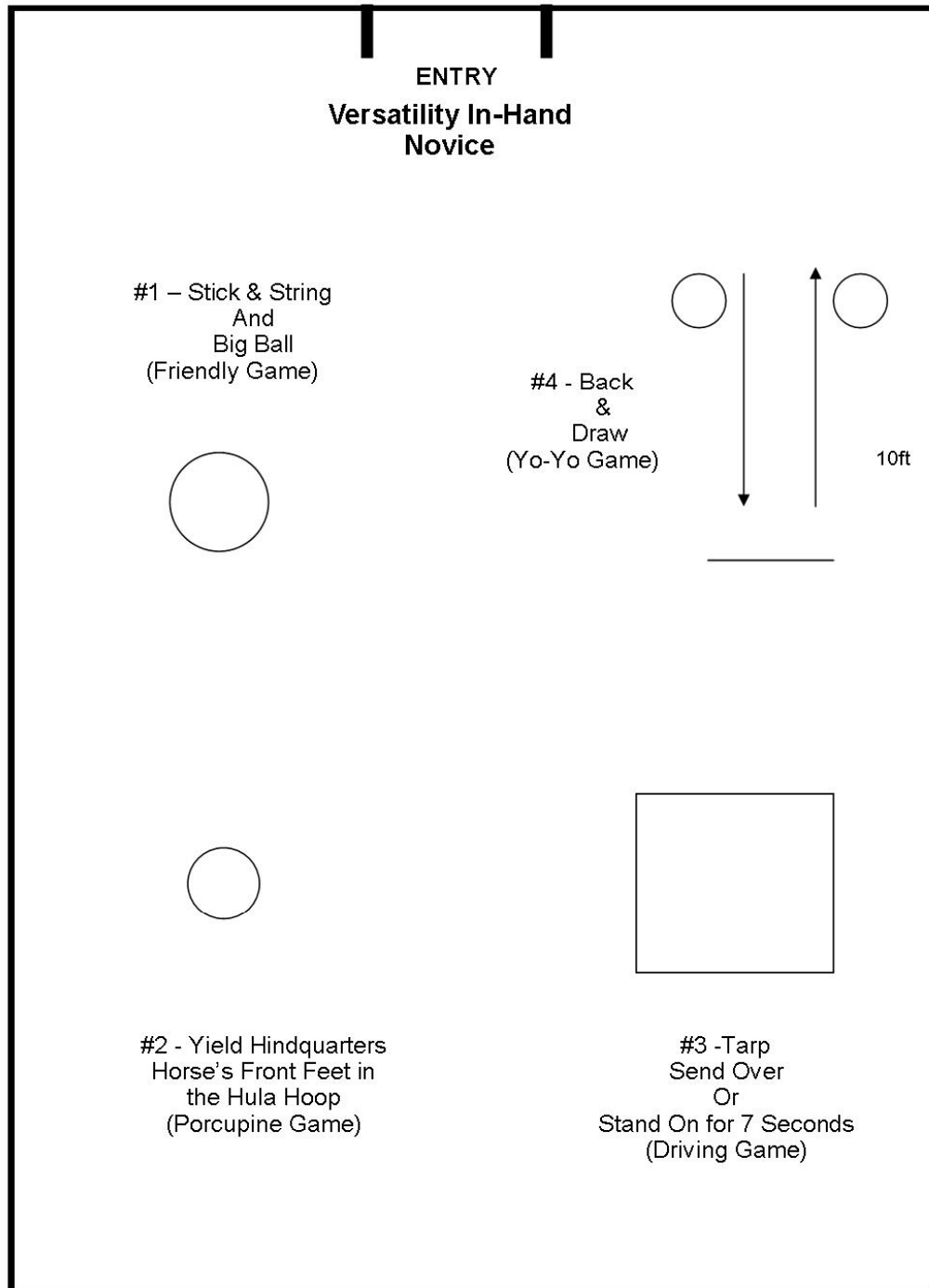
**Goal:** Stand behind the 10ft line and wiggle line to have horse back up past the barrels. Draw the horse back toward you by combing your hands on the line.

Bonus Points:

- + ½ Point - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 3 max.
- + 1 Point - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 2 max.
- + 2 Points - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 1 max.

