

## RULES FOR RANCH CLASSES

### General:

1. Points are accumulated by the horse and not by the exhibitor.
2. The Ranch Horse classes are designed to show the overall ability of the horse to perform skills necessary to those of the all-around ranch horse. Posting or standing at the extended trot is acceptable in any class. Holding the saddle horn with either hand will not be penalized in any class.
3. An individual or an organization may host a ranch only show without offering any of the other ISHSA classes as long as they have secured an approved date, paid their sanction fee, hired an approved judge, offer all five (5) ranch class divisions, and follow the ISHSA rule book as applicable.
4. Exhibitors are encouraged to enter ranch classes and non-ranch classes; therefore, some industry standard ranch rules will be suspended for ISHSA sanctioned shows. For example, cross entering is not forbidden; hoof polish, braided/banded manes, and artificial hair extensions are discouraged in ranch but will not be penalized or be disqualified.
5. For any class that utilizes patterns, *refer to the diagrams*. The patterns are to be worked as stated, not as drawn. The drawn patterns are just to give the general idea of what the patterns will look like in the arena.
6. All judges' decisions are final.

### Appointments

1. Appropriate western attire is required, which includes pants (ankle length or longer slacks, trousers, jeans, etc.); shirt, blouse or jacket with long sleeves and a collar (band, standup, tuxedo, etc.). A vest accompanied with a long-sleeve shirt or blouse with a collar, and/or a jacket with a shirt that has a collar, is acceptable. A western hat and cowboy boots are also required. The use of spurs, chaps, belts, and hard hats are optional.
2. Any exhibitor may wear protective headgear in any division or class without penalty from the judge. ISHSA strongly encourages all riders to wear protective headgear passing or surpassing current applicable ASTM (American Society for Testing and Materials)/SEI (Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds.
3. Western type equipment must be used. Horses shall be shown with a stock saddle. Equipment with silver should not count over a good working outfit. Silver equipment is discouraged but not prohibited. Bridle may be either a standard plain or silver headstall with a brow band, shaped ear, or split ear.
4. It is suggested that competitors use a breast collar and rear cinch.
5. Hoof polish is discouraged but will not be penalized.
6. Braided/banded manes are discouraged along with artificial hair extensions.
7. Trimming inside ears is discouraged.
8. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
9. Horses, of all ages, may be shown in a snaffle, bosal, or curb bit. When a bit is used, the mouthpiece must be at least 5/16" and not more than 3/4" in diameter measured one

inch from cheek and must be smooth. Shanks may be fixed or loose. Nothing may protrude below the mouthpiece such as extensions or prongs. A standard western curb bit must not be longer than 8 ½ inches measured on the outside length from the top bridle attachment to the rein attachment. The port must not be higher than 3 ½ inches with rollers and covers acceptable. Broken mouthpieces, half breeds and spades are standard. Split reins shall be used with all bits except that a romal is acceptable with a curb bit. Closed reins are not allowed except as standard romal reins or standard mecate reins which include a tie rope with snaffle bit or bosal. Curb straps are required for curb bits and the curb chains or straps must be at least ½ inch in width and must lie flat against the horse's chin.

10. Romal reins are allowed in all Ranch Horse classes. When riding with a romal, a get down rope may be used. A get down rope is defined as a small rope tied around the neck of the horse with a bowline or other non-slip knot and run back to the rider or tied to the saddle. The get down will be used to lead, ground tie, or tie the horse.
11. The use of two-rein equipment is allowed in all Ranch Classes. All rules for 2-rein will follow hackamore and bridle requirements.
12. No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under the jaws. Prohibited equipment includes tie downs, cavessons, gag bits, mechanical hackamores, and running martingales.
13. The judge may prohibit the use of bits and equipment he/she may consider too severe.
14. A bit cannot be physically or mechanically changed to increase the severity of its use and may be eliminated at the discretion of the judge.
15. Optional Equipment: Leg wraps and/or boots, the carrying of a rope or reata, spurs, chaps, or chinks.

## **RANCH HORSE GAITS**

The following terminology shall apply whenever a specific gait is called for in the Ranch events.

1. **WALK:** The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.
2. **TROT:** The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
3. **EXTENDED TROT:** The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
4. **LOPE:** The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
5. **EXTENDED LOPE:** The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright, attentive expression.
6. **BACK:** The horse should back straight at least one-horse length quietly and without gapping his mouth. This should be done smoothly with light contact and without hesitation.
7. Horses must be sound of limb.

**Class specifications:** See *“ISHSA Approved Class List”*.

**Class default rule book:** For situations that are not covered by the ISHSA rule book, ISHSA will default to the AQHA rule book for ranch classes. To stay compliant with changes in the equine industry, ISHSA will add or subtract patterns and or scoring rules for ranch immediately following the lead of such changes made by AQHA. ISHSA will follow suit without needing to specifically vote on the changes.

It is suggested that judge(s) post their score sheets following the completion of the class(es).

Patterns and score sheets are available on the AQHA website.

## **RANCH TRAIL**

This class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/rider team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated, and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive, and well-mannered horse which can correctly navigate and negotiate the course. The ideal ranch trail horse should have a natural ranch horse appearance from head to tail in each maneuver.

1. The ranch trail course will include no less than six and no more than nine obstacles. It is mandatory that the horse be asked to walk, trot, and lope during the course. Walk can be part of obstacle score or be scored with the approaching obstacle. Trot must be at least 35 feet and score with approaching obstacle. Lope must be lead specific, at least 50 feet and score with approaching obstacle. Care must be exercised to avoid setting up any obstacles that may be hazardous to the horse or rider.
2. The competition trail course must be posted at least one hour prior to competition. Printed handouts for exhibitors are helpful and encouraged.
3. When setting courses, management will be mindful that the idea is not to trap a horse/rider team or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind to reduce the risk for accidents. Show committee shall have the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if appropriate terrain is available. The use of natural obstacles is also encouraged. Each single performance event can be time consuming, especially with large classes. The show committee, either through a pilot run or estimation, shall select a course that has a continuous and positive flow that can be negotiated in four minutes or less.
4. 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 class. Judges may remove or change any obstacles they deem unsafe, non-negotiable, or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If the course cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous draws in that class.
5. The course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Any and all obstacles requiring mount and or dismount, will require management to provide stool/mounting block.
6. Combining two or more of the obstacles is acceptable.

**PROHIBITED OBSTACLES:** Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires, rocking or moving bridges, logs elevated in a manner that permits such to roll in a dangerous manner.

#### MANDATORY OBSTACLES AND/OR MANEUVERS:

1. Ride over obstacles on the ground – usually logs or poles. Walk, trot, or lope may be used, but only one gait is required.
  - a. Walk-overs: Walk over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 26 to 30 inches. The formation may be straight, curved, zigzagged, or raised.
  - b. Trot-overs: Trot over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 36 to 42 inches. The formation can also be straight, curved, zigzagged, or raised.
  - c. Lope-overs: Lope over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 6 to 7 feet. The formation can also be straight, curved, zigzagged, or raised.
2. Opening, passing through, and closing gate: Use a gate that will not endanger horse or rider and requires minimum side passing. It is recommended to use a hinged swinging gate but not required.
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, 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. Rope drag: Drag may be a complete figure eight and may begin in either direction. The exhibitor must have the rope dallied on the saddle horn (a 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:

1. 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.
2. Carry object from one part of the arena to another.
3. Remove and replace materials from a mailbox.
4. Trot through cones spaced a minimum of 6 feet apart.
5. Cross natural ditches or ride up embankments.
6. Swing rope or throw rope at a dummy steer head.
7. Step in and out of obstacle.
8. Put on slicker or coat.
9. Stand to mount with mounting block. Stool/Mounting block will be provided.
10. Walk through water obstacle.
11. Open gate on foot. Stool/Mounting block will be provided.
12. Pick up feet.
13. Walk through brush.

14. Ground tie. Stool/Mounting block will be provided.
15. Lead at the trot.

## RANCH TRAIL SCORING RUBRIC:

1. All runs begin upon entering the pen and any infractions are subject to penalty at that time (such as two hands on the reins except with a snaffle bit or bosal, using either hand to instill fear or praise, etc.). The rider has the option of eliminating any obstacle, however this will result in being “off pattern” (OP) and the horse/rider team may not place above others who have completed the pattern correctly. A judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns.
2. Posting or standing at the extended trot is acceptable.
3. Holding the saddle horn with either hand will not be penalized in any ranch class.
4. Cross entry into regular trail is allowed.
5. Credit is given to horse/rider teams who negotiate the obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course when the obstacles warrant it while willingly responding to rider’s cues on more difficult obstacles. Quality of movement and cadence should be considered part of the maneuver score for the obstacle. The scores should be totaled after each run. It is encouraged that score sheets be posted after each class to allow riders to evaluate their performance. The scoring system is designed to be positive, straightforward, and always encourage growth and improvement in both horse and rider.

The scoring system is designed to give credit for the work done. Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. The horse/rider team is scored on the quality of each maneuver (e.g., -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 Good, +1 very good, +1 1/2 excellent). Plusses and minuses are a reflection of the smoothness, finesse, attitude, quickness, and authority of the horse/ rider team when performing the various maneuvers. Penalties may be accrued for incorrect maneuver execution.

## PENALTIES

### 1 Point Penalties:

- over-bridled (per maneuver);
- each hit, bite or stepping on a log, cone, plant or any component of the obstacle;
- incorrect or break of gait at walk or trot for two (2) strides or less;
- both front or hind feet in a single-stride slot or space at a walk or trot;
- skipping over or failing to step into required space;
- split pole in lope-over;
- incorrect number of strides, if specified;
- one to two steps on mount/dismount or ground tie except shifting to balance.

### 3 Point Penalties:

- wrong lead or out of lead;
- draped reins;
- break of gait at lope;
- break of gait at walk or trot for more than two (2) strides;
- three to four steps on mount/dismount on ground tie.

### 5 Point Penalties:

- spurring in front of cinch;
- blatant disobedience;
- use of either hand to instill fear/praise;
- knocking over, stepping out of or falling off an obstacle;
- dropping an object required to be carried;
- 1st or 2nd cumulative refusal;
- letting go of gate,
- five or more steps on mount/dismount or ground tie.

### Off-Pattern (OP):

Exhibitors cannot place above others who complete pattern correctly.

- Breaking pattern;
- Use of two hands (except in snaffle bit or hackamore);
- more than one finger between split reins or any fingers between romal reins (except two rein);
- 3rd refusal;
- repeated blatant disobedience;
- failure to dally and remain dallied.

### Disqualification (DQ):

Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class.

- lameness;
- abuse;
- illegal equipment;
- disrespect or misconduct;
- leaving working area before pattern is complete;
- improper western attire;
- fall of horse/rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed).



## **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.

### **CLASS REQUIREMENTS:**

1. The required maneuvers will include the walk, trot, and lope both directions; the extended trot and extended lope at least one direction; as well as stops, and back.
2. Three optional maneuvers may include a side pass, turns of 360 or more, change of lead (simple or flying), walk, trot or lope over a pole(s); or some reasonable combination of maneuvers that would be reasonable for a ranch horse to perform.
3. The maneuvers may be arranged in various combinations with final approval by the judge.
4. The overall cadence and performance of the gaits should be as those described under "Ranch Horse Gaits", with an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
5. No time limit.
6. One of the suggested 15 patterns must be used.
7. The use of natural logs is encouraged.
8. Posting or standing at the extended trot is acceptable
9. Touching or holding the saddle horn is acceptable.

## RANCH RIDING SCORING RUBRIC:

Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.

