
4-H Working Ranch Horse Competition Rules

Level 1

Working Ranch Horse is divided into four levels. Below is an outline of each level and rules for contestants showing and demonstrating Ranch Horse skills. Counties may add or delete tests based on skills or preference. Other competitions could be a Working Ranch Horse Horsemanship pattern, Ranch Horse Trail, Ranch Horse Showmanship, or/and a written knowledge test.

Level 1

1. Knowledge - Each contestant will be required to answer 3 knowledge questions from the judge at any point during their competition. Each question will be worth 5 points. The questions will be taken from their assessment.

2. Heading - The purpose of the heading competition will be for youth participants to show their skill in throwing head loops.

Participants will throw loops from the ground while a handler holds their horse at a roping dummy that is equipped with a horn-less or muley head. Handling and control of the rope will be important in the scoring process.

Competitors will be allowed a maximum of five head loops within a two (2) minute time limit. Scoring will be as follows:

1. 30 points - Handling and control of the rope.
2. 10 points - Each catch (potential of 50 points).
3. 3 points - Each catch for use of side arm throw, scoop loop, backhand throw, or turnover loop. Judge must be made aware of the intended type of throw ('call your shot').

Each participant will use only one rope, and must re-coil and build a new loop after each throw.

3. Heeling - The purpose of the heeling competition will be for youth participants to show their skill in throwing heel loops. Scoring for heeling on a dummy is based solely on technique of the throw, smoothness, delivery and how the loop lays.

Participants will throw loops from the ground while a handler holds their horse. Handling and control of the rope will be important in the scoring process

Competitors will be allowed a maximum of five heel loops within a two (2) minute time limit. Scoring will be as follows:

1. 30 points - Handling and control of the rope.
2. 10 points - Technique of each "catch" (potential of 50 points).
3. 3 points - Each catch for use of side hipshot or backhand. Judge must be made aware of the intended type of throw ('call your shot').

Each participant will use only one rope, and must re-coil and build a new loop after each throw.

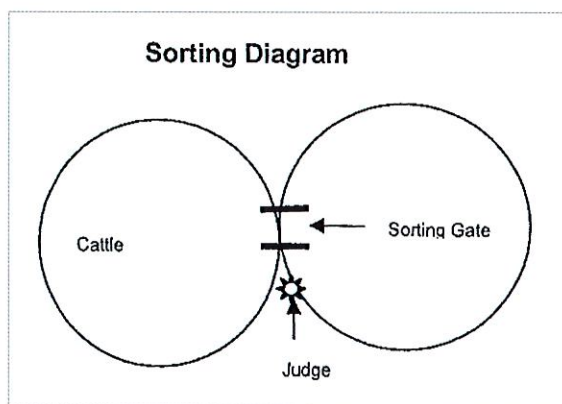
4. Ranch Sorting (Timed/Judged Event)

Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

Level 1

The concept of ranch sorting is:

