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Future Begins

RMBA

Rocky Mountain Breeders Association

RMBA RANCH HORSE RULES

Table of Contents

Description		Page #
I.	Intent of Competition	1
II.	Entry Regulations	1
a.	Classes (<i>descriptions of each class</i>)	1
b.	Judging	4
c.	Scoring	4
d.	Reining Components	5
e.	Cow Work (<i>includes specific classes</i>)	5
f.	Trail Work	7
g.	Ranch Riding	8
h.	Tack & Equipment	9
i.	Series Point System	9
j.	Questions ?	10
III.	Patterns	5
	Two-Year Old Patterns (<i>progressive</i>)	12-15
	Youth – Beginning Level	16-17
	Youth – Advanced Level	18-19
	Amateur, Limited, Green, Prime Time, Advanced, & Box/Drive/Box/Drive	20-26
	Ranch Riding	27-34

Thank You for your interest and support of the Rocky Mountain Breeders Association

RMBA RANCH HORSE RULES

Approved March 11, 2024

I. INTENT OF COMPETITION

A. The “**Ranch Horse Competition**” classes simulate the skills of a horse and rider needed on a working ranch, for the betterment of horse and rider in a friendly, competitive manner. These skills will be displayed in three components of the competition:

- 1 Horsemanship (Reining Pattern)
- 2 Cow Work (Boxing, Tracking, or/and Fence work with the option to rope)
- 3 Trail Work as described on page 9.

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 of a horse. Any time safety and/or control are compromised, maximum points will be deducted.

B. “**Ranch Riding**” classes are stand-alone classes. They are judged independently of the Ranch Horse Competition. Year End awards are offered in Ranch Riding classes for qualifying members.

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. Clarification will be made the day of the show at the judges’ meetings.

II. ENTRY REGULATIONS

Honesty of level and ability of rider and horse are expected when deciding what class to enter. The RMBA shows were developed to give regular horsemen/women a purpose/goal for their horse. These shows are also a great stepping stone to help beginners step into a more competitive show world.

Each person must be a current member of the RMBA to enter a show. Entries are due three (3) days prior to the event no later than Wednesday by 9:00 PM, before the Saturday show. There will be no last minute changes after entries close. All contestants must check in with the Show Secretary to receive their show number at least one hour before their class.

Riders will be assigned a number at check-in. The number must be displayed on the left side, back corner of saddle pad.

Scratches will not receive a refund. Veterinarian out or medical out shall receive the jackpot fee back, only. No office or cattle fees shall be refunded.

An insufficient funds check will result in: No Year End or show points for the show at which the NSF check was issued, no payouts for that show, and the checkwriter may not enter any RMBA sponsored show until the RMBA is paid in full for the check, plus a \$50.00 inconvenience fee.

A. CLASSES

Class descriptions set out below, do not represent the order in which classes will run or the order they are listed on the entry blank. The order of categories may also be run in a different order by moving some or part of the trail segment around. This may vary from show to show and is at the Show Manager’s discretion.

1. **Advanced Ranch Horse:** Open to an advanced level horse and/or rider. Pattern consists of reining, cow work, and trail work. **Note: Rider pattern option in cow work is Roping w/ breakaway Hondo or Circling.** Open to any age horse, 5-year old and under may ride in a snaffle bit or a hackamore; 6-year old and over must be ridden in a NRCHA approved bit. Reins with a Romal are required. Only one hand may be used on the reins and hands may not be changed during the run pursuant to NRCHA rules for showing. Advanced horses may only cross enter in a Prime Time class. Except as set out above, Advanced horses may not compete in any other class. Class qualifies for jackpot \$ the day of the show and for Year End awards.

