

4-H Working Ranch Horse Competition Rules Junior (Grades 3-5)

1. Test – Each contestant will be required to take a written exam. The exam will be worth 100 points. Junior exams will have questions from *4-H Horsemanship* and *Utah 4-H Working Ranch Horse Practical Training Guide*. Intermediate and senior level exams will have questions from the already mentioned books as well as *4-H Horse Science*.

2. Heading – The purpose of the heading competition will be for youth participants to show their skill in throwing head loops and demonstrating their ability to safely dally their ropes.

Participants will throw loops from horseback at a roping dummy that is equipped with a horn-less or muley head. Control and positioning of the horse will be important in the scoring process.

Competitors will be allowed a maximum of five head loops within a two (2) minute time limit. Scoring will be as follows:

1. 20 points – Control and positioning of the horse.
2. 10 points – Each catch (potential of 50 points).
3. 15 points – Display of safe dallying techniques.
4. 3 points – Each catch for use of side arm throw, scoop loop, backhand throw, or turnover loop.

Each participant will use only one rope, and must recoil and build a new loop after each throw. If rope is dropped, contestant can dismount and retrieve rope.

3. Heeling – The purpose of the heeling competition will be for youth participants to show their skill in throwing heel loops and demonstrating their ability to safely dally their ropes.

Participants will throw loops from horseback at a roping dummy. Control and positioning of the horse will be important in the scoring process.

Competitors will be allowed a maximum of five heel loops within a two (2) minute time limit. Scoring will be as follows:

1. 20 points – Control and positioning of the horse.
2. 10 points – Each catch (potential of 50 points).
3. 15 points – Display of safe dallying techniques.
4. 3 points – Each catch for use of side hipshot or backhand.

Each participant will use only one rope, and must recoil and build a new loop after each throw. If rope is dropped, contestant can dismount and retrieve rope.

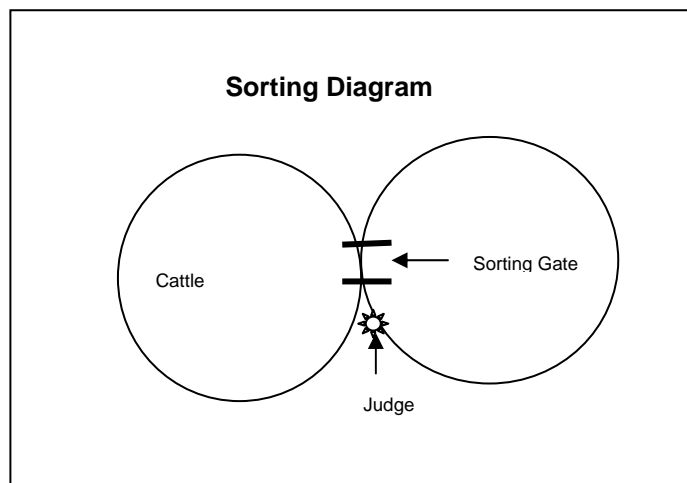
4. Ranch Sorting (Timed/Judged Event)

Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

The basic concept of ranch sorting is:

- Ten (10) head of cattle in the herd numbered 0-9.
- Ranch Sorting will take place between two pens of approximately equal size with the Show Management's option of working cattle back and forth or only one way.
- Recommended sorting area to be round pens 50'-60' in diameter.
- The start/foul line will be recommended as a 12' - 16' opening between the two pens.
- There will be a 90 second time limit.
- The judge will be positioned evenly with the foul line.
- All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. At the conclusion of each run, the judge will designate the need to bunch cattle.
- The judge will raise the flag to signal when the arena is ready.

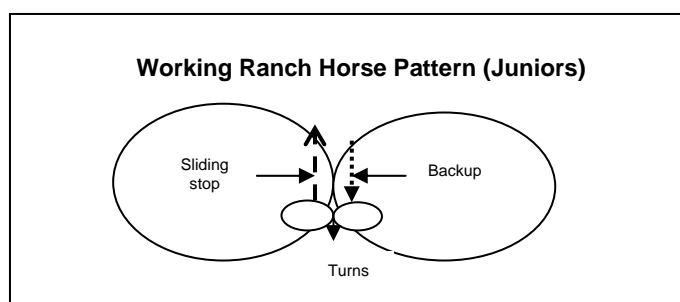
- The flag will drop when the nose of the horse crosses the start/foul line and the announcer will provide the number to be sorted first. Rider will begin riding from the pen that is to be sorted into.
- The rider will sort that number first, and then the next two numbers in ascending order. (For example: If five (5) is the number given, the contestant will sort number 5 first, followed by 6, and then 7.)
- All cattle must have approved back or neck numbers.
- The cattle are sorted in the proper order. If any part of a numbered cow crosses the start/foul line prior to its correct order, the rider receives a no- time.
- A cow is considered sorted when the entire animal is completely across the start/foul line.
- If a numbered cow jumps the fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for that contestant at the end of the herd, (assuming it was not caused by roughing) and time cannot be improved.
- The run is considered complete when three head of cattle with the appropriate numbers are sorted through the center gate or the time limit expires.
- Show Management must use three timers for this event. Contestants will receive a time for each animal they sort. The purpose of this is to decide placing if not enough riders sort three head. (For example: If rider #7 sorts three head in 1:16, but no one else sorts three, rider #7 is the winner. If rider #4 sorted two in :58 and #8 sorted two in :45, but neither sorted three, #8 would be second place. The first timer will time one head, the second will time two head, and the third will time three head or the 90 second time limit.



5. Working Ranch Horse (Pattern + cow work)

Walk to center of arena facing the judge or the left wall.

1. Beginning on a right lead, lope a small, slow circle.
2. Change leads at the center of the arena.
3. Lope a small, slow circle to the left.
4. Do a sliding stop in the center of the arena
5. Back Horse a minimum of ten feet.
6. Complete one full spin left.
7. Complete one full spin right. Hesitate.



After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall move and hold the cow on the prescribed number located at some point in the arena.

The numbers 1, 2, or 3 will be posted on the fence inside the arena. The contestant must hold the animal a sufficient amount of time to demonstrate the ability of the horse to contain the cow. The announcer will give the randomly selected number on the fence at the time the contestant calls for the cow.