

RANCH TRAIL This class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/rider team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated, and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive, and well-mannered horse which can correctly navigate and negotiate the course. The ideal ranch trail horse should have a natural ranch horse appearance from head to tail in each maneuver

The course will be designed using the mandatory obstacles and maneuvers plus optional obstacles. Combining two or more of the obstacles is acceptable.

MANDATORY OBSTACLES AND MANUEVERS

1. Ride over obstacles on the ground (natural logs are required). Walk, trot or lope may be used but only one gait is required. – Walk or trot overs: no more than four logs no more than 10 inches high. The spacing between successive logs should be 26 – 30 inches. The formation may be straight, curved, zigzagged or raised. - 2. Opening, passing through and closing a gate, may be hinged or rope
3. Ride over wooden bridge: Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.
4. Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30 inch spacing is required. Back through and around at least three markers. Back through L, V, U or straight or similarly shaped course which may be elevated no more than 24 inches.
5. Side-pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches.
6. Drag an object: Drag may be a complete figure eight and may begin in either direction. The exhibitor must have the rope dallied on the saddle horn (half or full dally) for the duration of the drag.

OPTIONAL OBSTACLES. Optional obstacles may be used provided the obstacles can be found in everyday ranch work. Optional obstacles from which selections can be made include, but are not limited to:

- 1 Carry object from one part of the arena to another. – 2 Remove and replace materials from a mailbox.
3. Trot through cones spaced a minimum of 6 feet apart.
- 4- Swing rope or throw rope at a dummy steer head. – 5 Step in and out of obstacle. -6 Put on slicker or coat.
- 7 Pick up feet.
- 8 Ground tie (hobbles are allowed).

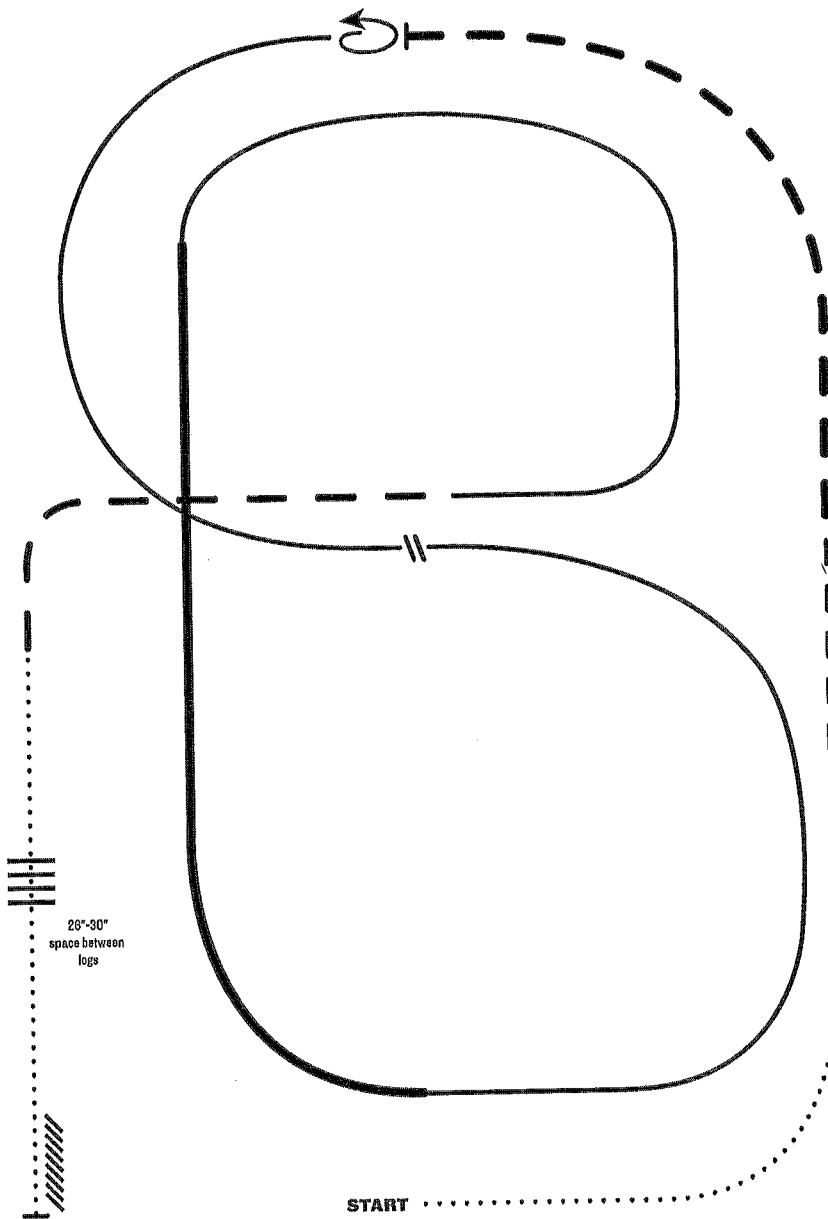
RANCH RIDING. The purpose of the ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each maneuver.