Penalty Points:

- - ½ Point – Horse hesitates to back or come forward.
- - 1 Point – Horse goes off course.
- - 2 Points – Horse bolts back or forward.
- - 5 Points – Too much use of line at Phase 4 or Carrot Stick and String. Too Firm with Horse.
- -10 Points – Horse does not complete task.



**RANCH HORSE VERSATILITY IN-HAND (cont.)**

**B. Scoring Guidelines – Intermediate Class**

**All start with a score of 70 Points**

**Each Obstacle Has A One (1) Minute Time Limit**

\*Phases:      Phase 1 = “Air” or Finger Wiggle  
                     Phase 2 = “Hair” or Wrist Wiggle  
                     Phase 3 = “Skin” or Elbow Wiggle  
                     Phase 4 = “Muscle” or Full Arm Wiggle

**Obstacle #1 – “Friendly Game” – The Big Ball**

**Goal:** Be able to bounce the ball near to the horse for at least 7 seconds.

Bonus Points:

- + ½ Point - Horse calmly approaching the ball and will let the ball be bounced closer than 5ft.
- + 1 Point – Horse will stand calm while the ball is bounced on both sides of the horse within 5ft.
- + 2 Points – Horse will stand calm while the ball is bounced on both sides and in front and back within 10ft.

Penalty Points:

- - ½ Point– Horse hesitates to approach the ball.
- - 1 Point– Horse runs away from ball.
- - 2 Points– Horse bolts away from the ball.
- - 5 Points– Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #2 – “Driving Game” – Tarp**

**Goal:** Send horse to the tarp and the horse will stand on the tarp for 7 seconds.

Bonus Points:

- + ½ Point - Horse calmly approaching the tarp and will stand on the tarp at least once for 7 seconds.
- + 1 Point - Horse calmly stands on tarp more than once.
- + 2 Points – Horse calmly stands on the tarp and plays with the tarp.

Penalty Points:

- - ½ Point – Horse hesitates to approach the tarp.
- - 1 Point – Horse runs over the tarp.
- - 2 Points – Horse bolts away from tarp.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #3 – “Yo-Yo” – Back & Draw**

**Goal:** Stand behind the 15ft line and wiggle line to have horse back up past the barrels. Draw the horse back toward you by combing your hands on the line.

Bonus Points:

- + ½ Point - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 3 max.
- + 1 Point - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 2 max.
- + 2 Points - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 1 max.

Penalty Points:

- - ½ Point – Horse hesitates to back or come forward.
- - 1 Point – Horse goes off course.
- - 2 Points – Horse bolts back or forward.
- - 5 Points – Too much use of line at Phase 4 or Carrot Stick and String. Too Firm with Horse.
- -10 Points – Horse does not complete task.

**Obstacle #4 – “Driving Game” – Figure 8**

**Goal:** Stand in Hula Hoop from 10ft and send horse into a Figure 8 pattern around the cones.

Bonus Points:

- + ½ Point - Horse is calm and will send softly in the Figure 8 pattern around the cones at a Walk calmly.
- + 1 Point – Horse is calm and will send softly in the Figure 8 pattern around the cones at a Jog/Trot calmly.
- + 2 Points – Horse is calm and will send softly in the Figure 8 pattern around the cones at a Lope/Canter calmly.

Penalty Points:

- - ½ Point – Horse hesitates to approach the cones.
- - 1 Point – Horse runs away from cones.
- - 2 Points – Horse bolts away from the cones.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #5 – “Driving Game” – Circling**

**Goal:** Stand in Hula Hoop and Send horse into a Circle pattern at 22ft away in one direction, Perform 4 Laps, Stop Horse with Turn and Face, Pause. Send into Circle pattern at 22ft away in the other direction, Perform 4 Laps, Stop



Horse with Turn and Face. Horse will Maintain Gait, Maintain Direction, and Watch Where it is going.

Bonus Points:

- + ½ Point - Send off quiet.
- + 1 Point – Performs 4 fluid laps at same gait, same direction, and aware of surroundings.
- + 2 Points – The Exhibitor uses Soft cues and remains neutral in center without having to pick up carrot stick

Penalty Points:

- - ½ Point – Horse will not send out onto a circle.
- - 1 Point – Horse does not complete 4 laps, maintain gait, maintain direction, or watch where it is going.
- - 2 Points – Horse bolts away from human.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #6 “Sideways Game”– Sidepass**

**Goal:** Stand behind the line that is 10ft away and send horse sideways over the barrels.

Bonus Points:

- + ½ Point – The Exhibitor uses Soft cues.
- + 1 Point - Horse side passes the barrels with balance and fluid movement.
- + 2 Points – Side Pass both to the left and the right.

