

# ARHVA OFFICIAL HANDBOOK

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# ARHVA OFFICIAL HANDBOOK

## **Board of Directors**

President:	Rachelle Laitila
Vice President:	Zack Straker
Secretary:	Pat Virostek
Treasurer:	Wanda McMinn
Directors:	Laurie Messner
	Patti James
	Phoebe Bushnell
	Cynthia Austin

**Contact us** by email at [ranchhorseversatility@gmail.com](mailto:ranchhorseversatility@gmail.com)

## **Mission Statement**

Alberta Ranch Horse Versatility Association's mission is to challenge all riders and horses with tasks likely to be encountered when working and riding on a ranch. To entertain and involve the audience and to display impeccable ambassadorship for the equine profession promoting various levels of competitive horsemanship in a show environment.

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## **Society Bylaws**

### **Membership:**

1. Membership fee, if any, in the society shall be determined periodically by the members at the Annual General Meeting (AGM). Any person residing in Canada may become a member upon payment of the membership fee.
2. Memberships are annual and are valid from January 1st – December 31<sup>st</sup>. There is no reduction in membership fee for part of the year memberships.
3. The Society shall have three (3) categories of membership:
  - a. Regular Members – must be 18 years and older, are entitled to vote at meetings of the Society.
  - b. Youth Members – must be under 18 years of age, are NOT entitled to vote at meetings of the Society.
  - c. Honorary Members – membership is bestowed by the Society in recognition of services provided to the Society, are NOT entitled to vote at meetings of the Society.
4. Any member wishing to withdraw from membership may do so upon written notice to the Board through its Secretary. Any member upon a majority vote of all members in good standing of the society may be expelled from membership for any cause which the society may deem reasonable.

### **Officers**

#### **President:**

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5. The President shall be ex-officio a member of all Committees. He/she shall preside at all meetings of the Society and of the Board. In his/her absence, the Vice-President shall preside at any such meetings. In absence of both, a chairperson may be elected at the meeting to preside. The Immediate Past President will remain on the Board of Directors in a non-voting position for a period of one year to advise the President and Board of Directors as necessary.

### Vice-President:

6. The Vice President shall perform such duties of the President whenever the President is absent from any meeting and perform other duties as the President or the Board of Directors may prescribe.

### Secretary:

7. The Secretary shall attend all meetings of the Society and of the Board of Directors, and to keep accurate minutes of the same. He/she shall have charge of the Seal of the Society which when used shall be authenticated by the signature of the Secretary and the President, or, in the case of death or inability of either one to sign, by the Vice President. In such case where the Secretary is unable to attend a meeting, the Board shall appoint another individual to take accurate minutes. The Secretary shall have charge of all correspondence of the Society and be under the direction of the President and the Board of Directors. The Secretary

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shall also keep record of all the members of the Society and send notices of the various meetings as required by email.

### Treasurer:

8. The Treasurer shall receive all monies paid to the Society and be responsible for deposit in whichever financial institution the Board may request. He/she shall properly account for all the funds of the Society and keep accurate records. He/she shall present a full detailed account of receipts and disbursements to the Board whenever requested and shall prepare for submission to the Annual Meeting a statement duly audited of the financial position of the Society. He/she shall submit a copy of the same to the Secretary for record keeping. The Office of the Secretary and Treasurer may be filled by one individual if any annual meetings for election of officers shall so decide.

### Board of Directors:

9. Board of Directors, Executive Committee or Board, shall mean the Board of Directors of the Society.
10. The Board shall, subject to the bylaws or directions provided by majority vote at any meeting properly called and constituted, have full control and management of the affairs of the Society. Meetings of the board shall be held as often as may be required, with a minimum of once a quarter. Meetings are to be called by the President. A special meeting may be called on the instructions of any two members provided they submit a written request to

the President stating the business to be addressed prior to the meeting date. Meetings of the Board shall be called with ten days notice in writing, emailed to each member, or by three days notice by telephone. Fifty one percent (51%) of board members shall constitute a quorum, and meeting shall be held without notice if a quorum of the board is present, provided that any business transactions at such meeting shall be ratified at the next regularly called meeting of the Board; otherwise, they shall be null and void.

11. A person appointed or elected a Director becomes a Director if they were present at the meeting when being appointed or elected, and accepted the appointment. They may also become a Director if they were not present at the meeting but consented in writing before the appointment or election, or within ten days after the appointment or election, or if they acted as a Director pursuant to the appointment or election.
12. Any Director, upon a majority vote of all members in good standing, may be removed from office for any cause which the society may deem reasonable.

### Committees

13. The Board can create and dissolve standing and temporary committees as it sees fit.

### Auditing:

14. The books, accounts and records of the Secretary and Treasurer shall be audited at least once each year by a duly

qualified accountant or by two members of the Society elected for that purpose at the Annual General Meeting. A complete and proper statement of the standing of the books for the previous year shall be submitted by such officer at the Annual General Meeting of the Society. The fiscal year end of the Society shall be December 31.

15. The books and records of the Society may be inspected by any regular member in good standing of the Society at the Annual meeting or at any time upon giving reasonable notice and arranging a time satisfactory to all parties. Each member of the Board shall always have access to the books and records.

### Meetings:

16. The Society shall hold an AGM on or before December 31 each year. Written notice will be emailed to each member a minimum of 14 days prior to the meeting date. During the annual meeting, elections for all positions will take place for those whose terms have ended. There shall be elected President, Vice President, Secretary, Treasurer, and a minimum of three (3) and a maximum of six (6) directors at large, as required to fill the Board of Directors. The officers and directors so elected shall form a Board, and shall serve an initial term of two (2) years. After serving the initial two (2) year term, officers and directors have the option of putting their name forward for one (1) year terms. Any vacancy occurring during the term shall be filled at the next meeting, provided it is so stated in the notice calling such

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meeting. Any Regular Member in good standing shall be eligible to any office in the Society.

17. General meetings of the Society may be called at any time by the Secretary upon the instructions of the President or Board by notice in writing to the email address of each member delivered eight days prior to the meeting date. A special meeting shall be called by the President or Secretary upon receipt of a petition signed by one-third of the members in good standing, setting forth the reasons for calling for such meeting, emailed to each member eight days prior to the meeting.
18. Five (5) Regular Members in good standing shall constitute a quorum at any meeting.

### Voting:

19. Any regular member in good standing who has not withdrawn from membership nor has been suspended or expelled shall have the right to vote at any meeting of the society. Such votes must be made in person and not by proxy or otherwise.

### Remuneration:

20. Unless authorized at any meeting and after notice for the same shall have been given, no officer or member of the association shall receive any remuneration for his/her services.

### Borrowing Powers:



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21. To carrying out its objects, the Society may borrow, raise, or secure the payment of money in such manner as it sees fit, and by the issue of debentures, but this power shall be exercised only under the authority of the society, and in no case shall debentures be issued without sanction of a special resolution of the society.

### Bylaws:

22. The bylaws may be rescinded, altered, or added to by a “Special Resolution”.

### Protest and Grievance as it **relates to the bylaws**

23. Any person with a grievance or wishing to file a complaint regarding an alleged violation as it relates to the **bylaws** may do so by submitting their protest by email (preferred) or hard copy to the Association. Submissions will be forwarded to the Board of Directors for investigation.

### Indemnification:

24. The Board of Directors, the Officers or any other official committee member shall not be held responsible, jointly, or individually, for any loss or damage sustained by any member or non-member of the Society, which may arise from any situation from their work on behalf of the Society. The Society shall indemnify and hold harmless any such individual from a claim or liability to the full extent permitted by applicable law.

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## Rules and Regulations

25. Periodically, the Board of Directors shall establish and update the Rules and Regulations as required for the presentation and judging of Alberta Ranch Horse Versatility approved events.
26. Any infraction of the Rules and Regulations of the Association shall be referred directly to the Board of Directors.

## Dissolution:

27. Subject to the Act, the Society may fold in the event of a unanimous decision of it's Board of Directors or by a decision of over 50% of the regular members in good standing.
  - a. On dissolution of the Society, all assets remaining after paying debts and liabilities shall be disbursed to another registered not for profit society as approved by the Board of Directors.

## Protest and Grievance as it **relates to an event/show**

28. Any person with a grievance or wishing to file a complaint regarding an alleged violation as it relates to an event/show may do so by submitting their protest by email (preferred) or hard copy within 7 days of the event. A \$100 non-refundable fee must accompany the submission. Submissions will be forwarded to the Board of Directors for investigation.

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## Eligibility:

### Membership Requirements:

- All riders must become an ARHVA member to participate in future events.
- **All riders must complete a waiver** prior to registering for an event or competition.
- Annual membership fee – Youth/Student \$25, Individual \$50, Family \$100, Honorary Volunteer \$1.
- The membership year ends December 31.
- Membership forms are available on the ARHVA website.

### Versatility Divisions:

- Open
- Limited Open
- Amateur
- Limited Amateur
- Novice Amateur
- Green As Grass
- Senior Youth (14-18)
- Junior Youth (13 & under)

### Individual Class Divisions:

- Open
- Amateur
- Youth

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### Rider Requirements Per Division:

*Open:* any horse can be ridden by any rider. There are no ownership requirements.

*Limited Open:* any horse can be ridden by any rider. There are no ownership requirements. A Limited Open rider is an Open rider that has not won over \$1000 in Ranch Horse Versatility events. Should the Limited Open rider exceed \$1000 in earnings prior to the end of the year, they may remain in the Limited Open division for the remainder of the calendar year.

*Amateur:* An Amateur competitor must meet the following requirements:

- a) Is an individual 19 years of age on or before January 1 of the year of application and no longer eligible to compete in ARHVA youth.
- b) has not shown, judged, trained/assisted in training a horse for remuneration, monetary or otherwise, either directly or indirectly, nor received remuneration for instructing another person in riding, driving, training/showing a horse for five calendar years prior to application for amateur membership. This includes a horse for which an immediate family member accepts remuneration, monetary or otherwise, either directly or indirectly, for training, assisting in the training or showing of said horse.
- c) Individuals that are 65 years of age or older and who have not trained a horse in the previous five years and are willing to give up their judge's card immediately are eligible to compete

as an Amateur exhibitor if they have not judged in the previous twelve months.

- d) Does not hold credentials of show judge, for any other equine organization.
- e) Unless otherwise permitted pursuant to ARHVA rules and regulations, must not exhibit in Open or Amateur ARHVA classes on a horse owned by another individual. An amateur shall only show on a horse solely owned by the applicant or the applicant's family. Separate legal entities, such as family corporations, a trust, or partnerships, are also authorized owners of the amateur exhibitor's horse so long as all legal and equitable owner and beneficiaries of the legal entity are individuals specifically authorized by this rule. "Owned" means, in addition to other legitimate methods of acquiring ownership, the bona fide legal ownership obtained for adequate consideration in reasonable relationship with the actual market value of the horse.
- f) As a condition for the issuance of amateur membership, the applicant, and/or family member owning the horse with which the amateur will participate, agrees to provide, upon request, documentation or other proof as requested by ARHVA to support the representations of sole economic ownership of the horse or horses.
- g) To become eligible for amateur membership, or become eligible for reinstatement to Amateur membership, the individual must wait five years from date of the last incident which rendered the individual ineligible. Violation of ARHVA's rule requirement for truthful application for an

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amateur status may be cause for more severe sanction than such waiting period.