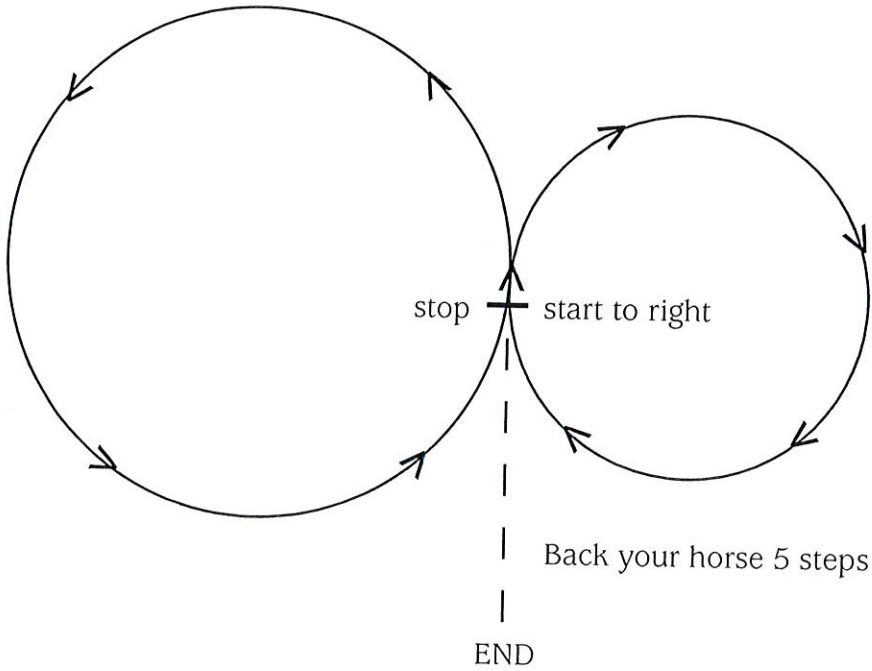
- Ten (10) head of cattle in the herd numbered 0-9.
- Ranch Sorting will take place between two pens of approximately equal size with the Show Management's option of working cattle back and forth or only one way.
- Recommended sorting area to be round pens 50'-60' in diameter. The start/foul line will be recommended as a 12' -16' opening between the two pens.
- There will be a 90 second time limit.
- The judge will be positioned evenly with the foul line.
- All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. At the conclusion of each run, the judge will designate the need to bunch cattle.
- The show management will designate a mounted gate person. This rider will control the gate as would be done in everyday ranch work. This person may not leave the gate to help a contestant sort the herd. The gate person will provide minimal help only at the judge's discretion. The mounted gate person must be the same individual for each run of a particular age group.
- The judge will raise the flag to signal when the arena is ready.
- The flag will drop when the nose of the horse crosses the star/foul line and the announcer will provide the number to be sorted first. Rider will begin riding from the pen that is to be sorted into. The rider will sort that number first, and then the next two numbers in ascending order. (For example: If 5 is the number given, the contestant will sort number 5 first, followed by 6, and then 7.)
- All cattle must have approved back or neck numbers. The cattle are sorted in the proper order. If any part of a numbered cow crosses the start/foul line prior to its correct order, the rider receives a no-time.
- A cow is considered sorted when the entire animal is completely across the start/foul line. If a numbered cow jumps the fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for that contestant at the end of the herd, (assuming it was not caused by roughing) and time cannot be improved.
- The run is considered complete when three head of cattle with the appropriate numbers are sorted through the center gate or the time limit expires.
- Show Management must use three timers for this event. Contestants will receive a time for each animal they sort. The purpose of this is to decide placing if not enough riders sort three head. (For example: If rider #7 sorts three head in 1:16, but no one else sorts three, rider #7 is the winner. If rider #4 sorted two in :58 and #8 sorted two in :45, but neither sorted three, #8 would be second place. The first timer will time the first head sorted, the second will time the second head sorted, and the third will record either the time for the third sort or the 90 second time limit.



Level 1 Working Ranch Horse Pattern, Level 1

Level 1

- Walk to the center of the arena, facing the judge or the left wall.
1. Beginning in the right direction, trot a small circle.
 2. At the center of the arena, change direction.
 3. Trot in a large circle to the left.
 4. Stop in the center of the arena.
 5. Back your horse five steps.



Level 1

4-H Working Ranch Horse Competition Rules

Level 2

1. Test - Each contestant will be required to take a written exam. The exam will be worth 100 points. Level 1 and 2 exams will have questions from 4-H Horsemanship and Montana 4-H Working Ranch Horse Practical Training Guide. Level 3 and 4 exams will have questions from the already mentioned books as well as 4-H Horse Science.

2. Heading - The purpose of the heading competition will be for youth participants to show their skill in throwing head loops and demonstrating their ability to safely dally their ropes.

Participants will throw loops from horseback at a roping dummy that is equipped with a horn-less or muley head. Control and positioning of the horse will be important in the scoring process.

Competitors will be allowed a maximum of five head loops within a two (2) minute time limit. Scoring will be as follows:

1. 20 points - Control and positioning of the horse.
2. 10 points - Each catch (potential of 50 points).
3. 15 points - Display of safe dallying techniques.
4. 3 points - Each catch for use of side arm throw, scoop loop, backhand throw, or turnover loop. Judge must be made aware of the intended type of throw ('call your shot').

Each participant will use only one rope, and must re-coil and build a new loop after each throw. If rope is dropped, contestant may dismount and retrieve rope.

