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# Northern Ranch Horse Rulebook

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Chequamegon EZ Riders Saddle Club

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*1st Edition*

# Purpose & Mission

Chequamegon EZ Riders Ranch Horseshows are for the purpose of providing economical competition with focus on fun, learning and growth of events. They are meant to promote the ranch horse and the use of the horse for purposes of working cattle and preserving the western traditions of useful, working, horses.

**Membership:** Members of Chequamegon EZ Riders are automatically eligible to ride in the ranch shows. Ranch shows are not sanctioned by a higher association, including WSCA. Membership is not *required* in order to ride in the ranch shows.

**Sponsorships:** Individuals or businesses who sponsor the ranch shows will receive recognition at shows, advertising through the club on showbills, and recognition and invitation to the club annual awards banquet.

**Show management:** The ranch show will have two managers. Managers will oversee the planning and commission of the shows, as well as the sponsorship, expenses, and income monies related to the ranch show. All transactions will be reported to the EZ Riders board.

**Code of Conduct:** Persons at any EZ Riders ranch show (participants, spectators, volunteers or otherwise) will conduct themselves per the ranch horse code of conduct stated below.

- Always safety first
- Be respectful
- Act with integrity
- Be honest
- Be helpful
- Have fun

### Bio-Security, Safety & Animal Welfare:

- All horses must be accompanied by a negative, current Coggins test result per state law. Copy to be provided to show office.
- No abuse of animals, including horses and cattle, will be tolerated. Complaints regarding animal welfare are to be brought to show manager's attention and will be dealt with by board members present. Show management has the right to remove violators from the show if evidence of abuse is confirmed. (Lame horses, drugged horses, illegal equipment, bleeding from mouth or sides, abuse of cattle).
- Participants are expected to exhibit safe riding and animal handling practices. Cattle safety will be monitored by show management and cattle contractor. Club management reserves the right to make decisions to alter classes in the event of extreme weather conditions or other circumstances beyond club control. Stallions may only be handled by persons 18 years of age and older at club events.

Social Media/Identification/Internet Policy: Any attendee or participant may have their photo taken intentionally or unintentionally and can be used on social media and advertisements. Names of participants and names of horses may be published for the purpose of points and award recognition.

## **Competition Divisions**

### **Youth: 18 & under**

**Novice:** Has not shown, judged, trained, or assisted in training for remuneration, monetary or otherwise. Has zero lifetime points or earnings in any non-timed, judged performance events from: AQHA, APHA, AHA, NCRHA or NCHA

**Non Pro:** Has not shown, judged, trained, or assisted in training for remuneration, monetary or otherwise.

**Open:** Available to any rider.

## **Point System**

Points are on horse and rider combination for daily highpoint. No year end points as only one show for 2018. Subject to change in 2019 dependent upon participation and outcome of 2018 show. Horses may be shown in the same event, as long as the competitor division is not shown in twice with the same horse.

Example #1: Rider A and Rider B may both show in Ranch Riding. Rider A is showing in Open division and Rider B is showing in Novice division.

Example #2: Open sorting or any class that is **only** offered as an Open class can only be ridden by one horse/rider combination.

Example #3: Rider may ride as many horses as they want as long as that horse is not shown in that *same class and division* by another rider and as long as the identification (back tag number) is correct. See below:

Every horse/rider combination is assigned a number and each horse/rider combination must complete a registration form. If a rider is showing multiple horses, back tag number must be correct for that horse/rider combination. No number or wrong number is grounds for disqualification in an event.

## **Attire**

Show attire is western wear. Tack is functional working tack, *preference* to be no or minimal silver. Rider will not be *penalized* for silver.

## **Tack**

Western equipment is required for all classes to include western saddle, cinco and western headstall. Optional equipment includes rear cinch, breast collar and protective equine boots.

Training equipment is not allowed in any division, including martingales, draw reins, mechanical hackamores, tie downs, etc. This

type of equipment is grounds for disqualification. Does not apply to Sorting Classes.

Riders with disabilities which require the use of additional equipment, non standard western equipment, need to notify the office at registration. This may require review from the judge prior to competition to prevent an unintentional disqualification for equipment regulations. Handicapped competitors and special needs riders are welcome at ranch events.

**Tack: (does not apply to sorting)**

Horses 5 years of age and under may be ridden in a snaffle bit or hackamore. Horses 5 and under also have the option to be shown one handed in a leverage bit.