- h) Payment of entry fees and/or expenses by anyone other than the amateur, his/her immediate family, or a corporation, partnership, or other business entity in which the amateur and/or a member of his/her immediate family are the sole and only owner, shall be considered remuneration. This does not include demonstrations, exhibitions, or international team competitions, where the amateur is a member of the nationally sponsored team.
- i) Upon revocation of Amateur membership because of ineligibility, all earned Amateur points from time of violation of eligibility rules shall be revoked.
- j) An amateur 50 years of age or older (as of January 1<sup>st</sup> of the year of application) may choose to move down to Limited Amateur and will not be permitted to move back up.

*Limited Amateur:* is an individual with amateur status that has not won over \$5000 in Alberta Ranch Horse Versatility events. Should the Limited Amateur exceed \$5000 in earnings, they may remain in Limited Amateur division for the remainder of the calendar year. An amateur 50 years of age or older (as of January 1<sup>st</sup> of the year of application) who has chosen to compete in Limited Amateur may remain in Limited Amateur indefinitely. Regarding ownership of horse refer to section “e” under amateur requirements.

*Novice Amateur:* is an individual with amateur status that has not won over \$1000 in Alberta Ranch Horse Versatility events. Should the Novice Amateur exceed the \$1000 in earnings, they may

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remain in the Novice Amateur division for the remainder of the calendar year. The Novice Amateur may compete on any horse in Novice Amateur classes only. They are not required to have ownership of the horse.

*Green as Grass:* is for riders who have never shown in the ARHVA. Individuals are eligible to compete in this division for one calendar year only. Individuals must meet the requirements of an amateur rider to be eligible. Although this is a non-competitive division, riders will be judged solely for the benefit of each individual. Riders in this division are not eligible for payouts or year end prizes.

### *Youth:*

*Senior Youth (14-18):* Individual must be 18 and under as of January 1 the year of application. Individual may ride non-family-owned horse. Stallions are prohibited in youth divisions.

*Junior Youth (13 & under):* Youth must be 13 and under as of January 1 the year of application. Patterns for classes may be modified for the junior youth division for safety reasons. Individual may ride non-family-owned horse. Stallions are prohibited in youth divisions.

### Breed Requirements:

Any horse of any breed may be ridden.

### Competing with two or more horses:

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A rider may compete with two or more horses in a competition/show. The rider must identify an exhibitor for any additional horses in Ranch Conformation during the registration process.

### Choosing to Ride in a Higher Division:

Riders may choose to ride in a higher division.

### Versatility High Point:

To determine year end high point award winners, points will be assigned to each horse and rider combination based on their overall ranking at each show. Points will be determined by awarding one point for each horse it places above plus one. Total points from each show will be tallied to determine year end standing. An exhibitor must attend 75% of the shows in the year, to be eligible for year end awards. Exhibitors must enter and attempt all six versatility events to be eligible. Individuals competing in the Green as Grass division are not eligible for year end awards.

### Judge Selection:

Judges must be chosen from the approved ARHVA approved Judges List. Judges not on the list may be used upon approval from ARHVA board of directors.

### Unforeseen Situations:



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Decisions or situations not covered by this rule book shall be decided by the director in charge, with consultation from the board of directors in attendance at any show.

### **Rules & Regulations**

For further clarification of rules, please refer to the current AQHA Handbook.

### **Cancellation: Shows & Clinics**

Show entrants scratching, for any reason, 5 days before show date are responsible to pay cattle fees. Show entrants scratching, for any reason, after 6:00 PM Thursday the week of the show are responsible to pay all entry fees. Clinic fees are non-refundable.

### **Cattle Injury or Death:**

It is customary for the cattle supplier to be paid market value for a cow that is injured or killed during a show. The cattle supplier will be paid promptly after the event by the Society. The rider may be deemed personally liable for the market value cost of the injured/killed animal if it is determined that the rider caused the injury or death.

### **Disruptive Horses:**

Any disruptive horse/rider team that poses as a threat to the safety of others or to the safety of the rider, as determined by the clinician, judge or any member of the board of directors, must be removed from the show.

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### Inhumane Treatment:

A rider displaying any form of inhumane treatment to his/her horse(s) or entering the arena with illegal equipment will be immediately corrected by the judge, a penalty will be assessed, and the problem will be resolved.

### Lameness:

The judge has the authority to excuse any horse from the class due to lameness at any time. Obvious lameness will be cause for dismissal from the class(s).

Obvious lameness is determined by one or more of the following:

- Consistently observed at a trot
- Marked nodding, hitching, or shortened stride
- Minimal weight bearing in motion and or at rest
- The inability to move.

### General Rules:

Anyone wishing to change a rule can apply to do so at the annual general meeting. Rules imposed to maintain the safety of the horses and individuals will not be changed. The purpose of the Versatility Ranch Horse class is to determine the performance, versatility, and conformation of the stock horse as a working ranch horse. Any horse 3 years of age or older may be ridden.

### Attire:

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All personnel in the show arena are required to wear a collared, long sleeve shirt, cowboy hat or helmet and western style boots. All youth are encouraged to wear CSA approved helmets. Spurs and chaps are optional.

### Ground Tie:

When riding with a romal, a get down rope must 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. When ground tying; the romal reins may be loosely draped over the horse. The get down rope will be used to lead, ground tie, or tie the horse.

When ground tying with split reins, one or both reins may be dropped. Hobbles are allowed.

### Tack and Equipment:

In all ranch horse classes, horses will be shown in a western saddle and appropriate bridle, snaffle bit, or hackamore for the duration of the class. Horses 5 years and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed, or spade bit. Horses 6 years and older may only be shown in a curb bit, half-breed, or spade bit.

Silver equipment will not count over a good working outfit. No prohibited equipment may be used during the show or warm-up. If you have questions regarding your tack, approach the Judge/Director in charge prior to event to review.

**Curb Straps:** When a curb bit is used a curb strap or curb chain is required, it must be at least one-half inch in width and lie flat against the jaw of the horse. Curb chains cannot be tied to the bit with a string or cord. A broken strap or chain does not necessarily result in a major penalty.

*Optional Equipment:*

- Split or romal reins may be used.
- Rope or Riata – if used, the rope or riata must be coiled and attached to the saddle.
- Hobbles – attached to saddle
- Tapaderos – except in working cow horse, where they are not allowed.
- Protective boots, leg wraps, and bandages are allowed except in Ranch Conformation.
- Spurs: not to be used forward of the cinch.
- A chain may be used in Ranch Conformation

*Prohibited Equipment:*

- Protective boots in Ranch Conformation
- Wire chin straps, regardless of how padded or covered
- Any chin strap or chain narrower than one-half inch
- Martingales and draw reins
- Nosebands, tie downs, and roping reins
- Horsehair bosals
- Wire mouthpiece
- Slip or gag bits and donut and flat polo mouthpieces

References to Bosalita means: the get-down rope may also be run through a bosalito, if the bosalito is not tight enough to function as a cavesson. If the bosalito is used, it must allow approximately 2 fingers (1 inch) to pass freely between the nose and the bosalito. The bosalito must be constructed of a flexible braided rawhide, leather or rope, the core of which must be flexible. No rigid material will be permitted under the jaws, regardless of how padded or covered.

References to Hackamores means: the use of a flexible, braided rawhide, leather or rope bosal, the core of which is rawhide. No rigid material will be permitted under the jaws, regardless of how padded or covered.

Reference to snaffle bits means: the conventional O-ring, egg-butt, or D-ring, with the ring being no larger than 4" (100mm). The inside circumference must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval, or egg shaped, smooth and unwrapped metal. It may be inlaid. The bars must be a minimum of 5/16 (8mm) in diameter, measured 1" (25mm) in front of the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1¼" (32mm) or less diameter, or a connecting flat bar of 3/8" to ¾" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm), which lies flat in the horse's mouth, is acceptable. Optional curb strap attached below the reins on a snaffle bit is acceptable.

Reference to a curb bit: must have a solid or broken mouthpiece that acts with leverage. A description of a legal, standard western bit includes: 8 1/2 "(215mm) maximum length shank to be measured as indicated in the diagram on page 24. Shanks may be fixed or loose. Concerning mouth pieces, bars must be round, oval, or egg-shaped, smooth un-wrapped metal of 5/16" to 3/4" (8mm to 20mm) in diameter, measured 1" (25mm) from the cheek. They may be inlaid. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1 1/4" (32mm) or less in diameter, or a connecting flat bar of 3/8 to 3/4" (10mm to 20mm) measured top to bottom with a maximum length of 2" (50mm) which lies flat in the horse's mouth is acceptable. The port must be no higher than 3 1/2" (90mm) maximum, with rollers and covers is acceptable. Broken mouthpieces, half breeds and spades are standard.

Reference to romal reins: means an extension of braided material attached to closed reins. The extension shall be carried in the free hand with a 16" (40cm) spacing between the reining hand and the free hand holding the romal. When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top and the fingers closed tightly around the reins. When using a romal, no fingers between the reins are allowed. The romal shall not be used forward the cinch or to signal or cue the horse in any way.

Reference to split reins: only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the

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reins, index finger only between split reins is permitted. However, in trail, it is permissible to change hands to work an obstacle. Junior horses (5 years old and less) that are shown in a hackamore or snaffle bit may be ridden with two hands on the reins. A mecate may be used with a snaffle bit.

*Reference to Mecate Reins:* is one length of rope (or braided leather or horsehair) usually around 22' long that is tied to a bosal - or it can be used with slobber straps and snaffle bit - making a loop for your reins and leaving a length as a lead rope.

