

Box Elder County 4-H Working Ranch Horse

Competition Rules

Intermediate and Senior

General Rules – Tack and attire will follow the rules listed in the *Utah 4-H Western Horse Rule Book* with the exception of a horse 5 and under can be shown in age appropriate headgear without being penalized. The NRCHA and AQHA rulebooks will be used to oversee any rule not listed in the *Utah 4-H Western Horse Rule Book*.

1. Test – Each contestant will be required to take a general knowledge test or exam. The exam will be worth 100 points. Seniors will have questions from the Utah 4-H Horse Programs Study Guide Volume 1, and 2 as well as questions from the Working Ranch Horse Practical Training Guide found on the website here: <https://extension.usu.edu/utah4h/files/working-ranch-horse-training-guide.pdf>

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 a horse will not be permitted when entering or working in the herd.***

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

This is a judged event with a 2 minute 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. Any type leather, latigo, mule hide, etc. are legal horn wraps.

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

Herd should 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. 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 any animal out of order.

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, 1 to 20 – How contestant handles horse when entering herd, position when throwing loop, position when dallying , etc.
2. Rope handling ability, 1 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 head and front legs, belly, etc. Anything other than a clean head catch.
4. Loops other than traditional head catch, 5 points each. Backhand, underhand, scoop, etc.

***Disqualification for galloping 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 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 event with a 2 minute time limit. 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. A random draw will be used to select the animal to be roped, which will be announced to the contestant at the beginning of the run.

The header will catch the assigned animal and handle it from the herd. Time will be started when the header brings the animal from the herd. Time will end when a heel catch is completed, and the ropers have dallied and stretched the animal.

Heelers may use a regular honda. A breakaway is strongly encouraged if the contestant is less experienced with handling a rope. There is to be no rubber covering of any saddle horn. Any type of leather, latigo, mule hide, etc. are legal horn wraps.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 30 – How contestant handles horse when approaching animal, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 30 – How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Legal heel catch: 25 points for two legs, 15 points for one leg.
4. Catch made with loops other than traditional heel throw, 15 points. Backhand, Del Viento, Hipshot, etc.

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

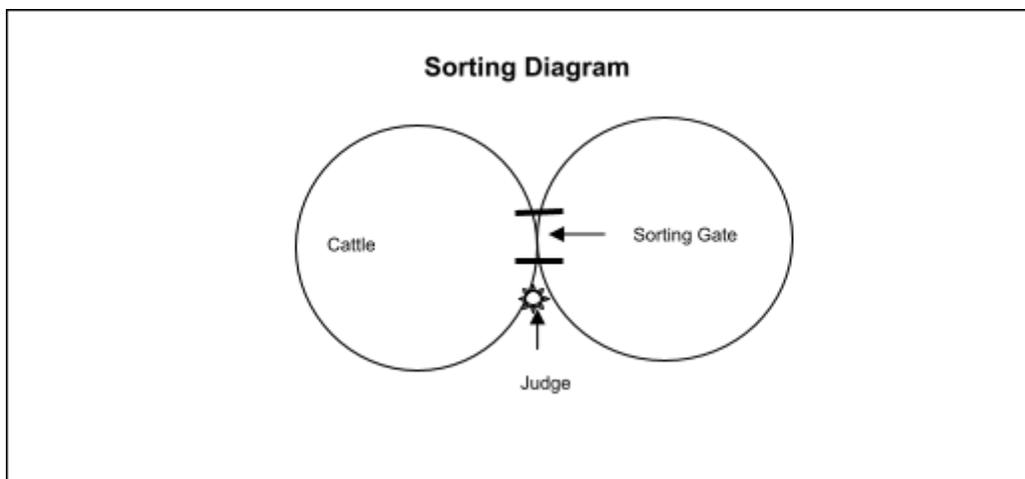
4. Ranch Sorting (Timed/Judged Event)

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:

- No less than five and no more than ten (10) head of cattle in the herd numbered. 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 may use three timers or just record the time for each sort on the score sheet. 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 one timer will record the sort time for each animal as it passes the start/foul line, or the 90 second time limit.
- There will be a designated person provided to assist in the gate.



5. Working Ranch Horse (Reining Pattern + Boxing/Penning)

This class combines the reining ability and cow sense of the horse and will be 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. The reining pattern will be an NRCHA approved pattern and will be determined by the show management. The reining pattern will be scored using an NRCHA scoresheet.

After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Working the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. Riders will box for 45 seconds at which time a whistle will be blown and the contestant will move on to penning the cow. 2 attempts to pen the cow will be allowed, then the rider will be called off and the run ended. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

***Questions please contact Ben Adams (435)279-4223 saltwellscattle@gmail.com**