## PENALTIES:

A contestant shall be penalized each time the following occur:

### 1 Point Penalties:

- Too slow/per gait
- Over-Bridled
- Out of Frame
- Break of gait at walk or jog for 2 strides or less

### 3 Point Penalties:

- 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
- Draped reins
- Severe disturbance of any obstacle
- Out of lead or cross-cantering more than two strides when changing leads, trotting more than three strides when making a simple lead change

### 5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.)
- Each refusal

### Off-Pattern (OP):

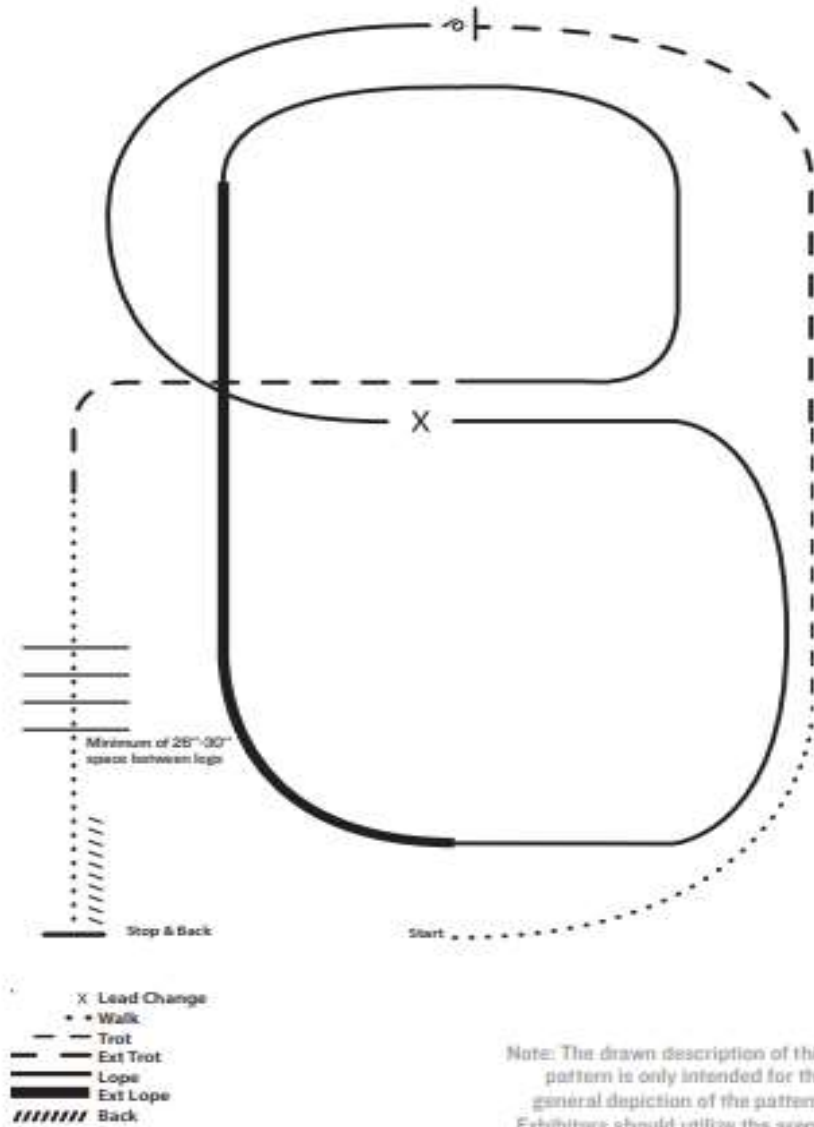
Placed below horses performing all maneuvers

- Eliminates or adds maneuver
- Incomplete maneuver
- Breaking pattern
- Repeated blatant disobedience
- Use of two hands except with snaffle or hackamore; more than one finger between slip reins or any fingers between romal reins (except in two rein).
- All equipment for Ranch Horse classes applies.

### 0 Score:

- Illegal equipment
- Willful abuse
- Lameness

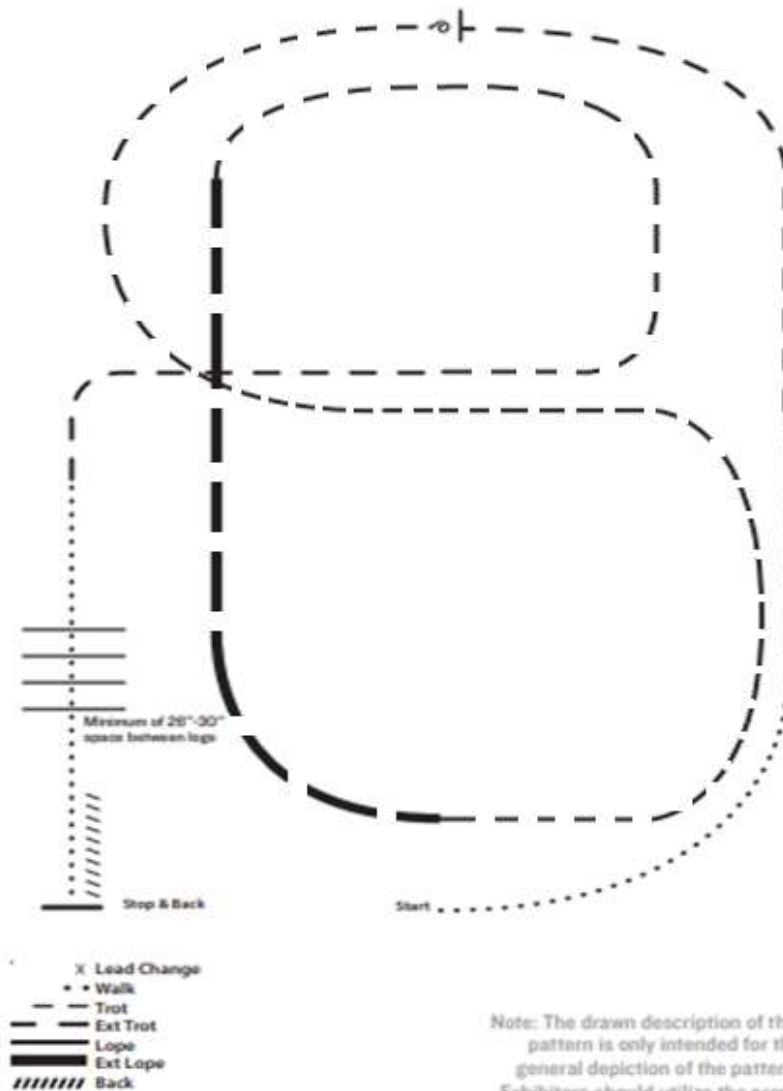
**RANCH RIDING - PATTERN I**



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

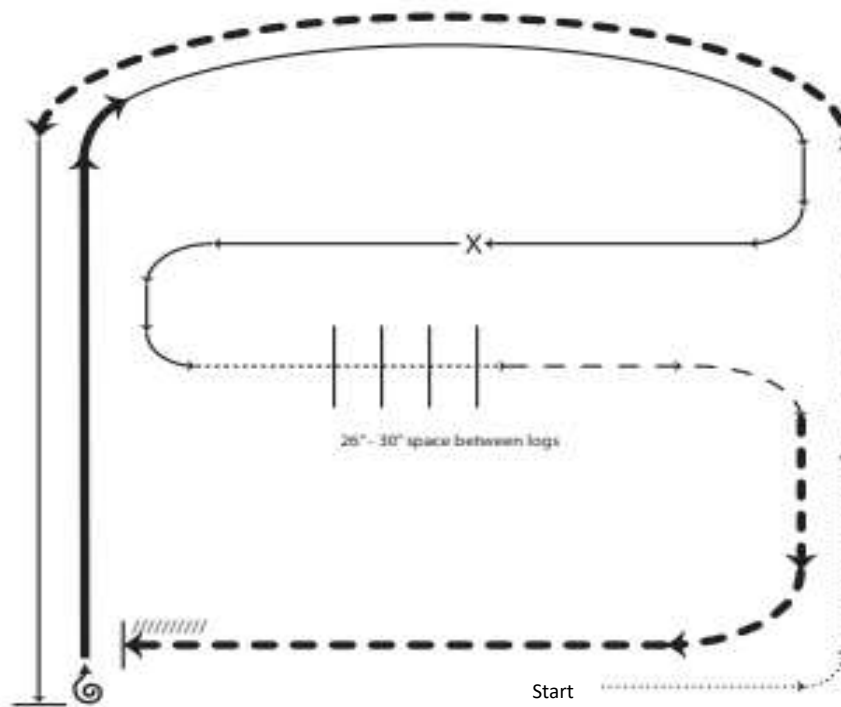
## RANCH RIDING - PATTERN I

## WALK TROT



1. Walk
2. Trot
3. At the top of the arena, stop
4. 360 degree turn to the left
5. Trot 1/2 circle to the left
6. Trot 1/2 circle to the right
7. Extended trot up the long side of the arena
8. Collect back to a trot around the top of the arena and back to the long side
9. Break down to walk
10. Walk over logs
11. Stop and back