### *Exception:*

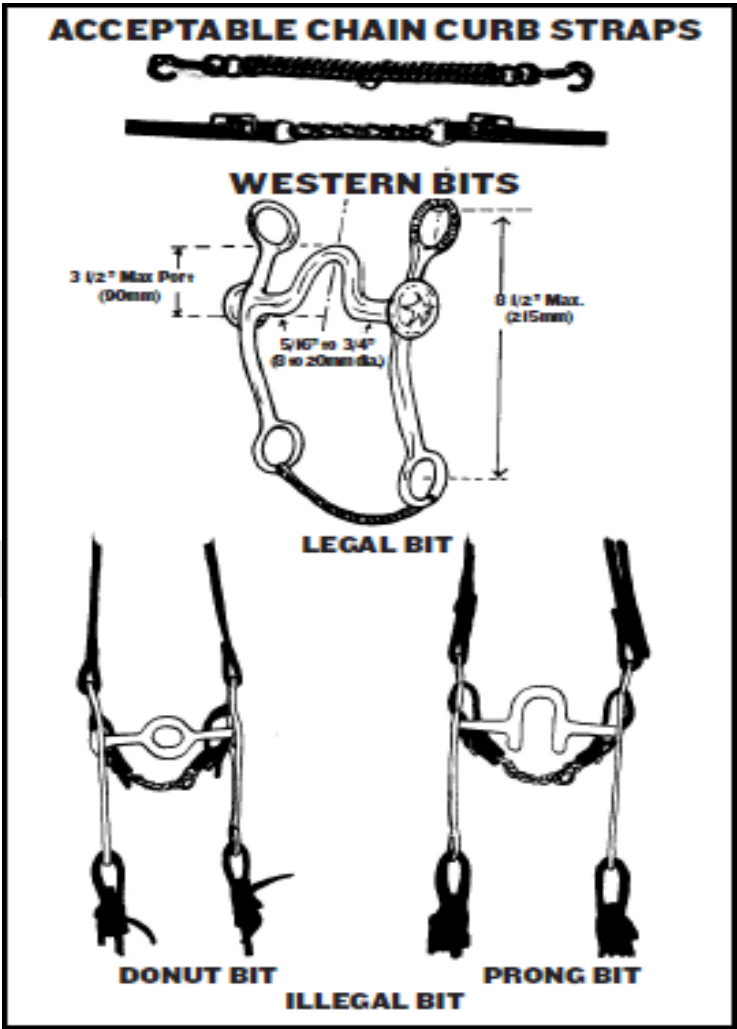
- Novice Amateur, Senior Youth (14-18) and Green as Grass may show with two hands in a snaffle bit or hackamore on any age of horse.
- Junior Youth (13 & under) will be allowed to show in any bit with two hands on any age of horse.
- If a Youth rider starts one handed, he/she must remain one handed in that class

### *Two-Rein equipment:*

The use of two-rein equipment is allowed in all versatility ranch horse classes for one year only. Open to horses of any age that have not shown in a bridle class down the fence at any judged event. Bosals may be of any size constructed of rawhide or leather and have a non-metal flexible core. No iron or foreign substance may be used. The rider must use

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one hand on the reins. Fingers between the reins will be permitted. Both mecate and bridle reins are to be held in the rein hand.





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### Scoring:

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 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 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 ½ excellent). Plusses and minuses reflect the smoothness, finesse, attitude, speed, and authority of the horse/rider team when performing the various maneuvers. Penalties are accrued for incorrect maneuver execution.

In the case of equipment failure that delays the competition or becomes unsafe, the run is stopped, and the horse/rider team will be given credit for what they have accomplished prior to that point. They cannot place above other horse/rider teams who have completed the pattern correctly and will be considered off-pattern (OP).

### Warm-Up Pen Etiquette:

- Always go with the flow of traffic. If the warm-up arena is large enough to allow for two sets of circles, one circle should be loping to the left and one loping to the right, they should pass left hand to right hand in the center of the arena. If the warm-up pen has enough space to lope one circle, ask when you want to change direction.
- Stay to the inside of the circle if you want to go slow, and to the outside of the circle if you want to go fast.
- Don't use your cell phone, I-pad, or personal computer in the arena.
- NEVER stop your horse in traffic.
- If you need to school your horse, work on spins, or adjust equipment, move to the middle of a circle so that you're not disrupting the flow of traffic.
- Always look where you are going and be aware of horses and riders around you.
- Don't exercise young or green horses in the warmup pen while it is crowded; wait until later in the evening or early in the morning. Safety first!
- Yield to the tractor, and always listen to the arena announcer and ring steward.
- Do not tie your horse(s) in the warmup arena.
- Be patient with newcomers and help them learn by referring them to these guidelines.
- If you are not in the next class, please give courtesy to the next class that is entering the arena, so not over crowd the

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warm-up pen. Youth will be given their own warm up prior to their class

### **Ranch Trail:**

The ranch trail class will test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles encountered during everyday ranch work. The horse/rider team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are maneuvered, 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 ranch trail course will include no less than six and no more than nine obstacles, three of which are mandatory. It is mandatory that the horse be asked to walk, trot, and lope during the course. Walk can be part of the 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.

When setting courses, management will be mindful that the idea is not to trap or eliminate a horse/rider team by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind to reduce the risk for accidents. The 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. Time restrictions are placed on this

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class. 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.

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, cannot be maneuvered or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class; it shall be repaired or removed from the course. If the obstacle cannot be repaired and some horses have completed the original course, the score for that obstacle will be deducted from all previous draws in that class.

The course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Combining two or more of the obstacles is acceptable.

### Mandatory Obstacles and/or Maneuver:

- *Opening, passing through and closing a gate:* Use a hinged swinging gate (not a rope gate) that will not endanger horse or rider. The rein hand may be changed to work the gate without penalty provided the change is made prior to and after the gate has been worked.
- *Dismount:* the horse shall remain quiet while the rider dismounts. No penalty will be assessed for the horse shifting to balance. The horse should remain still and quiet as the rider remounts, leaving a loose rein. Riders have the option to use a mounting block to remount. Once the rider is settled

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into the saddle and is still, he/she may then move the horse forward.

- *Drag an Object:* Drag may be a complete circle or figure eight and may begin in either direction. The exhibitor must have the rope dallied on the saddle horn (half or full dally) for duration of the drag. The drag will not to be used in junior youth classes.

### Optional Obstacles:

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

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

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- Open gate on foot
- Pick up feet
- Walk through brush
- Ground tie (Hobbles are allowed)
- Ride over obstacles on the ground (usually logs). Walk, trot or lope may be used but only one gait is required.
  - Walk Over's: Walk over no more than five logs no more than 10 inches high and spacing between 26-30 inches. The formation may be straight, curved, zig-zagged or raised.
  - Trot Over's: Trot over no more than five logs no more than 10 inches high, the space between logs or poles should be 36-42 inches. The formation can also be straight, curves, zig-zagged or raised.
  - Lope Over's: Lope over shall be no more than five logs no more than 10 inches high. The space between logs should be 6 to 7 feet. The formation can also be straight, curved, zig-zagged or raised
- 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.
- Backing obstacles: Backing obstacles are to be spaced a minimum of 28 inches apart. If elevated, 30 inches spacing is required. Back through and around at least three markers. Back through L, V, U or straight or similarly shaped course, which may be elevated no more than 24 inches.

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- Side Pass Obstacles: 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.

Show management has discretion to make available the competition trail course to exhibitors or posted prior to the day of competition. It must be posted at least one hour prior to competition. Printed handouts for exhibitors are helpful and encouraged.

### 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.

### Credits and Penalties:

All runs begin upon entering the pen and any infractions are subject to penalty at that time (such as two hands on the reins, using either hand to instill fear or praise, etc.). 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.

Credit is given to horse/rider teams who negotiate the obstacle correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course and 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. Penalties are assessed as follows:

- *1 Point Penalties:* Over-bridled (per maneuver), out of frame (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 step on mount/dismount or ground tie except shifting to balance; wrong lead or out of lead for two (2) strides or less.
- *3 Point Penalties:* Wrong lead or out of lead; draped reins; break of gait at lope, except when correcting an incorrect lead; break of gait at walk or trot for more than two (2) strides; three to four steps on mount/dismount on ground tie; trotting for more than three (3) strides in lope departures; knocking down or over, or severely disturbing an obstacle; stepping out of or falling off an obstacle with one foot; missing or evading part of a log/obstacle with one foot.



- *5 Point Penalties*: Spurring in front of the cinch; blatant disobedience; use of either hand to instill fear/praise; knocking over, stepping out or falling off an obstacle; dropping an object required to be carried; 1<sup>st</sup> or 2<sup>nd</sup> cumulative refusal; letting go of gate, five or more steps on mount/dismount or ground tie; **missing or evading part of a log/obstacle with more than one foot.**
- *Off-Pattern (OP)*: Incomplete maneuver; eliminating or adding a maneuver; 3<sup>rd</sup> refusal; repeated blatant disobedience, failure to dally and remain dallied; use of two hands (except junior/senior youth and horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two-rein); failure to open and shut gate, or failure to complete gate maneuver. Off Pattern cannot place above others who complete pattern correctly. An OP results in no score for that class.
- *Disqualification (DQ)*: Lameness; abuse; leaving working area before pattern is complete; illegal equipment; disrespect or misconduct; improper western attire; fall of horse/rider.

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

Horses shall be shown individually, and the class may be conducted inside or outside of an arena. The pattern may be started either to the right or left direction. Show management has the option to set the markers to designate gait changes. If the class is held inside the arena, the course shall be set up to make approximately one pass of the arena in each direction. The optional ranch riding pattern may be used, or another pattern may be used if all elements of the class are fulfilled as follows:

- Horses will be shown individually at three gaits; walk, trot, and lope in each direction of the arena.
- Horses will be asked to reverse, stop and back.
- The judge must ask for an extended trot and extended lope at least one direction of the ring.

### Credit and Penalties:

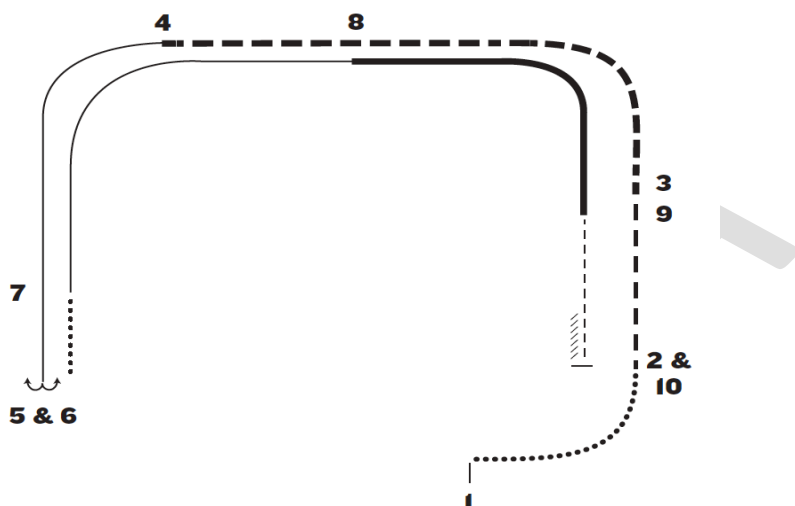
Part of the evaluation of this class is on the smoothness of gait transitions. A horse may be collected from the extended trot as the horse moves into a lope. The transition from the extended lope down to the trot is a transition to the seated trot not the extended trot; therefore, an extra cue to achieve the extended trot 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. Penalties will be assessed as follows:

- *1 Point Penalties:* Over-bridled (per maneuver); out of frame (per maneuver); too slow; break of gait at a walk or trot for two (2) strides or less; wrong lead or out of lead for two (2) strides or less.
- *3 Point Penalties:* Wrong lead or out of lead; draped reins; break of gait at lope (except when correcting an incorrect lead); break of gait at a walk or trot for more than two (2) strides; out of lead or cross cantering more than two strides when changing leads; trotting for more than three (3) strides in lope departures.
- *5 Point Penalties:* Spurring in front of the cinch; blatant disobedience; use of either hand to instill fear/praise;
- *Off Pattern (OP):* Repeated blatant disobedience; breaking pattern; incomplete maneuver; eliminating or adding a

maneuver; use of two hands (except junior/senior youth and horses shown in a snaffle bit/hackamore); more than one finger between split reins or any fingers between romal reins (except in the two-rein); Off Pattern cannot place above others who complete pattern correctly. An OP results in no score for that class.