Penalty Points:

- - ½ Point – Horse hesitates to approach the barrels.
- - 1 Point – Horse steps on barrel or steps forward or back over a barrel.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Hose does not complete task.

**Obstacle #7 – “Squeeze Game” – Send Over Jump**

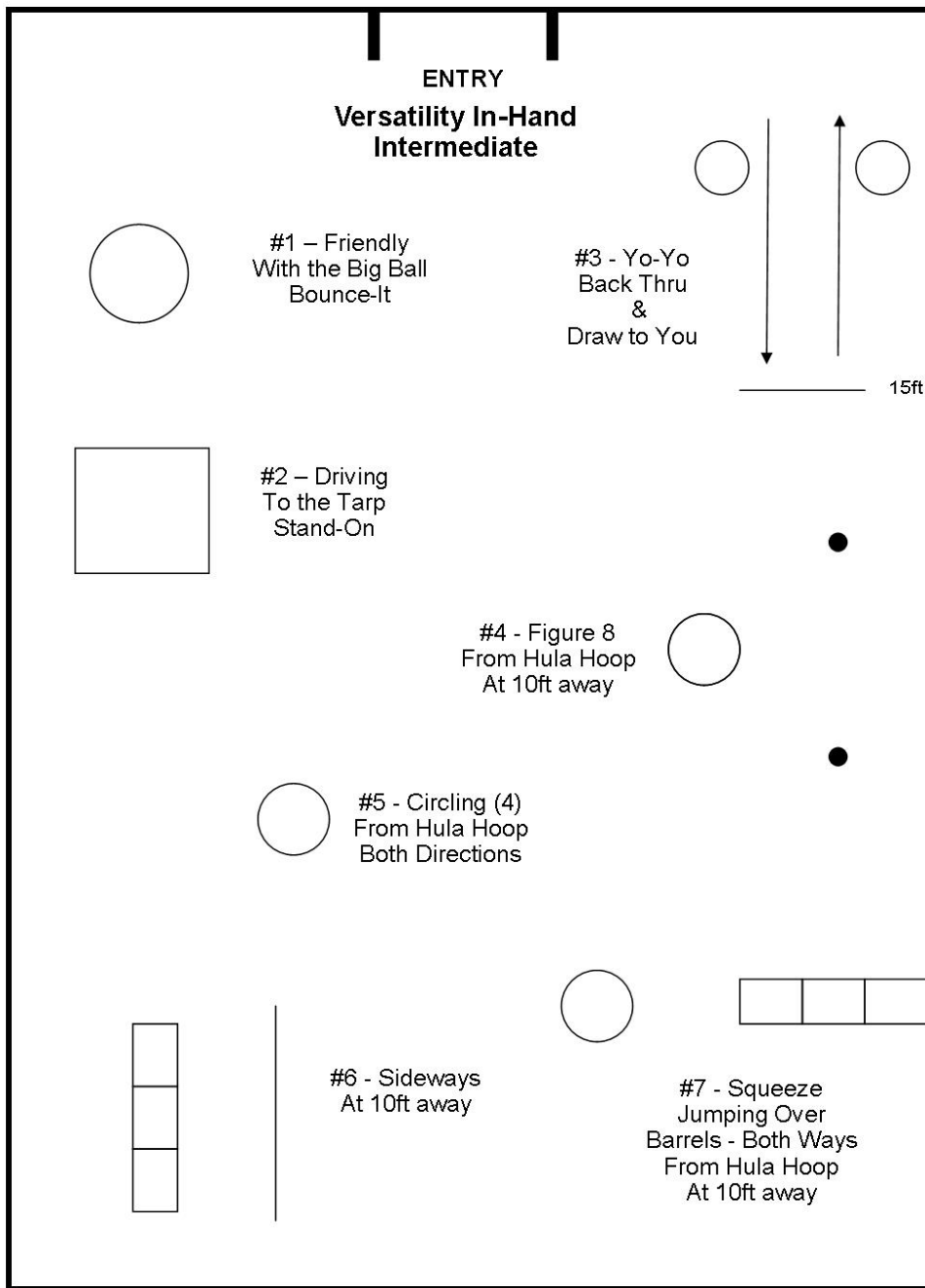
**Goal:** Stand in the Hula Hoop that is 10ft away from the end of the barrels and send the horse in one direction over the barrels, have the horse stop, turn and faces you, pause. Then send the horse in the other direction over the barrels, have the horse stop, turn and face you, pause.