- Snaffle bits are to have a maximum ring diameter of four inches with no wrapped metal, no twisted wire, and a minimum mouthpiece diameter of 5/16 of an inch when measured one inch from the headstall at either end.
- A hackamore is a flexible braided rawhide, leather or rope bosal with a flexible core.
- All mechanical hackamores are prohibited.

Horses 6 years of age and over are to be ridden one handed in a leverage bit with either split reins or a set of romels.

- Maximum shank length is 8.5 inches from the center of the headstall ring to center of rein ring.
- Ports may not exceed 1.5 inches.
- No bit feature may extend lower than the mouthpiece.
- Curb straps may be leather or double link flat chain only and must be wider than 3/8 of an inch thick.
- An NRCHA two rein setup is acceptable for use for a maximum of one show season, expiring each year on Dec 31.

## Core Class Definitions

*Core classes are comprised of select classes from various associations as noted beside each definition. Goal is to provide an assortment of represented classes to introduce the new rider to the sport of ranch competition. Shows are not sanctioned by, nor will points be submitted to any of the listed associations. This rulebook follows the order of the 2018 showbill and will be updated yearly to do so.*

**Sort One:** Warm up class. Sort one numbered calf out of pen. # of calf will be called at start of 90 second time. Judge is looking for a quiet working horse/rider team that can remove one designated animal from a pen of animals before the 90 second time limit. Time and ride is finished if any other cow comes out of the pen other than designated cow, also known as “scratch”.

Any legal bit, hackamore, tie down, martingale, or draw reins are permitted. One hand on reins rule will not apply in sorting.

**Ranch Sorting:** Following RSNC (Ranch Sorting National Championship) rules. Two rider team. For each team that you “pick” you have to ride once with a “draw”. Maximum number of rides is four; two picks, two draws. Different partner for both picked teams is required.

- Any legal bit or hackamore are permitted. Tie downs, martingales, draw reins are permitted. Mandatory one hand on rein rule will not apply.
- Sorting cattle are ten numbered cattle 0 - 9 in the pen.
- Pen will consist of two equal sized pens with gate.
- Opening of the pens will be 12 feet.
- Cattle will be settled on sorting side of the start/foul line prior to run at the judges discretion.

- Announcer/timer will draw a number which determines which cow is first to be sorted out. The cattle will then be sorted increasing in sequence from that number.
- Riders are committed once they enter the arena and any delay will cause disqualification. The judge will raise the flag when the cattle are ready and the announcer will signal team that cattle are settled. Judge will signal the beginning of the run by dropping the flag when the nose of the first horse crosses the start line and the number to be sorted first will be announced. Either contestant may start the run.
- Cattle to be sorted in sequence. If any part of the a cow crosses the start line back to original pen (after being sorted), or cattle sort out of sequential order, disqualification occurs.
- Any cow not entirely across the line prior to the final buzzer sounding will not be counted.
- Contact with, or hazing the cattle by hat, ropes or any equipment is a disqualification. Any team exhibiting any unnecessary roughness or roping of the cattle will be disqualified. No whips or bats.
- No coaching, spotting or pointing out cattle by any person(s) other than team members will be allowed and may result in team receiving a “NO TIME.”
- If a cow lies down and stays down during a run and interferes with the team’s ability to pen cattle or sort, may be grounds for a re-ride. Contestant may raise their hand to signal the request for a re-ride. Judge may call for re-ride.
- No substitutions will be allowed after a team has made their first run except in an emergency, at the judges discretion. If one member cannot complete a run, the remaining team member may elect to finish the run by him or herself, or in case of rider falling off horse, rider may remount and continue.
- When a team completes their run, it is the responsibility of the 2 team members to group the cattle together for the next team and to hold the herd.

- Winner determined by teams best time and number of cattle sorted.
- Any team that may have a dispute about a run, a protest to judge must be lodged before the team leaves the pen. Judge and show management must confer and agree on a decision. If dispute is sustained, the team will be given a rerun.