- *Disqualification (DQ)*: Lameness, abuse, illegal equipment, disrespect, or misconduct, leaving working area before pattern is complete; improper western attire, fall of horse/rider.

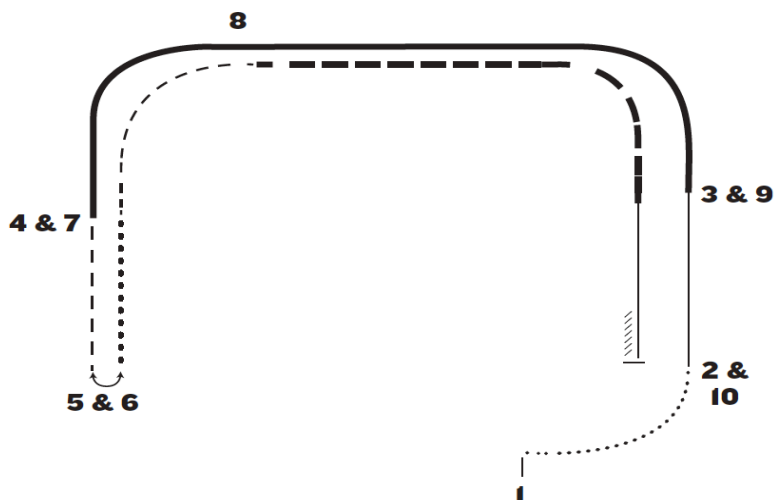
## RANCH RIDING PATTERN #1



**Patterns may begin in either direction. Markers are optional.**

1. Walk from 1 to 2
2. Trot from 2 to 3
3. Extended trot from 3 to 4
4. Lope from 4 to 5
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7
7. Lope from 7 to 8
8. Extended lope from 8 to 9
9. Trot from 9 to 10
10. Stop and back at 10 - approximately one-horse length

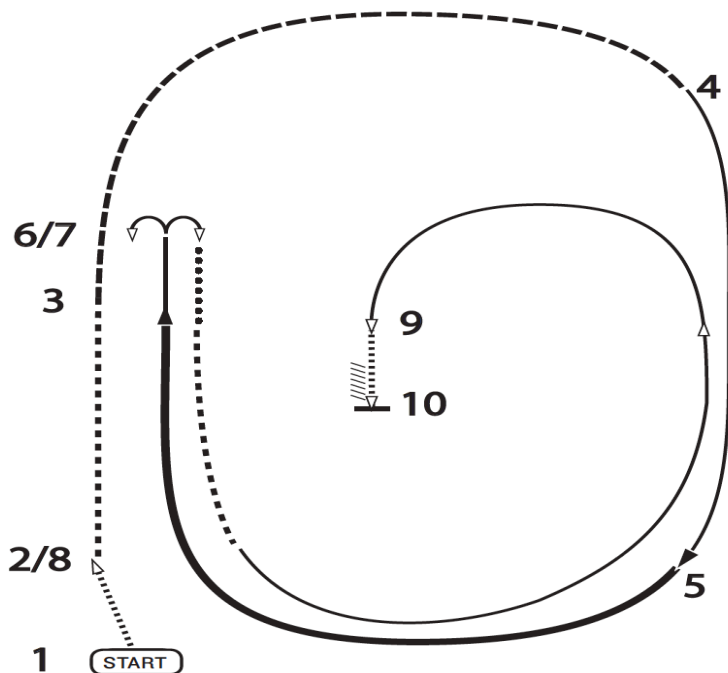
## RANCH RIDING PATTERN #2



Patterns may begin in either direction. Markers are optional.

1. Walk from 1 to 2
2. Lope from 2 to 3
3. Extended lope from 3 to 4
4. Trot from 4 to 5
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7
7. Trot from 7 to 8
8. Extended trot from 8 to 9
9. Lope from 9 to 10
10. Stop and back at 10 – approximately one-horse length

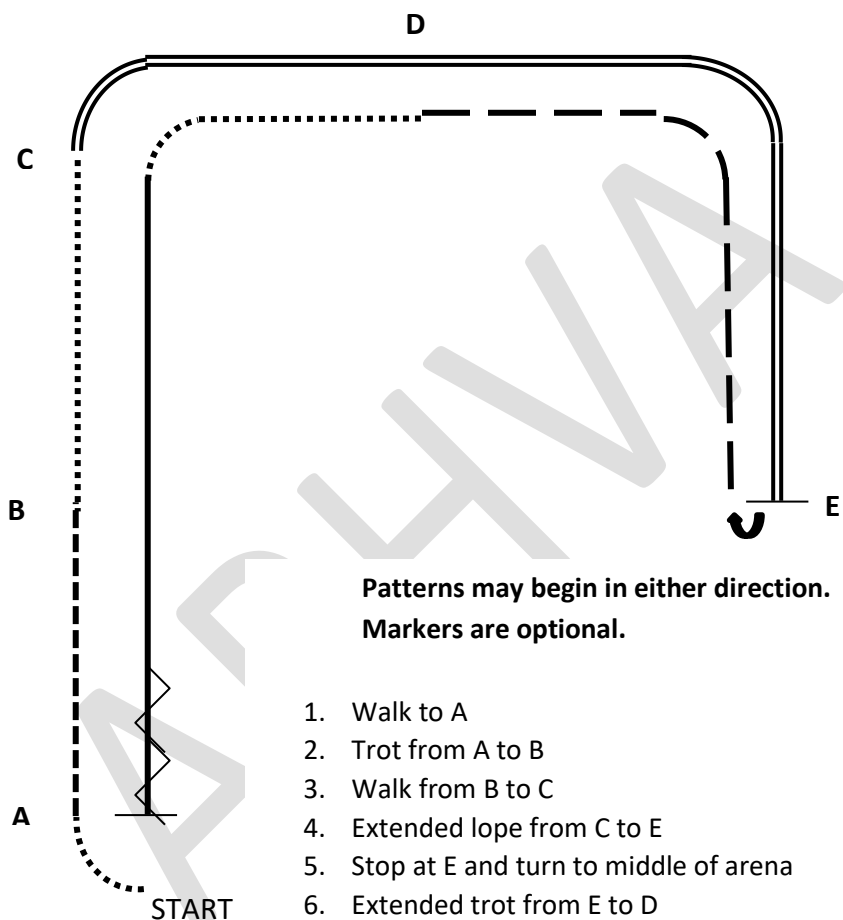
## RANCH RIDING PATTERN #3



**Patterns may begin in either direction. Markers are optional.**

1. Walk from 1 to 2
2. Trot from 2 to 3
3. Extended trot from 3 to 4
4. Lope from 4 to 5
5. Extended lope from 5 to 6
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8
8. Lope from 8 to 9
9. Walk from 9 to 10
10. Stop and back at 10 – approximately one-horse length

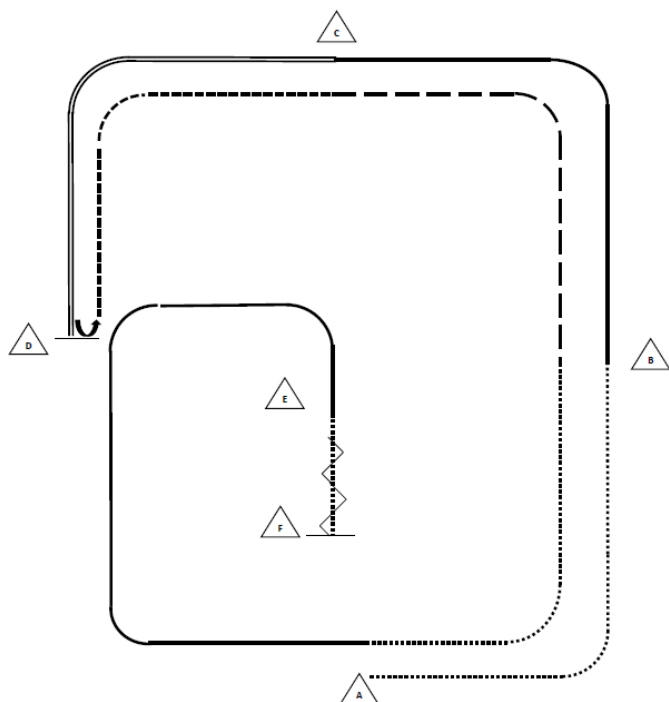
## RANCH RIDING PATTERN #4



1. Walk to A
2. Trot from A to B
3. Walk from B to C
4. Extended lope from C to E
5. Stop at E and turn to middle of arena
6. Extended trot from E to D
7. Walk from D to C
8. Lope from C to A
9. Stop at A and back – approximately one-horse length



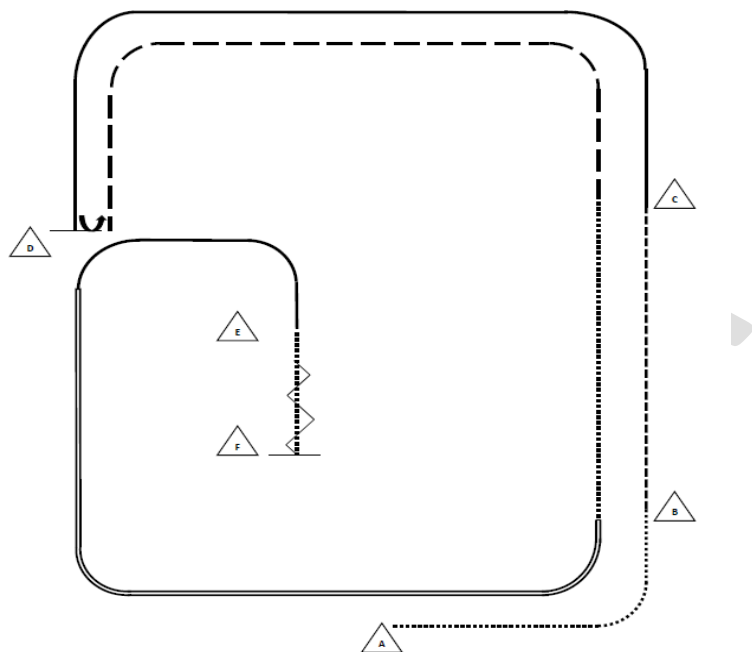
## RANCH RIDING PATTERN #5



**Patterns may begin in either direction. Markers are optional.**

1. Start at A
2. Walk from A to B
3. Lope from B to C
4. Extended lope from C to D
5. Stop at D and turn to middle of arena
6. Trot from D to C
7. Extended trot from C to B
8. Walk from B to A
9. Lope from A, continue past D towards centre of arena to E
10. Walk from E to F
11. Stop at F and back - approximately one-horse length

## RANCH RIDING PATTERN #6



**Patterns may begin in either direction. Markers are optional.**

1. Walk from A to B
2. Trot from B to C
3. Lope at C to D
4. Stop at D and turn to middle of arena
5. Extended trot from D to C
6. Walk from C to B
7. Extended lope from B to D
8. Lope at D towards middle of arena and continue to E
9. Walk at E to F
10. Stop and back -approximately one-horse length

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### **Ranch Cutting:**

This class is judged on the ability of the horse to work a single cow by separating it from the herd and prevent it from getting back to the herd. The ideal ranch cutting horse should have a natural ranch horse appearance from the head to tail in each maneuver.