level 122

RANCH RIDING - PATTERN I

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
//	Load Change



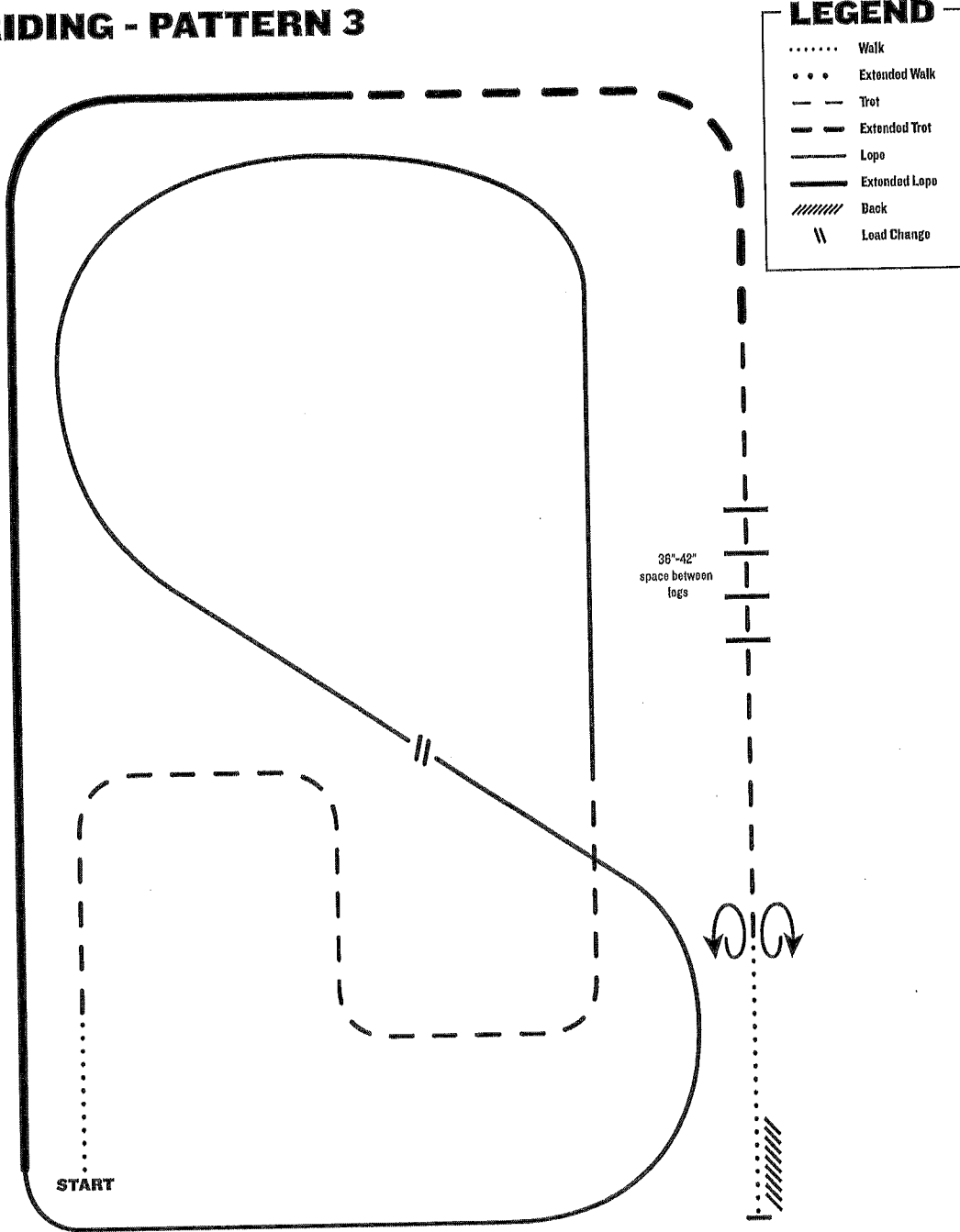
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Revised 05-2021

