



2021 Official Handbook

Of Rules and Regulations

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I. ASSOCIATION GENERAL RULES AND REGULATIONS

A. MISSION STATEMENT

The Mission of Western States Versatility Ranch Horse Association is to preserve the versatility of the American ranch horse, to promote the appreciation of western ranching culture and heritage, and educate those who ride, produce and admire these horses. We seek to promote the development of the versatile ranch horse through participation in five events that represent the skills a horse and rider would need while working on a ranch; cutting, cow horse, trail, ranch riding, and reining. We intend to provide education and competition that is always in the spirit of safety, fun, and continuous learning. Our events will be produced with the needs of riders at all levels, from novice through advanced, always in mind. We strive to do so while maintaining the highest level of integrity, both toward competition and toward our ideals regarding the true, working versatile ranch horse.

B. CHAPTER AFFILIATES:

Western States Versatility Ranch Horse Association's goal is to establish alliances with other like-minded associations and groups in the Western United States that are dedicated to our mission statement as outlined above. Two founding Chapter Affiliates, Arizona Versatility Ranch Horse Association and Golden State Versatility Ranch Horse Association joined forces with the goals of creating a parent Association for the purposes of 1) Contributing to national judging standards and guidelines for Versatility Ranch Horse and Stock Horse Competition 2) Promoting VRH competition through local affiliated chapters 3) Producing regional and national events, including a yearend championship and limited aged events 4) Track, record and recognize members and members' horses annual and life time achievements. WSVRHS is open to all Versatility Ranch Horse enthusiasts and open to all breeds whether registered or grade.

WSVRHA is a founding member of National Ranch and Stock Horse Alliance. All current and future benefits of NRSHA are available to Chapter Affiliates through their alliance with WSVRHA.

1. BECOME AN CHAPTER AFFILIATE

Associations interested in becoming a Chapter Affiliate must adhere to our Chapter Affiliate Agreement, agree to follow all rules in the current year Handbook and stay current with any dues or special fees required. Please contact WSVRHA for more information.

2. CHAPTER AFFILIATES MEMBERS

A rider must become a member of a Chapter Affiliate before participation in any competition. Owners of the horse, if different than the rider, must also become a member of the Affiliate. Any membership fees not paid prior to the member's first show will result in a "NO POINTS" accrued for year-end over-all points. Once paid, points will become active for future shows but not retroactive.

Membership year runs concurrent with the Event Year and will expire on the last day of the Year-End Championship.

By applying for membership with a Chapter Affiliate, the applicant automatically agrees to be bound by and to abide by all rules, regulations and policies of the Association. In return WSVRHA and the Affiliated Chapters provide the benefits of participating in their events, activities.

Upon payment of Chapter Affiliate membership fees, members understand and agree that any photograph or other form of likeness of a member, event participant, horse owner, or their horse and registered equine names may be used to promote the Association's objectives and activities including, but not limited to, use by third parties with authorization from the Association. By providing your email address you have agreed to receive updates and news letters from the WSVRHA and its affiliates. You may opt out of emailed information by using the "unsubscribe" option at the bottom of the newsletter.

C. EVENT YEAR:

The Event Year will run from November 1st to October 31st each year. No Chapter Affiliate competition date that is within (10) days prior to the Championship will be approved. No Chapter Affiliate events will be approved following the Championship date and prior to November 1st.

D. RULE CHANGE PROCEDURES

A Chapter Affiliate member, a standing committee, a special committee, the Board of Directors or the Association staff may propose a rule change. A rule change is any change to the General Rules.

Rule changes shall be submitted on the rule change proposal form in the specified format. This format will make each submission uniform and cause the person proposing the rule change to think through the proposal and help identify pros and cons involved in changing a rule. All blanks must be completed and a justification for the proposed change cited. Forms which are incomplete, lacking the justification, or failing to cite the specific change requested will be returned to the originator. The board of directors will provide notice that rule change proposals are being accepted in advance of the deadline. Rule change proposal can be submitted at any time; the board will file them for consideration. The Board of Directors will vote on the proposed change but may refer the matter out to any committee or group for study, review and recommendation prior to voting. Rule change proposals must be received in the office by May 1st of each year.

Two thirds (2/3) of the Board members at a specified Board meeting having the required quorum attendance must vote in the affirmative for a rule change to be adopted.

E. EMERGENCY RULE CHANGE

If a proposed Rule Change is considered to be of such extreme importance by the Executive Committee that it must be acted upon immediately, such proposed change must be presented to the Board of Directors and is subject to amendment. The Board of Directors should then put the Emergency Status of the proposed change to a vote. The Emergency Status must first be approved and requires a motion and 2/3 majority vote in favor.

If the Board of Directors approves the Emergency Status, the proposed change with any amendments attached shall then be put to a vote by the Board of Directors for immediate action and/or implementation. If approved, the change can become effective immediately. If the Emergency Status of the proposed Change is rejected by the Board of Directors, the proposed change itself cannot be put to vote at this time but can still be presented for a vote by the regular rule change procedure.

F. GRIEVANCE COMMITTEE

- Committee will be made up of four members appointed by the President with concurrence of the Board.

- All grievances will be in written form and signed. They will be forwarded to the Chairman. After review of the grievance, the committee will respond in writing.
- Should there be a conflict of interest with a committee member; a replacement will be appointed from the Board by the President.
- Review of the various grievances will be provided to the Board at its next meeting.
- Parties may appeal the committee decision of the grievance to the Board.

II. ELIGIBILITY

A. BREED ELIGIBILITY

Any horse of any breed may be used. Must be three years of age or older.

B. HORSE IDENTIFICATION RECORD

Each horse ridden in approved WSVRHA events must be assigned a permanent WSVRHA Identification Number. This number will be lifetime identification and remain with the horse regardless of ownership.

Prior to participation in an approved WSVRHA event, a completed Horse Identification Number Application Form must be provided to WSVRHA (either to the office prior to the event or to show management at the event). The Horse Identification Number will be assigned to the horse by WSVRHA. The rider will be responsible for providing the Horse ID Number at all following approved events.

C. OWNERSHIP REQUIREMENTS

To be eligible for "placings, awards, and program points," Youth and Amateur rider must own or lease his/her horse or be an immediate relative of the person owning the horse (spouse, son, son-in-law, daughter, daughter-in-law, parents, siblings and grandparents).

Amateurs and youth may also show leased horses subject to the following:

- The Owner (Lessee) must be a member in good standing of WSVRHA
- Prior to the lessee (amateur or youth) showing the leased horse, WSVRHA must have received and recorded a showing lease form, and a WSVRHA Horse ID Application must be on file.
- The lessee must be responsible for expenses associated with the care of the horse: boarding, feeding, routine farrier services and routine veterinary services;
- During the term of the showing lease, only the lessee and lessee's IMMEDIATE FAMILY may show the horse. The lessee's trainer may also show the horse in Open Division classes. During the term of the lease, the horse may be shown by other eligible exhibitors in Open Division including the lessee'
- The term of the lease must be for a minimum one-year period, and the lease must be to an individual only. If the lease is terminated for any reason before the minimum one-year period, the horse can only be shown in the Open Division, until one year has passed since the original start date of the lease;
- Only one showing lease at a time per horse will be recognized;
- During the term of a showing lease, subsequent changes in ownership will not be recorded until the showing lease is terminated;

- If a lessee qualifies the horse for and intends to exhibit the horse at an WSVRHA Championship Show, a showing lease must be in effect and on file with WSVRHA at the time the lessee (a) enters the horse into the Championship Show and (b) exhibits the horse at the Championship Show. Should a showing lease expire prior to the above times, a new showing lease will be required.

In the Open division, any horse can be ridden by any rider. There are no Ownership requirements. Both the owner of the horse and the rider must be members in good standing.

An amateur rider who does not own or lease his/her own horse may participate in a competition (except Regional or Year-End Championships) and be the sole rider in all five classes, but neither rider nor horse is eligible for placement points, awards, or WSVRHA Champion points. However, the rider/horse team will be acknowledged at the awards presentation.

A rider is not required to own the horse he/she rides in a clinic.

D. AMATEUR ELIGIBILITY

- The rider has not received payment directly or indirectly for riding, training, assisting in training, or showing horse(s) at any time during the past three years.
- The rider has not received payment directly or indirectly for instructing another person or conducting a seminar in riding, training, driving or showing a horse any time during the past three years.
- The rider has not had any expenses (including lodging, transportation, mileage, etc.) paid by someone other than family members. Youth members may accept assistance from someone other than a family member.
- Premium money won is not considered remuneration.
- An Amateur rider may show in the Open division without losing Amateur eligibility as long as eligibility requirements for an Amateur are still met.

III. DIVISIONS

A. GENERAL RULES AND REGULATIONS:

WSVRHA divisions are designed to be a progressive program, based on rider skills and limitations, that will allow a novice rider to start from the beginning and as the horse and rider gain and develop horsemanship skills, be able to advance to the next level. The general progression through divisions will be from Novice to Intermediate to Advanced Amateur. Any Amateur is eligible to ride in the Limited Division for any reason.

All new riders will complete the Novice and Intermediate Eligibility Questionnaire and any rider that is ineligible for either of the divisions and believes they should be in the Novice or Intermediate division will have the opportunity to request further evaluation – See Novice and Intermediate Eligibility Requirements. Each year upon renewal of membership all riders must complete the eligibility questionnaire.

WSVRHA's first priority is FUN and education, however we are a competitive association and have eligibility requirements and restrictions for each division based on skills and achievement. It is the

Member's responsibility to know his or her correct division eligibility and exhibit in the correct division. Horse/Rider teams exhibiting in the incorrect division will not be eligible for placement points or awards.

Riders may choose to move to a higher division but must notify the Event Manager prior to the event. Once a rider chooses to ride in a higher division, he/she may not move back to the lower division in that event year. In order to move to a lower division, the rider must meet all eligibility requirements of the lower division and be reviewed and approved by the WSVRHA Board of Directors. Any points earned will remain in the division they were earned. This decision must be communicated to the WSVRHA office.

1. OPEN DIVISION

The Open division is open to any professional or non-professional member in good standing with any horse regardless of past winnings.

A. LIMITED OPEN SUBDIVISION

Limited Open Subdivision Eligibility: This division will be offered in 2021 as a subdivision of the Open for individuals with moderate to no showing experience who have taken money for starting colts; been paid to ride the ranch horses not owned by them; given basic riding lessons or local clinics for pay; or by other circumstances that make them ineligible for Amateur or Non-Pro status but are not experienced professional trainers in western performance disciplines. Any age horse may be ridden, and there are no horse ownership restrictions.