► **In classes 2-10, the cow work is timed at 70 seconds.**

2. **Prime Time "Rider":** Rider is 60+ years of age as of January 1. It can be any level rider and horse combination. May cross enter in other qualifying classes. Pattern consists of reining, cow work, and trail work. Any age horse, any AQHA legal bit. Class qualifies for jackpot \$ the day of the show and for Year End awards.
3. **Green Ranch "Horse" 5 Years Old & Under:** Any level rider. Pattern consists of reining, cow work, and trail work. Green horse 3, 4 & 5 years old, any AQHA legal bit. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.
4. **Green Ranch "Horse" 6 Years Old & Over:** Any level rider. Pattern that consists of reining, cow work, and trail work. Green horse, 6 years old and over, any AQHA legal bit. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.
5. **Limited "Rider":** Open to any rider that has not been judged turning a cow on the fence and/or circling a cow more than five (5) times in any RMBA show. Pattern consists of, reining, cow work, and trail work. Any age horse, any AQHA legal bit. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.
6. **Amateur "Rider":** Designed for the Amateur rider only. Pattern consists of, reining, cow work, and trail work. **Note:** Rider may not show in this class if they have won the Year End Champion award once or Reserve Champion award twice in this class. Rider can then advance to the Limited Rider class. Any age horse, any AQHA legal bit are allowed in this class. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.
7. **Green Ranch "Horse" 3-Year Old:** Any level rider, pattern consists of reining, cow work, and trail work. Green horse, 3-years old, any AQHA legal bit. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.
8. **2-Year Old Ranch "Horse":** *To be ridden in a snaffle bit or bosal.* Any level rider, rides a basic pattern that consists of 4 progressive patterns in the series including ground work, reining, cow work, and trail work (*see 2-Year Old Patterns*). This class is for a 2-year old horse only and the horse may not be entered in any other classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.
9. **Box Drive Box Drive:** is designed to give riders and horses more experience reading and handling cattle. Rider upon receiving a cow shall box and hold the cow on the prescribed end of the arena, showing control and then driving the cow down the fence to the other end of the arena, to set it up to box again and then drive it down the fence a second time past the center marker. The goal of this class is to introduce the rider to the "fence work" phase of cow work. **NOTE: The cow work is timed and ends when the horse and rider have passed the center marker and may not exceed 1 minute, 45 seconds.**
 - a. **Advanced:** This class is designed for the more advanced rider. Pattern consists of, reining, cow work and trail. Class qualifies for jackpot \$ the day of the show and for Year End awards. An Advanced Ranch Horse does not qualify to compete in the Box Drive Box Drive classes.
 - b. **Limited:** This class is designed for limited and amateur riders. Rider may only show in this class if they have NOT won the Year End Champion award or the Reserve Champion award twice in this class. Pattern consists of, reining, cow work and trail. Class qualifies for jackpot \$ the day of the show and for Year End awards. An Advanced Ranch Horse does not qualify to compete in the Box Drive Box Drive classes.
10. **Advanced "Youth" Class (18 years old & under as of January 1):** Youth may not show a stallion. Designed for youth riders, 18 years old and under. Rider rides youth pattern that consists of reining, cow work and trail. Cow work to consist of boxing the cow at one end, in a controlled manner, and taking it down the fence, 70

second time limit for the cow work. Rider may cross enter in other qualifying classes. Any age horse, any AQHA legal bit, may ride two-handed, second rider on same horse is okay. Class qualifies for jackpot \$ the day of the show and for Year End awards.

11. **Beginner “Youth” Class** (18 years old & under as of January 1; not open to Youth riders who have shown in ranch horse type events for 2 years): Youth may not show a stallion. Designed for beginning youth riders only. Youth pattern consists of reining, trail, and cow work. Trail obstacles consists of “Gamblers Choice” where the rider can select three existing obstacles to perform. Cow work will consist only of boxing a cow in a controlled manner. 70 second time limit for the cow work. Rider may only ride in youth classes. Any age horse, any legal AQHA bit, may ride two-handed, second rider on same horse is okay. Class qualifies for jackpot \$ the day of the show and for Year End awards.
12. **Stallion Stakes – Advanced “Horse”**: Open to any level rider and/or horse. Open only to stallions participating in the current calendar year Stallion Service Auction and/or their direct offspring or for eligible nominated Reference Sires and/or their offspring. The Pattern consists of ground work, reining, cow work, and trail. **Note: Rider pattern option in cow work: Roping w/ breakaway Hondo or Circling.** Any age horse, 5-year old/under may ride in a snaffle or hackamore; 6-year old/over, ride in a bit, as per NRCHA Bit rules for showing. Class qualifies for jackpot \$ the day of the show and for Year End awards. Will be run concurrent with Class #1 Advanced Ranch Horse.
13. **Stallion Stakes – Green “Horse”**: Open to any level rider and any age green horse. Open only to stallions participating in the current calendar year Stallion Service Auction and/or their direct offspring or for eligible nominated Reference Sires and/or their offspring. Pattern that consists of, reining, cow work, and trail work. May not cross enter in Advanced Ranch Horse class. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards. Will run concurrent with the “Green Horse” classes.
14. **Stallion Stakes – 2-Year Old “Horse”**: Open to only stallions participating in the current calendar year Stallion Service Auction and/or their direct offspring or for eligible nominated Reference Sires and/or their offspring. Horse is to be ridden in a snaffle bit or bosal. Any level rider, rides a basic pattern that consists of 4 progressive patterns, in the series which may include ground work, reining, cow work, and trail work (see 2-Year Old Patterns). A 2-year old horse may not be entered in any other classes. Class qualifies for jackpot \$ the day of the show and for Year End awards. Will run concurrent with the “2-Year Old Horse” class.