The objective will be to cut two cows from the herd; one numbered cow as the first cow, and one non-numbered cow as the second cow, with the assistance of two turn back riders and two herd holders. Show management may supply the two herd holders and two turn back riders or exhibitor may supply their own. If an exhibitor is a herd holder or turn back rider, he/she may use the horse that they will be competing on, or they are permitted to use a different horse. Any person who is a herd holder or turn back rider but not an exhibitor, must hold an Honorary Volunteer Membership. The Director in Charge determines who settles the cattle.

Exhibitors will have a two and a half minute time limit to work two head of cattle. Time will begin when the rider crosses a marked time line just prior to entering the herd. Cattle numbers can be announced prior to crossing the time line. The rider will then separate his/her cow from the herd. Each exhibitor has the option of ending their run before the two and a half minute time limit or working the fulltime limit.

Unnecessary roughness or disturbing the herd excessively could result in disqualification. Ultimate credit will be given to the horses demonstrating excellence in the herd work by committing

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to, driving, setting up and working a cow in the center of the arena with minimal disturbance to the herd. Horses will not be penalized for reining during the cutting portion, but should display natural ability.

Youth 13 and under that have entered the versatility section DO NOT compete in the cutting. If a youth 13 and under wishes to compete in cutting, they have the option to enter the individual youth cutting class.

### Penalties should be assessed as follows:

- *1 Point Penalties:* Over bridled (per maneuver); out of frame (per maneuver); losing working advantage; toe, foot or stirrup on the shoulder; working out of position.
- *3 Point Penalties:* Cattle picked up or scattered; spurring on the shoulder; pawing or biting cattle; back fence; hot quit.
- *5 Point Penalties:* Horse quitting cow; changing cattle after a specific commitment; failure to separate a single animal after leaving the herd; blatant disobedience.
- *Off Pattern (OP):* Turn tail; failure to cut two cows; repeated blatant disobedience; use of two hands (except junior/senior youth and horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two-rein); not cutting the correct numbered cow as the first cow, or not cutting a non-numbered cow as the second cow.

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- *Disqualification (DQ)*: Lameness, abuse; disrespect or misconduct; illegal equipment; excessive disturbance of the herd to the point that the exhibitor is asked to leave the arena; leaving arena before run is complete; fall of horse/rider; improper western attire.

### **Ranch Reining:**

The ranch reining class measures the ability of the ranch horse to perform basic handling maneuvers with a natural head carriage in a forward-looking manner. The ideal ranch reining horse should have a natural ranch horse appearance from head to tail in each maneuver. Patterns may be chosen from any of the ranch reining patterns or approved by the show management and judge.

### **Credits and Penalties:**

All runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins, using either hand to instill fear. To rein a horse is not only to guide him but also 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 accordingly to severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness,

and authority of performing various maneuvers while using controlled speed which raises the degree of difficulty and makes the horse/rider team more exciting and a pleasure to watch.

- *1/2 Point Penalties:* Starting a circle at a trot for up to two (2) strides; delayed change of lead by one stride where the lead is required by the pattern description; over-spin or under-spin up to 1/8 turn.
- *1 Point Penalties:* Over-bridled (per maneuver); out of frame (per maneuver); out of lead in the circles, (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); figure eights or around the end of arena over or under spinning 1/8 to 1/4 turn; slipping rein.
- *2 Point Penalties:* Break of gait; freeze up in spins; 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 specific marker before initiating a stop position, trotting beyond two strides, but less than 1/2 circle or 1/2 length of arena.
- *5 Point Penalties:* Spurring in front of cinch; blatant disobedience; use of either hand to instill fear/praise.
- *Off Pattern (OP):* Breaking pattern; inclusion of maneuver (e.g., over or under-spinning, backing more than two (2) strides, etc.); trotting in excess of ½ circle or ½ length of the arena; repeated blatant disobedience; use of two hands (except junior/senior youth and horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two-rein); Off

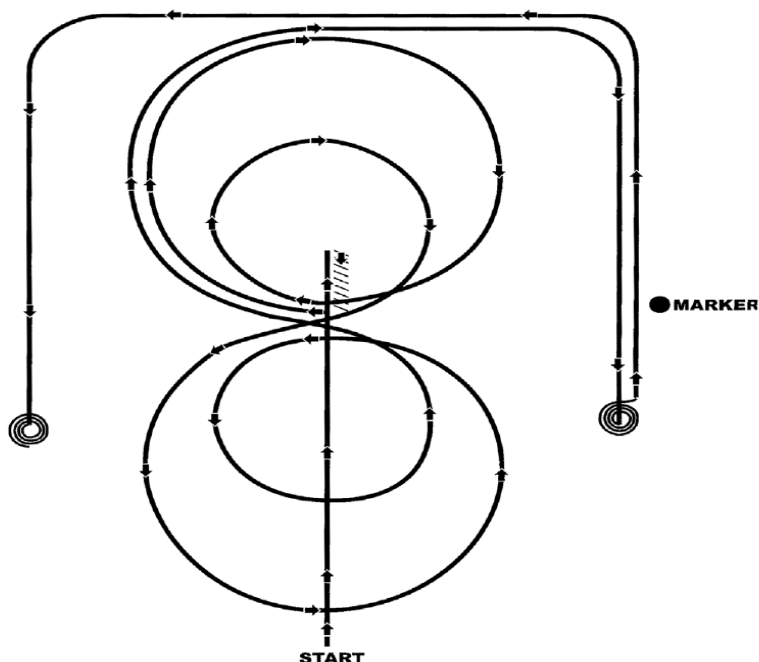
## ARHVA OFFICIAL HANDBOOK

Pattern cannot place above others who complete pattern correctly. An OP results in no score for that class.

- *Disqualification (DQ)*: Lameness; abuse; illegal equipment; disrespect or misconduct; leaving arena before pattern is complete; improper western attire; fall of horse/rider.

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## RANCH REINING PATTERN #1



1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. 1/4 turn to left.
2. Pick up right lead, large fast circle, small slow circle. Change leads at center of arena.
3. Circling to the left, complete a large fast circle, then a small slow circle. Change leads at center of arena.
4. Start a circle to the right, but do not close this circle. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Continue back down side and around end of arena to other side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

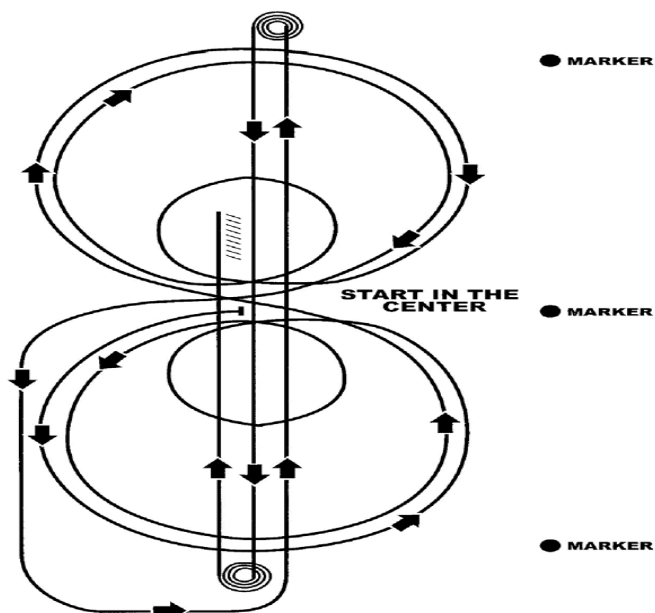
### Pattern 1

- |                                  |                      |
|----------------------------------|----------------------|
| 1. Stop and back up and 1/4 turn | 4. Stop              |
| 2. Right circles                 | 5. 3 1/2 right spins |
| 3. Left circles                  | 6. Stop              |
|                                  | 7. 3 1/2 left spins  |



## RANCH REINING PATTERN #2

Trot to center of arena and stop. Start pattern facing toward judge.



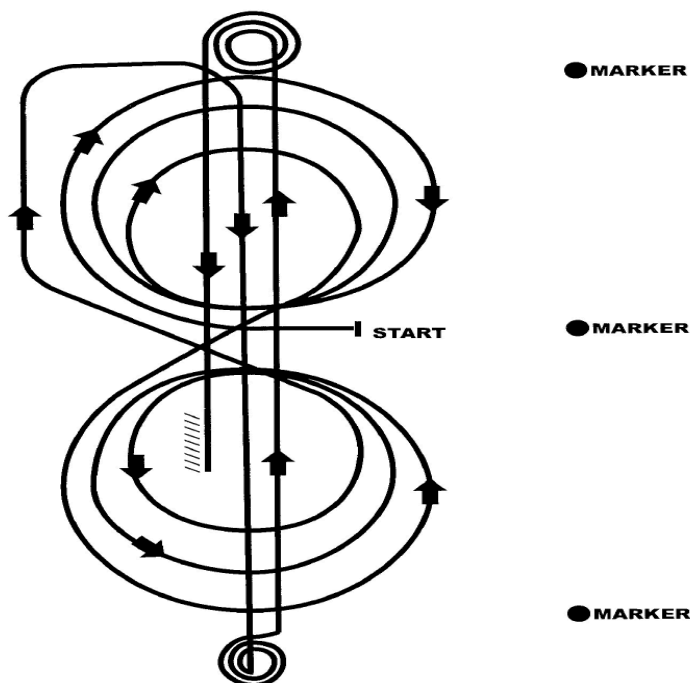
1. Pick up left lead, complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of arena.
2. Complete three circles to the right. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of arena.
3. Do not stop, continue on to run downs. Run to far end past the marker to a sliding stop. Hesitate
4. Complete 3 1/2 spins to the left. Hesitate.
5. Run to far end past the marker to a sliding stop. Hesitate
6. Complete 3 1/2 spins to the right. Hesitate.
7. Run past center marker to a sliding stop. Hesitate. Back at least 10 feet. Hesitate to complete pattern.

### Pattern 2

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

## RANCH REINING PATTERN #3

Trot to center of arena and stop. Start pattern facing toward judge.