- **Restrictions for Limited Open:** To be eligible for this division, upon entering the first competition, the exhibitor must not have earned any total all-around points in any ranch horse versatility competitions involving cattle. Riders that have combined earnings of \$5,000 in any of the following or similar organizations: WSVRHA, NCHA, NRCHA, NRHA, RHAA, AQHA, APHA, SHTX, ASHA, etc. in any western performance discipline (western pleasure, working cow horse, reining, cutting, barrel racing, trail, etc.), are not eligible for this division. Upon entering the first Limited Open competition, a member may only compete in this subdivision for one event year. If a member loses Limited Open eligibility through competition, he or she may finish that year as a Limited Open rider. Thereafter, the member is eligible only for the Open Division.
- **Class Format:** The Limited Open division will be run concurrently with the Open division, but a high point within the subdivision can be offered at competition's end, at the show manager's discretion. The Limited Open is offered only for all-around competitors entering all classes. Limited Open competitors have the same competitive requirements as Open competitors.
- **Provisional Class Status:** The Limited Open will be offered on a provisional basis as a subdivision of the Open to provide a place for these competitors to compete against their peers. As such, there will be no expectation of added money to the jackpot, awards at the shows or yearend awards in the Limited Open. However, by entering both Limited Open and Open, competitors would be eligible for Open awards.

2. ADVANCED AMATEUR DIVISION

This division is open to any member in good standing that qualifies as an Amateur regardless of earnings with any horse. In addition to the normal entry fee, this division may collect and offer jackpot payback. (see Jackpot guidelines). In the Ranch Cow Work, this division requires going down the fence and roping or circling the cow. Advanced Amateurs will cut two cows in two minutes.

3. INTERMEDIATE AMATEUR DIVISION

Intermediate Amateur is open to a member in good standing that qualifies as an Amateur with the following eligibility restrictions. In addition to the normal entry fee, this division may collect and offer jackpot payback (see Jackpot guidelines).

The Ranch Cow Work will involve a modified boxing element that includes rating through the corner and stopping straight when the horse and cow have passed the marker. Turning the cow on the fence is not allowed and will result in deductions. This class will also test the horse and rider's skill with rope handling and rating while swinging a rope. Once the rider is in position to rope, he/she will have the option to either swing and stop straight or throw a loop with a breakaway hondo, no penalties will apply if the rider does not catch. Intermediate Amateurs will cut two cows in two minutes.

Intermediate Amateurs are riders that choose to begin the challenge of learning skills leading to going down the fence and roping. This division is a "stepping up" class for those riders that do not have enough experience to make turns on the fence or rope and stop a cow or for amateur riders on young horses that are not ready for the advanced division. There are no eligibility requirements for this division, the intermediate rider may stay in this division until they feel ready to step up to the Advanced Division.

4. LIMITED AMATEUR DIVISION

Exhibitors who qualify as Amateur riders are eligible to ride in this division. The Limited division is designed for riders that due to personal preference, limitations or life events do not want to ride in a division that requires turning on the fence or roping a cow.

The contestant will box/drive/box/drive with no expectation of turning the cow on the fence or roping. Limited Amateurs will cut two cows in two minutes.

The purpose of this division is

- To provide a place for the continued education and skill development of the Novice Rider who is no longer eligible for the Novice Amateur division but still does not want to turn a cow on the fence or rope.
- To provide a place for advanced riders experiencing life events necessitating changes to their riding activities (age, injury, illness, etc.)
- To provide a place for Amateur riders that wish to maintain their "box only" eligibility in another organization.
- To provide a place for Amateurs riders that do not feel safe going down the fence or roping on a particular horse.

In addition to the normal entry fee, this division may collect and offer jackpot payback (see Jackpot guidelines).

5. NOVICE AMATEUR DIVISION

The Novice division is reserved for individuals with **novice riding and showing experience** who wish to learn more about showing in WSVRHA at a beginner's pace. New members in WSVRHA do not necessarily need to ride in the Novice division. Advanced skills may be better suited for one of the other divisions. No Jackpot will be offered.

The Novice division includes a "box only" version of Ranch Cow Work that will not involve turns down the fence or roping. Novice Amateurs will cut two cows in two minutes. The trail course may be modified to appropriately challenge these riders without requiring completion of elements that may be deemed dangerous for Novice riders.

Novice Amateurs may ride any horse regardless of age with one hand and a standard western bit as approved by WSVRHA equipment rules or with one or two hands and a snaffle bit or hackamore as described under WSVRHA equipment rules.

Eligibility for the **Novice and Novice Youth divisions** are as follows:

- a) The Novice Amateur rider meets all amateur eligibility requirements as listed above and has **NOT** won any combination of **FIVE** of the following.
 - Any Over-All High Point or Championship title at any WSVRHA, SHOT, ASHA, NVRHA, or similar organization weekend event with 5 or more participants in the Division.
 - Any Reserve High Point or Reserve Championship titles at any WSVRHA, SHOT, ASHA, NVRHA, or similar organization weekend event with 5 or more participants in the Division.
- b) The Novice Amateur or Novice Youth rider has not earned any of the following on any horse.
 - Any "Association Level" Division Year-End High Point award or Year-End Championship Event title in WSVRHA, SHOT, ASHA, NVRHA, or similar organization with 5 or more participants in the Division.
 - 10 lifetime points in any breed association (including but not limited to AQHA, APHA) in any western performance discipline – VRH or Stock Horse All Around, roping, working cow horse, reining, cutting, ranch horse pleasure, etc. (or)
 - \$500 in a national organization (including but not limited to NCHA, NRCHA, NRHA, RHAA, etc.) in any western performance discipline – VRH or Stock Horse All Around, roping, working cow horse, reining, cutting, trail, etc.
- c) If a member loses novice eligibility through competition, he or she may finish that year as a novice rider. Thereafter, the member is eligible only for Youth, Limited Amateur, Amateur or Open divisions.
- d) All new riders will complete the Novice and Intermediate Eligibility Questionnaire and any rider that believes they should be in the Novice division and is NOT eligible to participate based on the application criteria may request an evaluation at the clinic prior to their FIRST competition to further determine eligibility. This evaluation is available to the rider for their first division placement only. The rider must be evaluated by a certified WSVRHA clinician.

6. YOUTH DIVISION

Exhibitors in the youth divisions must be aged 8 through 18 as of January 1 of the current *event* year. The Youth Ranch Cow Work classes will Amateur rules based on the Youth's determined Youth division. Youth riders will cut two cows in two minutes.

All Youth that are unsure of their ability and division placement will be evaluated prior to their first competition at the clinic to determine initial division placement. They will be placed in their correct division by consensus of the clinicians, coaches, and parents. Novice Youth must meet Novice requirements as described on page 10.

Novice Youth may ride any horse regardless of age with one hand and a standard western bit as approved by WSVRHA equipment rules or with one or two hands and a snaffle bit or hackamore as described under WSVRHA equipment rules.

- Novice Youth will follow Novice AM Rules (see novice eligibility requirements pg. 10)
- Intermediate Youth will follow Intermediate AM Rules
- Limited Youth will follow Limited AM Rules
- Youth may ride a leased or borrowed horse.
- Year-End points are accumulated by the rider on all horses
- Stallions are prohibited in this division.
- There will be no jackpot in this division.

9. WALK TROT DIVISION

This division of ranch horse competition is for Adult or Youth riders who wish to experience showing their ranch horses at an introductory level. This division was created for beginner riders to have a place to start and will be governed by the general rules of the WSVRHA Handbook EXCEPT as noted in the Walk Trot Section. (See VIII. WALK TROT CLASS RULES AND REGULATIONS)

TERMS OF ELIGIBILITY

1. Any adult or youth rider in their first year of showing is eligible provided they have **not** shown in ANY competition where loping, cow work, cutting, sorting, fence work, or roping has been involved. If a rider has previous experience, they may request to be evaluated for the Walk Trot Division at an affiliate clinic.
2. Riders may enter this introductory Walk/Trot division for as many show seasons as needed, However...
3. When a rider wins the year-end overall award, it is recommended that the rider move to the appropriate division above Walk/Trot. (An evaluation may be requested to determine if the rider should stay in the W/T division for another season)
4. The rider may not cross over into any other division while in the Walk/Trot division.
5. The horse may be shown in any legal Western bit or snaffle bit regardless of age.
6. The rider may use two hands while showing.
7. Riders may enter all or individual classes as described below.

10. SELECT SUB-DIVISION

All Amateur riders who are 60 years of age or older as of January 1 of the current event year. All eligible riders that mark the "Select Rider" box on the entry form will be tracked in the Select Sub-division of their respective divisions. The rider will show only one time and the score will count for both the standard division and the Select Sub-division.

Placement points will be tracked for yearend Overall High Point. Year End High Point riders will be recognized, and awards will be dependent upon sponsorship. Event management may choose to require an entry fee and offer recognition and awards at each weekend event at event management discretion.

11. JUNIOR HORSE SUB-DIVISION

Jr. Horses five years of age but not younger than 3 years of age as of January 1 of the current event year will be tracked in the Jr. Horse Sub-division "class within a class". Horses age is calculated from January 1st of year of foaling. For example, a horse foaled anytime in 2017 is considered to be one year old on January 1, 2018, and two years old on January 1, 2019. All riders with eligible horses that mark the "Jr Horse" box on the entry form will be tracked in the Jr Horse Sub-division of their respective divisions. The rider will show only one time and the score will count for both the standard division and the Jr. Horse Sub-division.

Placement points from all riders will be combined for yearend Overall High Point. Year End High Point Jr Horse will be recognized, and awards will be dependent upon sponsorship. Event management may choose to require an entry fee and offer recognition and awards at each weekend event at management discretion.

B. DIVISION ELIGIBILITY EXCEPTIONS

A member may petition, in writing, the Association Grievance Committee for a change in division eligibility. The written petition will be reviewed, and the member notified of the ruling. See Grievance guidelines.

Eligibility status may be revoked at any time for violations of any WSVRHA rule or regulation. A person who loses eligibility statuses must relinquish their membership.

IV. CLINICIANS AND JUDGES

A. GENERAL

Clinicians and Judges for all events must be approved by WSVRHA. Clinicians and Judges must consistently meet the spirit and intent of the WSVRHA's principal goals which place exhibitor's education and fun as a first priority while adhering to the rules of the association. They are selected based upon knowledge, professionalism, integrity, ability to teach and enthusiastic support of WSVRHA's goals and objectives.

Clinician and Judge oversight and selection is administered by the WSVRHA Clinician/Judges Committee. A committee member will be appointed from each affiliate by the President and approved by the Board of Directors. A current list of certified clinicians and judges will be maintained and published by WSVRHA office.

B. CANDIDATE APPLICATION

Qualified candidates must complete an application outlining experience and provide references, which will be considered by the committee. Applications are available in the WSVRHA office. A \$50.00 non-refundable fee must accompany all applications. Candidate must be members in good standing.