Schooling Classes: (15, 16, & 17)

15. **Schooling Cow Work**: A schooling class for any level rider that wants their performance judged and evaluated on any segment of cow work. Any age horse, any legal NRCHA bit. Class **does not** qualify for jackpot money the day of the show or for Year End awards. Cow work is limited to 1 minute 30 seconds.
16. **Schooling Reining**: A schooling class for any level rider that wants their performance judged and evaluated. Any age horse, any legal AQHA bit. Class **does not** qualify for jackpot money the day of the show or for Year End awards.
17. **Schooling Trail**: A schooling class for any level rider that wants their performance judged and evaluated. Any age horse, any legal AQHA bit. The course consists of a minimum of six obstacles that a horse and rider may encounter in a regular day’s work on a ranch. See the possible components of a trail course under “Trail Elements”. (Trail pattern will be available day of show). The Class **does not** qualify for jackpot money the day of the show or for Year End awards.

Note: Ranch Riding classes are stand alone. See: Intent of Competition on page 1.

18. **Advanced “Ranch Riding” Horse/Rider**: Open to any level rider and/or horse. Pattern consists of transitions and extensions of gait and any combination of crossovers, side pass, serpentine and other obstacles. May not cross enter Green Horse/Rider. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.
19. **Green Ranch Riding “Horse/Rider”**: Designed for Limited and Amateur Riders and/or any age green horse. Pattern consists of transitions and extensions of gait and any combination of crossovers, side pass, serpentine and other obstacles. May not cross enter Advance Horse/Rider class. May cross enter in other qualifying classes. Class qualifies for jackpot \$ the day of the show and for Year End awards.

- ▶ **Stallion Stakes Ranch Riding** Classes shall be run concurrently with classes 18 and 19.

Note: Classes may be run concurrently. If classes entered are identical in skillset, pattern, and cow work, and the rider chooses, the rider and horse combination may enter both classes, get one run, and will not be charged the second cattle charge.

One horse/rider combination may **NOT** enter more than 3 classes each day.

B. JUDGING

Reining and cow work will generally follow National Reined Cow Horse Association (NRCHA) guidelines in reining and cow work. Trail and Ranch Riding will generally follow American Quarter Horse Association (AQHA) guidelines. All judges' decisions are final.

C. 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 any time 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 average score for a typical run is 70 points. Lowest possible score is 60, highest possible score is 80, half points may be used in scoring,

-1.5 _____	Extremely Poor	+0.5 _____	Good
-1.0 _____	Very Poor	+1.0 _____	Very Good
-0.5 _____	Poor	+1.5 _____	Excellent
0.0 _____	Correct		

- Penalty points may be assessed at the judge's discretion.
- Maximum credit will only be given when control, safety and an eye appealing image are clearly demonstrated.
- The cow work will be timed. In the boxing classes, the rider will have 70 seconds to work the cow. The timer starts when the cow is let into the arena and the cow gate is closed. In the Box Drive Box Drive classes, the time is one (1) minute and 45 seconds. One whistle by the judge indicates the termination of the run. Two whistles signifies the rider is awarded a new cow.
- A rider may not engage the cow until the gate is closed. The time begins when the gate is closed.
- In the event of a tie, the winner will be decided by the highest score in the cow work division. If a tie still exists a single reining maneuver (randomly chosen) may be used to break the tie.
- Eliminating or incomplete maneuvers, or otherwise breaking of the pattern, in AQHA Ranch Riding are considered 'Off Pattern' and will result in a score of 0.
- Breaking of the reining pattern will result in a score of 0.
- Breaking of the Trail course pattern as described will result in a score of 0.
- Excessive coaching in any elements of the classes will not be tolerated and may result in a disqualification of the rider at the sole discretion of the judge.
- Excessive or abusive "roughing" cow work such as running over a cow or intentionally running a cow into a fence or gate will not be tolerated and may result in a disqualification at the sole discretion of the judge. Injury or death to a cow caused by a contestant will result in the contestant paying for the injury or death.
- The results for each show will be posted the day of the show as well as on the RMBA website and SaddleBook as soon as possible following a show. The show season results will be calculated utilizing SaddleBook software and rider standings will be available through the show season and accessible to contestants.

