

# 2011 RMBA RANCH HORSE COMPETITION PACKET

## INTENT OF COMPETITION

The RMBA Ranch Horse Competition simulates the skills of a horse and rider needed on a working ranch. These skills will be displayed in three segments of the contest:

- 1- Horsemanship (Reining Pattern)
- 2- Cow Work (Boxing and Fence work)
- 3- Trail Work (Slicker, Bridge, Log, Gate and Feet)

The Intent of the competition is to display your ability to perform tasks on a ranch while working horseback and showing CONTROL and SAFETY in all of the above situations. Control is shown in horsemanship through responsiveness to rider cues. In cow work the intent is to work the cow in a calm manner as you would on a ranch (only as much pressure as needed to gain control of the cow). The trail class is an opportunity to display the ability for a person to work safely around and on-top a horse. Any time safety and / or control are compromised maximum points will be deducted.

All shows will commence despite weather and ground conditions that exist the day of the show as an example of actual working conditions. The judging will take into account those existing conditions and any other site specific conditions (i.e. – Sliding stops on frozen ground compromises the safety of the horse and therefore points will be deducted). Clarification will be made the day of the show at the judges meetings.

## CLASSES

**2 Year-Old Ranch Horse** - Basic Pattern (4 progressive patterns for the series.) (Horse may not enter any other classes)

**Youth Class (13 & Under as of January 1<sup>st</sup>)** – Youth Pattern (Any legal bit, tracking and rating cow only, trail consists of slicker, gate, 1 front foot and bridge. No rope)

**Advanced Ranch Horse (roping)**– Advanced Pattern [any age horse; 5 & under any legal bit, 6 & over approved bit (see equipment section below for requirements)]. (Horse may not enter either green ranch horse classes).

**Novice Rider Ranch Horse** – Intermediate Pattern (Novice Rider Only, any legal bit, may only show in this class a maximum of 2 years, or limited to \$500 rider earnings in any ranch horse, reining, cutting or reined-cow horse event.)

**Green Ranch Horse (5 & Under)** – Intermediate Pattern (Novice Horse, any legal bit, horse may not enter advanced ranch horse)

**Green Ranch Horse (6 & Over)** – Intermediate Pattern (Novice Horse, any legal bit, horse may not enter advanced ranch horse)

**Advanced Ranch Horse (circling)**– Advanced Pattern [any age horse; 5 & under any legal bit, 6 & over approved bit (see equipment section below for requirements)]. (Horse may not enter either green ranch horse classes).

## JUDGING

### SCORING-

Horses are judged on performance only. The contestant is judged from the time the contestant enters the arena until the run is finished. A judge may blow a whistle at anytime to terminate the work. If the work is not finished at that time, the contestant receives a 0. Scoring is based on a 60-80 point system. The lowest score possible is 60 points and the highest score possible is 80. The score for a correct run is 70 points.

-1.5 = Extremely Poor

-1.0 = Very Poor

-0.5 = Poor

0.0 = Correct

+0.5 = Good

+1.0 = Very Good

+1.5 = Excellent

\*\*\* Maximum credit should only be given when control and safety are clearly demonstrated\*\*\*

In the event of a tie, the winner will be decided by the highest score in the cow work division.

Breaking of the pattern receives a 60 for that section of the work.

### REINED WORK -

The best reined horse shall be easily guided or controlled with little or no apparent resistance. All deviations from the exact given pattern must be considered a loss of control and marked down accordingly. Credit shall be given for the smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using CONTROLLED speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.

**CIRCLES:** To be judged on the horses' ability to be willingly guided without pulling to the inside or outside of the circle, and to demonstrate the horse's willingness to increase or decrease speed. In the circle segment the rider can increase their score by making circles come together at the center of the arena and to make circles symmetrical. *Circles shall be run far enough from arena wall that it does not affect the circles.* This will demonstrate control to the judges.

**LEAD CHANGES:** Lead changes shall be made in the center of the arena. Lead changes will be made in both front and the back of the horse. Maximum points shall be awarded to a horse that completes a flying lead change in the center of the arena in one stride with minimal cues from the rider. However a smooth simple lead change shall out-score a forced flying lead change.

STOPPING AND BACKING: Stops shall be inline with the direction of travel. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein. *A horse that does not stop within two strides shall be severely penalized as this is a clear sign of loss of control and in a ranch situation has the potential to be very dangerous.* Backing shall be in a straight line without hesitation.

SPINS: Credit will be given to a horse that spins flat and smooth, showing no indication of being forced, and demonstrating a willing attitude. The front feet shall show good footwork and the hind quarters shall be in the same general area.