C. OPEN BOOK TEST

Upon a candidate's acceptance by the Clinician/Judges Committee, the candidate must complete an open book test on WSVRHA's Rules and Regulations. Clinician/Judge applicants must score a minimum of 80% on the Open Book Test to become certified.

D. EVENT CLINICIAN JUDGE EVALUATION

Qualified candidates who do not hold judges' cards in any other association, upon successful completion of the open book test, must clinic and scribe with a designated approved Clinician/Judge at a sanctioned WSVRHA event at the candidates' expense.

Upon review of an application and solely at the discretion of the judge's committee, an experienced judge holding a card in another recognized and similar organization may be exempt from the scribing and clinic requirements in his or her area of expertise.

Experienced Judges holding an AQHA Versatility Ranch Horse card may be approved to judge WSVRHA events provided they have a complete understanding of our classes that differ from AQHA and upon acknowledging an understanding of our judging philosophy. All Judges holding an AQHA VRH card will be asked to complete a modified judges test that will cover WSVRHA Judging philosophy and Divisions or Classes that differ from AQHA VRH.

E. WSVRHA APPROVAL

The results of these evaluations will be considered by the WSVRHA Clinician/Judge Committee and the WSVRHA Board of Directors. Judges and Clinicians will be notified of acceptance within four weeks of completion.

F. ANNUAL RENEWAL FEE

All Approved Clinicians/Judges must maintain a current WSVRHA membership. A \$25.00 annual renewal fee must be received from certified Clinicians in the WSVRHA office before final approval and recognition of judged event points and earnings. It is the judge's responsibility to seek out and understand any rule changes or updates before judging any event.

G. CLINICIAN TENURE

All WSVRHA certified clinicians and judges perform services at the pleasure of the WSVRHA. The WSVRHA clinician/judges committee may discontinue such services based upon their sole evaluation of the clinician/judge's performance.

H. ETHICS

WSVRHA judges shall represent themselves in a professional manner at all times, including when acting as a clinician. Judges should dress appropriately and be courteous to exhibitors, show managers, and spectators. All judges must be current members of WSVRHA and will be required to stay current on all rules and changes or additions to the rules. WSVRHA is a very friendly and educational association which

encourages competitors at all levels to enjoy their horses and other riders in a relaxed, fun atmosphere. Judges are to keep this in mind while they base their judgement on WSVRHA rules and place horses accordingly. On show day judges should feel free to answer questions from exhibitors prior to the show in a friendly, educational manner. Judges shall refrain from any kind of coaching during competition. All questions should be answered in the context of the competition, not in reference to individual riders, horses, or their individual needs. A riders meeting prior to each class may encourage all competitors to feel comfortable with what's required in each class and clarify any questions concerning the rules. Judges should be available for a period of time at the conclusion of each show to clarify competitors' questions on score sheets.

- Judges may not judge members of their immediate family (spouse, significant other, son, daughter, parents, and grandparent) for awards or points. Family members may participate and be scored with score sheets provided to the participant; however, they will not be eligible for points or awards.
- In accordance with the spirit and intent of WSVRHA, horsemanship education of the rider and horse is the highest priority. To this end, there shall be no time separation required between rider instruction or horse training from a "Certified Professional" judging a Schooling Competition.
- Alleged clinician/judge professional misconduct may be presented to the Grievance Committee for action. Such grievances must be in writing and signed by at least two participants who observed the alleged misconduct.

I. GUEST CLINICIANS

Guest Clinicians may be used for clinics but cannot judge unless certified. If uncertified Guest Clinicians are used, a qualified person must be available to answer questions regarding rules.

V. GENERAL RULES FOR ASSOCIATION EVENTS

A. SELECTING JUDGES

Judges must be selected from the list of WSVRHA approved Clinicians and Judges.
(See Judges and Clinicians Section)

B. CLINICS

In keeping with the WSVRHA mission statement, where education is a priority, clinics should be offered throughout the year. These clinics can be part of a competition weekend, or they can be free-standing. Clinics can specialize in particular classes of ranch horse topics, or they can cover all five ranch horse classes. As the number of competitors and clinic participants grows, affiliates should make every effort to offer clinics that are accessible to riders of all levels. These educational opportunities should be approximately equal in number to the competitive opportunities.

C. BACK TO BACK COMPETITIONS

If the same two Judges are used for both days, they must be flip-flopped. Judge #1 judges cutting, Ranch Reined Work and Ranch Cow Work during the first competition and Ranch Trail and Ranch Riding classes during second competition. Judge #2 the opposite. Second competition cannot begin until the first competition is completed.

D. CO-SANCTIONED EVENTS

WSVRHA will approve competitions held in conjunction with other Associations provided WSVHRA rules and ideals are followed. In the case of WSVRHA and AQHA Co-Sanctioned events, managers should make every attempt to follow WSVRHA rules where they are different but compatible with AQHA. For example, WS requires a “roping element” in the trail course design, AQHA does not. Event managers should work with the trail designer to try to include this element in the trail course. WS will defer to AQHA when rules or scoring is different and cannot be made compatible. AQHA score sheets will be accepted for scoring purposes.

E. EVENT AWARDS

Event Awards will be determined by event management. It is recommended that High Point and Reserve High Point awards in each Division be provided. Other awards may be presented at the sole discretion of the Event Manager. For a horse/rider team to be eligible for the division All-Around Award, the team must have participated in all five classes.

F. JACKPOT PAYBACK

In addition to the normal entry fee Limited, Intermediate, Advanced and Open divisions may collect and offer jackpot payback at event management discretion, which will be paid back to high point winners according to the payout schedule below. A Jackpot is NOT offered in Novice and Youth divisions.

Amateurs may pay an additional Jackpot fee (one fee for the Amateur and one fee for the Open) and be entered in both division Jackpot’s. The horse/rider will compete only once.

Jackpot Table:

Number of Horses	Payback
1- 3	1st - 100%
4 - 7	1st - 60%, 2nd - 40%
8 - 12	1st - 50%, 2nd - 30%, 3rd - 20%
13 or more	1st - 40%, 2nd - 30%, 3rd - 20%, 4th - 10%

G. EQUIPMENT FAILURE:

If at any time during a performance a piece of equipment breaks, the rider may continue provided the broken equipment does not pose a hazard to the rider and/or is not cruel to the horse.

When two classes are run back to back and equipment failure occurs during the first class and the rider is unable to continue because of the broken equipment the rider will receive a score of zero for the first class. The rider will not leave the working area before the 2nd class but may have a “2 minute tack repair allowance” between classes. Outside help is allowed, the rider can dismount and pick up lost equipment or attire. A zero score in the second class for equipment failure will apply, if the repair of equipment should exceed 2 minutes.

In the event a new cow is awarded during the cow work broken equipment may be repaired within a 1-minute time limit. The rider may not leave the arena and may not receive physical assistance or equipment from outside the arena. If the rider is unable to continue because of the broken equipment, the rider will be excused with a score of zero.

H. LAMENESS OR INCAPACITY

The judge may ask to view the horse at the trot either under saddle or in hand any time he/she has concerns regarding lameness. The judge has authority to excuse any horse from the class, due to lameness at any time while being judged and apply the appropriate penalties. Obvious lameness may result in a Disqualification and -0- score for the class.

Obvious lameness is:

1. Consistently observed at a trot under all circumstances
2. Marked nodding, hitching or shortened stride
3. Minimal weight bearing in motion and/or at rest and inability to move

A judge may permit a horse with minor lameness to continue to exhibit without penalty if, in the judge's opinion there is no risk of injury to either the horse or the rider by continuing to exhibit.

If at any time the horse appears to be physically incapacitated the judge has the authority to blow a whistle and stop or excuse the exhibitor.

I. INHUMANE TREATMENT

Inhumane treatment of horses or cattle will not be tolerated. A rider displaying any form of inhumane treatment to his/her horse or entering the arena with illegal equipment will be immediately corrected by the judge, a penalty will be assessed, and the problem will be resolved before continuing.

Judges will have the authority to blow a whistle at any time to stop or excuse any exhibitor if there is concern about the safety or welfare of the cow, horse, or rider.

J. FALL OF HORSE OR RIDER:

In the event of a fall by Horse or Rider, the run shall end when the rider or horse falls to the ground. 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. A rider has fallen when he or she is no longer astride the horse. A horse/rider team will be disqualified and receive a -0- score for the class.

K. COMPETING WITH MULTIPLE HORSES:

An amateur rider may compete on more than one horse in a competition. Each horse will be a separate entry and points will be earned based on each horse and rider combination.

The following rules apply.

- Novice, Intermediate, Limited and Advanced Amateur riders may ride more than one horse in their respective divisions.
- Intermediate Amateur riders may ride in two divisions, Intermediate and Limited
- Advanced Amateur riders may ride in three divisions, Advanced, Limited and Open
- An individual horse may only be shown in one Amateur Division per rider per event.
- Placement Points are recorded based on one horse and one rider and are recorded in the Division earned.
- A rider must enter all five classes in the same division on the same horse to be eligible for High Point All Around points.

- Open Division is open to any horse and any rider. Exception: Novice riders may not enter Open Cow Work or Open Cutting and Intermediate riders may not enter Open Cow Work and remain eligible for their respective divisions. See: Section II Eligibility Item D. Amateur Eligibility
- Youth Riders may ride more than one horse in the Youth Division.
- Youth Riders accumulate points for Year-End awards based on the rider on all horses. Exception: Year End points can only be accumulated on one horse per event, the Youth rider must designate which horse's points will count toward year end at that event, prior to competition

L. CLOSED ARENAS

No rider is allowed to work or warm up his/her horse in any arena, or course competition area, on the day of the schooling competition until the Event Manager allows horses into the arena/trail course. Once the trail course is set on competition day the course will be closed, no riding allowed on the course. Riders may dismount and walk the course on foot.

M. DISRUPTIVE HORSES

Any disruptive horse and or horse/rider team that poses a threat to the safety of others or the safety of the rider, in the judgment of the Clinician, Judge, or Event Manager, may be asked to leave the event. No refund of class or event will be given.

N. UNSPORTSMANLIKE CONDUCT

Conduct by Association members, non-members, exhibitors, trainers, owners, owner's representatives, spectators, and all other persons present on the Association event grounds shall be orderly, responsible, sportsmanlike, and humane in the treatment of horses. Any of these violations will be subject to disciplinary procedures.

O. FINANCIAL VIOLATIONS

Any member may be suspended and denied privileges of the Association or any non-member may be denied the privilege of the Association by the Executive Committee of the Association, for the failure to pay, when due, any obligation owing the Association. Upon receipt of a fraudulent payment, a member or non-member will be notified in writing and given a reasonable amount of time to make the payment good. Repeat offenders will be put on a cash only basis. Failure to pay the amount owed to the Association or its sponsoring groups will result in suspension of membership and all privileges.