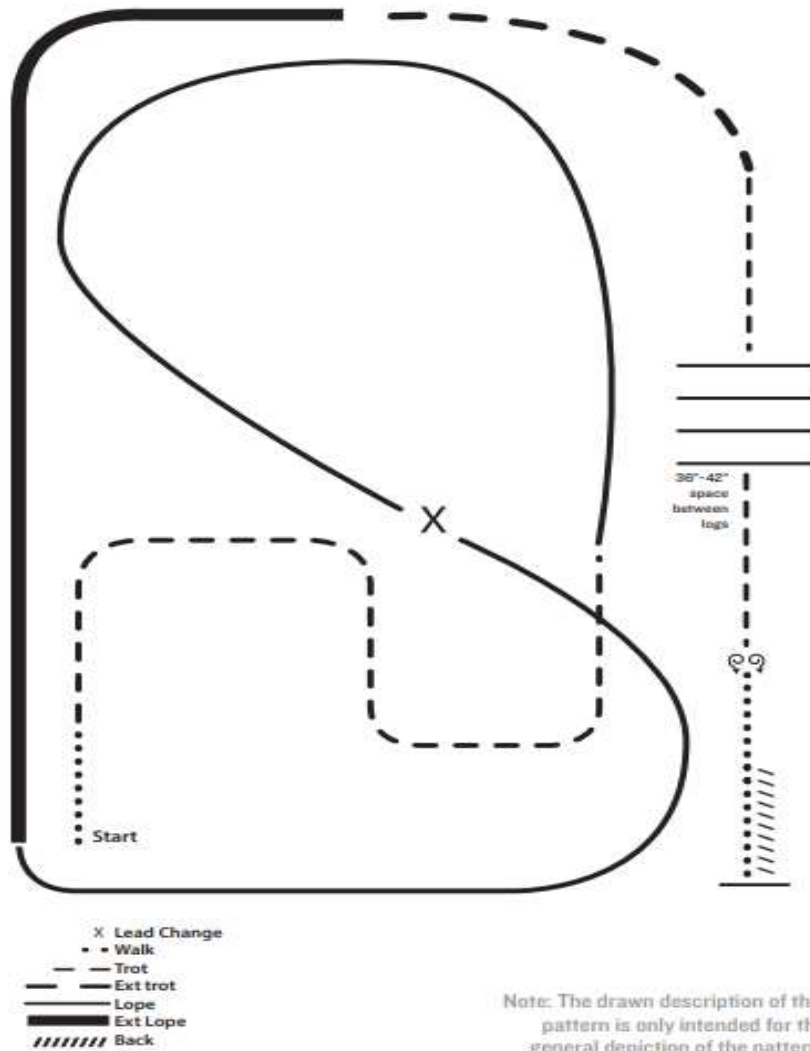
**RANCH RIDING - PATTERN 2**



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



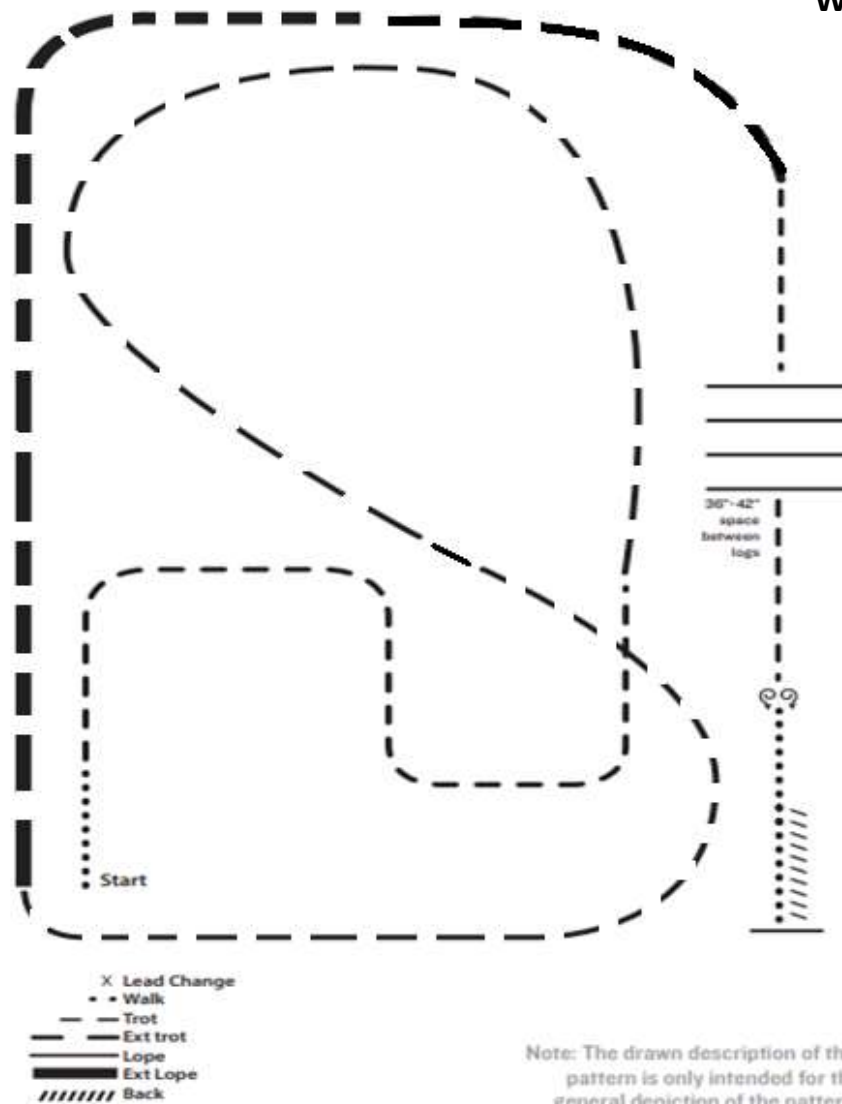
### RANCH RIDING - PATTERN 3



1. Walk
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 3

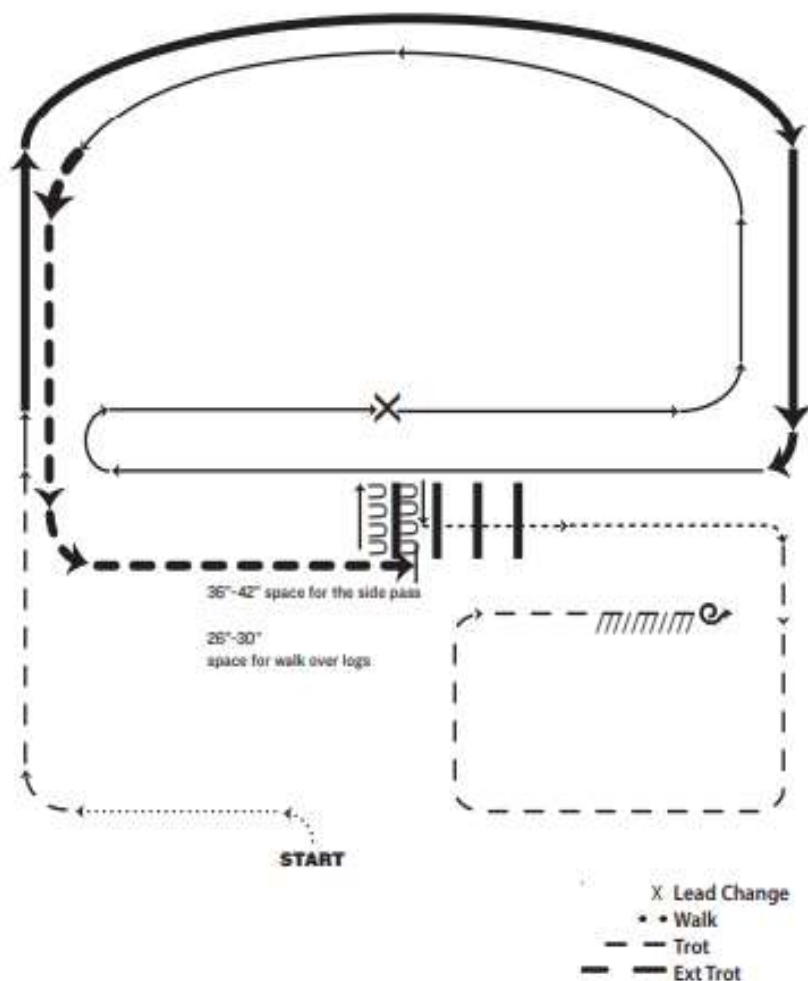
WALK TROT



1. Walk
2. Trot serpentine
3. Trot around the end of the arena and then diagonally across the arena
5. Trot around end of the arena
6. Extend trot 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



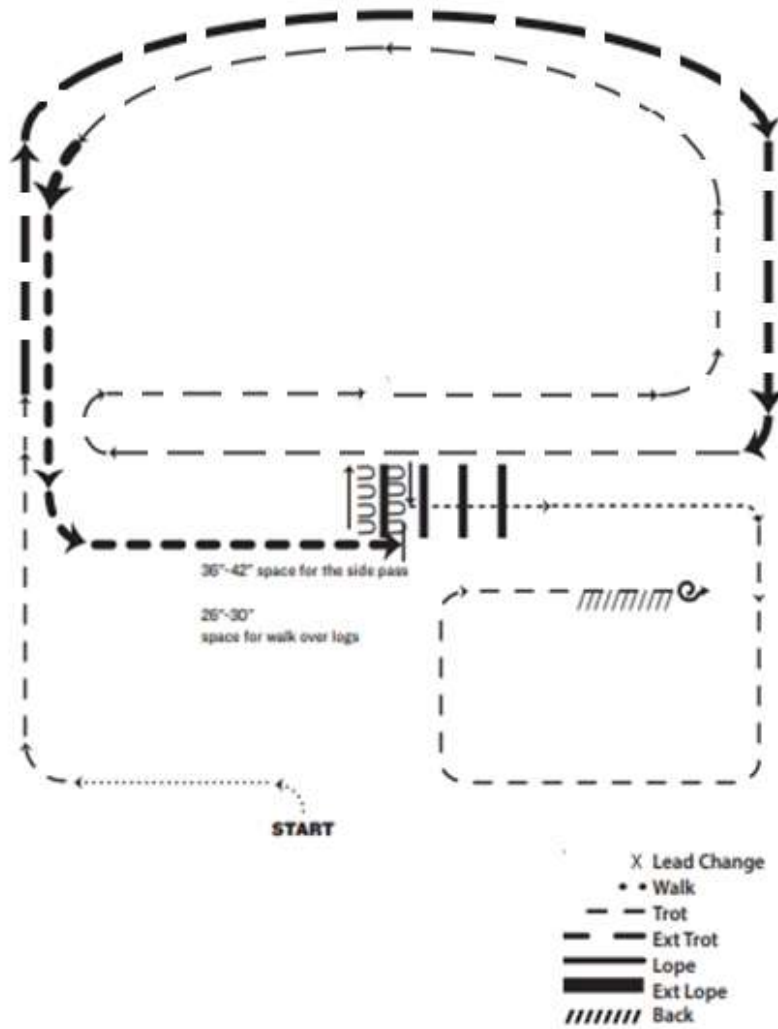
## RANCH RIDING - PATTERN 4



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

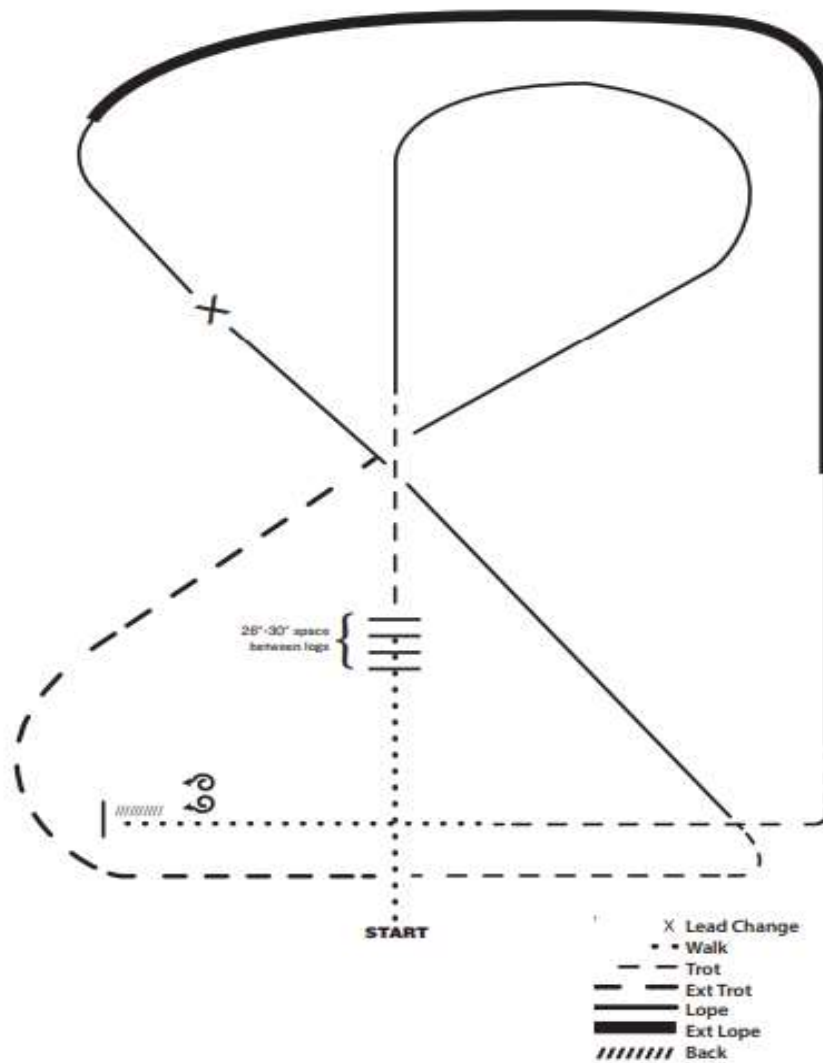
**RANCH RIDING - PATTERN 4**

**WALK TROT**



1. Walk
2. Trot
3. Extended Trot
4. Trot
5. Extended trot
6. Stop, side pass left, side pass right, 1/2 way
7. Walk over logs
8. Walk
9. Trot square
10. Stop, 360° turn left, back