3. Heeling - The purpose of the heeling competition will be for youth participants to show their skill in throwing heel loops and demonstrating their ability to safely dally their ropes. Scoring for heeling on a dummy is based solely on technique of the throw, smoothness, delivery and how the loop lays.

Participants will throw loops from horseback at a roping dummy. Control and positioning of the horse will be important in the scoring process

Competitors will be allowed a maximum of five heel loops within a two (2) minute time limit. Scoring will be as follows:

1. 20 points - Control and positioning of the horse.
2. 10 points - Technique of each "catch" (potential of 50 points).
3. 15 points - Display of safe dallying techniques.
4. 3 points - Each catch for use of side hipshot or backhand. Judge must be made aware of the intended type of throw ('call your shot').

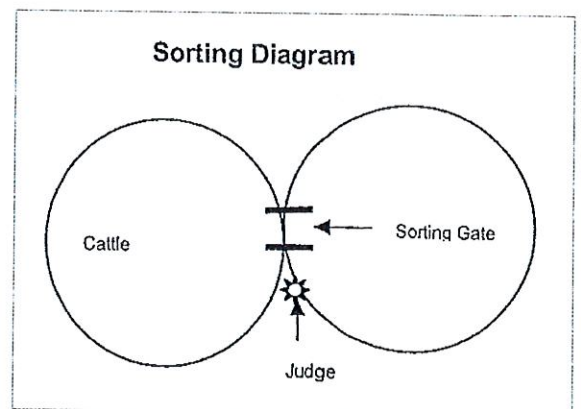
Each participant will use only one rope, and must re-coil and build a new loop after each throw. If rope is dropped, contestant may dismount and retrieve rope.

4. Ranch Sorting (Timed/Judged Event)

Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

The concept of ranch sorting is:

- Ten (10) head of cattle in the herd numbered 0-9.
- Ranch Sorting will take place between two pens of approximately equal size with the Show Management's option of working cattle back and forth or only one way.
- Recommended sorting area to be round pens 50'-60' in diameter. The start/foul line will be recommended as a 12' -16' opening between the two pens.
- There will be a 90 second time limit.
- The judge will be positioned evenly with the foul line.
- All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. At the conclusion of each run, the judge will designate the need to bunch cattle.
- The show management will designate a mounted gate person. This rider will control the gate as would be done in everyday ranch work. This person may not leave the gate to help a contestant sort the herd. The gate person will provide minimal help only at the judge's discretion. The mounted gate person must be the same individual for each run of a particular age group.
- The judge will raise the flag to signal when the arena is ready.
- The flag will drop when the nose of the horse crosses the star/foul line and the announcer will provide the number to be sorted first. Rider will begin riding from the pen that is to be sorted into. The rider will sort that number first, and then the next two numbers in ascending order. (For example: If 5 is the number given, the contestant will sort number 5 first, followed by 6, and then 7.)
- All cattle must have approved back or neck numbers. The cattle are sorted in the proper order. If any part of a numbered cow crosses the start/foul line prior to its correct order, the rider receives a no-time.
- A cow is considered sorted when the entire animal is completely across the start/foul line. If a numbered cow jumps the fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for that contestant at the end of the herd, (assuming it was not caused by roughing) and time cannot be improved.
- The run is considered complete when three head of cattle with the appropriate numbers are sorted through the center gate or the time limit expires.
- Show Management must use three timers for this event. Contestants will receive a time for each animal they sort. The purpose of this is to decide placing if not enough riders sort three head. (For example: If rider #7 sorts three head in 1:16, but no one else sorts three, rider #7 is the winner. If rider #4 sorted two in :58 and #8 sorted two in :45, but neither sorted three, #8 would be second place. The first timer will time the first head sorted, the second will time the second head sorted, and the third will record either the time for the third sort or the 90 second time limit.



5. Working Ranch Horse (Pattern + cow work) This class combines the reining ability and cow sense of the horse and will be judged on the rider's and horses' ability, cow sense and smoothness. Each contestant will perform individually. The event will begin with the reining pattern and then releasing one cow into the arena.