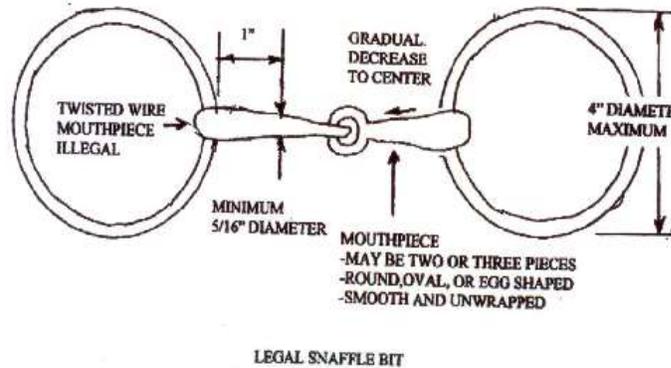
P. IMPROPER WESTERN ATTIRE

Exhibitors participating in Ranch Horse classes and turn-back riders in Ranch Cutting must wear a collared, long sleeved shirt, a cowboy hat or helmet and western style boots. Chaps or Chinks are optional. Attire is casual for the day of the clinic. Penalty for competing in Improper Western Attire will be a disqualification and -0- score.

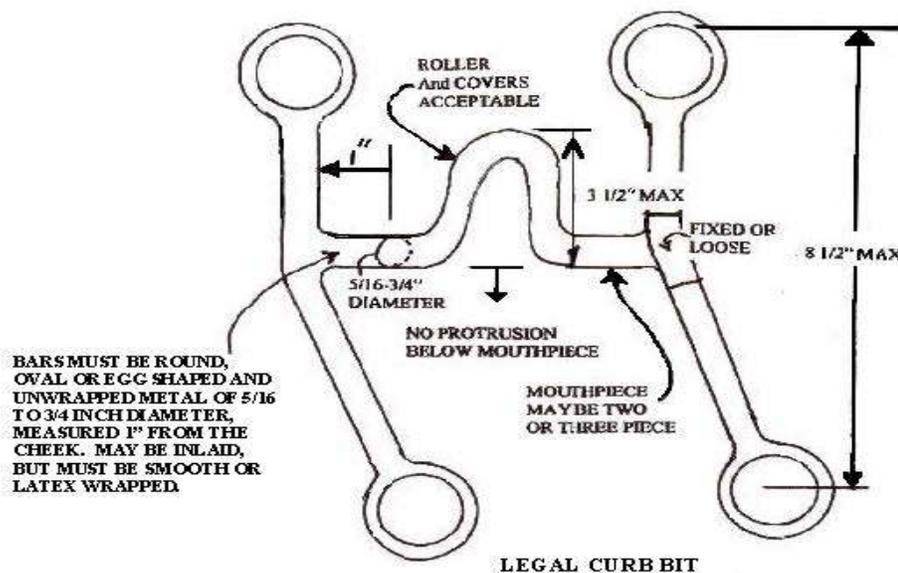
Q. TACK AND EQUIPMENT

In all Ranch Horse classes, horses will be shown in a western saddle and appropriate bridle, snaffle bit or hackamore for the duration of a class. A horse may be shown in different legal equipment (bridle, snaffle or hackamore) in each class as desired. EXCEPTION: When classes are run concurrently no change of equipment is allowed between classes. Silver equipment will not count over a good working outfit.

Horses 5 years old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed or spade bit. If shown in anything other than a snaffle bit or hackamore rider must show one handed. A violation of this rule will result in a major penalty and will be scored as "OP" - the horse/rider team may not place above others who have completed the pattern correctly.



Horses 6 years and older may only be shown in a curb bit, half-breed or spade bit. When a curb is used a curb strap or curb chain is required, but must meet the approval of the judge, be at least one-half inch in width and lie flat against the jaw of the horse. Curb chains cannot be tied to the bit with string or cord. A broken strap or chain does not necessarily result in a major penalty. Both split reins and reins and romal are appropriate tack for a Sr. Horse.



If you have a question, approach the Judge/Clinician prior to event to review tack.

1. Optional Equipment:

- Rope or riata; if used, the rope or riata must be coiled and attached to the saddle.
- Hobbles attached to saddle

- Tapaderos are allowed except in working cow horse
- Protective boots, leg wraps, and bandages are allowed
- Spurs: not to be used forward of the cinch
- Chaps or Chinks

2. Prohibited Equipment:

- Wire chin straps, regardless of how padded or covered
- Any chin strap or chain narrower than one-half inch
- Martingales and draw reins
- Nosebands, cavesson, tie downs and roping reins

3. References to hackamores mean the use of a flexible, braided rawhide, leather or rope bosal, the core of which must be nonmetal and flexible. A hackamore must use a complete mecate rein, which must include a lead-rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horse hair bosals are prohibited.

4. References to snaffle bits in western performance classes a snaffle bit means the conventional O-ring, egg-butt or D ring with ring no larger than 4" (100mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, or smooth latex wrapped. The bars must be a minimum of 5/16 (8mm) in diameter, measured one inch (25mm) in front of the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1 ¼" (32mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm), which lies flat in the horse's mouth, is acceptable. When using a snaffle bit a leather or other woven material chin strap of any width is to be used and should be attached to the bit below the reins. No iron, chain or other material is allowed. The chin strap is allowed to include metal buckles and/or keepers. A twisted wire mouthpiece may not be used. When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hand and one hand on the reins at any time.

5. Reference to a curb bit: A curb bit must have a solid or broken mouthpiece that acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. A description of a legal, standard western bit includes:

- 8 1/2" (215mm) maximum length shank to be measured as indicated in the following diagram. Shanks may be fixed or loose.
- Concerning mouthpieces, bars must be round, oval or egg-shaped, smooth and unwrapped metal of 5/16" to 3/4" (8mm to 20mm) in diameter, measured 1" (25mm) from the cheek. They may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1 1/4" (32mm) or less in diameter, or a connecting flat bar of 3/8 to 3/4" (10mm to 20mm) measured top to bottom with a maximum length of 2" (50mm), which lies flat in the horse's mouth is acceptable.
- The port must be no higher 3 1/2" (90mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
- Slip or gag bits, and donut and flat polo mouthpieces are not acceptable.

6. Reference to romal: A romal is an extension of braided or round material attached to closed reins. The reins can be held in either hand, with hand around reins in a fist position with thumbs up. The non-rein hand must be on the romal. (The keeper, or hobble, that attaches the romal to the reins is considered to be a part of the romal.) The non-rein hand is not allowed to touch the reins. No fingers are permitted between the reins in bridle classes, except in the Two Rein class. The romal shall not be used forward of the cinch or to signal or cue the horse in any way. The rider is allowed to shorten the reins while the horse is in motion as long as their hands are held in a legal manner.

In trail it is permissible to prepare to or to work an obstacle by changing hands, adjusting the romal to the opposite side or holding both reins and romal in the same hand even while in motion. It is permissible to hold the reins and romal in one hand while working a cow.

7. Reference to use of hands on reins: Except for junior horses (5 years old or less) shown with hackamore or snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins. Index finger only between split reins is permitted. A violation of this rule will result in a major penalty and will be scored as “OP” - the horse/rider team may not place above others who have completed the pattern correctly.

Junior horses (5 yrs. old and under) that are shown in a hackamore or snaffle bit may be ridden with one or two hands on the reins. Mecate may be used with a snaffle bit or hackamore. In trail it is permissible to change hands to work an obstacle on any age horse.

8. Reference to the Two Rein Bridle: Open to horses of any age that have not shown in the bridle down the fence in any judged classes or events with the exception of horse sales, prior to the first day of the current show season. A horse may be shown in the two rein equipment for one year only regardless of the class it is shown in. The rider must use an approved bit with an approved bosal underneath the bridle. Only one hand may be used on the reins and hands must not be changed. Any number of fingers between the reins will be permitted. In trail only, it is permissible to change hands to work an obstacle.

9. Reference to the Get Down: A “get down” is defined as a rope tied around a horse’s neck with intended use to lead or tie the horse. The end or “lead” part of the Mecate in a legal hackamore or snaffle or a two rein set up may also be used. In any other case a rope tied or looped through a bosal or nose band of any kind will be considered illegal equipment and will result in a score of -0-.

R. UNFORSEEN SITUATIONS

Rules are designed to be followed and should be the first choice in every circumstance, however not all circumstances can be foreseen. Decisions or situations not covered by this Rule Book shall be decided by the Event Manager, with consultation from a Board Member and/or the Judges/Clinicians.

These decisions are to be made using common sense and vetted through the following criteria:

1. Is this a Safety issue? Always err on the side of Safety
2. What is the intent of the decision? The intent must meet the primary objective of our Mission Statement, which is Fun and Education and to serve the greater good, keeping the membership’s best interest in mind.

3. Does this uphold the integrity of the Association with members, volunteers, sponsors, suppliers, vendors and bystanders?
4. To protect the integrity of the organization any rule decision made with mal intent to inappropriately advance or hinder any particular member or participant shall be dealt with severely.

VI. SCORING

A. SCORING SYSTEM

Western States Versatility Ranch Horse Association Scoring System uses a 70 basis scoring system that is designed to give credit to each rider for the work completed. The system has been designed to provide the most possible feedback, record of the rider's work, to be positive and straight forward, and to encourage growth and improvement in both horse and rider.

B. JUDGES SCORE SHEET

Each Horse and Rider team begins the run with a score of 70 points. The judge evaluates the quality of each maneuver and records a Judges Score of one of the following on the score sheet; +1 ½ Excellent, +1 Very Good, + ½ Good, 0 Correct, -½ Needs Improvement, -1 Poor, -1 ½ Very Poor. Penalties are also recorded and deducted from the total Judges Score. The entire class will be scored and placed (i.e. 20 horse/rider teams will result in 20 placing's).

In the case of a horse/rider team incurring ANY Major Penalty they will be scored with the notation "OP", the horse/rider team may not place above others who have completed the pattern or requirements of the class correctly. While this term was originally derived from "Off Pattern", it is now a designation you will see that indicates you have received any kind of Major Penalty listed below.