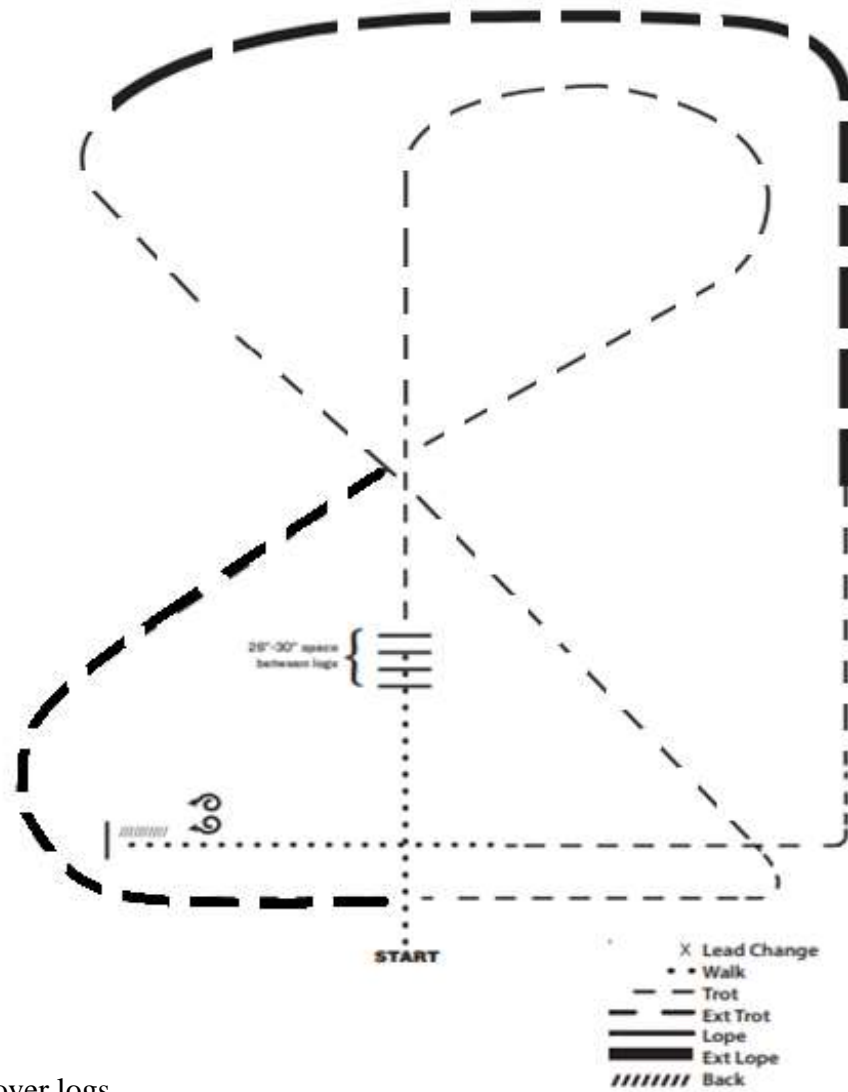
**RANCH RIDING - PATTERN 5**



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

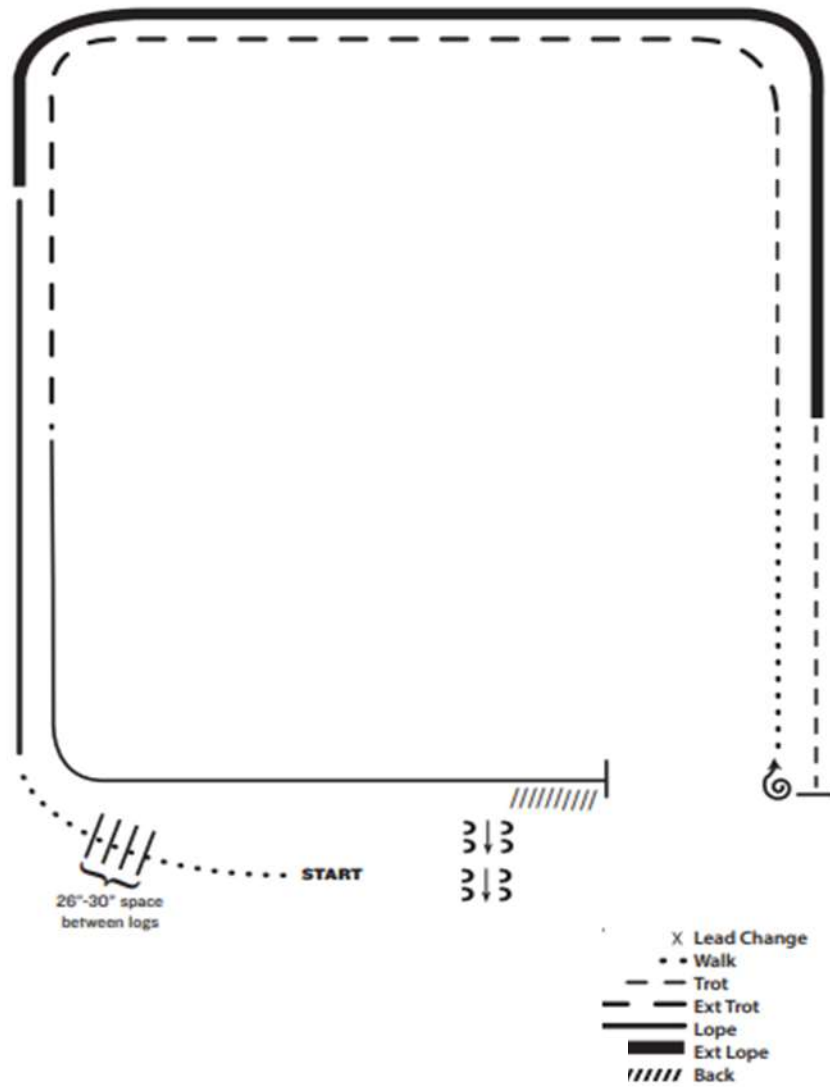
**RANCH RIDING - PATTERN 5**

**WALK TROT**



1. Walk
2. Walk over logs
3. Trot
4. Extended trot
5. Trot
6. Extended trot
7. Trot
8. Walk
9. Stop and back
10. 360 degree turn each direction (either direction 1st) (L-R or R-L)

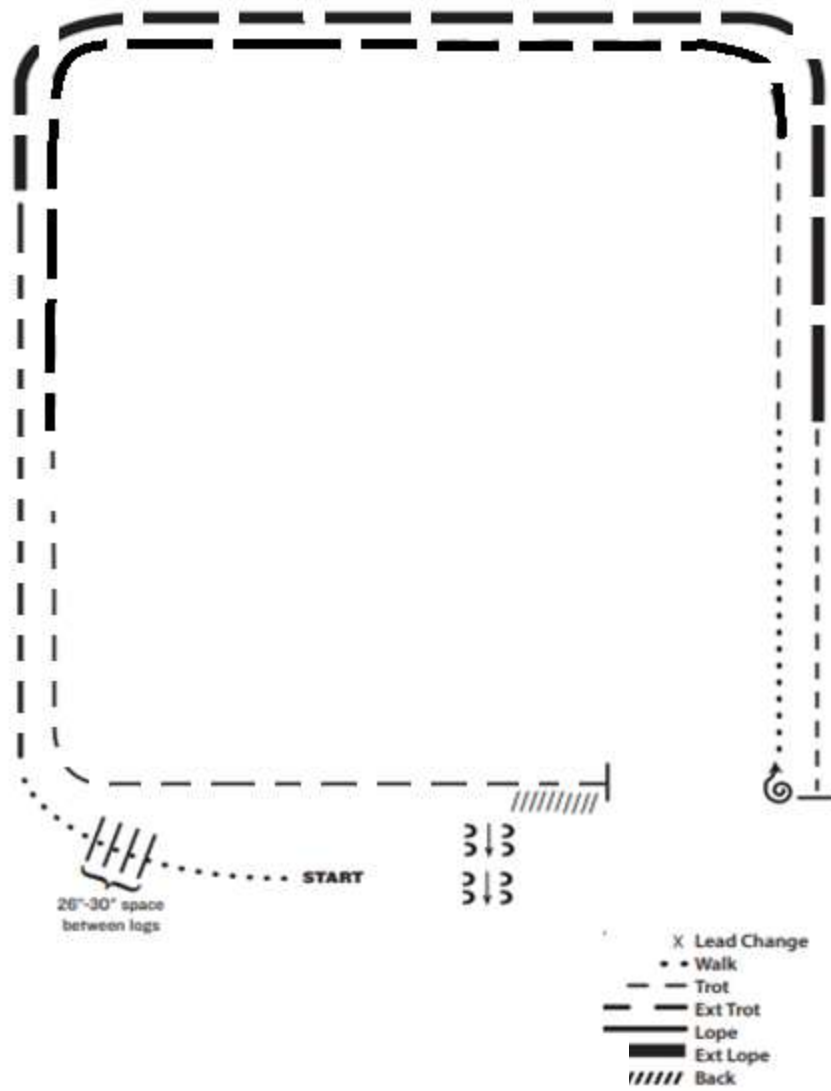
**RANCH RIDING - PATTERN 6**



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

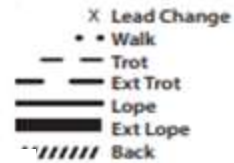
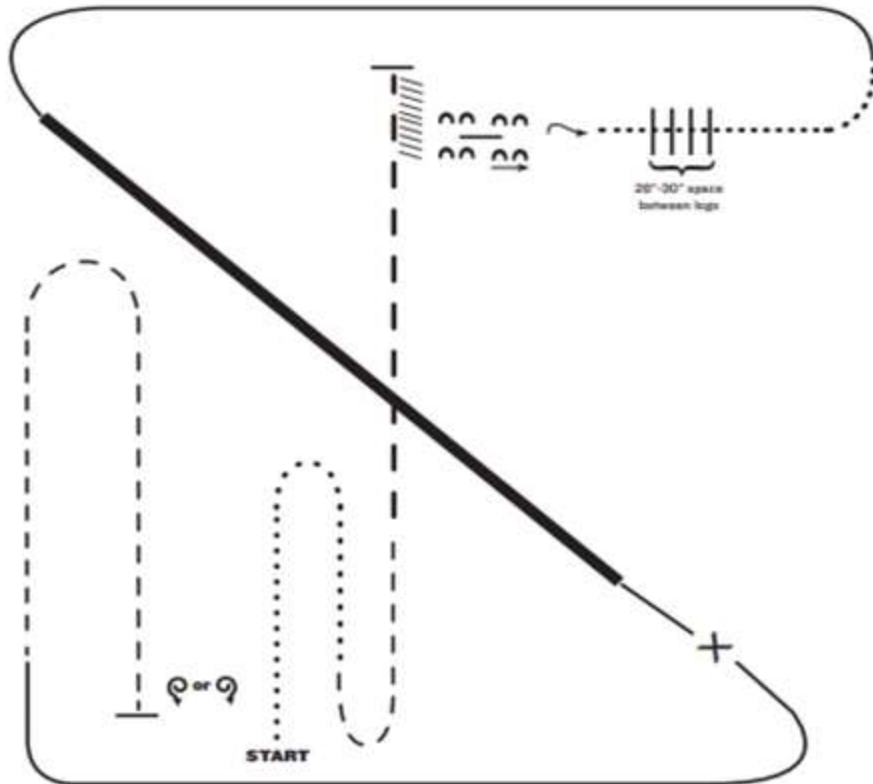
**RANCH RIDING - PATTERN 6**

**WALK TROT**



1. Walk
2. Walk over logs
3. Trot
4. Extended Trot
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Trot
11. Stop and Back
12. Side pass right

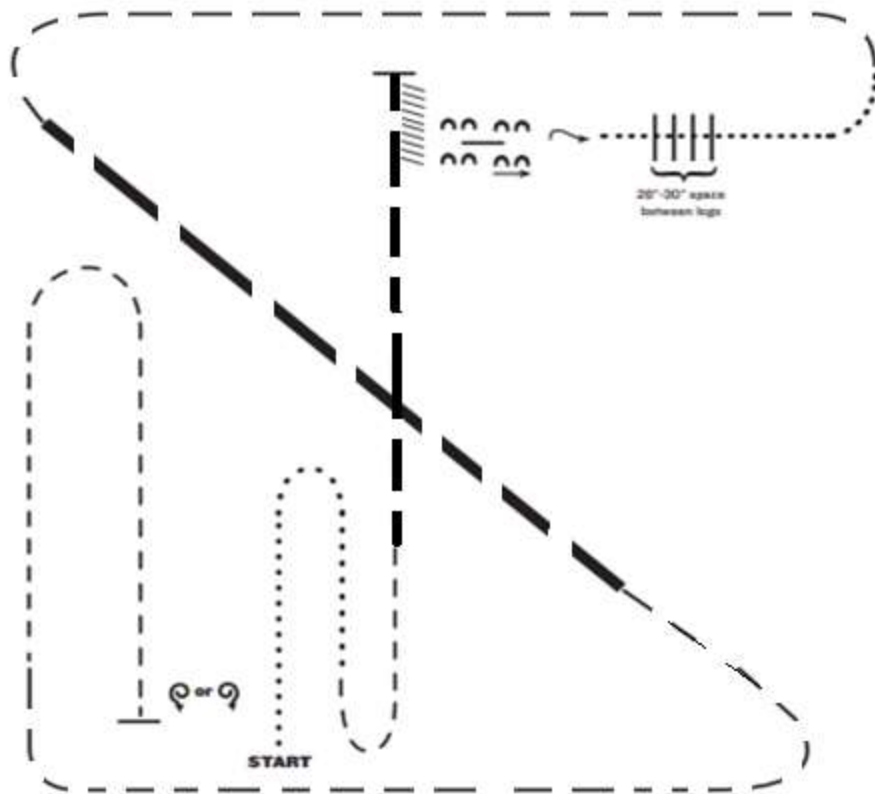
## RANCH RIDING - PATTERN 7



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

**RANCH RIDING - PATTERN 7**

**WALK TROT**



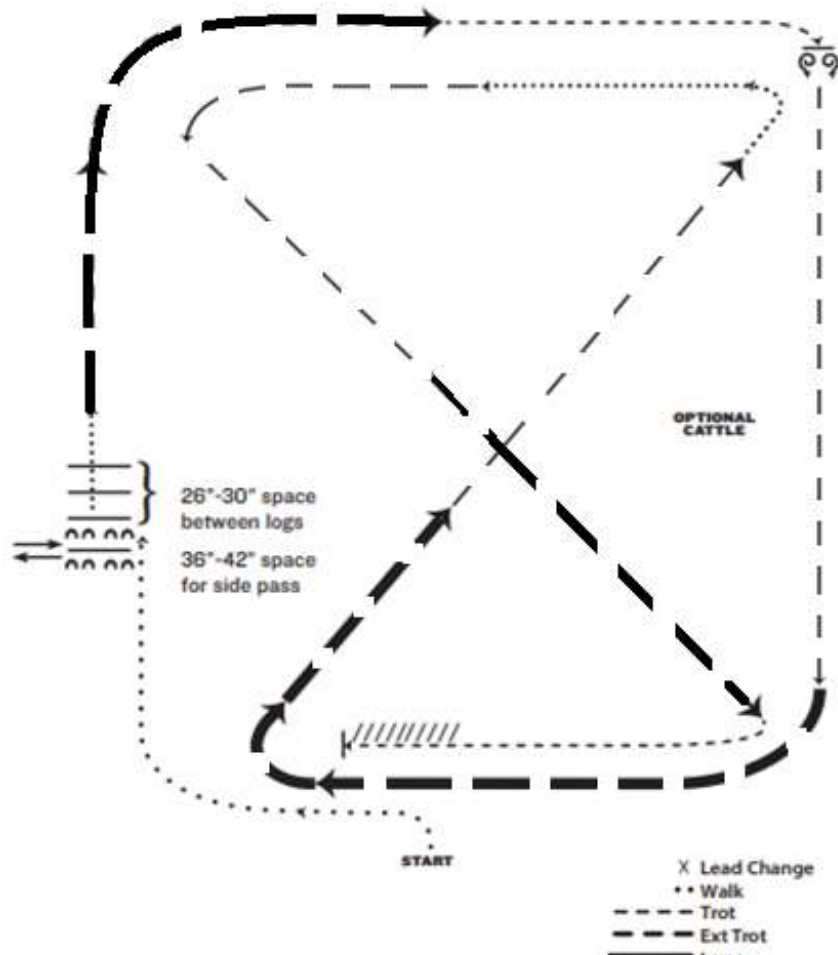
1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Trot
9. Extended Trot
10. Trot
11. Stop, one 360 degree turn either direction