level 3

RANCH RIDING - PATTERN 3



LEGEND

.....	Walk
....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
////	Back
//	Lead Change

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Western Pleasure. The working western rail class measures the ability of the horse to be a pleasure to ride and should reflect the versatility, attitude, and movement of a working horse. The horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits. The movement of the working western rail horse should simulate a horse needing to cover long distances, softly and quietly. The overall manners and responsiveness of the horse and the horse's quality of movement are the primary considerations. Maximum credit should be given to the horse that has a natural flowing stride and consistent, ground covering gaits. Transitions should be performed when requested, with smoothness and responsiveness. The ideal working western rail horse should have a natural head carriage at each gait. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint while being responsive to the rider and making timely transitions in a smooth and correct manner. The horse should be soft in the bridle, yield to contact and shall not be shown on a full drape of rein. Riders are encouraged to use adequate space given the extension of gaits required. This class should show the horse's ability to work at a forward, working pace while under control by the rider. The horse shall be balanced and appear willing and a pleasure to ride in a group situation.

All exhibitors will work as a group. Individuals working off the rail will not be penalized and passing is permissible. Horses must work both ways of the ring at the walk, trot and lope. Horses must work at least one way of the ring at the extended trot and extended lope. The overall cadence and performance of the gaits should be forward, free-flowing, and ground-covering movement. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or trot at the discretion of the judge but shall not be asked to reverse at the lope. Horses are required to back easily and stand quietly. Horses may be brought to the center or backed on the rail. The rider shall not be required to dismount except in the event the judge wishes to check equipment.

WESTERN HORSEMANSHIP. western horsemanship is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence and maintaining a balanced, functional, and fundamentally correct body position. The ideal horsemanship pattern is extremely precise with the rider and horse working in complete unison, executing each maneuver with subtle aids and cues. The horse's head and neck should be carried in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

Pattern. It is mandatory that the judge post the initial pattern to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, an additional pattern may be posted. All patterns must include a walk, jog, lope, and a back. Pattern(s) should be designed to test the horseman's ability. All ties will be broken at the judge's discretion.

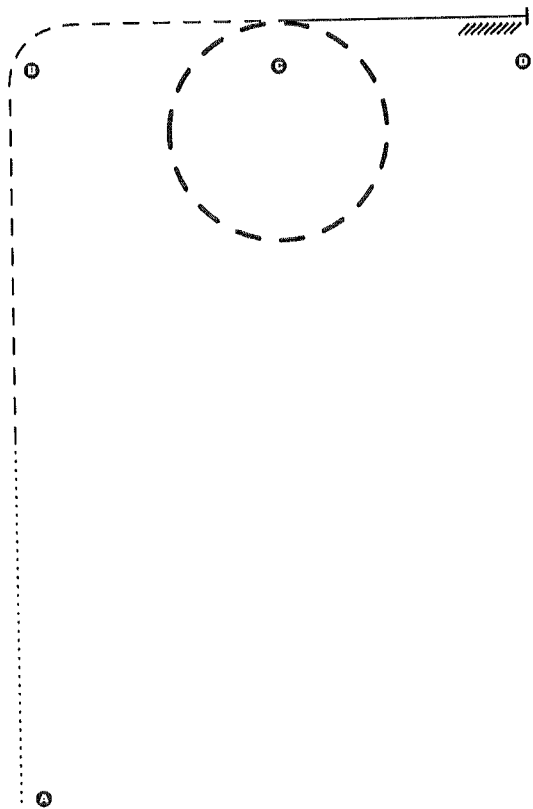
CLASS PROCEDURES: All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line or fall into place on the rail after their work. The whole class, or just the finalists, must work at all three gaits in at least one direction of the arena. The following maneuvers are acceptable in a pattern: walk, jog, extended jog, lope or extended lope in a straight line, curved line, serpentine, circle, figure 8 or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two-track or leg-yield; flying or simple change of lead; counter-canter; or any other maneuver; or ride without stirrups. A back should be asked for at some time during the class. Judges should not ask exhibitors to mount or dismount. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