Major Penalties – (OP) Off Pattern

- Open Division - Complete loss of rope (falls completely to the ground prior to roping the cow)
- Amateur and Youth - Complete loss of rope (falls completely to the ground once committed to roping the cow)
- Failure to dally and remain dallied during log drag
- Failure to attempt any part of the class
- Repeated blatant disobedience
- Schooling After entering the arena prior to calling for the cow
- Schooling horse between cows, if a new cow is awarded
- Turning Tail
- Breaking pattern
- Inclusion of a maneuver (i.e. over or under spinning, backing more than two strides)
- 3rd refusal
- No attempt to perform obstacle
- Failure to attempt to cut two cows (cutting or working begins when entering the herd)
- Two hands on the reins except in a snaffle or hackamore
- More than one Finger between split reins or any fingers between romal reins (except for the two rein)

Horse and Rider teams will be disqualified for the following reasons in all classes:

DQ -0- SCORE

- Inhumane Treatment
- Lameness or incapacity
- Illegal or failed equipment
- Fall of horse or rider
- Improper Western Attire
- Disrespect or misconduct
- Leave area before pattern complete
- Out of control, endangering the rider (judge blows whistle and ends the work)

Disqualified riders with a -0- score will count as entries in the class but will not receive placement points. For example, in a class with ten horses where one horse/rider team is disqualified, the first place horse/rider team gets ten placement points, the ninth place horse/rider team gets two points, and the disqualified horse/rider team gets 0 points. The last point is not given because the disqualified horse/rider team gets no points. This system will be used for any size class and may include more than one disqualification or -0- Score.

C. POINT BASED SCORING SYSTEM

Horse/Rider teams are awarded one point for each horse/rider team they beat, plus one point, up to a maximum of ten points awarded. For example, if there are eight riders in a class the first place horse/rider team will be awarded eight placement points and the eighth place team will be awarded one placement point. If there are twenty riders in a class, the first place team will be awarded ten placement points the tenth place team will be awarded one point and eleventh through last place will not receive placement points.

0- Score = no points

Class Placement Point Scoring System

Riders	10+	9	8	7	6	5	4	3	2	1
Points										
10	1st									
9	2nd	1st								
8	3rd	2nd	1st							
7	4th	3rd	2nd	1st						
6	5th	4th	3rd	2nd	1st					
5	6th	5th	4th	3rd	2nd	1st				
4	7th	6th	5th	4th	3rd	2nd	1st			
3	8th	7th	6th	5th	4th	3rd	2nd	1st		
2	9th	8th	7th	6th	5th	4th	3rd	2nd	1st	
1	10th	9th	8th	7th	6th	5th	4th	3rd	2nd	1st

Placement Points earned at the WSVRHA Championship will be included when determining top five events for Year-End High Point and Individual Class Awards. All participants (rider/horse teams) will begin the new event year with ZERO (0) Placement Points.

D. BREAKING TIES:

All-around ties for competition and year-end awards will be decided by the highest placing in the Ranch Cow Work class in the applicable division. If a tie still exists the tie breakers will be in this order: Cutting, Ranch Rein Work, Ranch Trail and Ranch Riding.

Ties within a class will first be broken by total number of penalty points in that class, with the exception of Ranch Cow Work where roping will be the first tie breaker. If the tie is still not broken specific maneuvers have been designated and will be used. If the tie is still not broken the judge will make the determination. The first tie breaker in a class will be Total Penalty Points. In regard to the Amateur Ranch Cow Work; if a tie exists between a rider who roped and a rider who circled, the tie breaker goes to the rider who roped. In the event that a tie still exists the preferred class tie breakers will be as follows:

Ranch Cutting

Total penalty points
First cut herd work
First cut control of cow
Second cut herd work

Ranch Riding

Total Penalty Points
Extended Trot
Transition down lope to trot
Transition up trot to lope

Ranch Cow Work

Total Penalty Points
Rope/Rope Handling
Box Cow
First turn on the fence
Position and Control
Degree of difficulty

Ranch Trail

Total Penalty Points
Rope Handling
Log Drag
Gate

Ranch Reined Work

Total Penalty Points
First Lead Change
First Spin
First Stop

VII. CLASS RULES & REGULATIONS

WSVRHA offers Five (5) classes in each division; Ranch Riding, Ranch Trail, Ranch Reined Work, Ranch Cow Work and Ranch Cutting. Exhibitors may enter any one or all of the classes in the Division in which they are qualified to participate under the following conditions.

- An exhibitor must enter all 5 classes in one division to be eligible to earn points toward ANY All Around High Point award, whether it be the Event High Point or the Year End High Point.
- Exhibitors may ride two horses in two different divisions as long as they are eligible in both divisions, (see Section V, Item J. - Competing with Multiple Horses).
- An individual horse may only be shown in one Amateur division per rider.
- Open Division is open to any horse and any rider. Exception: Novice and Intermediate riders may not enter Open Cow Work and remain eligible for their respective divisions. See: Section II, Item D. Amateur Eligibility
- Classes may only be entered one time per horse per division.
- Placement Points are recorded based on one horse and one rider and are recorded in the Division earned.
- Year End High Point Horse and Rider teams in each Division in each class will be recognized.

A. RANCH RIDING

Ranch Riding patterns will be designed to evaluate the Horse and Rider's ability to execute a set of maneuvers with precision and smoothness that should simulate that of a working ranch horse being ridden out in big country, outside the confines of an arena.

A good Versatility Ranch Horse has a free flowing stride of reasonable length in keeping with his conformation. He should be able to smoothly cover ground with little effort at a working speed while under control. Light contact should be rewarded and the horse shall not be shown on a full drape of reins. When asked to extend, he should move out with the same flowing motion. Maximum credit should be given to the balanced, and willing horse that gives the appearance of being a pleasure to ride. The horse's head and neck should be in a relaxed natural position his poll level with or slightly above his withers. He should not be overly flexed at the poll, in an unnatural position or be excessively nosed out, in a resistant stance. He should have a bright attentive expression with his ears alert.

Patterns

One of WSVRHA three sample patterns may be used or the judge or show management may design a pattern. The pattern MUST include the following.

- Horses will be shown individually at three gaits; walk, trot and lope in each direction of the arena.
- Horse is to perform an extended trot and an extended lope in at least one direction each.
- Horses will also be asked to stop and settle, backup and reverse in the pattern. The reverse may be from a stop or at any gait. Reverse can be either direction as designated in the pattern. If the reverse in on the rail it should be performed turning away from the rail.
- Distances between transitions should be great enough to allow the horse to transition into gait, adequately display the gait and begin collection for the next transition. Suggested distances of gaits can be found in the gait descriptions below but should take into consideration arena size and space.
- Sequence of transitions should be practical and simulate those that would actually be made riding in the pasture. i.e. Why would a pasture rider go from an extended gait to a walk without first collecting?
- Both simple or flying lead changes are allowed, to be judged on quality of the maneuver.
- Multiple sharp turns and lead changes are discouraged and are better placed in the Ranch Trail.
- Management may post the pattern at any time and it must be posted at least one hour prior to competition.

The horse/rider team will be judged on the form and quality of the following elements of the pattern and for performing the patterns in the correct working order with precision. Credit will also be given for making a smooth transition between the gaits at the designated marker, for keeping the correct lead and for maintaining the gait in the pattern.

- Contact with the bit should be maintained, excessively draped reins are not desirable and will be a deduction.
- Horses shall be shown individually and will consist of pattern work that may be laid out either inside an arena or outside on natural terrain.
- Markers or signs may be used to designate gait change location.
- All runs begin upon entering the pen; any infractions (such as two hands on the reins, etc.) are subject to penalty at that time.

- When WSVRHA runs concurrent with AQHA an AQHA pattern will be approved for that event

See www.WSVRHA.com/Resources for patterns and score sheets.

Walk – is straight, square, flat-footed, relaxed. The horse moves freely with no anticipation to move to the next gait. The walk is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse. A suggested walking distance would be approximately 100’

Extended Walk - The extended walk is an obvious lengthening of the stride, that will naturally increase the pace. The horse moves in a natural manner (not a running walk) as if it were moving across an open pasture.

Trot – The trot should be square, balanced and straight, ground covering a two beat diagonal gait with forward movement of the feet. A suggested distance for the trot would be approximately 150’ and is to be ridden with rider sitting the trot.

Extended Trot – When extending the trot, the horse moves out with the same smooth way of going this gait is level, flat, and steady. The extended trot shows lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. Sitting, posting or standing and holding the saddle horn will be acceptable riding techniques. Extended trot would be approximately 175’

Lope – The lope is a 3-beat gait that is cadenced, straight and steady. The horse should lope with a natural stride and appear relaxed and smooth. A four beat gait is to be penalized. The head should be carried in a natural position suitable to the horse’s conformation. The lope would be approximately 200’

Extended Lope – When extending the lope, the horse moves out with the same smooth way of going. The extended lope shows lengthening of stride from the regular lope with the same cadence that will cause an increase in speed. The horse holds the steady gait and increased speed while being under control. An extended lope would be approximately 200’

Stop – From both the lope and the trot, the horse should be in the correct stopping position (i.e., both hocks engaged and stopping on the hindquarters). All four feet stop moving before the next maneuver is attempted. The quality of the stop is judged; a long slide is not credit earning.

Reverse – The horse turns briskly and flat with front feet on the ground and holding an inside rear pivot foot. The reverse may be performed in either direction as designated by the pattern. The reverse is not intended to be a “roll back”.

Gaited Horse Provision - In the case of gaited horses, there are a variety of cadences that will not be recognized as a four-beat walk or a three-beat lope. We will refer to this as the “intermediate” gait, and it will serve as the “trot” in those portions of Trail, Ranch Riding and Reined Work where a trot is called for. Horses performing an intermediate gait will not be penalized or receive an off-pattern for failing to execute a two-beat trot. However, that gait must be consistent and cadenced throughout the maneuver. This intermediate gait will be subject to the usual break of gait penalty and the usual maneuver score variation. The extended trot should exhibit a visible lengthening of the stride in an intermediate gait.

Scoring

Each maneuver will receive a Judge’s Score that will be added or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- A. Too slow at any gait per maneuver
- G. Break of gait at walk or trot for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver

3 POINT PENALTY

- B. Break of gait at lope, except when correcting an incorrect lead
- G. Break of Gait at walk or trot for MORE than two strides
- L. Wrong Lead or Out of lead or Cross Canter for MORE than two strides
- T. Trotting more than three strides when making a simple lead change
- R. Draped Reins

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- D. Blatant disobedience
- F. Instill fear or praise
- R. First or Second Refusal cumulative, (balk or evade)

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Missed Pattern – eliminate or add maneuver, incomplete maneuver
- D. Repeated Disobedience (Balk or evade), will be asked to move on
- H. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between romal reins (except for the two rein)

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal or failed equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

Judging Ranch Riding and Trail Concurrently:

The Ranch Riding and Ranch Trail classes may be run concurrently with one draw to save time and simplify the schedule at the discretion of the Event Manager. Each class will be judged separately using a separate score sheet for each class. When judging concurrently, the requirement for the walk, trot, and lope must be included in the trail course. When Ranch Trail and Ranch Riding are run concurrently no change of equipment is allowed between classes.