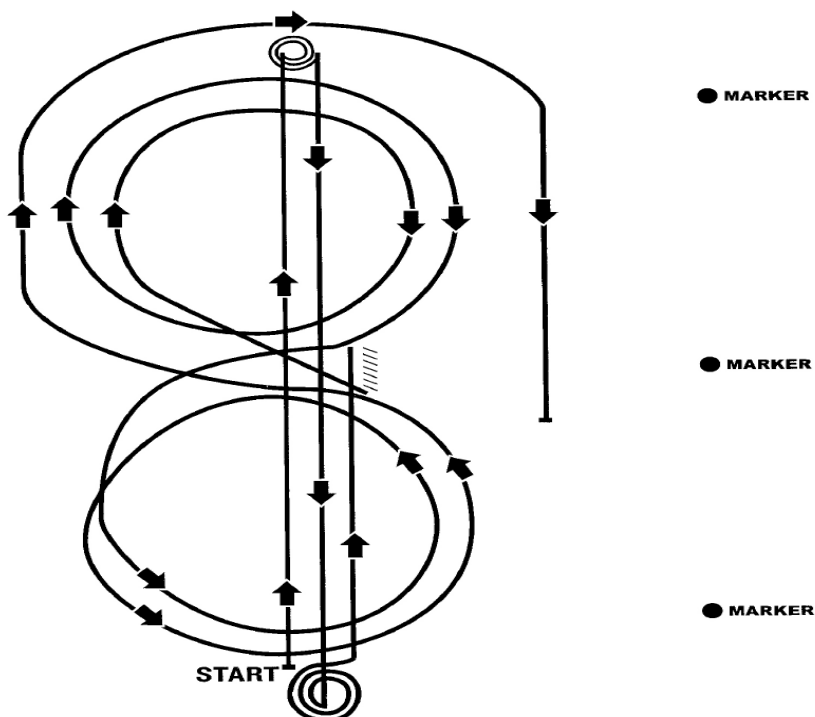
1. Begin on right lead and complete three circles to right, two large fast circles followed by one small slow circle, change to left lead.
2. Complete three circles to left, two large, fast circles followed by one small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait. Run up center of arena to far end past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena past the end marker, come to a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to middle of the arena past the center marker and come to a sliding stop. Back at least 10 feet. Hesitate to complete pattern.

### Pattern 3

1. Right circles
2. Left circles
3. Stop

4. 3 1/2 right spins
5. Stop
6. 3 1/2 left spins
7. Stop and back up

## RANCH REINING PATTERN #4

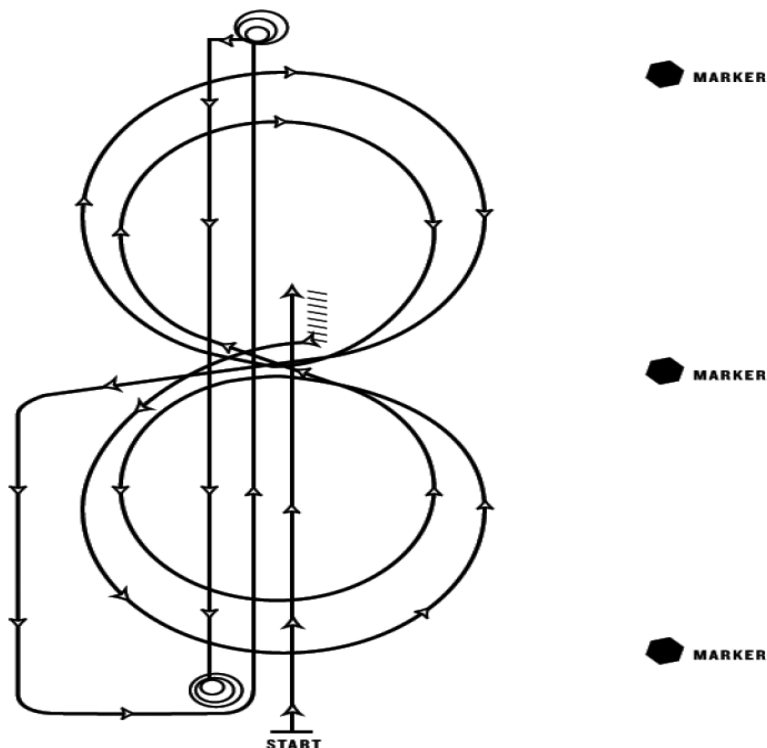


1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 1/4 turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
7. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

### Pattern 4

- |                      |                                   |
|----------------------|-----------------------------------|
| 1. Stop              | 5. Stop and back up and 1/4 turn  |
| 2. 3 1/2 left spins  | 6. Right circles and left circles |
| 3. Stop              | 7. Stop                           |
| 4. 3 1/2 right spins |                                   |

## RANCH REINING PATTERN #5

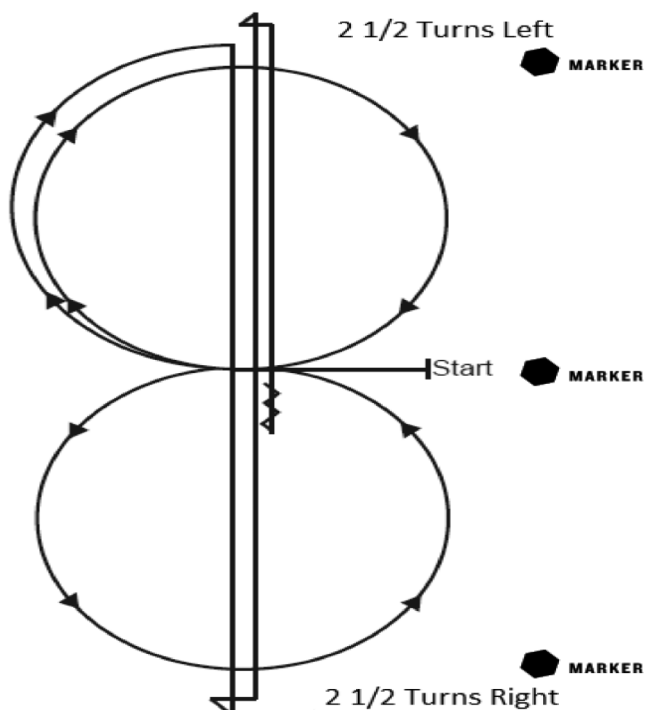


1. Start at end of arena. Run past the center marker and stop. Back up at least 10 feet. Complete 1/4 turn to the left.
2. Complete 2 circles to the left, the first one large and fast, and the second one small and slow. Change leads at the center of the arena.
3. Complete two circles to the right, the first one small and slow, the second one large and fast. Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker; come to a square sliding stop.
5. Complete 3 1/2 spins to the right.
6. Run down center of arena past end marker and come to a square sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

### Pattern 5

- |                                  |                      |
|----------------------------------|----------------------|
| 1. Stop and back up and 1/4 turn | 4. Stop              |
| 2. Left circles                  | 5. 3 1/2 right spins |
| 3. Right circles                 | 6. Stop              |
|                                  | 7. 3 1/2 left spins  |

## RANCH REINING PATTERN #6



Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead lope one circle to the right. Change leads at the center of arena.
2. Complete one circle to the left. Change leads at the center of arena.
3. Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, and back at least 10 feet. Hesitate to complete pattern.

### Pattern 6

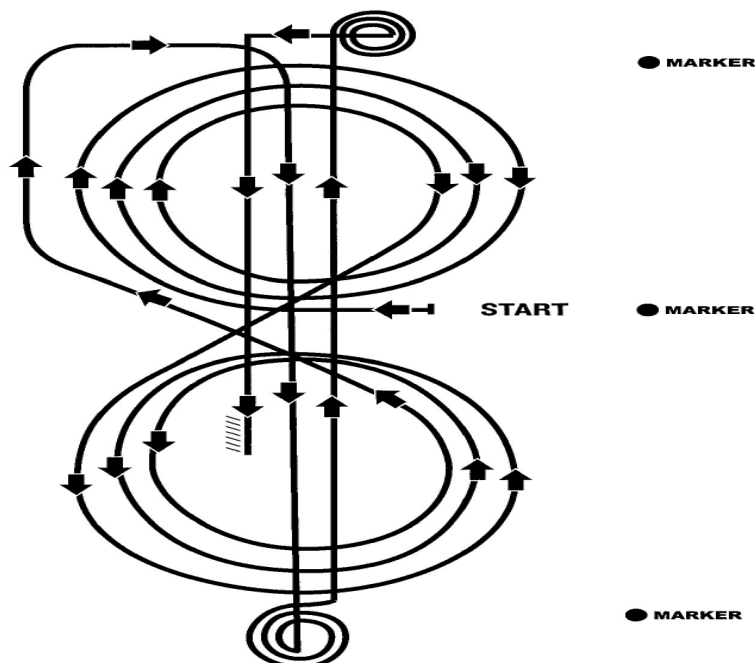
1. Right circle
2. Left circle
3. Stop

### 4. 2 1/2 right spins

5. Stop
6. 2 1/2 left spins
7. Stop and back up

## RANCH REINING PATTERN #7

Trot to center of arena and stop. Start pattern facing toward judge.

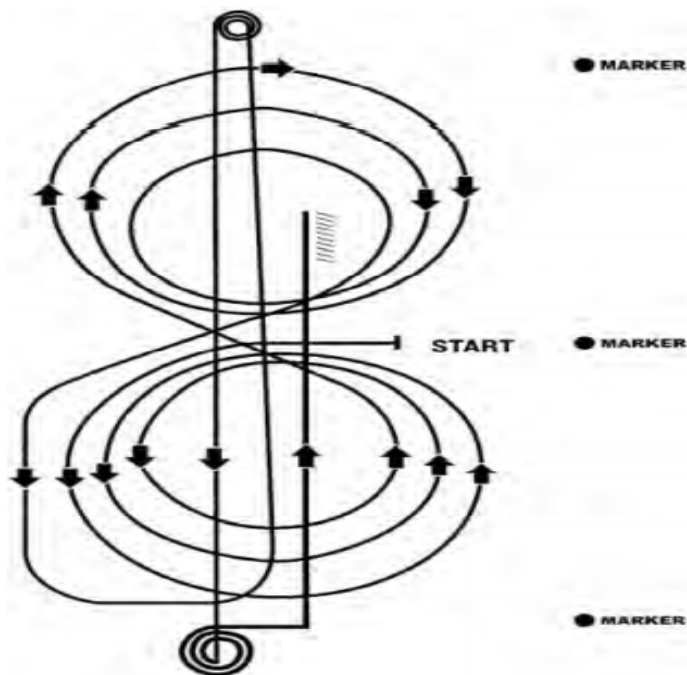


1. Begin at center of arena. Pick up right lead and complete three circles, the first large, fast, the second small, slow, the third large, fast. Change leads at center of arena.
2. Complete three circles: the first large and fast; the second small and slow; the third large and fast. Change leads at center of arena.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
4. Complete 3 1/2 spins to the right.
5. Run down center of arena past end marker and come to a sliding stop. Hesitate.
6. Complete 3 1/2 spins to the left.
7. Run past center marker and come to a sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

### Pattern 7

- |                      |                     |
|----------------------|---------------------|
| 1. Right circles     | 5. Stop             |
| 2. Left circles      | 6. 3 1/2 left spins |
| 3. Stop              | 7. Stop and back up |
| 4. 3 1/2 right spins |                     |

## RANCH REINING PATTERN #8



Trot to center of arena and stop. Start pattern facing toward judge.