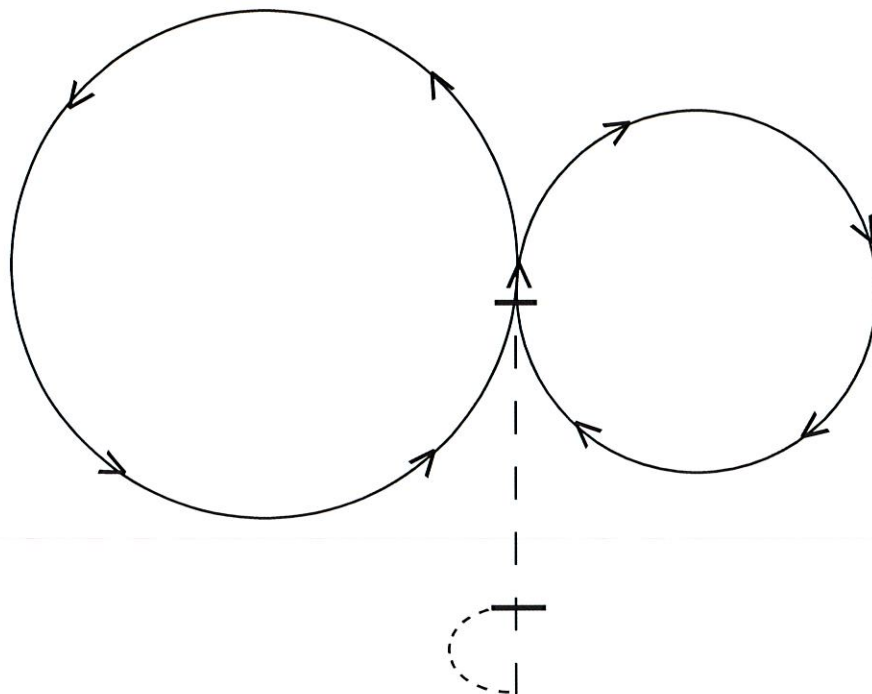
Each exhibitor will be allowed a maximum of 5 minutes to complete the class. At the 3 minute mark, there will be a two-minute warning. When the 5 minute time limit has expired, the exhibitor will be excused from the arena.

Working Ranch Horse Pattern, Level 2

Level 2

Walk to center of arena facing the judge or the left wall.

1. Beginning on a right lead, lope a small, slow circle.
2. Using a simple lead change, change leads at the center of the arena.
3. Lope a large, slow circle to the left.
4. Stop in the center of the arena.
5. Back your horse ten feet.
6. Complete one half spin to the left.
7. Complete one half spin to the right.
8. Hesitate to show completion of pattern.



After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall move and hold the cow on the prescribed number located at some point in the arena. The contestant must hold the animal a sufficient time to demonstrate the ability of the horse to contain the cow.

Numbers 1, 2, and 3 will be posted on the fence inside the arena. Contestant will be given a randomly drawn number of 1 to 3 signifying where the animal is to be boxed.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.

Level 2

4-H Working Ranch Horse Competition Rules

Level 3

1. Test - Each contestant will be required to take a written exam. The exam will be worth 100 points. Level 1 and 2 exams will have questions from 4-H Horsemanship and Montana 4-H Working Ranch Horse Practical Training Guide. Level 3 and 4 exams will have questions from the already mentioned books as well as 4-H Horse Science.

2. Heading - The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of the horse will not be permitted when entering or working in the herd.

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

This is a judged event with a 90 second time limit. The contestant will attempt to make three head catches. The rope must be thrown (released from the hand) and the contestant may throw as many loops as needed within the time limit. The Honda on the rope used must be of a breakaway design. Leather horn wraps give better when dallied than rubber, and leather (or latigo, mule or elk hide, etc.) is suggested for younger members learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

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

Herd should consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. If this type of cattle is not available then any size will do. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant when the horse crosses the starting line.

The contestant must rope the number of the animal announced first, and then move on to the next and the next. For example: If the judge announces number 5, the contestant will rope 5 first and then number 6 and then number 7. A contestant will be disqualified for roping any animal out of order.

Time will be started when the contestant starts the horse walking towards the cattle. The contestant must make a legal head catch of the designated calf and dally up. The animal's head must pass through any legal catch. Points will be deducted for feet or legs or any portion of the calf's body behind the shoulder.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 20 - How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 20 - How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal head catch, 15 points. 10 points for head and front legs, belly, etc. Anything other than a clean head catch.
4. Loops other than traditional head catch, 3 points each. Backhand, underhand, scoop, etc. Judge must be made aware of the intended type of throw ('call your shot').