**Bonus Points:**

- + ½ Point – Soft send through and over the barrels. At Jog/Trot or Lope/Canter
- + 1 Point – Soft send through and over the barrels. At Calm Walk
- + 2 Point – Soft send through and over the barrels, stop, turn and face, and pause, one direction
- + 5 Points – Soft send through and over the barrels, stop, turn and face and pause, both directions

**Penalty Points:**

- - ½ Point - Horse hesitates to approach the barrels.
- - 1 Point – Horse runs through the barrels or will not turn and face or pause.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.



**RANCH HORSE VERSATILITY IN-HAND (cont.)**

**C. Scoring Guidelines – Advanced Class**

**All start with a score of 70 Points**

**Each Obstacle Has a One (1) Minute Time Limit**

**\*Phases:** Phase 1 = “Air” or Finger Wiggle  
Phase 2 = “Hair” or Wrist Wiggle  
Phase 3 = “Skin” or Elbow Wiggle  
Phase 4 = “Muscle” or Arm Wiggle

**Obstacle #1 – “Friendly Game” – The Big Ball**

**Goal:** Be able to Send the Horse to the Ball and Touch-It with the Nose or Leg, then be able to Bounce the Ball around the Horse, and then Hold the Ball on the back of the horse for at least 7 seconds.

Bonus Points:

- + ½ Point - Horse calmly approaching the ball and will let the ball be placed on the back without moving.
- + 1 Point – Horse will stand calm while the ball is placed on the back from both sides.
- + 2 Points – Horse will stand calm while the ball is bounced on the back.

Penalty Points:

- - ½ Point– Horse hesitates to approach the ball.
- - 1 Point– Horse runs away from ball.
- - 2 Points– Horse bolts away from the ball.
- - 5 Points– Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #2 – “Driving Game” – Tarp**

**Goal:** Send horse over the tarp, and put the tarp onto the horse while standing calmly for 7 seconds.

Bonus Points:

- + ½ Point – Horse calmly approaches and walks over the tarp and will stand with the tarp on the back of the horse at least once for 7 seconds.
- + 1 Point – Horse calmly stands with the tarp placed on them for 7 seconds on both side of them.
- + 2 Points – Horse calmly stands with the tarp on them and plays with the tarp.

Penalty Points:

- - ½ Point – Horse hesitates to approach the tarp.

- - 1 Point – Horse runs over the tarp.
- - 2 Points – Horse bolts away from tarp.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #3 – “Yo-Yo Game” – Back & Draw**

**Goal:** Stand behind the 20ft line and wiggle line to have horse back up past the barrels. Draw the horse back toward you by combing your hands on the line.

Bonus Points:

- + ½ Point - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 3 max.
- + 1 Point - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 2 max.
- + 2 Points - Horse stays calm and backs straight between the two barrels and quiet draw back. \*Phase 1 max.

Penalty Points:

- - ½ Point – Horse hesitates to back or come forward.
- - 1 Point – Horse goes off course.
- - 2 Points – Horse bolts back or forward.
- - 5 Points – Too much use of line at Phase 4 or Carrot Stick and String. Too Firm with Horse.
- -10 Points – Horse does not complete task.

**Obstacle #4 – “Driving Game” – Slalom or Weave Pattern**

**Goal:** Stand in Hula Hoop from 20ft and send the horse into a Slalom pattern.

Bonus Points:

- + ½ Point - Horse is calm and will go in the slalom pattern going in both directions at a walk.
- + 1 Point – Horse is calm and will go in the slalom pattern going in both directions at a jog or trot.
- + 2 Points – Horse is calm and will go in the slalom pattern going in both directions at a lope or canter.