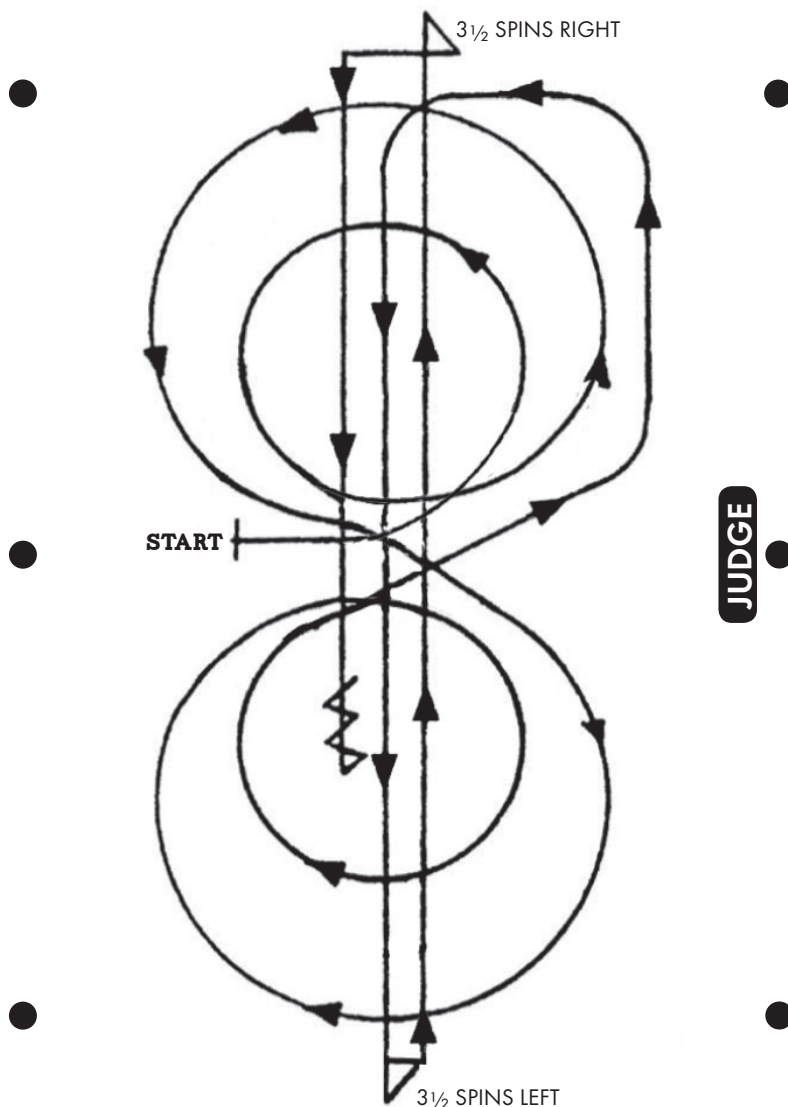
**Working Ranch Horse:** Two elements to this class.

**First is a reining pattern.** All competitors to complete reining portion of Working Ranch Horse and then the boxing will begin. See Pattern 10 from NRCHA 2018 rulebook below and to follow rules set forth for scoring as per NRCHA rulebook.

**Second element is boxing.** Boxing portion of competition will be 45 seconds, with contestant to demonstrate the ability of the horse and rider to control the cow on prescribed end of arena. Time shall begin when the gate closes behind the cow after it is let into the arena. The announcer or judge will signal the completion of the 45 seconds with a horn or whistle. At judges discretion if for any reason he or she determines a new cow shall be asked for, time will restart with the new cow and no schooling of horse is allowed during this time.



## PATTERN 10



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

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

\*This pattern may be used as a lope in pattern. Please refer to rule 20.6.

## **Herdwork:**

Judging will begin at the time line. The contestant shall approach the herd with no hesitation, weaving or reluctance on the part of the horse, to enter the herd sufficiently deep enough to show his ability to make a cut. The horse shall work quietly, but alertly, causing very little disturbance to the herd or to the animal brought out. Credit will be given for driving cattle, clearing the herd by sufficient distance and setting up a cow while holding it in a working position as near the center of the arena as possible. The degree of difficulty, eye appeal and amount of courage in staying on a tough cow will be taken into consideration. The amount of time actually spent working cattle in the 2.5 minute time period will have a positive effect on the total score. Up to three cows permitted. The horse should show a great deal of expression but no ill will toward the cow. Judging will end at the whistle signaling time is up.

### 1 point penalties

- Miss or loss of working advantage; **Definition:** when a horse goes by or misses to the degree that he loses his position to maintain control of cow.
- Noise directed by the contestant toward cattle; **Definition:** any noise directed by the contestant toward the cattle, one point deduction for each instance.
- Working out of position; **Definition:** the position of the horse in relation to the cow being worked, being either too long or too short while working to control the cow.
- Toe, foot or stirrup on shoulder; **Definition:** when toe, foot, or stirrup actually touches the horses shoulder, one point deduction for each instance.