*Score of zero for galloping or trotting horse when entering or working herd.

3. Heeling - The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of the horse will not be permitted when entering or working in the herd.

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

This is a judged event with a 90 second time limit. The contestant will attempt to make three heel catches. The rope must be thrown (released from the hand) and the contestant may throw as many loops as needed within the time limit. The Honda on the rope used must be of a breakaway design. Leather horn wraps give better when dallied than rubber, and leather (or latigo, mule or elk hide, etc.) is suggested for younger members learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

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

Herd should consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. If this type of cattle is not available then any size will do. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced 10 the contestant when the horse crosses the starting line.

The contestant must rope the number of the animal announced first. and then move on to the next and the next. For example: If the judge announces number 5, the contestant will rope 5 first and then number 6 and then number 7. A contestant will be disqualified for roping any animal out of order. Time will be started when the contestant starts the horse walking towards the cattle. The contestant must make a legal heel catch of the designated calf and dally up.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 20 -How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 20 -How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal heel catch: 15 points for two legs, 10 points for one leg.
4. Loops other than traditional heel throw, 5 points each. Backhand, etc. Judge must be made aware of the intended type of throw ('call your shot').

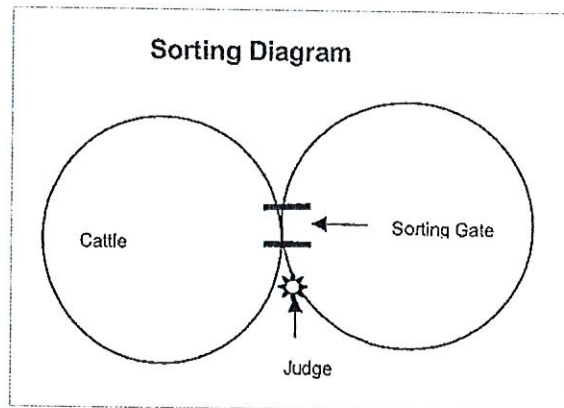
* Score of zero for galloping or trotting horse when entering or working herd.

4. Ranch Sorting (Timed/Judged Event) Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

The concept of ranch sorting is:

- No less than five and no more than ten (10) head of cattle in the herd numbered 0-9. Ranch Sorting will take place between two pens of approximately equal size with the Show Management's option of working cattle back and forth or only one way.
- Recommended sorting area to be round pens 50'-60' in diameter.
- The start/foul line will be recommended as a 12' -16' opening between the two pens.

- There will be a 90 second time limit.
- The judge will be positioned evenly with the foul line.
- All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. At the conclusion of each run, the judge will designate the need to bunch cattle.
- The show management will designate a mounted gate person. This rider will control the gate as would be done in everyday ranch work. This person may not leave the gate to help a contestant sort the herd. The gate person will provide minimal help only at the judge's discretion. The mounted gate person must be the same individual for each run of a particular age group.
- The judge will raise the flag to signal when the arena is ready.
- The flag will drop when the nose of the horse crosses the start foul line and the announcer will provide the number to be sorted first. Rider will begin riding from the pen that is to be sorted into.
- The rider will sort that number first, and then the next two numbers in ascending order. (For example: If 5 is the number given, the contestant will sort number 5 first, followed by 6, and then 7.)
- All cattle must have approved back or neck numbers.
- The cattle are sorted in the proper order. If any part of a numbered cow crosses the start foul line prior to its correct order, the rider receives a no-time.
- A cow is considered sorted when the entire animal is completely across the start foul line. If a numbered cow jumps the fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for the contestant at the end of the herd, (assuming it was not caused by roughing) and time cannot be improved.
- The run is considered complete when three head of cattle with the appropriate numbers are sorted through the center gate or the time limit expires.
- Show Management may use three timers or just record the time for each sort on the score sheet. Contestants will receive a time for each animal they sort. The purpose of this is to decide placing if not enough riders sort three head. (For example: If rider #7 sorts three head in 1:16, but no one else sorts three, rider #7 is the winner. If rider #4 sorted two in :58 and #8 sorted two in :45, but neither sorted three, #8 would be second place. The first timer will time one head, the second will time two head, and the third will time three head, or one timer will record the sort time for each animal as it passes the start/foul line, or the 90 second time limit.