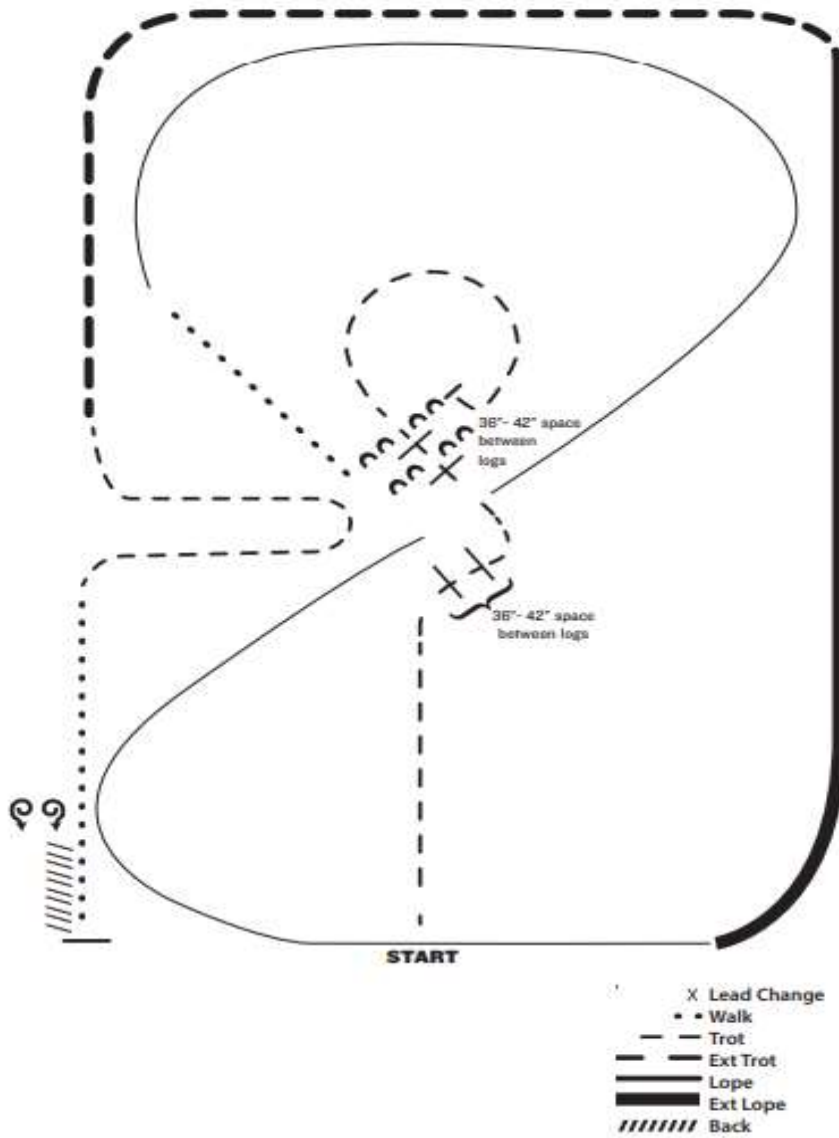
# RANCH RIDING - PATTERN 8

# WALK TROT



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Trot
8. Extended Trot
9. Collect Trot
10. Walk
11. Trot
12. Extended trot
13. Trot
14. Stop and back

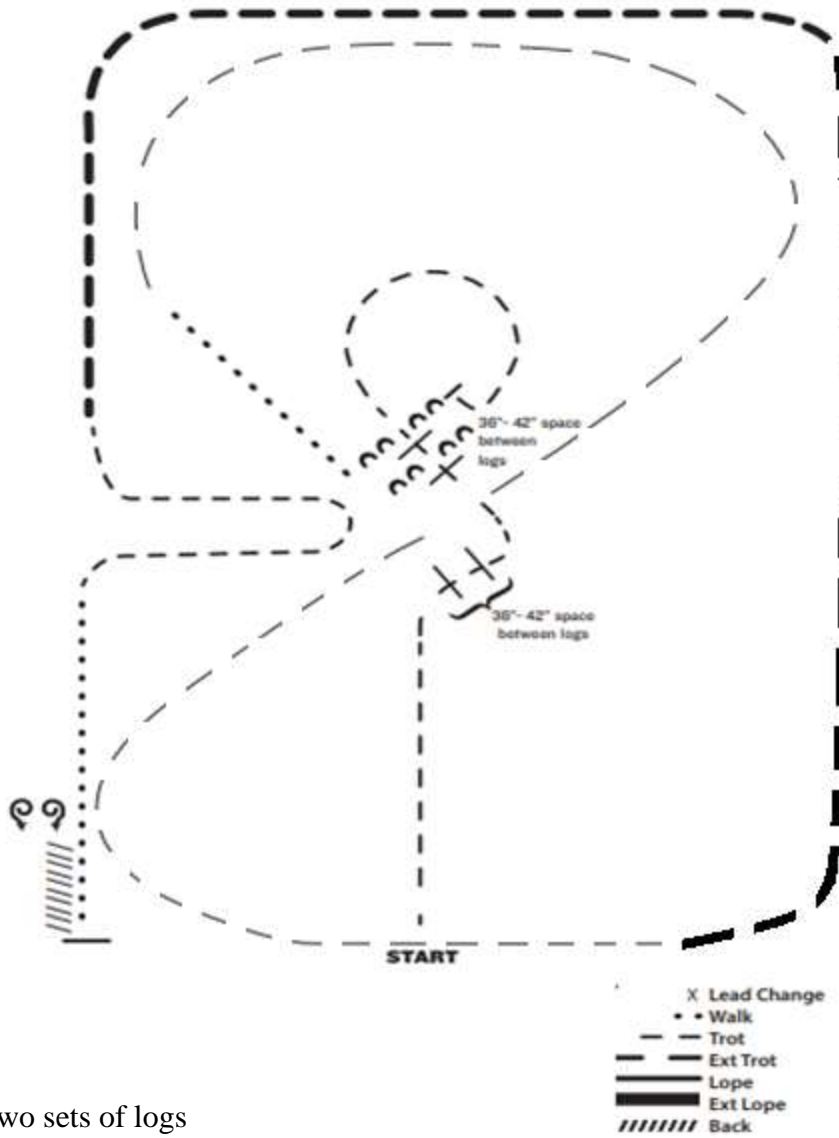
**RANCH RIDING - PATTERN 9**



1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

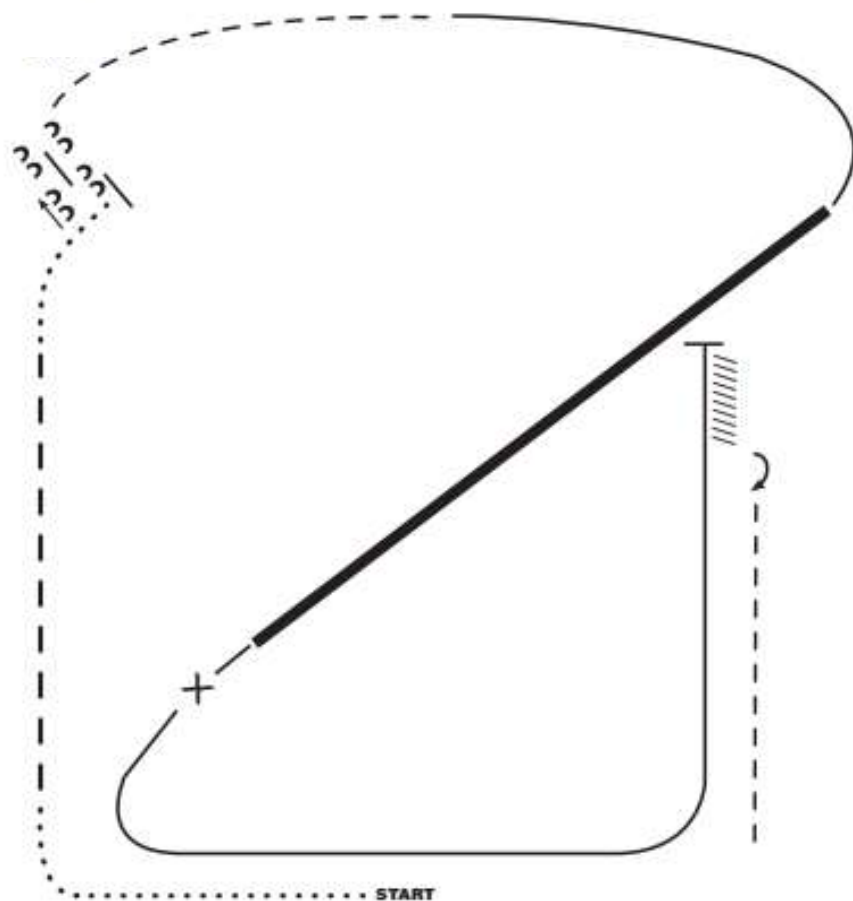
**RANCH RIDING - PATTERN 9**

**WALK TROT**

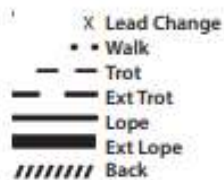


1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Trot
6. Extended trot
7. Trot
8. Walk
9. Stop and back
10. 360 degree turn each direction (either direction 1st) (L-R or R-L)

## RANCH RIDING - PATTERN 10

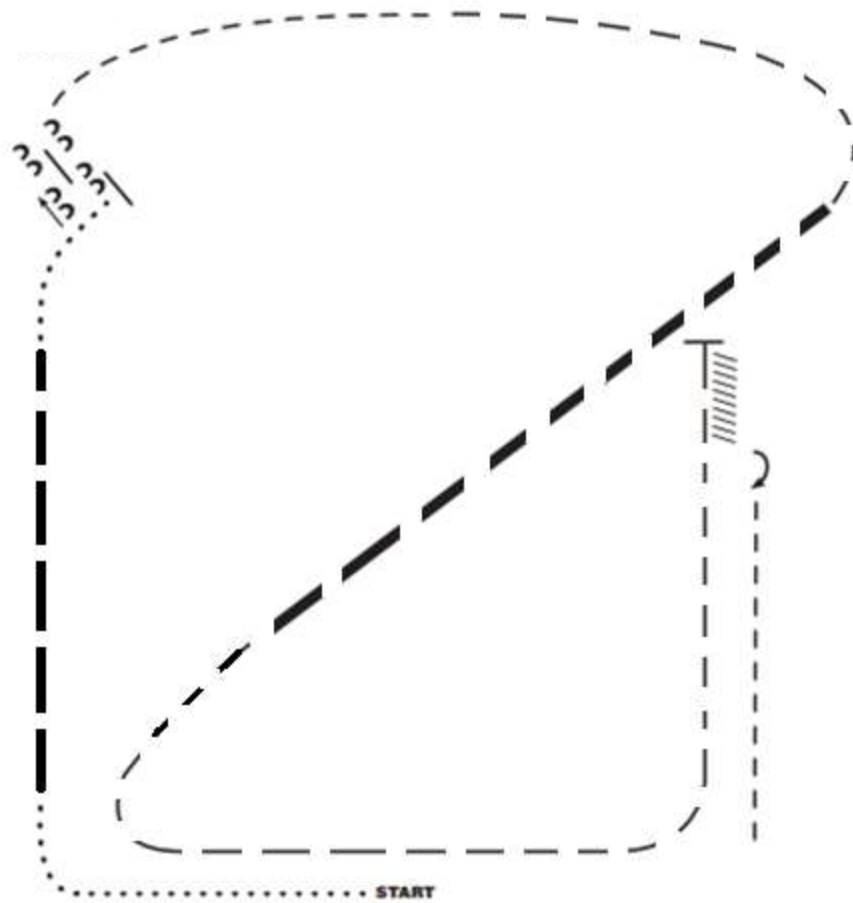


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot



**RANCH RIDING - PATTERN 10**

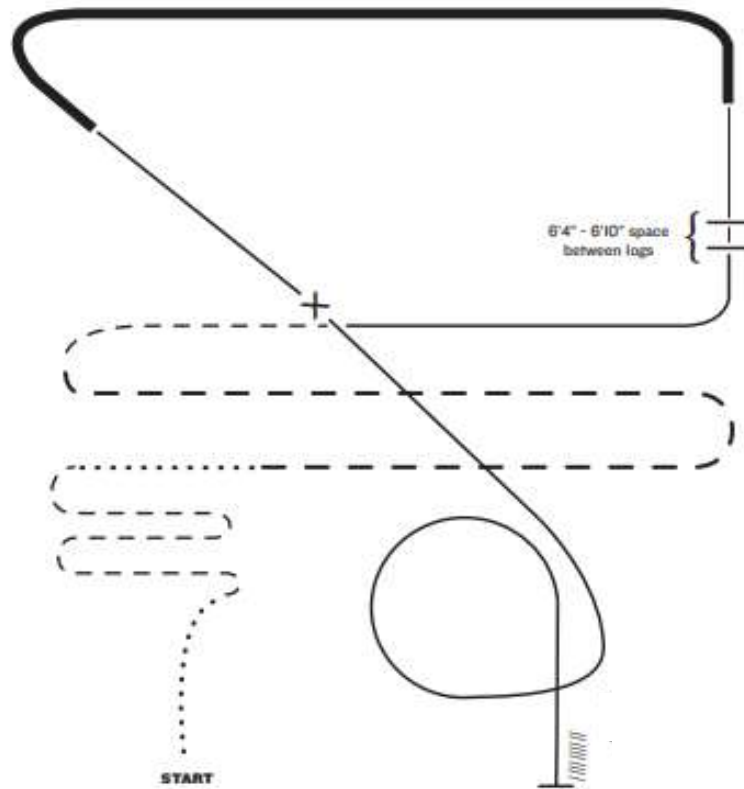
**WALK TROT**



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
7. Extended Trot
8. Trot
9. Stop and back
10. 180 turn to right
11. Trot