### 3 point penalties

- Hot Quit; **Definition:** A contestant may quit an animal when it is obviously stopped, obviously turned away, is obviously behind the turn back horses and turn back horses are behind the time line. 3 point penalty under any other circumstances.
- Cattle picked up/ running into or scattering herd. **Definition:** Each time a horse runs into the herd or scatters the herd while working or picking up cattle through fault of the horse, 3 point penalty. The entire cow must enter the working area of the horse (working area of the horse is defined as an imaginary line paralleling a straight line connecting the outer limits of the back fence and being in front of the horse's head.)
- Failure to make a deep cut. **Definition:** Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy the rule. Note: It is more important for the judge to consider the depth and route taken by the cutter than it is to count the number of cattle that move around his horse. It is necessary, however, for the cutter to actually get behind some cattle before this rule is to be satisfied.
- Back fence; **Definition:** The horse will be penalized each time the back fence actually stops or turns the animal being worked within one step (3 feet) of the fence. The back fence markers are considered part of the back fence.

### 5 point penalties

- Horse quitting a cow. **Definition:** When the horse refuses to stop or turn around with the cow.
- Losing a cow. **Definition:** When the horse lets the animal that he is working get back to the herd. NOTE: At the buzzer, loss of cow occurs at the moment the horse can no longer regain his working position and the cow leaves the working area of the horse.
- Changing cattle after a commitment. **Definition:** When the rider changes cattle after visibly committing to a specific cow.
- Failure to separate a single animal after leaving the herd. **Definition:** When the horse clears the herd with two or more

cattle and fails to separate a single animal before quitting. No penalty if time expires. This rule only applies when making a cut .

- Blatant disobedience. **Definition:** Kicking, biting, bucking, rearing, striking or obvious insubordination.
- Spurring or hitting in front of the cinch at any time. **Definition:** Spurs, reins or rider making contact with the horse in front of the cinch.

### Zero (0) score

- Horse turns tail. **Definition:** If the horse turns the wrong way with tail toward the cow being worked.
- **Using two hands on the reins in a bridle. If the hand holding the reins touches the other rein, it is considered two hands on the reins.**
- Illegal equipment; as defined in **TACK** section.
- Fingers between the reins on a romal rein.
- Leaving work area before time expires; **Definition:** Any rider who allows his horse to quit working or leave the working area before time expires.
- Fall of horse or rider; **Definition:** A horse is considered to have fallen to the ground when the hip and shoulder are touching the ground and all four feet are extended in the same direction. Rider has fallen when he or she is no longer astride the horse.
- Bloody mouth; any signs of internal bleeding from the horses mouth.
- Improper western attire.
- Failure to work in the proper working order.
- Judges Call: The judge may blow the whistle at any time to terminate work. A score of zero will be given if the work is not complete at that time. Judges call is final.

### **Conformation Class:**

The purpose of this class is to preserve the Ranch Horse type by selecting well-mannered individuals in the order of their resemblance to the breed ideal and that are the most positive combination of

balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling. All sexes will be shown together in one class. Horses are to be shown in a good working halter: rope, braided, nylon or plain leather. Horses will walk to the Judge one at a time. As the horse approaches, the Judge will step to the right to enable the horse to trot straight to a cone placed 50 feet away. At the cone, the horse will continue trotting, turn to the left, and trot toward the left wall or fence of the arena. After trotting the horses will be lined up head to tail for individual inspection by the Judge. The Judge shall inspect the horse from both sides, front, and rear and place the horses in order of preference.

### **Ranch Pleasure:**

Rail class. Horse should reflect the versatility, attitude and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and represent that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control of the rider. Light contact should be rewarded and horses shall not be shown on full drop of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse's quality of movement are the primary considerations. Horses will work at the rail as a full class, both ways of the arena and at all three gates, with the exception of when a stand along walk/trot ranch pleasure class is held.

### **Ranch Reining:**

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 a predetermined pattern. The horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena. Credit

will given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed. Simple or flying lead change allowed. Scoring and penalties will be the same as the reining portion of the Working Ranch Horse reining with an average score equaling a 70. The 2018 ranch reining pattern is pattern #5 from the NRCHA rulebook.