ROLLBACKS: At the end of the stop, the rollback should be a 180 degree turn, where the horse turns and leaves in one motion. Slight hesitation between the stop and the rollback is ok. Rollbacks shall be made at least 15' off of the fence for maximum credit. This again demonstrates control.

SIDE PASS: Maximum credit will be awarded to a horse that freely moves directly perpendicular without any movement forward or backwards and with a straight body from tail to nose.

HIND QUARTER YIELD: The hindquarters shall move around the front legs of the horse. The horse shall move freely, be flat and smooth showing willingness.

#### COW WORK -

Throughout the cow work, the name of the game is CONTROLLING the cow. Maximum credit should only be given when the horse is in control of the cow. The contestant needs to deliberately stop or pull up on his horse to show the judge that he is now ready to go down the fence.

The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cows reluctance to move down the fence when sufficiently driven by the contestant. The most CONTROLLED cow work, with the highest degree of difficulty, that exhibits good form throughout, should be marked the highest. **\*\*The contestant will receive a new cow if the cow drawn is unreasonably difficult or unworkable\*\***

The judge may blow the whistle at anytime during the work. One whistle to terminate the work and two whistles to award a new cow. If exhibitor continues to work after the whistle has been blown they will be disqualified.

**THERE WILL BE NO ROUGHING OF THE CATTLE**  
(Contestants that run a cow into the fence will be disqualified)

The judge should take into consideration the size of the arena, condition of the ground, and disposition of the cattle in scoring each work. In the cow work phase of any class, one hand on the horn may be used to prevent the fall of the rider.

**\*\*Cattle from the 2 year old class and youth class may be reused in Green Ranch Horse 5& under, and in the Green Ranch Horse 6& over Classes at the discretion of the show manager\*\***

**2 year old class:**

Because of the age of this class, the cow work will only consist of rating and tracking the cow. The contestants shall have the entire arena to work the cow. Maximum credit shall be awarded to the horse that freely rates and tracks the cow with minimal cues from the rider. The intent of this class is to build confidence into the 2 year olds, not to take control of the cow. The contestant shall ride until whistled off the cow by the judge when he has been satisfied the rider was able to show the horse. This is a graduating class, each may take this class to another level. The patterns for the year will be progressive as follows:

- Show 1 - Pattern 1
- Shows 2 and 3 – Pattern 2
- Shows 4 and 5 – Pattern 3
- Shows 6 and 7 – Pattern 4

**Youth Class:**

Cow work will only consist of rating and tracking the cow. The contestants shall have the entire arena to work the cow. Maximum credit shall be awarded to the horse that freely rates and tracks the cow with minimal cues from the rider. The intent of this class is to build confidence, not to take control of the cow. The contestant shall ride until whistled off the cow by the judge when he has been satisfied the rider was able to show the horse

**Green Ranch Horse Classes and Novice Classes:**

Upon receiving a cow in the arena, the contestant shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain that cow on the end. After a reasonable amount of time, the contestant shall take the cow down the fence in-between the fence and a barrel. The cow must go between the barrel and fence from the direction of the end where the cow was boxed.

**Advanced Ranch Horse Class:**

Upon receiving a cow in the arena, the contestant shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain that cow on the end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn on the fence each way.

**(Advanced Circling):** Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. 2 Minute time limit on cow work.

**OR**

**(Advanced Roping):** Then the contestant shall rope the cow with a break away hondo. Judging will consist of rating and tracking, and stopping (to break rope away). There is a 2 minute time limit on cow work, and maximum of 2 loops allowed. A legal catch is defined as the head passing through the loop, and over both ears, and the hondo must break. (example: If the loop passes through the head and catches a hind foot, it is a legal catch as long as the hondo breaks).

The actual stopping or turning of the cow by the end of the fence will not qualify as a fence turn. To qualify as a fence turn the turn must be accomplished without the aid of the end fences to actually stop or turn the animal being worked.

#### TRAIL WORK -

The best trail work will demonstrate a calm horse that does not spook, shy or have any unexpected behavior. The intention of this section is to show how "broke" your horse is.

**SLICKER:** Credit shall be given to a horse that does not get bothered by the slicker while the rider removes it from the fence and places it in-front of them. Additional points will be added if the rider is able to freely move the slicker around themselves with no problem from the horse.

**BRIDGE:** Maximum points will be given to a horse that moves freely during the approach, across the bridge, and while the horse moves away from the bridge. No hesitation should be seen at anytime while crossing the bridge and the horse should move in a straight line. The horses head may be low as long as there is no hesitation.