B. RANCH TRAIL

General

Ranch Trail consists of a course with no more than (9) and no less than (6) obstacles including 3 gaits and a "rope handling" element that is designed to show a horse's ability and willingness to perform tasks

that might be asked of him during the course of a normal day's ranch work. The horse will be judged on his performance over the obstacles with emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles smoothly, with style and without delay and for showing attentiveness to the obstacles with the capability of picking their own way through the course. Light contact should be rewarded, and the horse shall not be shown on a full drape of reins. Horses with artificial appearance over obstacles should be penalized.

While on the line of travel between obstacles the horse's head and neck should be in a relaxed, natural position. His poll level with or slightly above his withers and not be overly flexed at the poll, giving an unnatural appearance or be excessively nosed out in a resistant stance. He should have a bright attentive expression with his ears alert.

Gaited Horse Provision - In the case of gaited horses, there are a variety of cadences that will not be recognized as a four-beat walk or a three-beat lope. We will refer to this as the "intermediate" gait, and it will serve as the "trot" in those portions of Trail, Ranch Riding and Reined Work where a trot is called for. Horses performing an intermediate gait will not be penalized or receive an off-pattern for failing to execute a two-beat trot. However, that gait must be consistent and cadenced throughout the maneuver. This intermediate gait will be subject to the usual break of gait penalty and the usual maneuver score variation. The extended trot should exhibit a visible lengthening of the stride in an intermediate gait.

Trail Course

To further promote the Ranch, feel of this class it is desirable to use realistic or natural obstacles such as natural logs for walk, trot and lope overs. Traditional painted trail poles and pots of artificial flowers are discouraged, natural limbs, brush and plants are preferred. Ranch Trail decorations should continue the Ranch theme with use of Natural or Realistic items or elements found outside or on a Ranch. In addition, it is desirable for the course to be set outside of an arena using the natural terrain of the land whenever possible.

- Horses are to be shown at three gaits; a ground-covering walk, working trot and lope.
- A distance of at least 30 feet or more is mandatory between obstacles to evaluate the horse's way of go at each gait.
- A combination of two or more obstacles is permissible.
- During the clinic the riders may practice the actual elements of the trail course but may not set the pattern.
- Management may post the pattern at any time and it must be posted at least one hour prior to competition. Printed trail patterns for riders are helpful, encouraged and may be handed out prior to competition day.

Competition Day

- The competition trail course will not be set prior to the day of competition.
- On competition day the riders may walk the course on foot or observe from outside of the course on horseback, but no horse/rider teams are allowed on the actual course after it has been set until the horse/rider team's run begins.

Trail Safety

Common sense and safety considerations should be exercised in all maneuvers. The judge will walk the course and has the right and duty to alter the course if the design is unsafe or unreasonable. If at any time during competition a trail obstacle is deemed unsafe by the judge, it shall be repaired or removed

from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable amount of time or if the Judge deems that the rider is or will be in an unsafe situation. Appropriate penalties will apply.

Prohibited Obstacles

Tarps, water obstacles with slick bottoms, tires, rocking or teeter totter bridges, rope gates, logs or poles elevated in a manner that permits such to roll in a dangerous manner.

Mandatory Obstacles

Work a gate: Open, pass through and close the gate per the instructions provided on the trail course pattern. Management will use a gate that will not endanger horse or rider and must be a hinged swinging gate (not a rope gate). The rein hand may be changed to work the gate without penalty.

Rope Handling – There will be a designated element on the course where the judge will dedicate the score to rope handling. This must include building and throwing a loop while mounted. Rope handling may be required while in motion. Recoiling and re-fastening the rope could be included at management's discretion. This element could be in addition to the log drag (such as rope a dummy), or somehow incorporated into the log drag. For example, the same log could be roped and dragged and scored as two separate elements.

Log drag - Horse must be willing to drag a log for a short distance either in a straight line or around a set pattern. Rope should be dallied around the saddle horn and not tied hard and fast. Rope handling and management are crucial and will be included in the evaluation.

Optional Obstacles

Management is not limited to the following obstacles but when setting courses, be mindful that the idea is not to trap a horse/rider team or eliminate it by making an obstacle too difficult or “spooky”. Only elements which would normally be encountered in an outdoor setting and which are not used in an attempt to “spook” a horse may be used. Management may offer alternative obstacles to be used by the Novice Amateur riders.

Dismount unbridle and bridle. The horse shall remain quiet while the rider dismounts, (Hobbles and legal get downs are permitted), and removes the bit completely from the horse's mouth and re-bridles. The horse should remain still and quiet as the rider remounts, leaving a loose rein. Exhibitors have the option of using a mounting block to remount. Reins and romal may be left over the horse's neck providing the reins are slack. NOTE: The horse may shift his weight during the process of dismounting and remounting.

Water hazard - The horse should show willingness to cross a small ditch or shallow pond (or simulated water obstacle as long as it does not have a slick bottom).

Pick up feet – Demonstrate horse's willingness to stand quietly and willingly allow the rider to pick up one, two, three or all four feet.

Ground Tying - The horse shall remain in place while the rider dismounts and performs a normal ranch task such a moving a rail or bucket etc. The exhibitor may drop split reins to ground or leave one rein

draped on the saddle horn. If rider is using reins and romal he/she may unsnap one rein and drop to the ground or loop the romal over the saddle horn with slack in the reins without penalty. If a get down rope is used, uncoil and drop to the ground with the romal looped over the saddle horn with slack in the reins. Hobbles may be used without penalty

Put on and remove a slicker - Rider approaches slicker, removes slicker from holder, puts on slicker and replaces slicker to the holder.

Remove, carry and replace item - Requires the exhibitor to carry or remove an item that is used every day on horseback such as mail from a mailbox, sack, rope, etc.

Wooden Bridge - Horse shows willingness to walk across obstacle designed to simulate a bridge.

Ride over obstacles on the ground – obstacles are typically logs or poles.

- **Walk-overs:** Walk over no more than five logs or poles. The space between logs or poles should be 26-30 inches. The formation may be straight, curved, zigzagged, or raised.
- **Trot-overs:** Trot over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 30 to 42 inches. The formation can also be straight, curved, zigzagged, or raised.
- **Lope-overs:** Lope over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 6 to 7 feet. The formation can also be straight, curved, zigzagged, or raised.

Stationary steer - This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized. Credit will be given for good rope handling and a catch. Only one loop will be allowed. Fast and efficient loop build and put away after roping will be rewarded.

Back, backing through an obstacle – obstacles may include poles on the ground in some form of chute, cones in a pattern such as a figure “8” or other objects like trees or natural landscape elements.

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.

Crossing unevenly placed brush or logs - to be judged on willingness to cross with additional credit for picking way through. Minor ticks will not be penalized.

Course Maintenance

Care should be taken by Event Management that the course be reset after each run to insure each exhibitor is presented with an identical course. (i.e. log/brush spacing, rope coil and log location for log drag, etc.)

- All runs begin upon entering the pen; any infractions (such as two hands on the reins, etc.) are subject to penalty at that time.
- It is permissible to prepare to work, or to work, an obstacle by changing hands on the reins, adjusting the romal to the opposite side or holding both reins and romal in the same hand even while in motion.

- The rider has the option of skipping any obstacle, however this will result in a major penalty and will be scored as “OP” the horse/rider team may not place above others who have completed the pattern correctly.
- A Judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns. A refusal includes but is not limited to taking a step backward, turning away more than 90 degrees or exceeding a reasonable amount of time without performing the maneuver.

Scoring

Each maneuver will receive a Judge’s Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor.

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- B. Over bridled per maneuver
- F. Out of frame per maneuver
- G. Incorrect or break of Gait at walk or trot for two strides or LESS
- H. Each hit, bite, push or stepping on a log, cone, plant, gate or any component of the obstacle.
(Ticks through brush piles or jumbles will not be penalized)
- K. Skipping over or failing to step into required space
- P. Split pole in lope over
- S. One or two steps on dismount or ground tie except shifting to balance
- T. Both front and hind feet in a singled stride slot or space at a walk or trot

3 POINT PENALTY

- G. Break of Gait at walk or trot for MORE than two strides
- L. Wrong lead, out of lead, break of gait at lope, except when correcting an incorrect lead
- R. Draped reins
- S. Three to Four Steps on dismount or ground tie

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- H. Unsafe Rope Handling
- K. Knocking over, stepping out of, or falling off of an obstacle
- L. Let go of gate
- O. Dropping an object required to be carried slicker, rope etc.
- R. First or Second Refusal cumulative, (balk or evade)
- S. FIVE or more steps on dismount or ground tie

MAJOR PENALTY - “OP”: Cannot place above others who complete pattern correctly

- D. Failure to dally and remain dallied during log drag
- E. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between romal reins (except for the two rein)

- N. Failure to attempt an Obstacle
- P. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- R. Third refusal (Balk or evade), will be asked to move on

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal or failed equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

C. RANCH CUTTING:

Ranch Cutting classes are judged on the ability of the horse to cut a single cow by separating it from the herd and holding it to demonstrate the horse's ability to work the cow. Credit will be given to those horses who demonstrate excellence in their herd work, control of the cow and degree of difficulty of the cow drawn, within the time allowed. Control of the cow is demonstrated by driving and setting the cow up to cut and working in the center of the arena.

General Rules and Regulations

The cattle will be located at one end of the arena. The first horse/rider to work a fresh herd will be responsible for selecting the herd settler and making the call as to when the herd is properly settled for cutting. Herd settlers and turn back riders do not have to be exhibitors. The Judge should oversee the herd settling process and should intervene if the settling process is not being done in an adequate manner to allow for a reasonable herd for the cutting class. The judge has the authority to ask another rider to settle the herd.

All Riders will demonstrate the horse/rider ability by cutting two (2) cows in two (2) minutes. The rider will drive the first cow from the herd, holding it in the middle of the arena, when satisfied that the horse has proven its cutting ability, the rider will then quit the cow and return to the herd to select a second cow. Horses will not be penalized for reining during the cutting portion but should display natural ability. A rider may hold the horn at any time during the ranch cutting without penalty.

- There will be two (2) cows per contestant in each herd.
- Minimum number of cattle in the herd will be ten.
- Each exhibitor must work two head of cattle within the 2-minute time limit allowed, working or cutting begins when the horse enters the herd.
- The 2-minute time limit will begin when a rider crosses a predetermined and marked time line. The rider will be given a 1-minute warning.
- Riders may legally quit the second cow before the two-minute time limit has expired.
- Once a rider has made a specific move on one cow and the cow is lost back to the herd it is consider one of your two cows.
- The cutter may quit the cow he is working when that cow is obviously turned away from the horse or when the cow comes to a dead stop in the arena. If the rider quits at any other time, he is penalized 3 points for a hot quit.