5. Working Ranch Horse (Pattern + Cow Work) - This class combines the reining ability and cow sense of the horse and will be judged on the rider's and horses' ability, cow sense and smoothness. Each contestant will perform individually. The event will begin with the reining pattern and then releasing one cow into the arena.

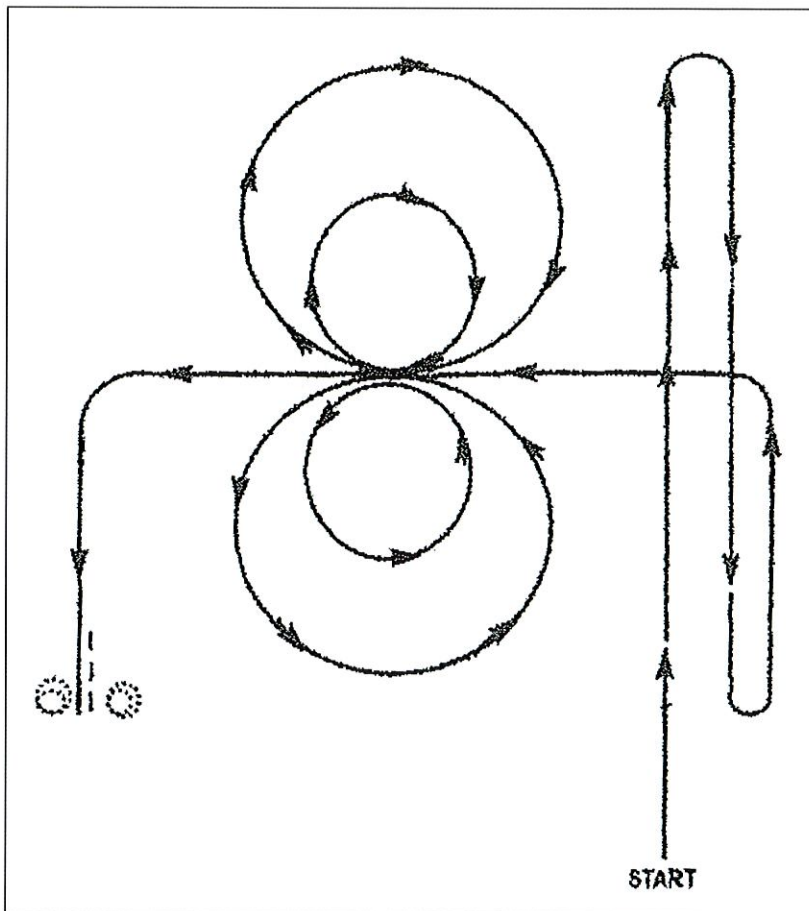
Each exhibitor will be allowed a maximum of 3 minutes to complete the class. At the 2 minute mark, there will be a two-minute warning. When the 3 minute time limit has expired, the exhibitor will be excused from the arena.

Working Ranch Horse Pattern, Level 3

Level 3

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin to the right.
11. Do 360 degree spin to the left.
12. Hesitate to show completion of pattern.

After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Cattle to be used must be yearlings or older, no bulls.



The contestant must get at least one (1) turn in each direction. To be considered a turn, the contestant must be close to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling the fence.

After turning cow on the fence each way contestant will stop horse to complete run.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.

Level 3

4-H Working Ranch Horse Competition Rules

Level 4

1. Test - Each contestant will be required to take a written exam. The exam will be worth 100 points. Level 1 and 2 exams will have questions from 4-H Horsemanship and Montana 4-H Working Ranch Horse Practical Training Guide. Level 3 and 4 exams will have questions from the already mentioned books as well as 4-H Horse Science.

2. Heading - The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of horse will not be permitted when entering or working in the herd.