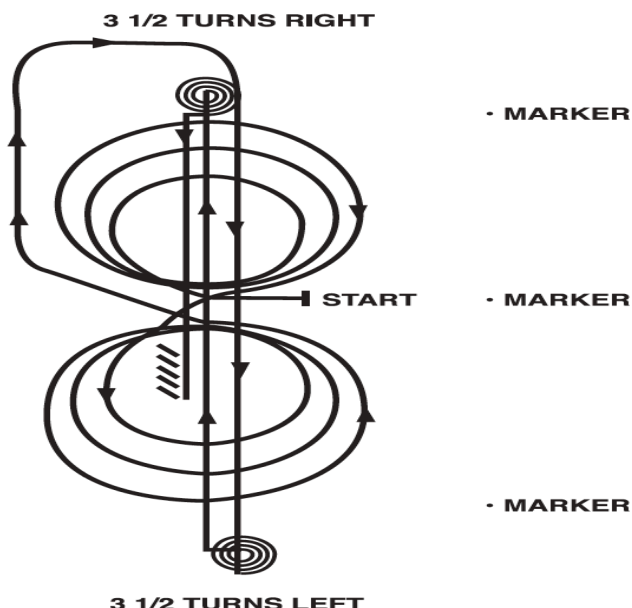
1. Beginning on the left lead, complete three circles: two large fast circles; then one small slow circle. Change leads at center of arena.
2. Complete three circles to the right: two fast circles, then one small slow circle. Change leads at center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and come to a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

### Pattern 8

- |                  |                      |
|------------------|----------------------|
| 1. Left circles  | 4. 3 1/2 left spins  |
| 2. Right circles | 5. Stop              |
| 3. Stop          | 6. 3 1/2 right spins |
|                  | 7. Stop and back up  |

## RANCH REINING PATTERN #9

Trot to center of arena, stop. Start pattern facing toward judge.



1. Beginning on the right lead complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

### Pattern 9

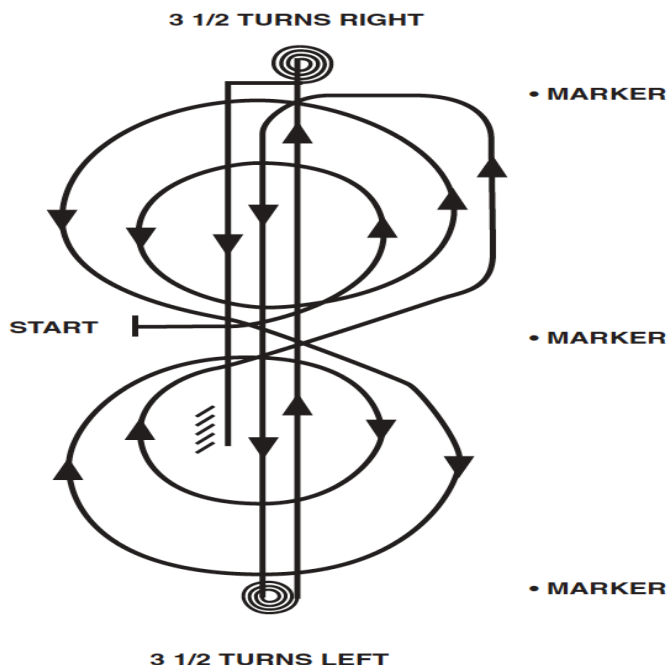
1. Right circles
2. Left circles
3. Stop

4. 3 1/2 left spins

5. Stop
6. 3 1/2 right spins
7. Stop and back up



## RANCH REINING PATTERN #10



Trot to center of arena, stop. Start pattern facing away from judge.

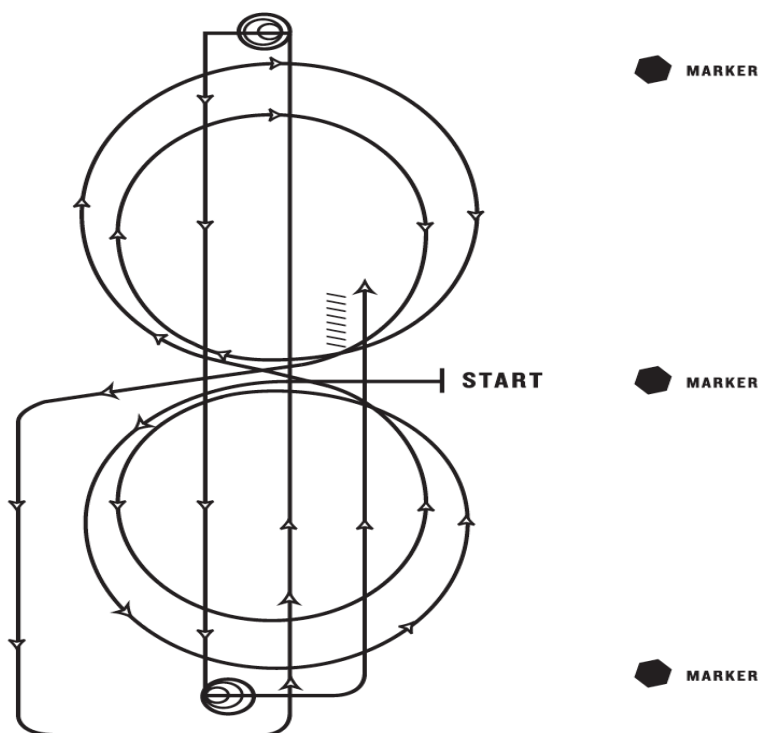
1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

### Pattern 10

1. Left circles
2. Right circles
3. Stop

4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

## RANCH REINING PATTERN #11



Trot to center of arena, stop. Start pattern facing towards judge

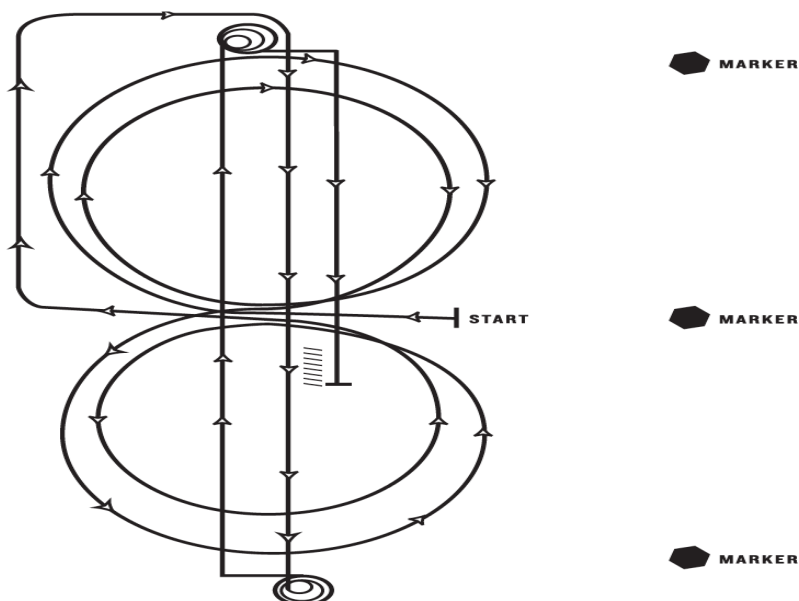
1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

### Pattern II

1. Left circles
2. Right circles
3. Stop

4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

## RANCH REINING PATTERN #12



Trot to center of arena, stop. Start pattern facing toward judge.

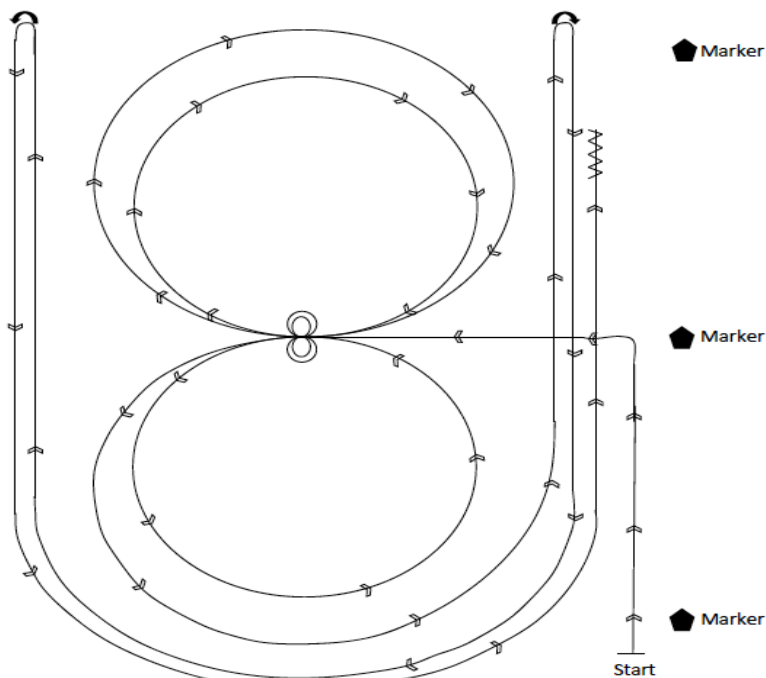
1. Beginning on the right lead complete 2 circles to the right; the first circle large and fast and the second small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast and the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

### Pattern 12

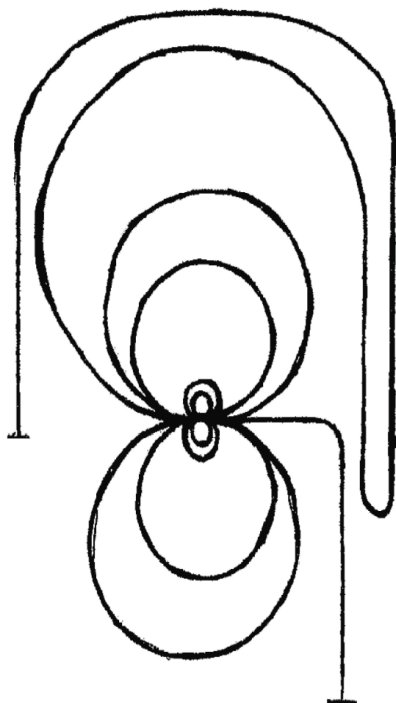
- |                  |                      |
|------------------|----------------------|
| 1. Right circles | 4. 3 1/2 left spins  |
| 2. Left circles  | 5. Stop              |
| 3. Stop          | 6. 3 1/2 right spins |
|                  | 7. Stop and back up  |

## RANCH REINING YOUTH 13 AND UNDER

### PATTERN #1



1. Trot to centre of arena.
2. Complete 2 spins to the right.
3. Complete 2 circles to the right. The first one small slow and the second large fast.
4. Stop at centre.
5. Complete 2 spins to the left.
6. Complete a small slow circle to the left. Begin a large fast circle to the left, but do not close this circle, proceed past the centre marker, staying at least 20 feet from the wall and do a rollback to the right.
7. Proceed around end of the arena, past centre marker staying at least 20 feet from the wall and do a rollback to the left.
8. Proceed around the end of the arena, past centre marker staying at least 20 feet from the wall. Stop and back up 10 feet.