D. REINING COMPONENTS

1. PATTERNS

Performing the reined work, or dry work, segment of the pattern consists of standard reining maneuvers where horses are judged on the execution of a pre-determined pattern, which is generally modeled after the NRCHA patterns. Level of difficulty of patterns are designed for skill appropriate levels for the class(es) they are assigned to.

The Ranch Riding patterns will be AQHA patterns with the level of skill appropriate for the level of the class(es) they are assigned to.

For the Two-Year Old class, the patterns start off executing more basic skills. As a progressive class, the pattern requirements will have an increasing level of degree of difficulty as the summer series progresses. The 2-year old should show advancement in their ability to perform patterns, which is illustrated in the designation of which pattern will apply to each show.

Youth classes have had patterns created specifically for their classes and level. The skills are a reasonably expected skill the horse and rider should be able to execute for the level of experience.

Patterns will be posted for each show in a readily visible location and on the website. The patterns will identify which class(es) they will be used for. Riders' meetings will be held prior to start time of show; judge-specific questions can be asked during that meeting. Depending on where the judge may be placed for the show, during the rider's meeting, the judge will call out any changes to a specific pattern if original language cites "facing judge."

Pattern sets listed within the Rule Book are grouped together for the Two-Year Old Class; Youth Classes; and the Green, Limited, Amateur, Prime Time, Schooling, and Advanced Classes that use the same pattern. The patterns for each show will be posted at the show.

2. ELEMENTS

The best reined horse shall be willingly guided or controlled with little or no apparent resistance. 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 horse's 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. 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. The Advanced Horse Classes require a flying lead change.

STOPPING and BACKING: Stops shall be in line 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 in the hind end 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, form and position should be more important than speed, 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.

E. COW WORK

Throughout the cow work, the name of the game is CONTROLLING the cow. Maximum credit should only be given when the horse and rider demonstrate the ability to control the cow. The greater the difficulty of the run, the more credit will be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant. The most CONTROLLED cow work, with the highest degree of difficulty, which exhibits good form throughout, will 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 any time during the cow work. One whistle means the cow work is terminated and two

whistles means you have been awarded a new cow. A rider may not school their horse while waiting for the new cow. Such schooling will result in a 0 score for the cow work. Once a new cow enters the arena, the time restarts.

THERE WILL BE NO ROUGHING OF THE CATTLE

Contestants that run a cow into the fence intentionally, run over a cow or allows the horse to bite or kick the cow will be disqualified from the class. Repeated violations of this rule may result in being banned from showing in RMBA sanctioned shows.

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

NOTE: Cattle may be reused for the 2-Year Old, Youth, and Amateur classes at the discretion of the Show Manager.

2-Year Old Class:

The intent of this class is to build confidence into the 2-year old horses, not to get maximum performance out of them. We want to see these horses showing in the following years! Because of the age of horses in this class, the cow work will be progressive. Maximum credit shall be awarded to the horse that guides willingly in the reining and trail portions, and freely rates and tracks the cow with minimal cues from the rider. 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 with progressive patterns and cow work as follows:

Rein Work

Shows 1 and 2 – Pattern 1
Shows 3 and 4 – Pattern 2
Shows 5 and 6 – Pattern 3
Shows 7 and 8 – Pattern 4

Cow Work

Track and Rate
35 Second Boxing (one turn each way) Shows
70 Second Boxing
Boxing, Drive Down Fence, Between Barrel and Fence

Advanced Youth Class, 18 years & Under:

Cow work will consist of “boxing” the cow on one end of the arena, then in a controlled manner driving it down the fence between the barrel and fence. The goal of this class is to introduce the rider to the boxing and driving phase of the cow work. There is a 70-second time limit.

Beginner Youth Class, 18 years & Under:

Cow work will consist only of boxing a cow in a controlled manner. The goal of this class is to introduce the rider to boxing a cow. To provide rider with an opportunity to learn how to read cattle. Emphasis should be placed on quiet handling and boxing. There is a 70-second time limit.

Prime Time, Green Ranch Horse, Limited, and Amateur Classes:

Upon receiving a cow in the arena, the contestant shall hold that cow and work the cow boxing it at the end of the arena for sufficient amount of time to demonstrate the ability to control to cow. After a reasonable amount of time, the contestant shall drive the cow down the fence in between the fence and a barrel, cone, or other similar marker. The cow must go between the barrel and fence from the direction of the end where the cow was boxed. If the cow doesn't go through the opening the rider can bring it back from the same end of the arena as it was boxed and try one more time. After two failed attempts, rider will be whistled off and they will receive a score of -5 for the fence work portion of the cow work. The cow work will be timed and shall not exceed 70 seconds. Judge's single whistle indicates termination of run.