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

**RANCH RIDING - PATTERN 11**

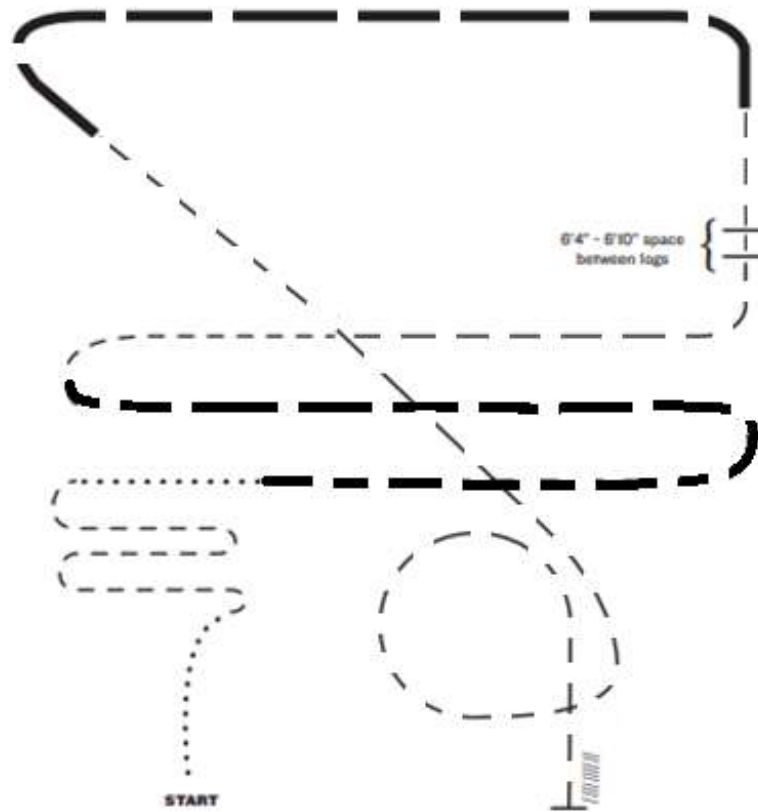


1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back

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

**RANCH RIDING - PATTERN 11**

**WALK TROT**



1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Trot over logs
7. Extended Trot
8. Collect Trot
9. Trot circle
10. Stop and back

X Lead Change

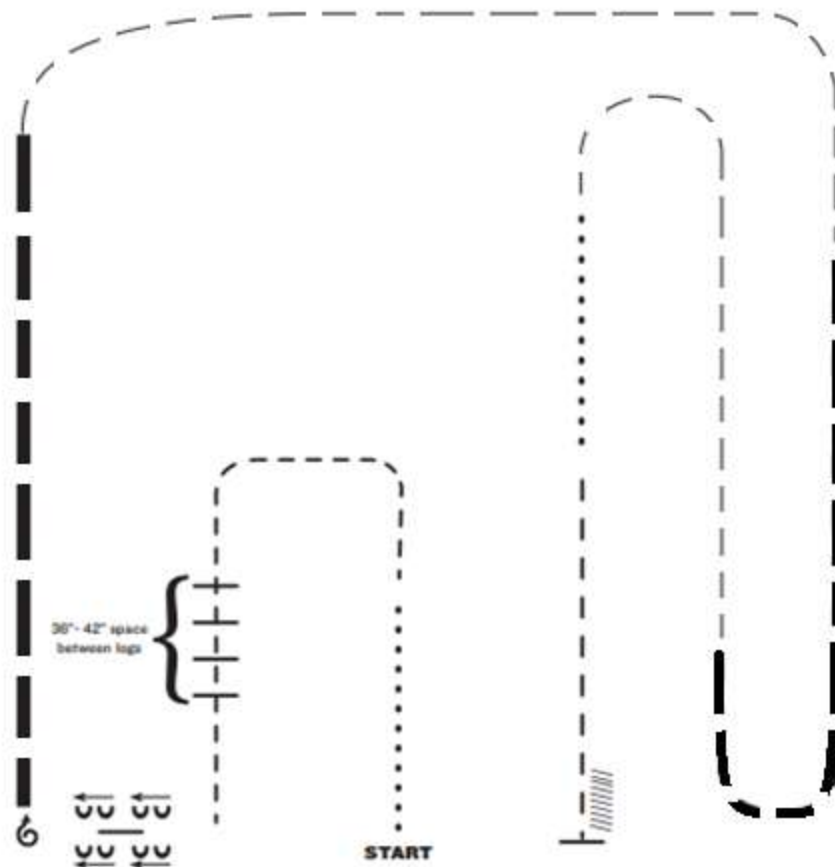
- • Walk
- - Trot
- — Ext Trot
- ==== Lope
- ==== Ext Lope
- //// Back





**RANCH RIDING - PATTERN 12**

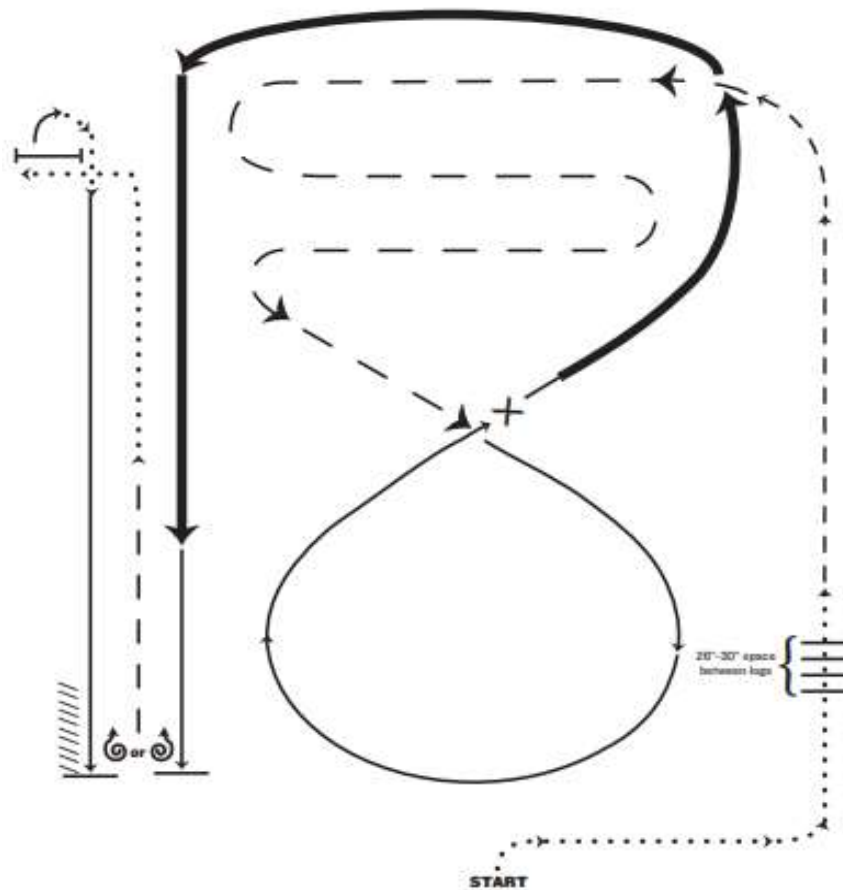
**WALK TROT**



1. Walk
2. Trot
3. Trot logs
4. Side pass right over log
5. 1 1/2 turns right
6. Extended Trot
7. Trot
8. Extended trot
9. Trot
10. Walk
11. Trot
12. Stop and back



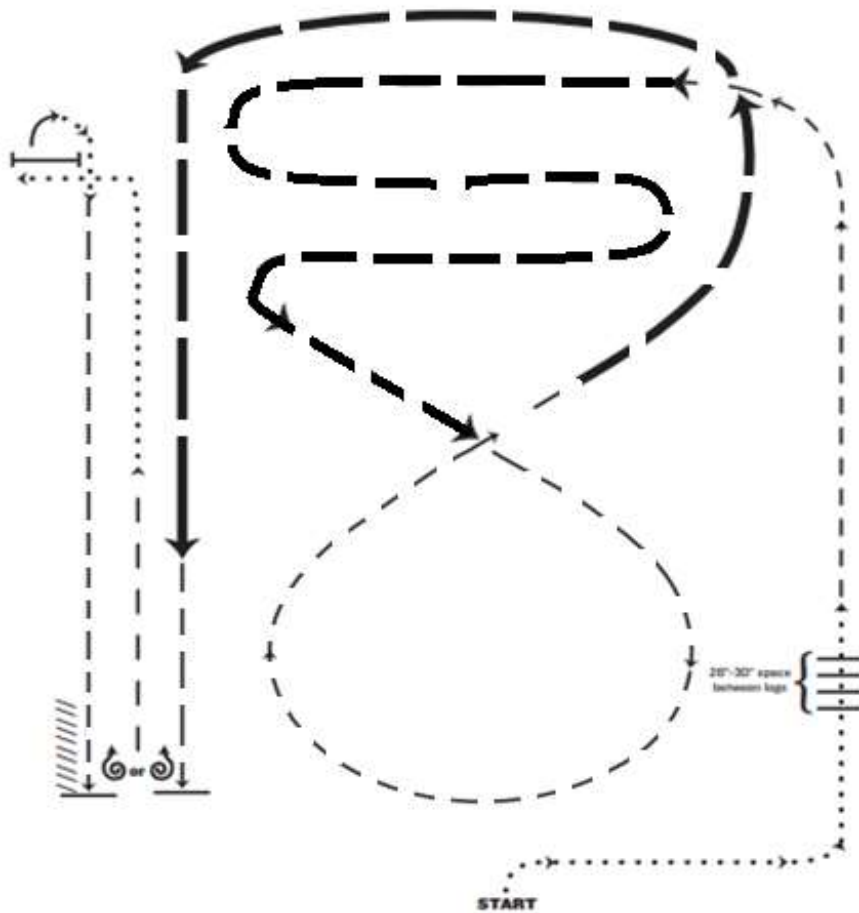
**RANCH RIDING - PATTERN 13**



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

**RANCH RIDING - PATTERN 13**

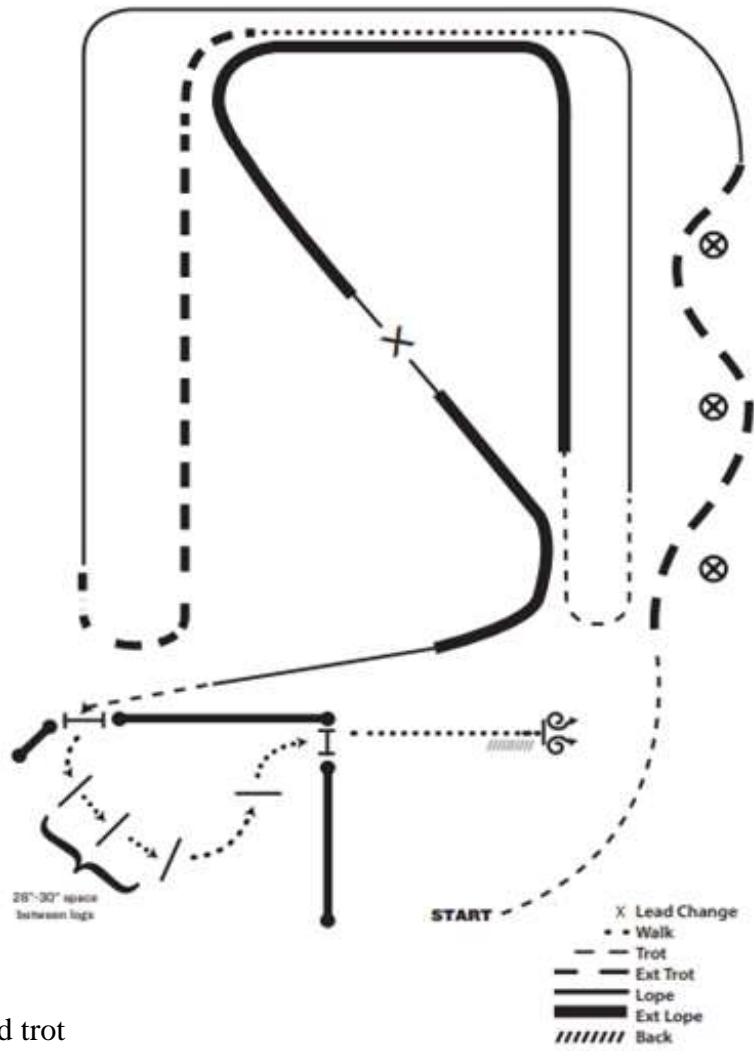
**WALK TROT**



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Trot
7. Extended Trot, collect Trot
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, Trot
13. Stop and back

