



Scoring + Rules

Divisions: *Open, Non-Pro, Youth 18 & Under, Green Rider, Green Horse, Ultimate Ranch Challenge, Green Rider/Horse W/T; Youth W/T, Ultimate Ranch Challenge W/T*

Placings: 1st-10th for points; Ribbons awarded 1st-4th

Classes: Ranch Riding, Ranch Pleasure, Ranch Conformation, Ranch Trail, Ranch Reining, Dummy Roping

Ties are allowed!

Website for more information www.ranchyhorseshow.com

Facebook page for Video submissions on each class post:

<https://www.facebook.com/letsgetranchy>

The exhibitor/horse combo with the most points in each division will be awarded a High Point Award at the end of the series. In the event of a tie, we will go by who received the most firsts; if there is still a tie we will have a "run-off" using a new ranch riding pattern.

Brief rules:

- **IF OFF PATTERN: Please score exhibitors off pattern (OP) but they will not place higher than exhibitors who perform the pattern correctly.**
- No hoof black, tail extensions, cavesons, tie-downs or martingales.
- Long sleeve shirt/jacket and boots are strongly suggested. Chaps and cowboy hat/helmet are optional.
- Banding is allowed.
- Exhibitors are allowed to show **2 hands** in ALL classes if they use a snaffle bit, bosal or hackamore.
- Please judge the exhibitor even if the camera placement is different than what was requested. All we can ask is that you do your best to judge the exhibitors fairly.
- Faults not to be considered disqualification but should be scored according to severity for ALL Ranch Classes:
 - Crooked backs & stops
 - Anticipating stops
 - Uncontrollable speed

- Wringing of tail
- Knocking over markers
- Failure to run pattern within marker
- Opening mouth, raising head on stops and turns

Rules + Scoring Per Class:

Ranch Riding

Ranch Riding showcases your working horse's quality of movement and responsiveness while performing the required maneuvers in the pattern.

The cadence of all the gaits should be forward, free flowing and ground moving. Transitions between gaits should be smooth and responsive.

*Simple lead changes are allowed in any division. Keep in mind, a smooth flying lead change will be scored higher than a simple lead change due to the degree of difficulty- this applies to every division.

-Scoresheet + placing-

Scoring is on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.

-Penalties-

ONE point penalties:

- Too slow/per gait
- Over bridled/per maneuver
- Break of gait for two strides or less
- Cross-cantering or out-of-lead for two strides or less

THREE point penalties:

- Break of gait at walk or trot for more than two strides

- Break of gait at lope (except when correcting an incorrect lead, wrong lead or out of lead)
- Draped reins/per maneuver
- Out of lead or cross-cantering three strides or more
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

FIVE point penalties:

- Blatant disobedience (kicking, biting, bucking, rearing, etc)

ZERO score:

- Illegal equipment: including hoof black or tail extensions
- Willful abuse
- Major disobedience or schooling
- Going off pattern
- Edited videos of the horse performing the pattern.
- The use of two-hands when using a shank bit anywhere in the pattern
- Using more than one finger between split reins
- Touching the horse during the pattern with the free hand

Ranch Pleasure

Terminology of the Gaits:

- Walk- The walk is a natural, flat-footed, four-beat gait. The gait shall be rhythmic and ground covering. As in all gaits, the horse should display a natural head carriage with a bright, attentive expression.
- Trot- The trot is a natural two-beat gait demonstrating more forward movement than the Western pleasure jog.
- Extended trot- The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch.
- Lope- The lope is a three-beat gait. The lope should be relaxed and smooth with a forward moving stride.
- Extended lope- The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward working speed.

The Videographer should film in the center of the arena and may act as Announcer, asking the exhibitors for transactions according to the time frame specified on the pattern.

Ranch Conformation

The purpose of ranch conformation is to showcase your working horse's quality of movement (for a working cow/ ranch horse), balance, soundness, and structural correctness. The ideal ranch conformation horse should have a natural ranch horse appearance from head to tail.

Horses are to be shown in a good working halter: rope, braided, nylon or plain leather. Please no silver! Stud chains may be used over or under the nose. You are allowed to touch your horse to set him up.

No score/placing: Edited videos of the horse performing the pattern.

Ranch Trail

Ranch Trail tests the ability of a horse to negotiate obstacles that may be found on a ranch. Maneuvers may include going over obstacles, opening and closing gates, riding across bridges/ tarps, backing, sidepasses and dragging objects. Exhibitors are allowed to use items they have in place of certain obstacles (drag, rain slicker, etc).

One (1) Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Dallying is preferred in the pole drag. Hand dragging is allowed but will result in a penalty (1 point)
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

Three (3) Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

Five (5) Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore for green riders) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider
- Edited videos of the horse performing the pattern.

Ranch Reining

Ranch Reining represents the ability of the ranch horse to be reined willfully through all maneuvers of the patterns. Stops should be hard, deep, square and done without resistance. Turn arounds should be those of a working horse (correct and efficient).

-Scoresheet + placing-

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Penalties:

1/2 point penalties:

- Failing to remain more than 20 feet from the fence when stopping or performing a rollback
- Starting a lope departure at a jog or exiting rollbacks up for two strides or less
- Delaying changes of lead by 1 stride
- Over or under spinning by one-eighth (1/8) turn

ONE (1) point penalties:

- Out of lead for each quarter (1/4) of the circumference of a circle
- Over or under spinning by one-fourth (1/4) turn
- Failure to be on the correct lead in run-down

Two (2) point penalties:

- Break of gait
- During the run around, failure the change lead prior to the next maneuver.
- Jogging two strides or more
- Failure to go beyond the markers
- Freezing up in spins or rollbacks

Five (5) point penalties:

- Spurring in front of the cinch
- Holding saddle with free hand
- Kicking out

ZERO score:

- Failure to complete pattern
- Performing maneuvers in unspecified order
- Backing more than two (2) strides when no backup is called for in pattern or turning more than 90°
- Equipment failures
- Balking or running away
- Jogging more than half (1/2) circle or half (1/2) arena length while starting a circle, circling or executing rollback
- Over spins of more than one-fourth (1/4) turn
- Fall to ground by horse or rider
- More than one finger between reins or more than one (1) hand on reins except for green horses ridden with snaffle, or hackamore.
- Blatant disobedience, bucking, rearing, etc.

Dummy Roping

Video please record horizontally. The video must include the contestant and roping steer in the shot. The video must be continuous footage throughout all 5 throws. Dummy Roping is on foot.

- Contestants must stand and throw behind a visible marker (rope, tape, etc) that is 5 feet from the roping dummy (measuring from the tail end of the dummy and 5 ft back). If the contestant steps over the marker then that catch will result in a zero.
- Each contestant will throw 5 loops.
- Legal catches and points:
 - Around both horns +3 points
 - Half head (1 horn and nose) +2 points
 - Neck +1 point.
- After EACH CATCH videographer please walk up to the roping dummy's head to confirm if it is a legal or illegal catch. If we can not see visibly then we will assume it was not a legal catch.

- **No figure eights on horns or nose/horn, no roping entire dummy and no fishing allowed. Also NO Edited videos. NO pauses in video, it MUST be continuous.**
- Judges decision is Final.

How To Search For Classes:

<https://www.facebook.com/letsgetranchy/videos/486314106218701>

*Please make sure you select "ALL Comments" to view. "Most Relevant" comes up by default, "All Comments" will allow you to see everything.