Overall Presentation of Exhibitor and Horse. The exhibitor's overall poise, confidence, appearance and position throughout the class as well as the physical appearance of the horse will be evaluated. Appropriate western attire must be worn. Clothes and person are to be neat and clean. The exhibitor should appear natural in the seat and ride with a balanced, functional, and correct position regardless of the maneuver or gait being performed. During the rail work and pattern, the exhibitor should have strong, secure, and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits. The rider should sit in the center of the saddle and the horse's back with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee. The rider's back should be flat, relaxed, and supple. An overly stiff and/or overly arched lower back will be penalized. The shoulders should be back, level, and square. The rider's base of support

should maintain secure contact with the saddle from the seat to the inner thigh. Light contact should be maintained with the saddle and horse from the knee to mid-calf. The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup and riding without contact of bottom of boot securely on pad of stirrup, will be penalized. Those exhibitors that can maintain the proper position throughout all maneuvers should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described. Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized. The rider's head should be held with the chin level and the eyes forward and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle, or down at the horse's head or shoulder will be penalized. The exhibitor should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena. The horse's body condition and overall health and fitness should be assessed. The horse should appear fit and carry weight appropriate for the body size. A horse which appears sullen, dull, lethargic, emaciated, drawn or overly tired should be penalized according to severity. Tack should fit the horse properly and be neat, clean and in good repair. The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of promptness. Increasing speed of the maneuvers performed increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. Exhibitors that perform the pattern sluggishly and allow their horse to move without adequate impulsion, collection or cadence will be penalized. The horse should perform all maneuvers in the pattern willingly, briskly, and readily with minimal visible or audible cueing. The horse should track straight, freely and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in pattern and on the rail and should be performed when called for on the rail. The horse's head and neck should be straight and in line with their body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round and performed at the appropriate speed, size and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern. The stop should be straight, square, prompt, smooth and responsive with the horse maintaining a straight body position throughout the maneuver. The back should be smooth and responsive. Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degrees turn over the

hocks with no hesitation. Backing during turns will be penalized severely. The horse should step across with the front and hind legs when performing the side pass, leg-yield and two-track. The side pass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse's body arced opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving. A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely. When a lead change is a required maneuver, it may be designated as a simple change, or the exhibitor has the option to perform either a simple or flying lead change. The position of the exhibitor and performance of the horse and rider on the rail must be considered in the final placing.