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

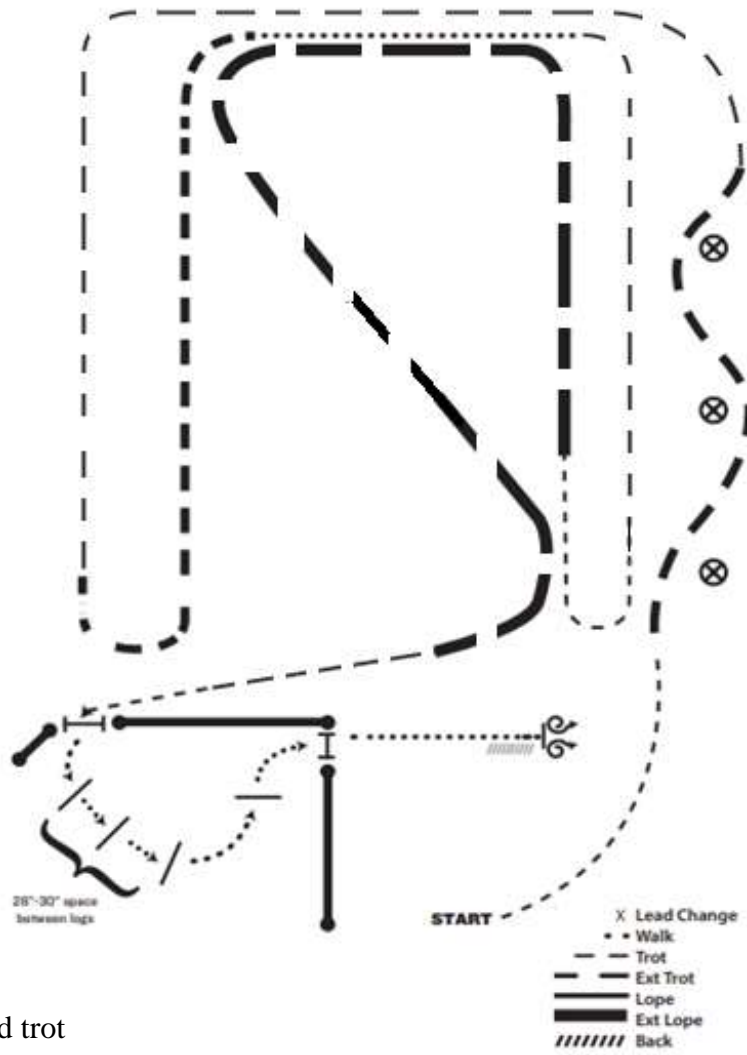
**RANCH RIDING - PATTERN 14**



1. Trot
2. Extended trot
3. Lope left lead
4. Extended trot
5. Walk
6. Lope right lead
7. Trot
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying), extended lope (right lead), collect lope
10. Trot
11. Left hand push gate into pen
12. Walk over logs
13. Right hand push gate out of pen
14. Walk
15. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
16. Back

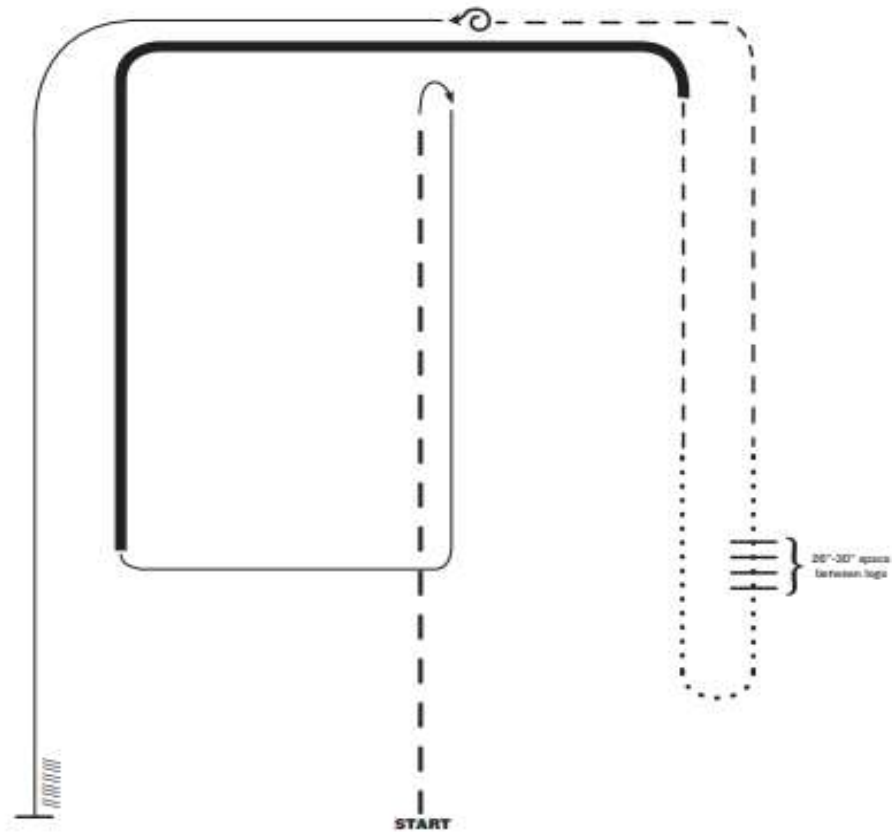
**RANCH RIDING - PATTERN 14**

**WALK TROT**



1. Trot
2. Extended trot
3. Trot
4. Extended trot
5. Walk
6. Trot
7. Extended Trot
8. Trot
9. Left hand push gate into pen
10. Walk over logs
11. Right hand push gate out of pen
12. Walk
13. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
14. Back

## RANCH RIDING - PATTERN 15

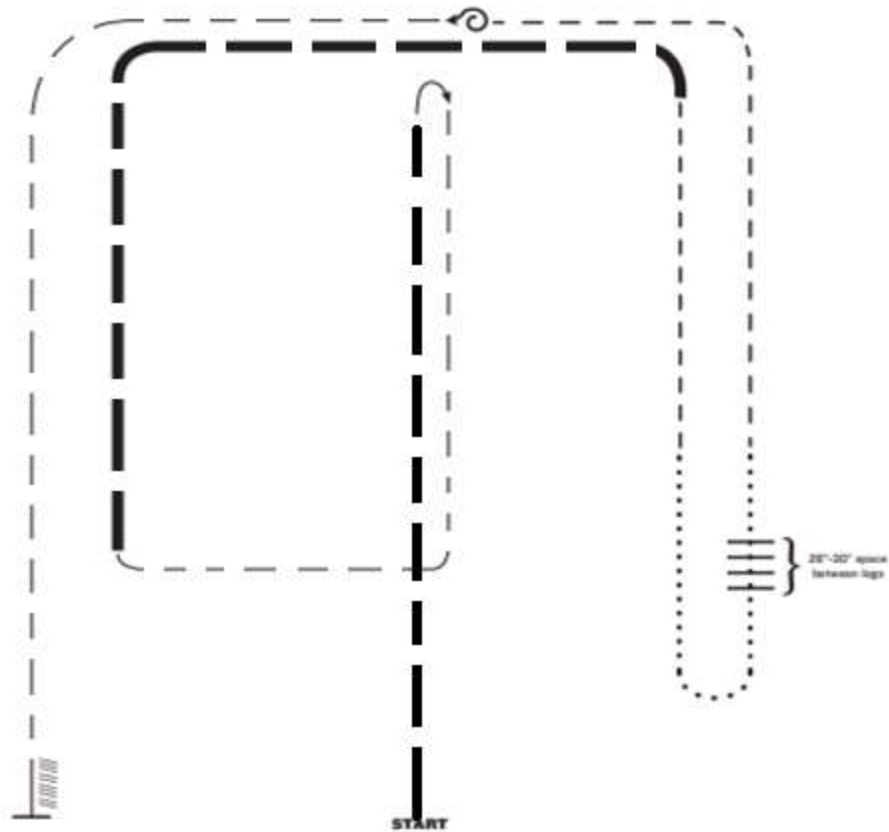


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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

**RANCH RIDING - PATTERN 15**

**WALK TROT**



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

1. Extended trot
2. Stop, rollback right
3. Trot
4. Extended Trot
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Trot
12. Stop and back



## RANCH REINING

1. The ranch horse 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 ranch reining horse should have a natural ranch horse appearance from head to tail in each maneuver.
2. To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. 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.
3. All runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins except with a snaffle bit or bosal, using either hand to instill fear or praise, etc.
4. Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand.
5. Holding the saddle horn with either hand will not be penalized in any class.

### RANCH REINING SCORING RUBRIC:

The scoring system is designed to give credit for the work done. Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. The horse/rider team is scored on the quality of each maneuver (e.g., -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 Good, +1 very good, +1 1/2 excellent). Pluses and minuses are a reflection of 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 makes the horse/rider team more exciting and pleasing to watch.

### PENALTIES:

#### ½ Point Penalties:

- starting a circle or exiting a rollback at a trot for up to two (2) strides;
- 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 1/8 turn.

#### 1 Point Penalties:

- over-bridled (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 rollbacks;
- failure to stop or walk before executing a lope departure on trot-in patterns;
- failure to be in a lope prior to the first marker on run-in patterns;
- failure to completely pass the specified marker before initiating a stop position, when starting a circle, run-down or exiting a rollback;
- trotting beyond two strides but less than 1/2 circle or 1/2 length of the arena.

#### 5 Point Penalties:

- spurring in front of cinch;
- blatant disobedience;
- use of either hand to instill fear/praise.

#### Off-Pattern (OP):

Exhibitors cannot place above others who complete the pattern correctly.

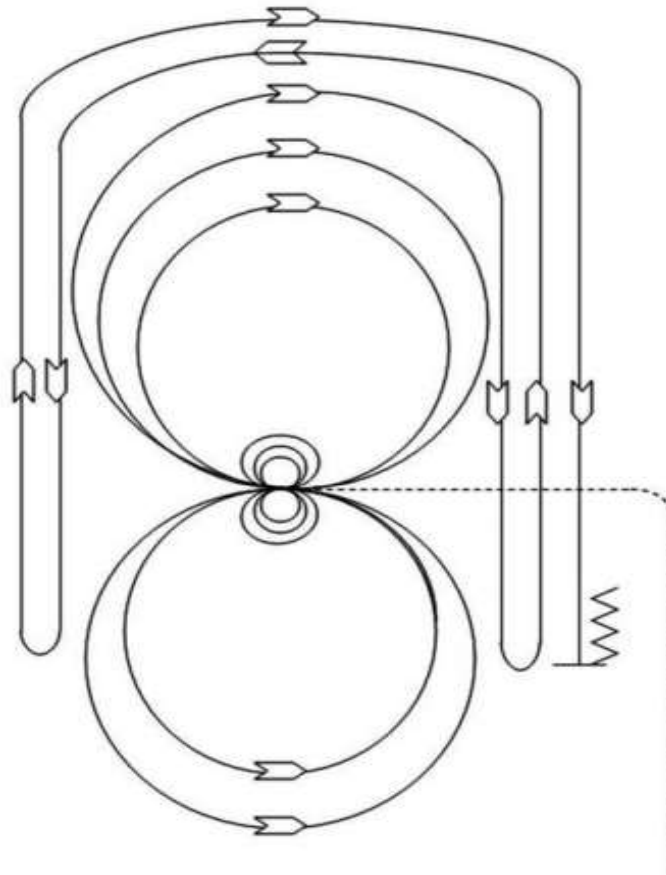
- breaking pattern;
- inclusion of maneuver (e.g. over or under-spinning, backing more than two (2) strides, etc.);
- trotting in excess of 1/2 circle or 1/2 length of the arena;
- more than one finger between split reins or any fingers between romal reins (except two rein);
- use of two hands (except in snaffle bit or hackamore);
- any attempt to alter tension or length of the reins from the bridle to the rein hand is considered use of two hands and an OP will be applied.
- repeated blatant disobedience.

#### Disqualification (DQ):

Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class.

- lameness;
- abuse;
- illegal equipment;
- disrespect or misconduct;
- improper western attire;
- leaving the working area before pattern is complete;
- fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed).