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

This is a judged event with a 90 second time limit. The contestant will attempt to make three head catches. The rope must be thrown (released from the hand) and the contestant may throw as many loops as needed within the time limit. The Honda on the rope used must be of a breakaway design. Leather horn wraps give better when dallied than rubber, and leather (or latigo, mule or elk hide, etc.) is suggested for younger members learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

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

Herd should consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. If this type of cattle is not available then any size will do. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant when the horse crosses the starting line.

The contestant must rope the number of the animal announced first, and move on to the next and the next. For example: If the judge announces number 5, the contestant will rope 5 first and then number 6 and then number 7. A contestant will be disqualified for roping any animal out of order.

Time will start when the contestant starts the horse walking toward cattle. The contestant must make a legal head catch of the designated calf and dally up. The animal's head must pass through any legal catch. Points will be deducted for feet or legs or any portion of the calf's body behind the shoulder.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 20 -How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 20 -How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal head catch, 15 points. 10 points for head and front legs, belly, etc. Anything other than a clean head catch.
4. Loops other than traditional head catch, 3 points each. Backhand, underhand, scoop, etc. Judge must be made aware of the intended type of throw ('call your shot').

* Score of zero for galloping or trotting horse when entering or working herd.

3. Heeling -The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of horse will not be permitted when entering or working in the herd. Horses may be trotted or galloped to hold herd.

Contestant must have an adult header who is very capable of handling roped cattle. The assistant can be a family member, 4-H leader, or acquaintance.

This is a judged event with a three (3) loop limit. The rope must be thrown, and cannot be placed by hand in position to make a catch.

Herd will consist of no more than 10 head and no less than 5 head of cattle, preferably yearlings or younger. Corriente or other roping type cattle may be used. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant at the beginning of the run.

The header will catch the assigned animal and handle it from the herd. The heeler has three (3) loops to make a catch. Time will be started when the header brings animal from herd. Time will end when a heel catch is completed, and the ropers have dallied and stretched the animal.

Heelers will use regular hondas and not breakaway types. Leather horn wraps give better when dallied than rubber, and leather (or latigo, mule or elk hide, etc.) is suggested for younger members learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

Points that may be applied to exhibitor's score:

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

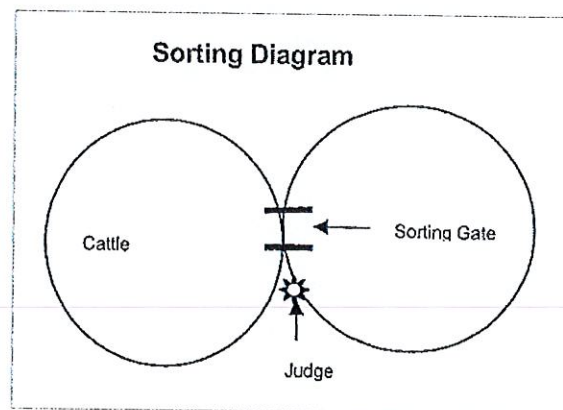
* Score of zero for galloping or trotting horse when entering or working herd.

4. Ranch Sorting (Timed/Judged Event) Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time will be declared the winner.

The concept of ranch sorting is:

- No less than five and no more than ten (10) head of cattle in the herd numbered 0-9. Ranch Sorting will take place between two pens of approximately equal size with the Show Management's option of working cattle back and forth or only one way.
- Recommended sorting area to be round pens 50'-60' in diameter.
- The start/foul line will be recommended as a 12' -16' opening between the two pens.
- There will be a 90 second time limit.
- The judge will be positioned evenly with the foul line.
-