**EQUESTRIANS WITH DISABILITIES
HORSEMANSHIP (WALK/JOG/LOPE)
PATTERN 3**



LEGEND

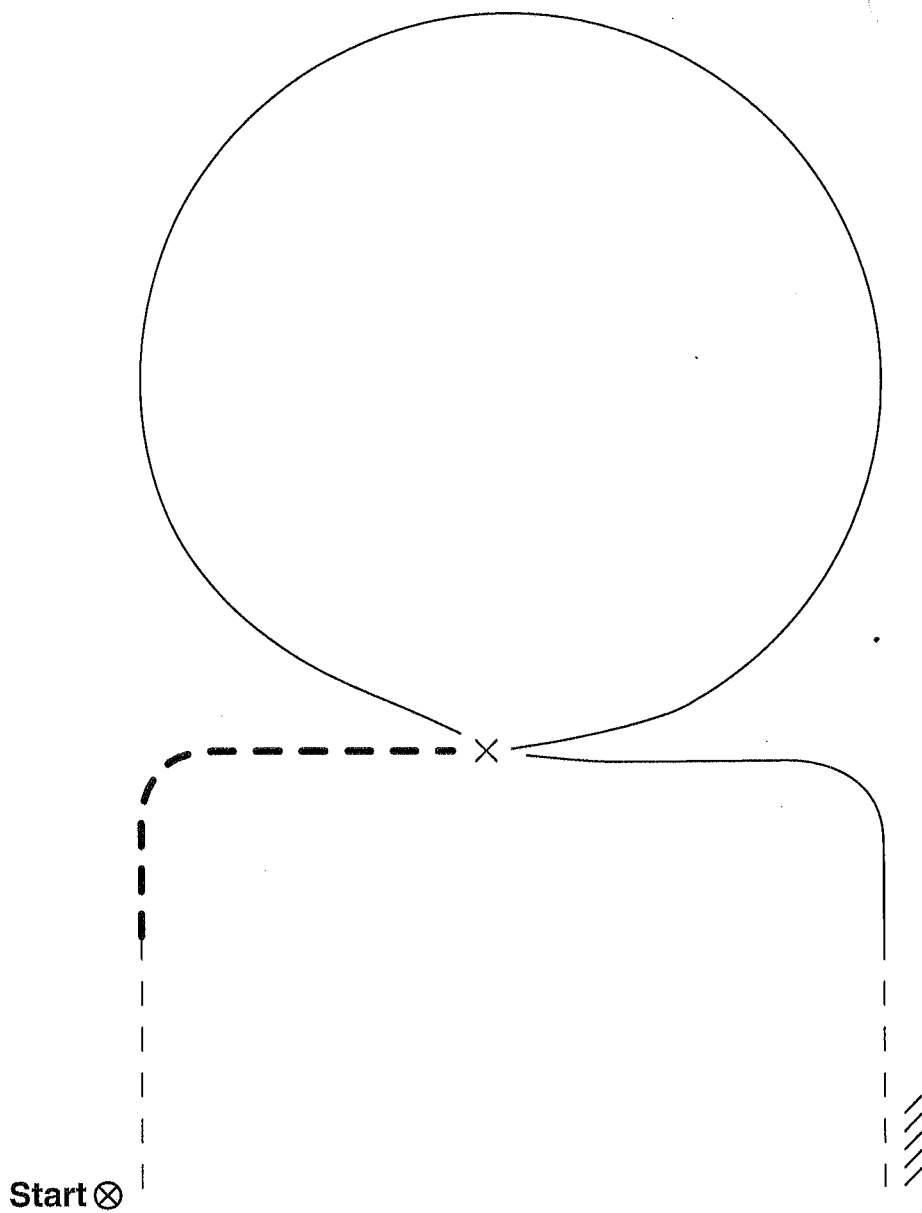
.....	Walk
.....	Extended Walk
---	Jog
---	Extended Jog
---	Lope
---	Extended Lope
////	Back

1. Be ready at A, walk approximately two horse lengths towards B
2. Jog to and around B, continue to C
3. At C, extended jog a circle to the right
4. Close circle, lope right lead to D
5. At D, stop
6. Back approximately one horse length, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