## VRH AND RHC RANCH REINING PATTERN I

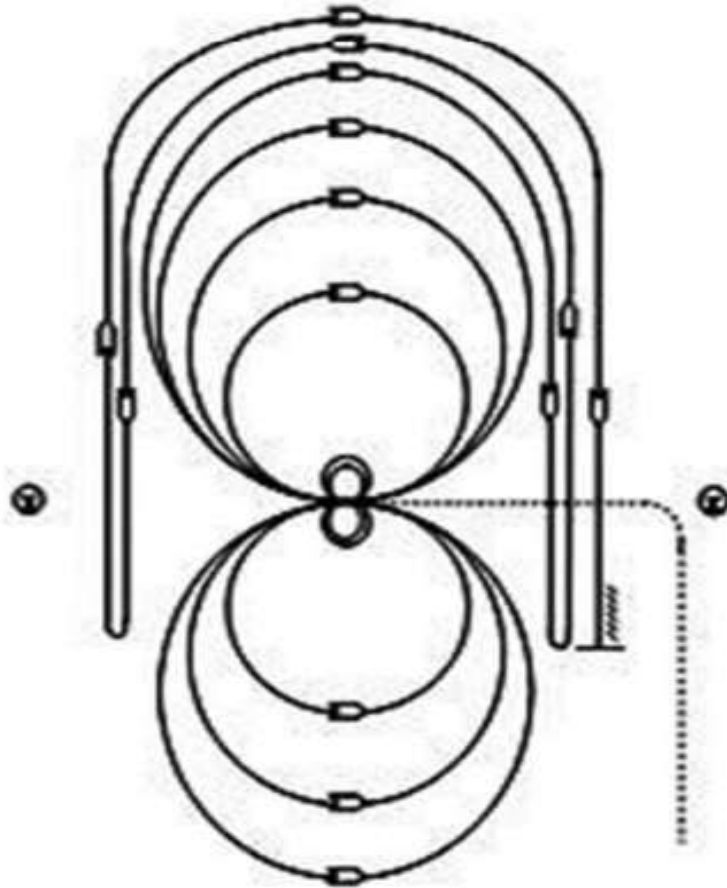


**Mandatory Markers along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of the pattern.

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.

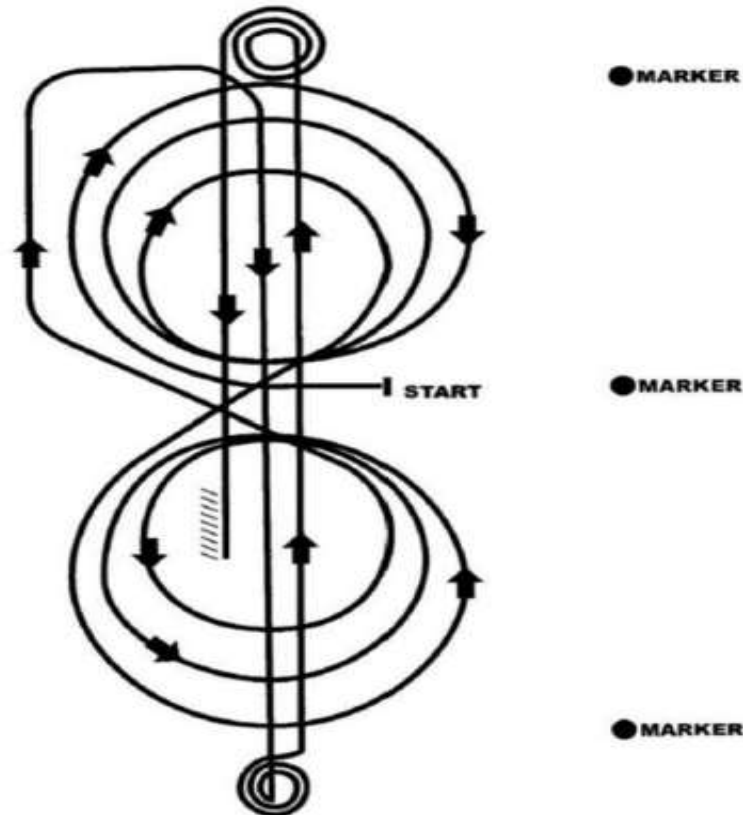
## VRH AND RHC RANCH REINING PATTERN 2



**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

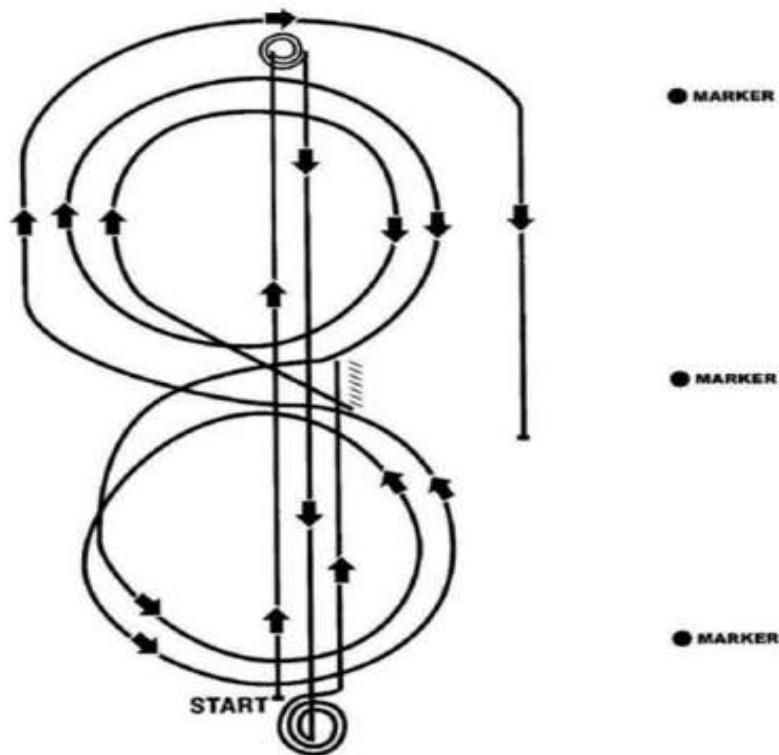


**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

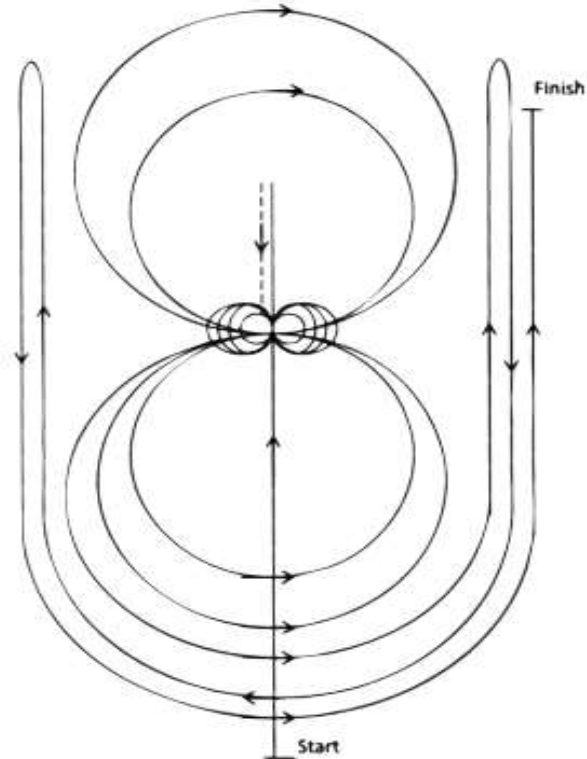


**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

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

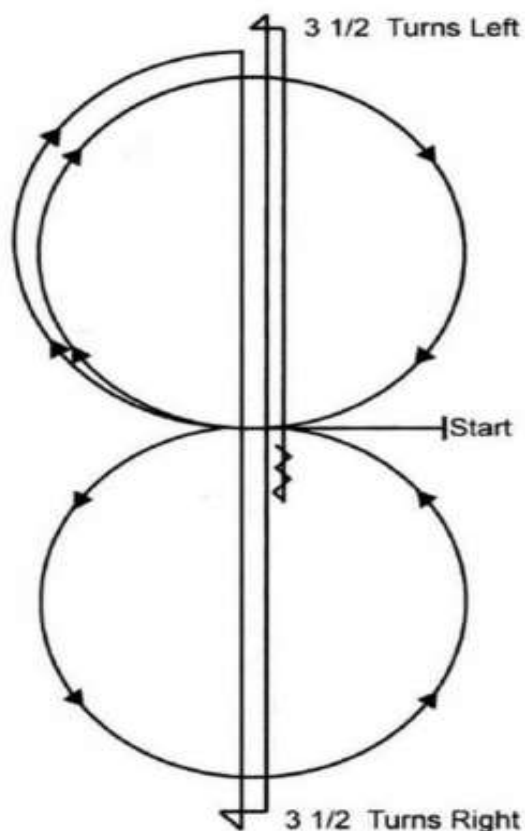


**Mandatory Markers along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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



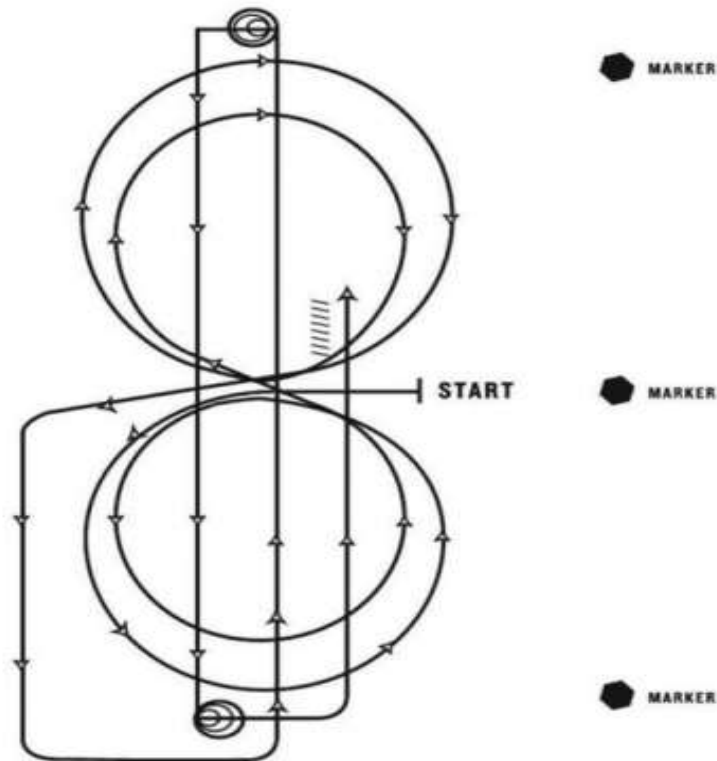
**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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 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 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

## **RANCH RAIL PLEASURE**

The ranch rail pleasure class measures the ability of the horse to be a pleasure to ride while being used as a means of conveyance from one ranch task to another 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 horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The horse should be responsive to the rider and make timely transitions in a smooth and correct manner. The horse should be soft in the bridle and yield to contact. The ideal ranch rail horse should have a natural head carriage at each gait. In all gaits, movement of the ranch rail pleasure horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded, and horse shall not be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

1. This class is intended as a rail class but individuals working off the rail will not be penalized, and in fact, riders are encouraged to use adequate space given the extension of gaits required.
2. The following terminology shall apply:
  - a. Walk – The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.
  - b. Trot – The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
  - c. Extended Trot – The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
  - d. Lope – The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
  - e. Extended Lope – The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright, attentive expression.
  - f. Back: The horse should back straight at least one-horse length quietly and without gapping his mouth. This should be done smoothly with light contact and without hesitation.
  - g. Horses must be sound of limb.
3. Part of the evaluation of this class is on smoothness of transitions. A horse may be collected from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot, not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that attempt to stop or do stop prior to trotting will be penalized. Judges expect to see horses that have been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit earning situation.

4. To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control.
5. Posting or standing at the extended trot is acceptable.
6. Class shall work both ways of the ring at all requested gaits.

#### RANCH RAIL PENALTIES:

A contestant shall be penalized each time the following occur:

- 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. Break of gait at walk or jog for more than 2 strides.
- f. Break of gait at lope.
- g. Wrong lead or out of lead.
- h. Draped reins.
- i. Out of lead or cross-cantering more than two strides.
- j. Trotting more than three strides when taking lead.
- k. Blatant disobedience (kick, bite, buck, rear, etc.).
- l. Major disobedience or schooling.
- m. Spurring in front of cinch.
- n. Use of either hand to instill fear/ praise.

## **RANCH CONFORMATION**

The purpose of ranch conformation is to preserve ranch type horses by selecting well-mannered individuals in the order of their resemblance to the 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 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 the ranch division during that show.
- 2 All horses in each division will be shown together as one class: stallions, geldings, and mares, entering the ring and standing in that order.
- 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.
- 4 All stallions shall be examined to confirm that they have two visible testicles.
- 5 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.
- 6 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 or safety lead; however, a lead shank with an attached chain may be used under the chin or over the nose.
- 7 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.
- 8 After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from both sides, front and rear, and place the horses in order of preference.
- 9 Exhibitors may qualify and show more than one horse in ranch conformation classes. Not allowing these horses to be shown by other exhibitors will make them ineligible for the all-around which will also affect the overall all-around results for other exhibitors; therefore, they may be shown by another exhibitor other than the original person showing the horse.
- 10 For additional rules concerning halter not addressed in ranch conformation see "Rules For Halter Classes."