

Utah 4-H Working Ranch Horse Program



Competition Events

Senior Division (Grades 9-12)

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 idea of this class is to show the ability of the horse and rider skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. ***Galloping or trotting of horse will not be permitted when entering or working in the herd.*** Horses may be trotted or galloped to hold herd.

Contestant does not have to separate their cow from herd and should not receive credit for separation from herd. If cow is separated from the herd there should be no excessive running or cutting of the cow.

This is a judged event with a 90 second time limit. The contestant will attempt to make three head catches. The rope must be thrown (released from the hand) and the contestant may throw as many loops as needed within the time limit. The Honda on the rope used must be of a breakaway design. There is to be no rubber covering of any saddle horn (will not apply to the WRH gathering in Panguitch 2008). Any type leather, latigo, mule hide, etc. are legal.

Contestant must start with horse at opposite end of pen from cattle.

Herd will consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. If this type of cattle is not available then any size will do. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant when the horse crosses the starting line.

The contestant must rope the number of the animal announced first, and then move on to the next and the next. For example: If the judge announces number 5, the contestant will rope 5 first and then number 6 and then number 7. A contestant will be disqualified for roping the second or third animal first.

Time will be started when the contestant starts the horse walking towards the cattle. The contestant must make a legal head catch of the designated calf and dally up. The animal's head must pass through any legal catch. Points will be deducted for feet or legs or any portion of the calf's body behind the shoulder.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 0 to 20 – How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 0 to 20 – How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal head catch, 15 points.
10 points for legs, belly, etc.
Anything other than a clean head catch.

4. Loops other than traditional head catch, Backhand, underhand coop, etc.

***Disqualification for galloping or trotting horse when entering or working herd.**

3. Heeling - The idea of this class is to show the ability of the horse and rider skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her.

Galloping or ***trot***ting of horse will not be permitted when entering or working in the herd. Horses may be trotted or galloped to hold herd.

Contestant must have an adult header who is very capable of handling roped cattle. The assistant can be a family member, 4-H leader, or acquaintance.

This is a judged/timed event with a 90 second time limit. The rope must be thrown and the contestant may throw only two loops.

Herd will consist of no more than 10 head and no less than 5 head of cattle, preferably yearlings or younger. Corriente or other roping type cattle may be used. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant when the header and heeler cross the starting line.

The header will catch the assigned animal and handle it from the herd. The heeler has two loops to make a catch. Time will be given between judge's flags. Starting flag will be dropped when the header catches, and the time will end when a heel catch is completed, and the ropers have dallied and stretched the animal.

Penalties that may be applied to exhibitor's score:

1. Up to 10 penalty seconds if the judge feels there has been excessive running or mishandling of the animal or herd.
2. 5 penalty seconds for the second loop.
3. 5 penalty seconds for one hind leg catch.
4. Disqualification for galloping or trotting horse when entering or working herd.

Awards that may be applied to exhibitor's score:

1. Minus 5 seconds for catching with hip shot or backhand loops.
2. Minus 10 seconds for catching with Del Viento loop. Disqualification for galloping or trotting horse when entering or working herd.

3. 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

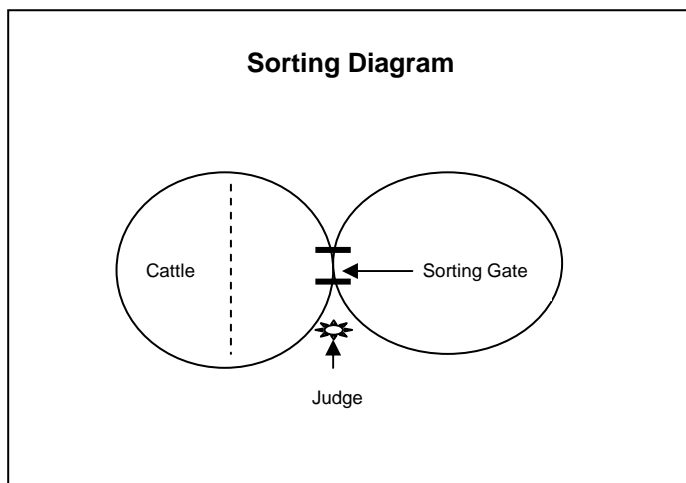
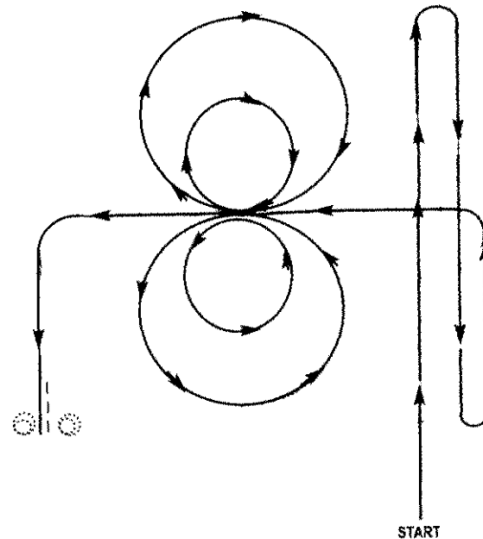
crosses the start/foul line prior to its correct order, the rider receives a no-time.

- 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.

judged on the rider's and horses' ability, cow sense and smoothness. Each contestant will perform individually. The event will begin with the reining pattern and then releasing one cow into the arena.

Each exhibitor will be allowed a maximum of 3 minutes to complete the class. At the 2 minute mark, there will be a two-minute warning. When the 3 minute time limit has expired, the exhibitor will be excused from the arena.

Working Ranch Horse Pattern



1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin right or left.
11. Do 360 degree spin opposite direction taken in #10.
12. Hesitate to show completion of pattern.

5. Working Ranch Horse (Pattern + Cow Work) - This class combines the reining ability and cow sense of the horse and will be

After the exhibitor has completed his reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Cattle to be used must be yearlings or older, no bulls.

The contestant must get at least one (1) turn in each direction. To be considered a turn, the contestant must be close to the cow to be the cause of the turn. The turn must be tight enough

so as not to be considered just circling the fence.

After turning cow on the fence each way contestant will stop horse to complete run.

Disqualifications:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.