Advanced Ranch Horse Class:

Upon receiving a cow in the arena, the contestant shall hold cow and work the cow at the end of the arena for a sufficient amount of time to demonstrate the ability to control the cow. After a reasonable amount of time, the contestant shall drive the cow down the fence past the center cone, making at least one turn on the fence each way. Then they must circle the cow at least one full circle in each direction. Points will be deducted accordingly if you turn the cow past the end marker.

Riders in the Advanced Ranch Horse Class have the option of roping instead of circling. They do have to make the two turns on the fence.

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. Points will be awarded for circling the cow in the center of the arena.

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 maximum of two (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 over the head and catches a hind foot, it is a legal catch as long as the hondo breaks).

Box Drive Box Drive:

Horse to be judged on ability to control cow at the end of the arena.

- Part 1 Box: At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.
 - Part 2 Drive: After a reasonable amount of time, the contestant shall set up and drive/rate the cow down the fence, opposite fence of the judge, to the opposite end of the arena. When coming out of the corner, the horse shall be close enough to the cow to demonstrate control with the 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. Upon reaching the opposite end of the arena, the rider will release the cow.
 - Part 3 Box: Move horse toward center of arena to set the cow up for boxing. Again, box the cow for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate the horse's ability to drive and block the cow on the fence.
 - Part 4 Drive: After a reasonable amount of time, the contestant shall set up and drive/rate the cow down the fence, opposite fence of the judge, to the opposite end of the arena. When coming out of the corner, the horse shall be close enough to the cow to demonstrate control with the cow against the fence. This distance and control should be maintained past the center marker and continue until the judge signifies the completion of the run or time expires. The rider will then release the cow.
- Penalty Points: The following will receive a **1 point** penalty: loss of working advantage; working out of position; changing sides on the second drive/rate; and on the first drive, failure to drive past the middle marker.
 - Time: The rider will have 1 minute 45 seconds to complete the cow work portion of this class. RMBA will try to call out when the rider has 30 seconds left; however, the ability to do so depends on the number of volunteers available during any given show.

F. TRAIL WORK

1. Elements

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. The obstacles below include, but are not limited to, what you may see on a trail course.

NOTE: the trail portion of each class is ridden independently of the initial class. In order to calculate class scores, a trail score must be included and therefore it is imperative you complete your trail component as soon as possible. All trail components must be completed within 15 minutes from the end of the last cow class, which is class #15. Failure to complete your trail class within the time period set out shall result in a **0** score. The trail course is set up in a separate location or arena. The score from the trail class can be applied to more than one class if the contestant so desires, or ridden individually for each class contestant has entered in.

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 any time while crossing the bridge and the horse should move in a straight line. The horse's head may be low as long as there is no hesitation. Please, no trotting or turning on the bridge.

GROUND POLES: The horse can lower their nose to the poles, but should step over and between them without striking them with their feet. Poles could be spaced in a fan pattern. The rider can choose to walk over the closer spaced poles, or trot over the wider spaced end of the poles. Maximum points will be given for trotting over them without hitting them. Poles may be used in various configurations at the discretion of the Show Manager.

LOG PULL: Points will be awarded to the horse and rider that demonstrates SAFETY 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 horse's 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. The log pull is eliminated for the 2-Year Old Classes in shows 1 – 4 and for the Beginning Youth. If safety of horse or rider becomes a concern DROP the rope!

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. The gate may be required to be opened while horseback or on foot. Gate may be a fixed gate or a rope gate.

In classes where opening and closing the gate while mounted is specified, maximum points will be awarded to the horse that freely moves 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, or stand calmly with Romal reins on neck. 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 or which walks off prior to the rider being in the saddle with their feet in the stirrups. Maximum points 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.

MAIL BOX: Maximum points will be awarded to the horse and rider that side passes over a rail up to the mailbox, stands quietly while the rider opens the mail box, reads the mail, returns it to the mail box and closes it. Then side passes away from the mail box over the rail, hesitating and then going on to the next element. These obstacles and maneuvers may be separated.