**1. Trot to center of the arena.**

2. Complete two circles to the right, the first circle large and fast, and the second circle small and slow. Stop at center.
3. Complete two spins to the right.
4. Complete two circles to the left, the first circle large and fast, and the second circle small and slow. Stop at center.
5. Complete two spins to the left.
6. Start a large circle to the right but do not close this circle. Proceed past the center marker staying 20 feet from the wall. Do a left roll back.
7. Proceed around the end of the arena, past the center marker staying 20 feet from the wall. Stop and back up 10 feet.

### **Ranch Cow Work:**

The ideal ranch horse must also be a cow horse. This class demonstrates and measures the horse's ability to work cattle. The ideal ranch cow horse should have a natural ranch horse appearance from head to tail in each maneuver. Holding the saddle horn is permitted. There is a time limit per horse/rider team to perform depending on the division. The time begins when the cow is turned into the arena. At the time limit, the judge should blow the whistle once for the exhibitor to cease work. The judge may blow a whistle once at any time for the exhibitor to cease working with the cow for safety reasons. Judges will give credit for what they have seen up to this point. The judge may award a new cow by blowing the whistle twice, if the first cow is not honoring the horse. If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work. If the exhibitor accepts the new cow, the time for working the cow will start over. If the exhibitor intends to accept the new cow, the exhibitor must pull up immediately. In the circling portion of the judging, one whistle will terminate the work and two whistles will award a new cow. When multiple judges are scoring, any one judge may terminate the work or signal for a new cow.

**Open, Limited Open and Amateur Divisions:** Exhibitors in the Open, Limited Open and Amateur divisions are allotted three minutes to complete the work. When there is one minute left, the announcer will call "one minute remaining". At three minutes, the announcer will call for time. There are three parts to the class: boxing, fence work and roping or circling:

- *Part One – Boxing the Cow:* The rider shall ride into the arena, face the cattle entry gate and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena, for enough time to demonstrate the horse's ability to hold the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his/her horse's ability to drive and block the cow on the entry fence.
- *Part Two – Fence Work:* After the cow has been controlled on the entry end of the arena, the rider shall set the cow up and drive it down either side of the arena. The cow should be turned on the fence at least once in each direction. The first run out for a turn should be past the halfway mark of the arena. All turns down the side shall be completed before reaching the end fence.
- *Part Three-Roping or Circling:* Open and Limited Open exhibitors must rope the cow. The Amateur exhibitor has the option of circling the cow or roping the cow but cannot combine the two to get credit for this portion of the run.
  - To rope the cow, the exhibitor must be carrying a rope when the run starts. The exhibitor may pull up after the fence work, take down the rope and proceed to rope the cow. The exhibitor must then rope the cow and bring it to a stop. In the roping portion of the class, two throws are permitted. The horse will be judged on two maneuvers: tracking /rating and stopping the cow. It is not necessary that the exhibitor catch to receive a score in the roping

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

- To circle the cow, the amateur exhibitor will maneuver the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle's size, symmetry, speed, and relative balance from the right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be complete before the cow is exhausted. Once an exhibitor has committed to circling the cow, if the cow falls no new cow will be awarded. The exhibitor will complete the run by riding around the fallen cow to fulfill circling requirements. In the circling portion of the judging, one whistle will terminate the work and two whistles will award a new cow.

Limited Amateur Division: Limited Amateur exhibitors are allotted one minute and forty-five seconds to complete the work. When there is 50 seconds left, the announcer will announce "50 seconds remaining". At one minute and forty-five seconds, the announcer will call for time. Exhibitors are not required to use all the allotted time but must ride until the judge whistles the end of the run or time expires, whichever occurs first. There are four parts to the work: boxing the cow; setting up the cow and driving it down the



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

- *Part One – Boxing the Cow:* The rider shall ride into the arena, face the cattle entry gate and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for enough time to demonstrate the horse’s ability to “hold” the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his /her horse’s ability to drive and block the cow.
- *Part Two – Set up Cow and Drive down Fence to Opposite End of Arena:* After the cow has been controlled on the entry end of the arena, the rider shall set the cow up for driving down the side of the arena. When coming out of the corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately  $\frac{1}{2}$  to  $\frac{3}{4}$  the length of the arena. Rider will then stop and release the cow and move horse toward center of arena to set cow up for boxing.
- *Part Three – Boxing the Cow at Opposite End of Arena:* The exhibitor will regain control/hold the cow at end of the arena to demonstrate the horse’s ability to “hold” the cow.
- *Part Four – Drive the cow back down the fence (original side)* past the middle marker and continue until the judge blows the whistle to show completion.

Novice Amateur, Green as Grass and Youth Divisions: Novice Amateur, Green as Grass and Senior/Junior Youth ranch cow work exhibitors will have an allotted time of 50 seconds to box the cow. The rider shall ride into the arena, face the cattle entry gate and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for enough time (50 Seconds) to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his/her horse's ability to drive and block the cow.

### Credits and Penalties:

All runs begin upon entering the pen. Any infractions (such as two hands on the reins, using either hand to instill fear/praise, etc.) are subject to penalty at that time. During "Boxing", credit will be given for the horse's expression and it's 'cow sense' (the horse's ability to judge and respond to a cow's movements with little to no rider assistance); holding, controlling, and turning the cow; the amount of work done; and the degree of difficulty of the work. Credit will be given during "Set Up Cow and Drive Down the Fence" for rating the cow; blocking the cow with pressure towards the end of the arena; driving the cow with control down the side of the arena; and controlling a difficult cow.

Penalties will be assessed as follows:

- *1 Point Penalties:* Over-bridled (per maneuver); out of frame (per maneuver); loss of working advantage; in limited amateur cow work – driving cow down the opposite fence

(changing sides); working out of position; slipping rein; in limited amateur cow work failure to drive cow past the middle marker on second drive before time expired.

- *2 Point Penalties:* Going around the corner of the arena before turning the cow; when working an animal in the open field (at least 20' from the side of arena) and the animal gets within 3 feet from the end of the fence before being turned; an illegal catch or failure to catch when roping in the Amateur class.
- *3 Point Penalties:* Exhausting or overworking the cow before circling or roping; hanging up on the fence (refusing to turn); knocking down the cow without having a working advantage; losing a cow while boxing.
- *5 Point Penalties:* Failure to turn the cow both directions on the fence; spurring in front of the cinch; blatant disobedience; use of either hand to instill fear/praise; an illegal catch or failure to catch when roping in the Limited Open and Open class.
- *Off Pattern (OP):* Turning Tail; failure to attempt any part of the class; (includes no attempt at roping in the Open/Limited Open/Amateur divisions); repeated blatant disobedience; schooling after entering arena prior to calling for cow; schooling horse between cows if new cow is awarded, or complete loss of rope in Amateur, Limited Open and Open class; use of two hands (except junior/senior youth and horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two-rein); Off Pattern cannot place above

others who complete pattern correctly. An OP results in no score for that class.

- *Disqualification (DQ)*: Bringing the cow straight over backwards on its back or head with all four feet in the air when roping; lameness; abuse; illegal equipment; disrespect or misconduct; leaving arena before run is complete; improper western attire; fall of horse/rider.

### **Ranch Conformation:**

The purpose of ranch conformation is to preserve the ranch horse type selecting well mannered individuals in the order of their resemblance to the breed ideal. The ranch horse ideal is 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. The ranch conformation class must be held after the conclusion of the other classes.

Horses are to be shown in a good working halter: rope, braided, nylon, or plain leather. Any horse shown in ranch horse conformation class may not be shown with a lip cord, however a lead shank with an attached chain may be used under the chin or over the nose.

As the horse approaches, the judge will step aside to the right to enable the horse to trot straight to a cone placed 50 feet away. At the cone the horse will continue trotting, turn to the left and trot

toward the left wall or fence of the arena. After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from each side, the front and rear.

### Credit:

- *Front Limbs:* Moving and standing particularly straight, for having exceptional bone, short cannon bones, long forearms, sloping shoulder etc.
- *Hind Limbs:* Moving or standing particularly straight, for having exceptional bone, muscle, or form to function.
- *Balance:*
  - Credit for exceptional characteristics and balance of head, neck, and body (balance relative to body proportions).
  - Length of stride - the distance between successive points of initial contact of the same foot
  - Rhythm - how well the movement of each foot is in balance and in time with each other foot
  - Lightness - coordination of stride and rhythm so that movements appear to take minimal effort
  - Impulsion - the use of hind quarters to provide momentum to the movement
  - A long stride with excellent rhythm
- *Profile:* Small head; large bright eyes; slender neck and throat latch; balanced shoulder, back and hip; deep girth; low tail set; balanced smooth muscling throughout.
- *Type:* Conformation relating to ranch work; sufficient height, bone structure and muscling.

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- *Eye Appeal:* Attractiveness, eye catching, pretty

### Minor Faults to be considered:

- *Front Limbs:* Toe in or toe out; winging or paddling movement; upright pastern; base narrow or base wide; small feet; slightly calf kneed or offset knees.
- *Hind Limbs:* Slightly coon footed; camped out behind; cow hocked; bandy legged; slightly sickle hocked; slightly post legged; lack of muscle; toe in or toe out; small feet; rope walking.
- *Balance:* Long head; pig eyes; roman nose; ewe neck; thick throat latch; crested, thick, short neck; long back; shallow girth; goose rump; high tail set.
- *Type:* Short and choppy stride; lacking rhythm; heavy mover with no impulsion; lack of fitness type; poor turn out; off type.
- *Profile:* Type too small; slight muscling; slight boned.
- *Eye appeal:* Dull; unattractive.
- *1 Point Penalties:*
  - *Front Limbs:* Contracted heels; excessively upright pasterns; excessively fine boned; calf kneed or offset knees; excessively tied in behind; base narrow, toed out; excessively small feet
  - *Hind Limbs:* Coon footed; sickle hocked; cow hocked; post legged
- *5 Point Penalties:* Club footed; parrot mouthed
- *Zero (0) Score:* visible lameness

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### Payout Table:

#### Number of Horses; Payout

1-2: 1<sup>st</sup> – 100%

3-4: 1<sup>st</sup> – 60%, 2<sup>nd</sup> – 40%

5-6: 1<sup>st</sup> – 50%, 2<sup>nd</sup> – 30%, 3<sup>rd</sup> – 20%

7-9: 1<sup>st</sup> – 40%, 2<sup>nd</sup> – 30%, 3<sup>rd</sup> – 20%, 4<sup>th</sup> – 10%

10-15: 1<sup>st</sup> – 30%, 2<sup>nd</sup> – 25%, 3<sup>rd</sup> – 20%, 4<sup>th</sup> – 15%, 5<sup>th</sup> – 10%

Winner shall be determined by adding scores from each class together, highest cumulative score shall be declared the winner. In the event of a tie for 1<sup>st</sup> place, the highest score from the Ranch Cow Work class shall be deemed the winner. Riders must enter and attempt all six events to be eligible. Riders in the Green as Grass division are not eligible for any payouts.