- All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. At the conclusion of each run, the judge will designate the need to bunch cattle. The show management will designate a mounted gate person. This rider will control the gate as would be done in everyday ranch work. This person may not leave the gate to help a contestant sort the herd. The gate person will provide minimal help only at the judge's discretion. The mounted gate person must be the same individual for each run of a particular age group.
- The judge will raise the flag to signal when the arena is ready.
- The flag will drop when the nose of the horse crosses the start/foul line and the announcer will provide the number to be sorted first. Rider will begin riding from the pen that is to be sorted into. The rider will sort that number first, and then the next two numbers in ascending order. (For example: If 5 is the number given, the contestant will sort number 5 first, followed by 6, and then 7.) All cattle must have approved back or neck numbers. The cattle are sorted in the proper order. If any part of a numbered cow crosses the start/foul line prior to its correct order, the rider receives a no time.
- A cow is considered sorted when the entire animal is completely across the start/foul line.
- If a numbered cow jumps the fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for that contestant at the end of the herd, (assuming it was not caused by roughing) and time cannot be improved.
- The run is considered complete when three head of cattle with the appropriate numbers are sorted through the center gate or the time limit expires.
- Show Management may use three timers or just record the time for each sort on the score sheet. Contestants will receive a time for each animal they sort. The purpose of this is to decide placing if not enough riders sort three head. (For example: If rider #7 sorts three head in 1:16, but no one else sorts three, rider #7 is the winner. If rider #4 sorted two in: 58 and #8 sorted two in: 45, but neither sorted three, #8 would be second place. The first timer will time one head, the second will time two head, and the third will time three head, or one timer will record the sort time for each animal as it passes the start/foul line, or the 90 second time limit.



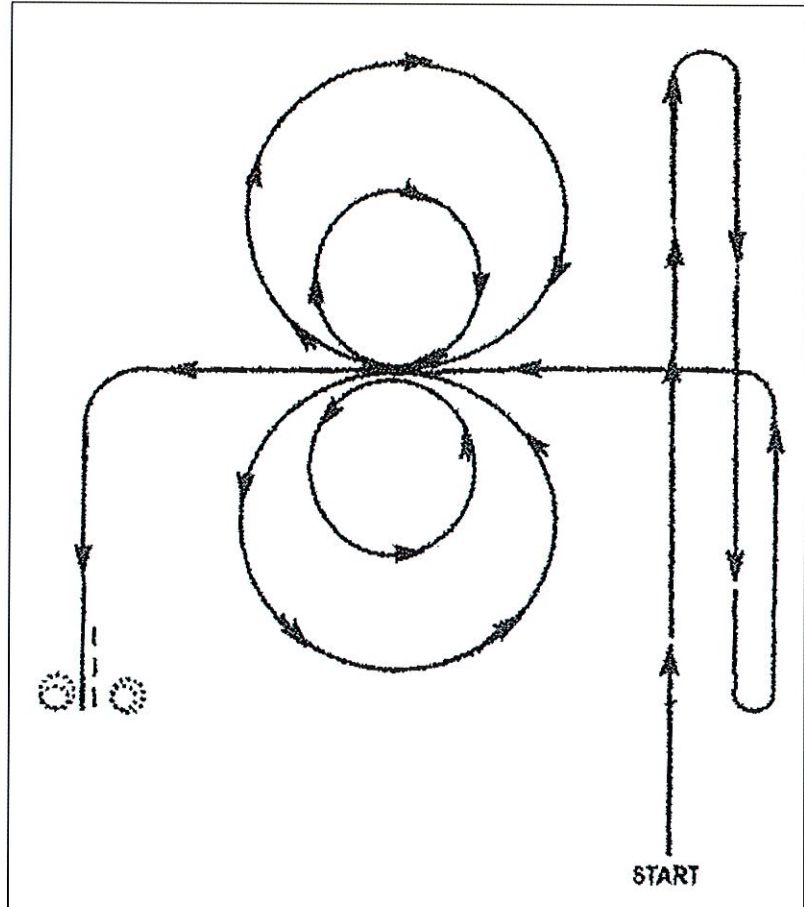
5. Working Ranch Horse (Pattern + Cow Work)-This class combines the reining ability and cow sense of the horse and will be judged on the rider's and horses' ability, cow sense and smoothness. Each contestant will perform individually. The event will begin with the reining pattern and then releasing one cow into the arena.

Each exhibitor will be allowed a maximum of 3 minutes to complete the class. At the 2 minute mark, there will be a two-minute warning. When the 3 minute time limit has expired, the exhibitor will be excused from the arena.

Working Ranch Horse Pattern, Level 4

Level 4

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 15 feet.
10. Do two 360 degree spins to the left.
11. Do two 360 degree spins to the right.
12. Hesitate to show completion of pattern.



After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Cattle to be used must be yearlings or older, no bulls.

The contestant must get at least one (1) turn in each direction. To be considered a turn, the contestant must be close to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling the fence.

After turning cow on the fence each way contestant will stop horse to complete run.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not complete.

Level 4