- Unnecessary roughness or disturbing the herd excessively will result in the judge terminating the run and a score of -0- will result. In the event of excessive disturbance of the herd during competition, the herd may be re-settled before the next rider begins his/her work, at the discretion of the Judge.
- If the rider heads back toward the herd after he/she has completed cutting two cows, the judge may blow the whistle to end the run. No penalty applies.

Herd Holders and Turn Back Riders

Show management may supply two herd holders and two turn back riders, or exhibitors may supply their own helpers. If an exhibitor is a herd holder or turn back rider, he or she may use the horse that they are competing on or use a different horse. Herd help must be wearing appropriate western attire.

Scoring

Each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- A. Loss of working advantage
- C. Working out of position
- D. Toe, foot or stirrup on the shoulder

3 POINT PENALTY

- B. Cattle picked up or scattered
- D. Back Fence
- E. Biting or striking the cow
- H. Hot Quit

5 POINT PENALTY

- A. Quitting the cow
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant disobedience
- E. Use of either hand to instill fear or praise
- F. Failure to separate a single cow after leaving the herd
- L. Losing the cow back to the herd
- S. Changing cattle after a specific commitment

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between romal reins (except for the two rein)
- T. Failure to cut two cows (cutting begins when the rider enters the herd)

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal or failed equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

D. RANCH REINED WORK

Reined work is a judged event designed to show the athletic ability of the Versatility Ranch Horse in the confines of a show arena. The best reined horse should be willingly guided or controlled with little or no apparent resistance and should respond to the rider's subtle cues. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

An approved pattern will be used by all contestants in all divisions. (See Appendix for patterns) Each contestant will perform the required pattern individually. After completing the pattern, the "ranch reined work" portion will be complete. If the Reined Work and Cow Work are run concurrently, the rider will signal to the cow boss that he/she is ready for a cow to be released into the arena.

General Rules and Regulations

- All horses will be judged immediately upon entering the arena.
- Ranch Reined Work and Ranch Cow Work may be run concurrently with one draw; however, event management may run the classes under separate draws if extenuating conditions exist.
- The classes may be run independently to facilitate running concurrent events with other Associations.
- When run concurrently there will be no schooling allowed between completion of the reined work and the cow work, or between cows if a new cow is awarded. The penalty for this is a Major Penalty and will be scored as "OP" and the rider cannot place higher than a rider that does not have a major penalty on the Ranch Cow Work score sheet.
- When Reined Work and Cow Work are run concurrently no change of equipment is allowed between classes.
- A break of pattern will result in a Major Penalty and will be scored as "OP" and the rider cannot place higher than a rider that does not have a major penalty.
- WSVRHA approved Ranch Reined Work Patterns will be all AQHA VRH Patterns.
- Management may post the pattern at any time and it must be posted at least one hour prior to competition.
- Contestants must carry their rope in the Ranch Reined Work if they intend to rope in the Cow Work class and the classes are run concurrently. If a rope is dropped during the reined work the failed equipment rule will apply and the rider may dismount and retrieve the rope before the Cow Work portion begins. (See Section V. Rule F.)

Gaited Horse Provision - In the case of gaited horses, there are a variety of cadences that will not be recognized as a four-beat walk or a three-beat lope. We will refer to this as the "intermediate" gait, and

it will serve as the “trot” in those portions of Trail, Ranch Riding and Reined Work where a trot is called for. Horses performing an intermediate gait will not be penalized or receive an off-pattern for failing to execute a two-beat trot. However, that gait must be consistent and cadenced throughout the maneuver. This intermediate gait will be subject to the usual break of gait penalty and the usual maneuver score variation. The extended trot should exhibit a visible lengthening of the stride in an intermediate gait.

See www.WSVRHA.com/Resources for patterns and score sheets.

Scoring

Each maneuver will receive a Judge’s Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1/2 POINT PENALTY

- D. Delay lead change 1 stride
- F. Failure to remain 20' from fence on approach to stops and roll backs
- J. Exit roll back at trot up to 2 strides or start circle at trot up to 2 strides
- S. Over/Under spin up to 1/8

1 POINT PENALTY

- B. Over bridled per maneuver
- F. Out of frame per maneuver
- O. Over/Underspin between 1/8 & 1/4
- L. Out of lead each 1/4 of a circle, and around the end of the arena cumulative
- S. Slipping Rein

2 POINT PENALTY

- B. Break of gait
- F. Freezing up in spin or roll back
- J. Trot over 2 strides but less than 1/2 circle
- L. Fail to lope before first marker
- M. Fail to lope passed marker before stop is initiated
- S. On trot in patterns failure to stop before lope depart

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise

MAJOR PENALTY - “OP”: Cannot place above others who complete pattern correctly

- D. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- O. Inclusion of a maneuver (over/under spin more than ¼ and backing more than 2 strides)
- P. Missed Pattern – eliminate or add maneuver, incomplete maneuver
- M. More than one Finger between split reins or any fingers between romal reins (except for the two rein)
- T. Trotting in excess of ½ circle or ½ the length of the arena

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal or failed equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

E. RANCH COW WORK

Scoring emphasis on the cow work class shall be based on the horse maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive reining or spurring. The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant. The most controlled cow work with the highest degree of difficulty should be marked the highest.

- All horses will be judged immediately upon entering the area, schooling will result in a penalty.
- When run concurrently there will be no schooling allowed between completion of the reined work and the cow work, or between cows if a new cow is awarded. The penalty for this is a Major Penalty and be scored as "OP" and the rider cannot place higher than a rider that does not have a major penalty on the Ranch Cow Work score sheet.
- It is legal to hold the reins and romal in one hand (rein hand) while working the cow and roping.
- Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal when time has expired.
- Awarding a new cow - If time and number of cattle permits, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:
 - The cow won't or can't run
 - The cow won't leave the end of the arena
 - The cow is blind or won't yield to the horse
 - The cow leaves the arena

1. Advanced Amateur and Open Divisions

Upon receiving the cow, the rider shall hold the cow on the end of the arena for sufficient time to demonstrate the ability of the horse to control the cow at that end of the arena. When the contestant is satisfied that he has shown control of the cow, the contestant shall drive the cow through the corner and down the fence, making at least one turn each way on the fence. The first turn must be passed the center marker.

After turning the cow on the fence, the Advanced Amateur participants have the option to rope and stop the cow or circle the cow in the middle of the arena in both directions. Roping and circling cannot be combined to get credit for this portion of the run, the judge will blow the whistle ending the run with a Major Penalty and will be scored as "OP" and the rider cannot place higher than a rider that does not have a major penalty

Open Division riders may **not** circle and must rope the cow and bring it to a stop, no dragging allowed.

General Rules:

- There is a three (3) minute time limit with a one (1) minute warning in the combined cow work and roping/circling portion of the class. The clock will start when the gate is closed after the cow enters the arena.
- When the three (3) minute time limit has expired, time will be called by the announcer
- It is legal to hold the reins and romal in one hand (rein hand) while boxing the cow.

Roping:

The horse and rider will be judged on rope handling, rating and stopping the cow. It is not necessary that the roper catch for the contestant to receive a score in the roping portion.

General Roping Rules:

- The exhibitor is allowed only two throws.
- Any attempt to throw any portion of a rope at the cow will be counted as one loop thrown.
- A breakaway rope may be used in the roping portion of this class. Deductions will be reflected in the run content of "stop and Hold".
- A Legal catch is described as any catch which a rope goes over the head (cow looks through the loop) and holds the cow including hind legs or foot. A catch which holds on the head (cow does not look through the loop) such as horns or horns and half head is also legal catch. The quality of the catch will be a factor consider by the judge in assigning the maneuver score.
- In addition, a heel or leg catch resulting from a throw that the cow does not look through the loop is an illegal catch. If a cow is stopped with an illegal catch a Major Penalty will apply and will be scored as "OP" and the rider cannot place higher than a rider that does not have a major penalty.
- There is no dragging of the cow allowed.
- 12-16 inches of mane in front of the saddle may be braided when roping is involved

Open Roping

- A missed first loop receives a penalty of -3 with an additional -2 for missing the second loop resulting in a cumulative -5 for no catch.
- If an Open rider drops his/her rope during the Cow Work prior to roping the cow and it falls completely to the ground, a Major Penalty will apply and will be scored as "OP" and the rider cannot place higher than a rider that does not have a major penalty. The rider may retrieve the rope but may not dismount or have outside assistance and continue the run.
- If the rider loses his/her rope (missed dallies) after a legal catch and can regain the rope, he may still receive a stop and hold score.

Advance Amateur Roping:

- When an Advanced Amateur takes down his rope, he has committed to roping and is required to complete the run by roping and stopping the cow, at this point the exhibitor may not for any reason get credit for circling the cow.

- Once the Advanced Amateur takes down his rope, if the rope is dropped the run is over and a Major Penalty will apply and will be scored as “OP” and the rider cannot place higher than a rider that does not have a major penalty
- If an Advanced Amateur rider drops his/her rope at any time during cow work prior to committing to roping, he/she may choose to finish the run by circling.
- In the event of a tie, the exhibitor that has chosen to rope over circling will be award the tie breaker, regardless of whether the exhibitor caught.
- Amateurs, a missed first loop will result in a 1-point penalty with an additional -1 for missing the second loop resulting in a cumulative two-point penalty for no catch.

Advanced Amateur Circling:

The participant will be judged on working efficiently with proper position and control to drive the cow toward the center of the arena and into a full circle one way, switch directions and another full circle in the other direction. The exhibitor must maintain contact with the cow in proper position for a credit earning run and to avoid penalties.

- Circling will be judged based on the circle’s size, symmetry, speed and relative balance from right to left and the horse’s ability to maintain control throughout circles without using the fence.
- A penalty of 1 point – “A. loss of working advantage” may be applied any time the horse and rider lose contact with the cow.
- The circles should be completed before the cow is exhausted.
- Once a rider is committed to circling the exhibitor must complete the run by circling and may not for any reason get credit for roping.
- If the exhibitor satisfies the circling requirements prior to the 3-minute time limit the judge will blow the whistle indicating the run is complete.

2. Intermediate Amateur and Intermediate Youth Divisions

The goal of this class is to introduce the advancing rider to the “fence work” and “roping” phases of the cow work.

- If run **concurrent** with Ranch Reined Work after completing the pattern the rider will signal the cow boss that he/she is ready for a cow to be released into the arena.
- If run as a **separate** draw the rider will enter the arena, face the cattle entry gate and call for the cow to be released into the arena.
- Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena demonstrating the ability of the horse and rider to control the cow.
- When the rider is satisfied that he/she has control of the cow they will set up to drive the cow through the corner and passed the center marker.
- There is no expectation that the exhibitor will make a ‘fence turn’, rather the drive down the fence demonstrates correct position and control around the corner.
- Once both the cow and horse have passed the center marker, the rider will ask for a square sliding stop.
- The drive through the corner, rating the cow and form and quality of the stop will be judged. Any attempt to turn the cow on the fence will be a deduction.
- After a complete stop the competitor will build a loop while tracking the cow, moving into position to rope.