MISCELLANEOUS ELEMENTS: The horse and rider maybe required to perform various elements, including but not limited to any of the following that may be incorporated into the trail pattern: walk, trot, lope, back, side pass, change leads, circle, small jumps, stop, settle the horse, maneuver around elements (i.e., cones, barrels, shrubs, brush), use mounting block, carry objects, lead at a trot, swing a rope at a roping dummy, and/or ride a specific number of steps.

Ground work and trail obstacles may vary at each show. All maneuvers are judged at the judge's discretion.

2. YOUTH TRAIL CLASSES:

The Youth class may be required to complete the following elements: lead through the gate, slicker, bridge, ground poles, cone obstacles, mail box, mounting and pick up only one front foot or any combination of available trail obstacles. Assistance during mounting from an adult is allowed and may be recommended/encouraged. A second Youth rider exhibiting the same horse is acceptable.

G. RANCH RIDING

The horses will be judged on quality of gaits, clean transitions, willingness to move in a forward manner, and willingness to perform over obstacles. Horses will be expected to perform with light contact on the bridle. Maneuver scores will be

reduced for low or over collected headset, excessively draped reins, too much pressure on the reins, lack of forward motion, touching or moving rails, excessive correction by the rider, or other areas that the judge may deem not desirable for a well broke ranch horse. Ranch Riding will be split into 2 classes: Ranch Riding – Advanced and Ranch Riding – Green. Class qualifies for jackpot \$ the day of the show and for Year End awards.

H. TACK / EQUIPMENT

Show attire shall be western boots, western pants, long sleeve shirt, and a western hat or helmet. Spurs, chaps, chinks, and gloves are optional. Horses shall be shown astride in a western saddle.

A legal bit is defined as, but not limited to:

- 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 ½" wide is permissible.
- Wire, twisted wire, chain or any other similar device may not be used as part of a bit. No tie downs, martingales, mechanical hackamores, or other training devices allowed.

The Advanced Ranch Horse approved bit requirements are as follows:

- 7-year olds and up must be in a NRCHA approved bit. The rider must ride one handed and cannot switch hands during a run. The cheeks of the bit must be connected at the bottom. It is acceptable to use metal, chain, wire, leather, or braided rawhide. It is not acceptable to use duct tape, braided tail hair, or baling twine. No wire, chain, or other metal or rawhide device may be used in conjunction with the bit or part of the leather chin strap. The chin strap must be smooth leather. No wire, chain, or other metal or rawhide device may be used in conjunction with a part of the leather chin strap. The leather chin strap must be flat, flexible, and at least ½ inch wide. No metal rivets are allowed to come into contact with the chin or chin groove of the horse.
- 3, 4, & 5-year olds may be shown in a NRCHA approved snaffle bit.
- 5 & 6-year olds can be shown in a traditional hackamore, two-rein (for one year never showing in bridle before) or other NRCHA approved bit.
- A horse may be shown in the two-rein for one year as long as it has not been shown previously in the bridle.
- Failure to follow the tack and equipment rules for the Advanced Class will result in a **0** for the class.

Limited and Amateur Riders: May use a solid mouth piece, shanked bit, a broken mouth piece hinged shank bit, a snaffle bit, or a bosal hackamore. May ride one- or two-handed, but cannot change during their arena run.

Green Horse 6 & Over: May be ridden one-handed in a solid mouth piece shanked bit; or ridden one- or two-handed with a broken mouth piece hinged shank bit or may be ridden one- or two- handed with split reins; must be ridden with one hand in Romal reins, or in the two-rein if it is the horse's first year of showing.

I. SERIES POINTS

During the show season, points will be awarded to the horse for its 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 for rider. The rider/horse/class combo must attend a minimum of 50% of shows. Awards will be given to the high point and reserve high point winners in each class. Riders must compete in all three components, reining, cow work and trail, of a class to be eligible for Year End awards.

All classes shall pay out up to five (5) places.

Points shall be awarded as follows:

- | | |
|--|---------------------------------------|
| 1 st will receive 10 points | 4 th will receive 4 points |
| 2 nd will receive 8 points | 5 th will receive 2 points |
| 3 rd will receive 6 points | |

J. QUESTIONS

Show Manager name(s) and contact information will be posted for each show. If you have questions or requests, the appropriate person(s) to address with your information will be the Show Manager(s). They have volunteered to manage each show in order to provide a better experience for all involved. Each show will have a Show Steward who will be the liaison between the riders and the judge. Any questions about a score or a judge's decision shall be brought to the Steward and NOT directly to the judge.

Twin Bridges, Montana, RMBA Ranch Horse Competition