Penalty Points:

- - ½ Point – Horse hesitates to approach the cones.
- - 1 Point – Horse runs away from cones.
- - 2 Points – Horse bolts away from the cones.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #5 – “Circling Game” – Circles**

**Goal:** Stand in Hula Hoop and Send horse into a Circle pattern at 22ft away in one direction, Perform 8 Laps, Over the Ground Rails, Stop Horse with Turn and Face, Pause. Send Horse into Circle pattern a 22ft away in the other direction, Perform 8 Laps, Over the Ground Rails, Stop Horse with Turn and Face, Pause. Horse will Maintain Gait, Maintain Direction, and Watch Where it is going.

**Bonus Points:**

- + ½ Point - Send off quiet.
- + 1 Point – Performs 8 fluid laps at same gait, same direction, and aware of surroundings.
- + 2 Points – The Exhibitor uses Soft cues and remains neutral in center without having to pickup carrot stick

**Penalty Points:**

- - ½ Point – Horse will not send out onto a circle.
- - 1 Point – Horse does not complete 8 laps, maintain gait, maintain direction, or watch where it is going.
- - 2 Points – Horse bolts away from human, or rail.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**Obstacle #6 – “Sideways Game” – Sidepass**

**Goal:** Stand behind the line that is 20ft away and send horse sideways over the barrels.

**Bonus Points:**

- + ½ Point – The Exhibitor uses Soft cues.
- + 1 Point – Horse side passes the barrels with balance and fluid movement.
- + 2 Points – Side Pass both to the left and the right.

**Penalty Points:**

- - ½ Point – Horse hesitates to approach the barrels.
- - 1 Point – Horse steps on barrel or steps forward or back over a barrel.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Hose does not complete task.

**Obstacle #7 – “Squeeze Game” – Send Over Jump**

**Goal:** Stand in the Hula Hoop that is 20ft away from the end of the barrels and send the horse in one direction over the barrels, have the horse stop, turn &

face you, and pause. Send the horse in the other direction over the barrels, have the horse stop, turn & face you, and pause.

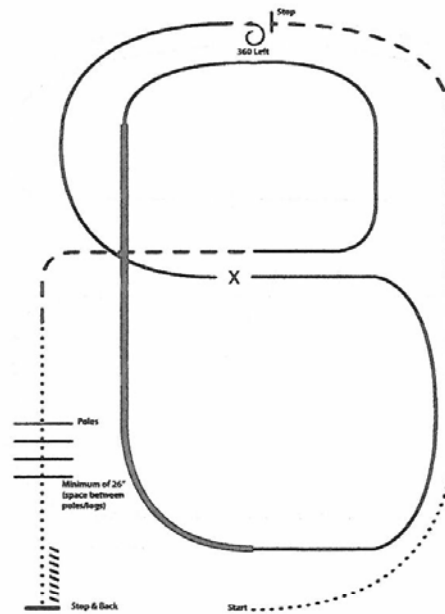
**Bonus Points:**

- + ½ Point - Soft send through and over the barrels. At a Lope/Canter
- + 1 Point – Soft send, through and over the barrels. At a Jog/Trot
- + 2 Points – Soft send, through and over the barrels. At a Calm Walk
- + 2 Points – Soft send through and over the barrels, stop, turn & face, and pause, one direction
- + 5 Points – Soft send through and over the barrels, stop, turn & face and pause, both directions

**Penalty Points:**

- - ½ Point - Horse hesitates to approach the barrels.
- - 1 Point – Horse runs through the barrels or will not turn and face or pause.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

**RANCH RIDING - PATTERN I**

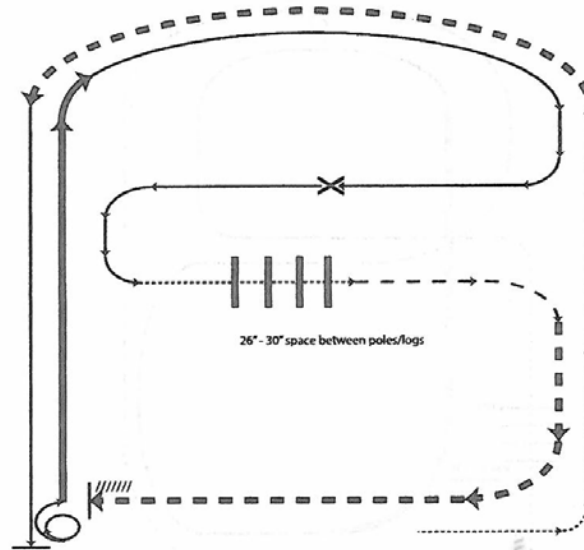


- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- — — Lope
- — — — Ext Lope
- //// Back