level 1,2,3

Western Horsemanship



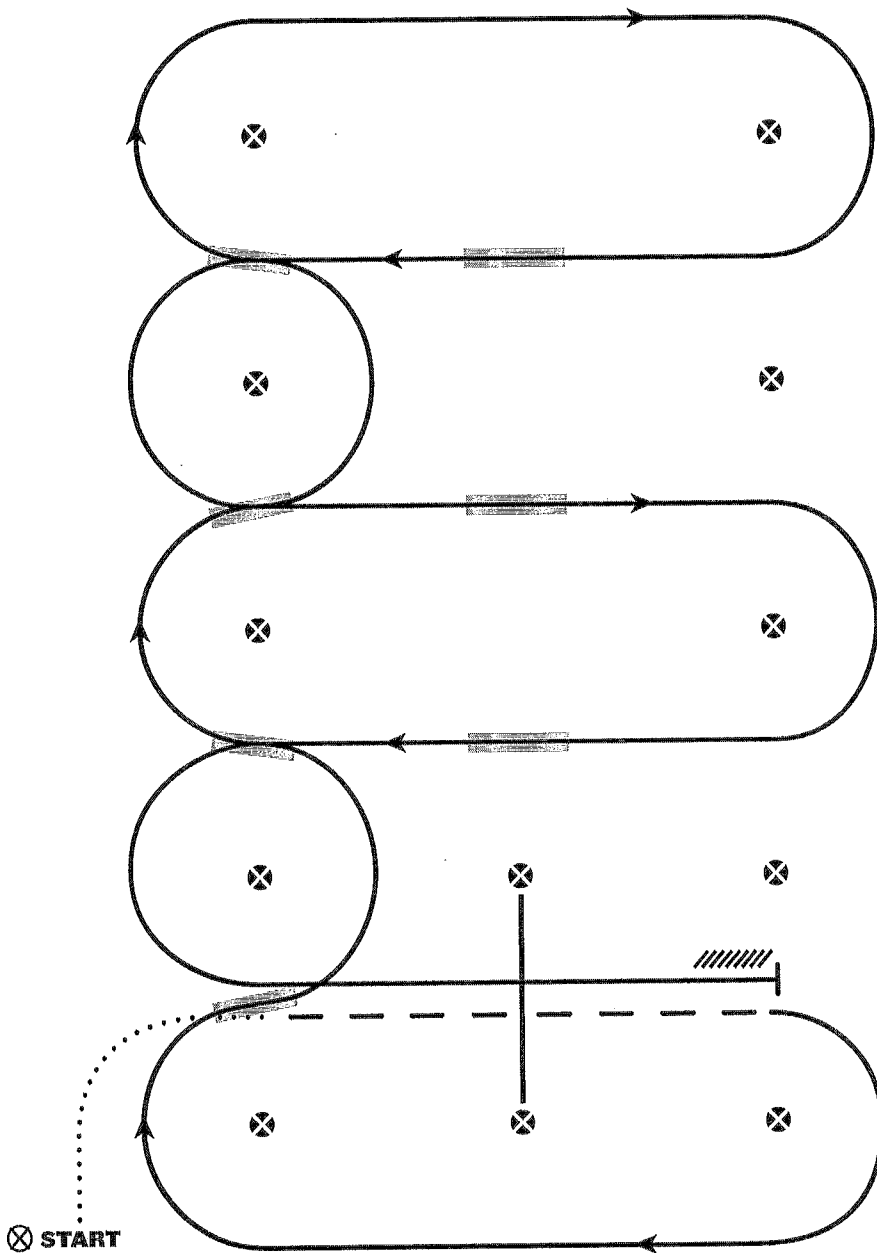
1. Jog 1/2 line; extend trot to middle
2. Stop
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or jog

WESTERN RIDING. The horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well mannered, free and easy moving. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily and simultaneously both hind and front at the center point between markers. In order to have balance, with quality lead changes, the horse's head and neck should be in a relaxed, natural position, with his poll level with or slightly above the level of the withers. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride. The small circles represent pylon markers which are recommended. These should be separated by a uniform measured distance of not less than 30 feet (9 meters) nor more than 50 feet (15 meters) on the sides with 5 markers. A solid log or pole should be used and be a minimum of 8 feet (2.5 meters) in length. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (...) indicates walk, the dash line (- -) jog, and the solid line (-) lope. A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk. The on-deck exhibitor should not go to the start-cone until the contestant on pattern has cleared the working area by the startcone for the final time.