**LOG:** Points will be awarded to the horse and rider that demonstrates SAFTEY AND CONTROL while handling the rope and log. The rope shall be handled in a safe manner and not interfering with the horse (i.e. – The rope shall not be dallied with excessive slack, the rope shall not be tensioned while between your horses feet, there shall not be any situations where you cannot freely turn your rope loose). For more points you may show your horse with more speed as long as safety and control are still maintained.

In the two year old class points will not be deducted, and none shall be awarded if the horse initially spooks but is able to be immediately controlled and calmed by the rider, as long as the rider takes a hold of the horse. Maximum points will be awarded to the horse that is not bothered by the rope and log.

**GATE:** In classes where walking through the gate is specified, points will be awarded to a horse that freely leads through the gate, turns and faces the rider without the gate coming into contact with the horse. The rider shall have control of the reins in one hand the entire time.

In classes where opening and closing the gate while mounted is specified, maximum points will be awarded to the horse that freely move toward and around the gate, while the rider has one hand continuously on the gate from the time it is opened to the time the rider closes it. The horse shall also wait for the rider to be in position and ready before leaving the gate.

**FEET:** Credit shall be given to the horse that freely picks up their feet and holds their feet for the rider with no other movement. The rider shall have control of the reins while picking up their feet, unless the horse will clearly ground-tie. In those situations, maximum points shall be awarded.

**MOUNTING: CONTROL AND SAFETY** will be the judging factors in mounting. The rider shall mount the horse in a correct fashion. There shall be clear control of the horse through the reins while mounting. Points will be deducted for a horse that is not paying attention to the rider while mounting, does not look at the rider. And that walks off prior to the rider in the saddle with their feet in the stirrups. Maximum point will be awarded to the rider that is able to mount their "broke" horse from either side, in any manner as long as there is clear control, safety and attention of the horse while standing still. Mounting blocks are acceptable and encouraged if needed.

**\*\*Youth Class** – The youth class will be required to work the gate, slicker, bridge, mounting and pick up only one front foot. Assistance during mounting from an adult is allowed and recommended / encouraged.

### **TACK / EQUIPMENT**

Show attire shall be western boots, western pants, long sleeve shirt, and a western hat or helmet. Spurs, chaps or chinks are optional. Horses shall be shown astride in a western saddle. Clothing and personal appearance shall not factor into the judging.

A legal bit is defined as but not limited to:

-A broken mouth piece, even with a shank (e.g. tom thumb) may be shown two handed.

-No wire, twisted wire, chain or any other similar device may be used as part of a bit. No tie downs, martingales, mechanical hackamores, or other training devices allowed.

-5/16" minimum diameter on any part of the bar of the mouth piece is required.

-No chain chin straps may be used; a flat, flexible leather chin strap at least 1/2" wide is permissible.

The Advanced Ranch Horse approved bit requirements are as follows:

- 1- The barrel must be round, smooth and made up of one continuous, unbroken piece.
- 2- \* if ridden with a romal (AQHA does allow split reins and a finger may be used between the two reins)
- 3- Ridden one handed, and may not switch hands during run.

**\*\*\*The show committee has the final decision on any headgear permissible during the contest, and questions may be resolved during the contestants meeting.\*\*\***

### **SERIES POINT SYSTEM**

Series point system per 2009 NRCHA rules

During the show season, points will be awarded to the horse for it's placing in any class. Points will be awarded with first place receiving the highest number based on the number of horses shown. In order to be eligible for a year end award, RMBA membership is required. Awards will be given to the high point and reserve high point winners in each class.

In a class with 5 or more, the first place horse will receive 5 points for the win plus one point for every horse defeated. Each succeeding place will receive 2 points less than the place before it. (i.e. – 10 horses in class, 1<sup>st</sup> is 14 points, 2<sup>nd</sup> is 12 points, 3<sup>rd</sup> is 10 points, 4<sup>th</sup> is 8 points, 5<sup>th</sup> is 6 points).

In a class having less than 5 entries, the first place horse will receive points equal to the number of horses shown in the class plus one point for every horse defeated. (i.e. – 4 horses in class, 1<sup>st</sup> place receives 4 points plus 3 points for the three horses defeated equaling 7 points, 2<sup>nd</sup> receives 5 points, and so on. Three horses shown in a class, 1<sup>st</sup> place receives five points, 2<sup>nd</sup> receives 3 points, 3<sup>rd</sup> place receives 1 point).