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 poles
12. Stop and back



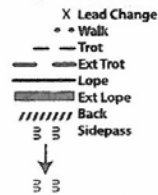
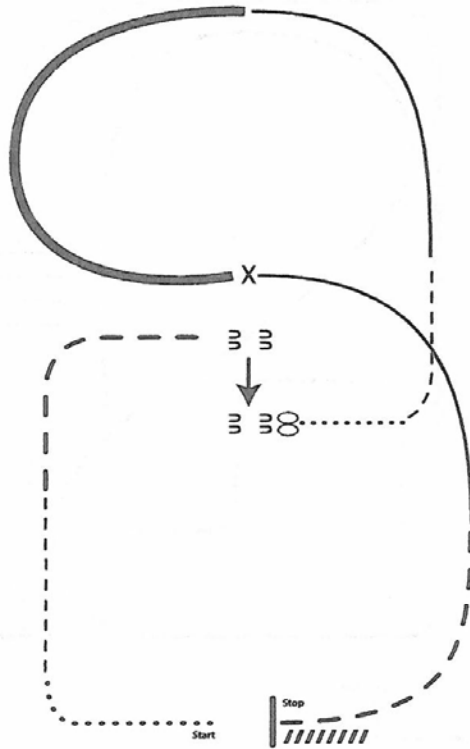
**RANCH RIDING – PATTERN 2**



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

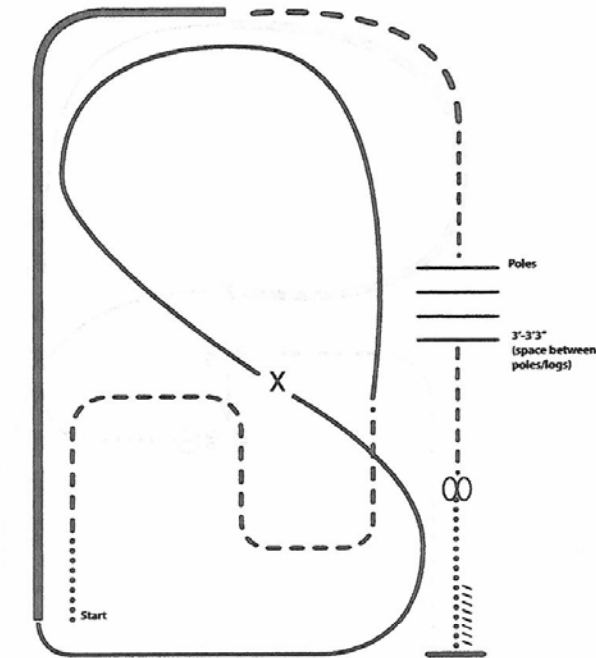
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

**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

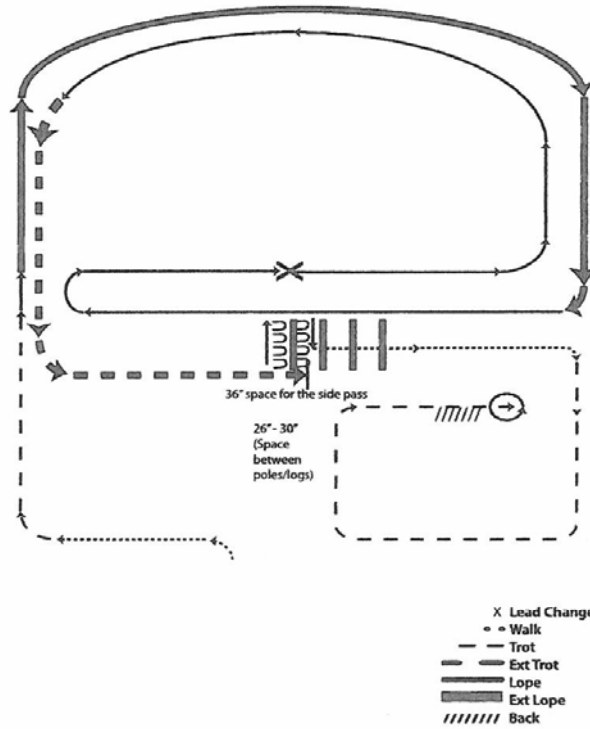
**RANCH RIDING - PATTERN 4**



- 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 poles
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