all levels

WESTERN RIDING - PATTERN 4

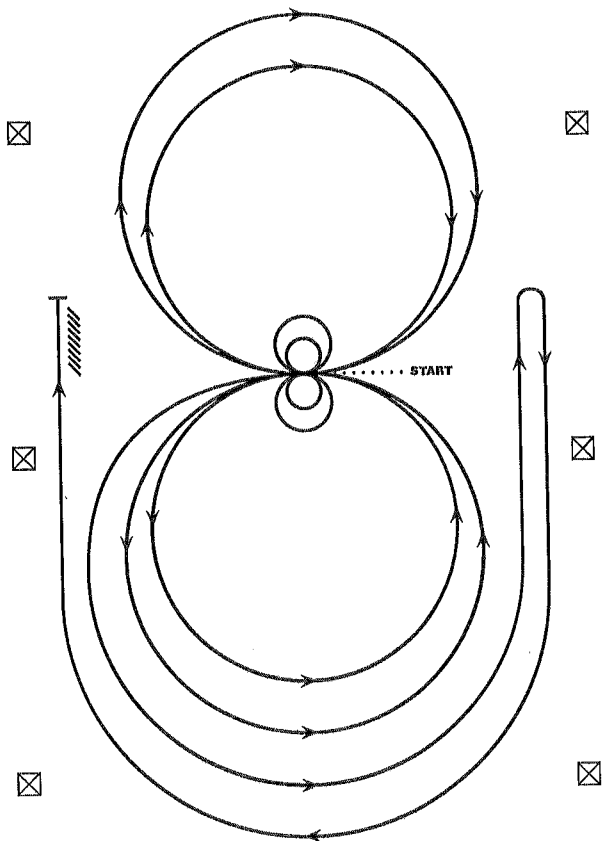
LEGEND	
.....	Walk
- - - -	Jog
————	Lope
//////	Back
▨▨▨▨	Load Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

. **Reining** is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena. In reining competition, contestants are required to run one of several approved patterns. Each pattern includes small slow circles, large fast circles, flying lead changes, rollbacks over the hocks, a series of 360 degree spins done in place, and the exciting sliding stops that are the hallmark of the reining horse. To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of a pattern will be scored accordingly. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.

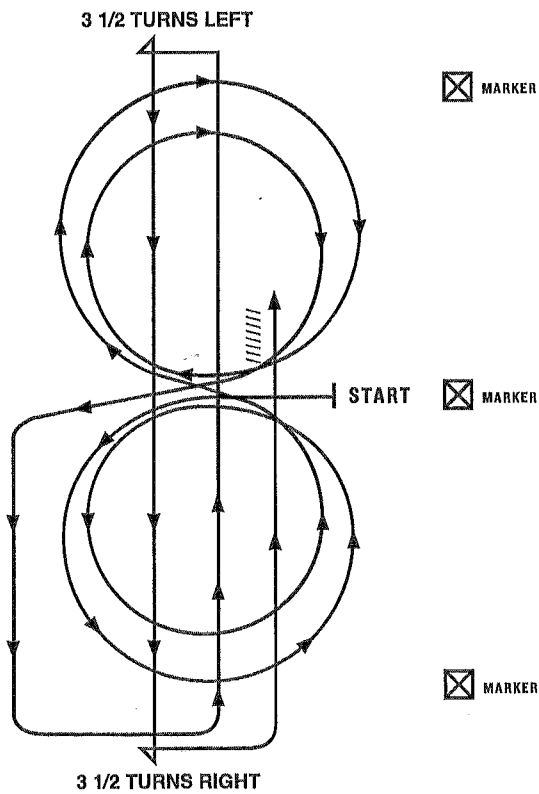
Reining level 122



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to show completion of pattern.

Reining level 3



Trot to center of arena, stop. Start pattern facing towards judge

1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

PATTERN II

- | | |
|---------------------|----------------------|
| 1. Left circles | 5. Stop |
| 2. Right circles | 6. 3 1/2 right spins |
| 3. Stop | 7. Stop and back up |
| 4. 3 1/2 left spins | |

This pattern may be used as a lope-in pattern; refer to SHW505.2.