1/2 point penalties:

- Not changing leads simultaneously
- Jogging first two strides

1 point penalties:

- Out of lead
- Over or under spinning by 1/4 turn
- Slipping rein in the bridle
- Out of lead each 1/4 circle
- Scotching or anticipating stop
- Excessive spurring

2 point penalties:

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only 1/2 circle
- Initiation of stop before marker cones
- Freezing up in turn
- Breaking of gait
- Jogging beyond two strides

5 point penalties:

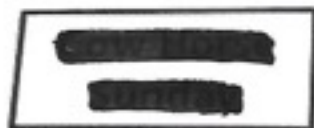
- Spurring in front of cinch
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obvious insubordination

Zero (0) score:

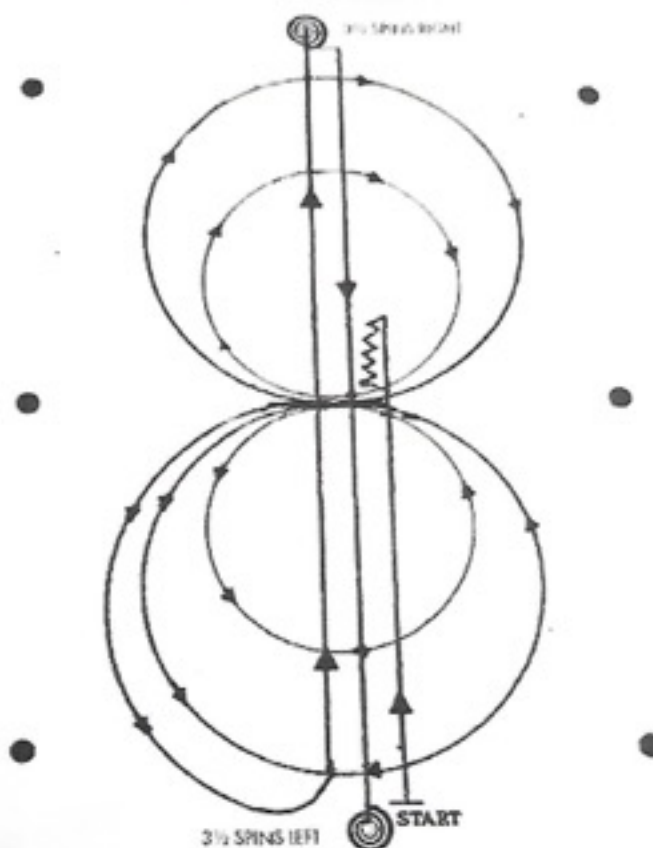
- Failure to complete the pattern correctly

- Two hands on the reins, unless qualifying to ride two handed as described in TACK section of rulebook.
- Fingers between reins in a romel bridle
- Horse balking
- Bloody mouth
- Illegal equipment

## NRCHA Pattern 5



- Pattern 5**
1. Stop and back up at  $\frac{1}{4}$  turn
  2. Left circles
  3. Right circles
  4. Stop
  5.  $3\frac{1}{2}$  right spins
  6. Stop
  7.  $3\frac{1}{2}$  left spins



This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena. Run past center marker, stop, and back at least 10 feet.
2.  $\frac{1}{4}$  turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and slow, the second circle large and fast Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete  $3\frac{1}{2}$  spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete pattern.



## **Ranch Riding:**

The Ranch Riding horse should reflect the versatility, attitude and movement of the working horse. The horse's performance should simulate a horse riding outside the confines of the arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and the horse shall not be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse's quality of movement are the primary considerations. Competitors will compete individually. Patterns are taken from AQHA rulebook and penalties will apply as stated:

### 1 point penalties

- Too slow in gaits
- Over-bridled
- Out of frame
- Break of gait at walk or jog for two strides or less
- Split log at lope
- Hit the pole

### 3 point penalties

- Break of gait at walk or jog for more than 2 strides
- Break of gait at lope
- Wrong lead or out of lead
- Draped reins

### 5 point penalties

- Blatant disobedience

### Zero (0) Score

- Illegal equipment
- Willful abuse
- Major disobedience or schooling
- Lameness of horse



**Ranch Trail:**

Ranch Trail class is judged on the performance of the horse over obstacles with emphasis on manner, attitude, and response to the rider. Credit is given to the horses negotiating obstacles with style and demonstrating a willing response to the rider's cues. Required obstacles include BRIDGE, TROT OVER LOGS, and a BACKING OBSTACLE. The class must include three forward moving gaits; walk, trot, lope.

3 point penalties

- Each individual refusal at an obstacle

Zero (0) Score

- Fall to ground of rider or horse
- Two separate incomplete obstacles

Pattern will be posted at the show.