- After a complete stop the competitor will build a loop while tracking the cow, moving into position to rope. The rider then has two options.
 - Option 1: Once the horse and rider are in good position and swinging the rope, they will stop straight without throwing the rope.
 - Option 2: Once the horse and rider are in good position, they may rope the cow using a breakaway rope, dallying and stopping their horse, only one loop allowed.
 - There will be no penalty applied for missing the cow, however the judge may reward the roper in run content.
- Each contestant will have two (2) minutes to complete the cow work, working the full two minutes is not required.
- There will be a 1-minute warning, the announcer will signal when time is up.
- The judge will blow the whistle when the rider has completed all requirements prior to time running out.

3. Limited Amateur and Limited Youth Division

The Limited Amateur division will consist of a box – drive – box – drive element. If run concurrent with Ranch Reined Work the rider will face the cattle entry gate and signal the cow boss that he/she is ready for a cow to be released into the arena.

- Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena demonstrating the ability of the horse and rider to control the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and stop the cow.
- When the contestant is satisfied that he/she has demonstrated the horse's ability to hold and control the cow he/she will set the cow up to drive through the corner and down the fence to the other end of the arena. When coming out of the corner, the horse shall be close enough to the cow to demonstrate control with the cow against the fence. This distance and control should be maintained for approximately $\frac{1}{2}$ to $\frac{3}{4}$ of the length of the arena. Rider will then stop and release the cow and move the horse toward the center of the arena to set the cow up for boxing again.
- The exhibitor will regain control of the cow at that end of the arena and again demonstrate the horse's ability to hold the cow.
- When the contestant is satisfied, he/she has demonstrated the ability to hold the cow, he/she will drive the cow back down the **SAME** side of the fence passed the middle marker and continue until the judge blows the whistle to show completion.

The ability of the horse and rider to stay in position while driving the cow and the degree of difficulty will be judged.

- Each contestant will have one (1) minute and forty-five (45) seconds to complete the pattern with a 50 second warning, the announcer will announce 50 seconds remaining.
- The exhibitor is NOT required to use all of the allotted time but must ride until the judge whistles the end of the run or the time expires, whichever occurs first.

4. Novice Amateur and Novice Youth Divisions

The goal of this class is to introduce the rider to the "boxing" phase of the cow work and develop skills for reading and controlling the cow. After completing the Ranch Reined Work, if Reined Work and Cow Work are run concurrently, the rider will signal the cow boss that he/she is ready for a cow to be released

into the arena. Each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena demonstrating the ability of the horse and rider to control the cow for the full 50 second time limit.

- There is a 50 second time limit with no warning, contestant must work the full time.
- The clock will start when the gate is closed after the cow enters the arena.
- The announcer or judge will signal when time is up.
- It is legal to hold the reins and romal in one hand (rein hand) while boxing the cow.
- There will be no fence work or roping

Scoring

Each division will have a unique score sheet and each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor.

"Proactive Use of Time" constitutes the judge's opinion of the exhibitors use of the time allotted to proactively pursue and control the cow. In addition, each maneuver is subject to penalties, not all following penalties apply to all divisions or appear on all score sheets, and the penalties should be assessed per occurrence as follows: (See Appendix)

1 POINT PENALTY

- A. Loss of working advantage
- C. Using corner or end of arena to turn cow
- E. Changing sides of the arena to turn the cow
- E. Driving the cow down the opposite fence, changing sides (*Limited*)
- F. First missed loop Amateur
- L. For each length horse runs passed the cow
- P. Working out of position
- S. Slipping rein
- T. Turning cow before the mid marker on first turn (*Advanced and Open*)
- T. Cow and/or horse stopping before the mid marker (*Intermediate*)
- T. Fail to drive the cow passed the mid marker on the second drive before time is called (*Limited*)

2 POINT PENALTY

- A. Going around corner before turning cow
- B. In an open field turn animal gets within 3 feet of the end fence before being turned
- C. Failure to catch - Amateur

3 POINT PENALTY

- E. Exhausting or overworking the cow
- F. Missed first loop - Open
- H. Hanging up on fence (refusing to turn)
- I. Illegal catch - Amateur
- K. Knock down cow w/out working advantage
- L. Losing a cow while boxing (*Novice, Intermediate and Limited Divisions*)

5 POINT PENALTY

- A. Not getting a turn each way
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- F. Missed both loops – Open
- I. Illegal catch - Open

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- F. Turning the cow on the fence (*Intermediate division*)
- H. Use of 2 hands (except in snaffle bit or hackamore)
- I. Illegal catch at the end of the run
- J. Schooling between rein work and cow work or before cow work begins
- K. Schooling between cows, if new cow awarded
- M. More than one Finger between split reins or any fingers between romal reins (except for the two rein)
- N. Failure to attempt any part of the class
- R. Complete loss of rope (falls completely to the ground prior to roping the cow) Open or (falls completely to the ground once rider is committed to roping) Amateur

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal or failed equipment
- H. Leaving the arena before the run is complete
- J. When roping bringing the cow straight over backwards
 landing on its back or head with all four feet in the air.
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider
 Out of control, endangering the rider (judge blows whistle and ends the work)

VIII. WALK TROT DIVISION – RULES AND REGULATIONS

This division of ranch horse competition is for Adult or Youth riders who wish to experience showing their ranch horses at an introductory level. This division will be governed by the general rules of the WSVRHA Handbook EXCEPT as noted in this supplement.

WT RANCH RIDING

The rider will follow the pattern of written transitions for the Walk Trot Ranch Riding class. The pattern will meet the requirements as outlined in the WSVRHA Handbook Ranch Riding EXCEPT;

- there will be no loping. The pattern will be made up of multiple walk, trot, and extended trot transitions; stop and turn maneuvers may be asked to be performed by the rider.

- If markers are provided the rider must stay within the markers (markers on the outside of the pattern or as indicated by the pattern) to avoid a major penalty.

Scoring

Each maneuver will receive a Judge's Score that will be added or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- A. Too slow at any gait per maneuver
- B. Over bridled per maneuver
- G. Incorrect or break of gait for two strides or LESS
- F. Out of frame per maneuver

3 POINT PENALTY

- G. Incorrect or break of Gait at walk or jog for MORE than two strides
- R. Draped Reins

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- D. Blatant disobedience
- F. Instill fear or praise
- R. First or Second refusal cumulative, (balk or evade)

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- D. Repeated Disobedience (Balk or evade), will be asked to move on

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving the arena before the run is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

WT TRAIL

The rider will follow the written Walk Trot Trail Pattern. The Pattern will meet the requirements as outlined in the WSVRHA Handbook under RANCH TRAIL except;

- There will be walk, trot, or extended trot maneuvers with stop, back, side pass options; no loping.
- No log drag element will be used in Walk Trot
- Rope handling will be a required element but at a modified degree of difficulty.

Scoring

Each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor.

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- G. Incorrect or break of Gait at walk or jog for two strides or LESS
- H. Each hit, bite, push or stepping on a log, cone, plant, gate or any component of the obstacle.
(Ticks through brush piles or jumbles will not be penalized)
- I. Incorrect number of strides, if specified
- K. Skipping over or failing to step into required space
- P. Split pole in lope over
- S. One to two steps on dismount or ground tie except shifting to balance
- T. Both front and hind feet in a singled stride slot or space at a walk or trot

3 POINT PENALTY

- G. Break of Gait at walk or trot for MORE than two strides
- R. Draped reins
- S. Three to Four Steps on dismount or ground tie

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- K. Knocking over, stepping out of, or falling off of an obstacle
- L. Let go of gate
- O. Dropping an object required to be carried slicker, rope etc.
- R. First or Second refusal cumulative, (balk or evade)
- S. FIVE or more steps on dismount or ground tie

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- E. Repeated blatant disobedience
- N. Failure to attempt an Obstacle
- P. Missed Pattern eliminate or add maneuver, incomplete maneuver
- R. Third refusal (Balk or evade), will be asked to move on

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving the arena before the run is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

WT CUTTING

Refer to WSVRHA Handbook VII(C) for general cutting rules and description. All WSVRHA Ranch Cutting Rules will govern this class EXCEPT as define below.

The Walk Trot Rider will attempt to “set up a cut” two times, separating one cow each time. The time limit is 2 minutes and the rider does not have to work the full time. The rider will enter the herd, driving one or more head out, continue stepping forward to set up one cow to be separated from the herd in the center of the arena. If the rider fails to separate a cow from the herd the penalty will apply. The rider will return to the herd to set up the cut one additional time.

- When the first cow is sufficiently out of the herd the rider indicates he/she is set up to work by stopping the horse in the working position and “Tagging off” the cow.
- The rider will then go back to the herd and drive a second cow out to “set up to work” and “tag off” when the horse and cow are in working position. The run will be complete.
- “Tagging off” is indicated by first stopping the horse, the rider then places the non-rein hand at the wither while using the rein hand to slowly back and turn the horse away from the cow.
- If the cow is lost to the herd penalties will occur.

Possible credit earning situations:

- Demonstrating good herd working skill
- Shaping (setting-up) the cut
- Maintaining working advantage

Scoring

Each maneuver will receive a Judge’s Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- A. Loss of working advantage
- C. Working out of position
- D. Toe, foot or stirrup on the shoulder

3 POINT PENALTY

- B. Cattle picked up or scattered
- D. Back Fence
- E. Biting or striking the cow
- H. Hot Quit

5 POINT PENALTY

- A. Quitting the cow
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant disobedience
- E. Use of either hand to instill fear or praise
- F. Failure to separate a single cow after leaving the herd

- L. Losing the cow back to the herd
- S. Changing cattle after a specific commitment

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving the arena before the run is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

WT REINED WORK

WSVRHA Handbook Ranch Reining rules will govern the Walk Trot Ranch Reining except no loping will be required. The rider will follow the pattern of reining maneuvers that may include walk, trot, extend the trot, stop, roll back, back, and spinning. Center and end markers will be placed as appropriate to the pattern being ridden. Emphasis will be placed on a well-controlled and symmetrical pattern with horse and rider in balance for good circles, stops, rollbacks, and spins as described in the pattern.

Scoring

Each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1/2 POINT PENALTY

- F. Failure to remain 20' from fence on approach to stops and roll backs
- S. Over/Under spin up to 1/8

1 POINT PENALTY

- O. Over/Underspin between 1/8 & 1/4

2 POINT PENALTY

- B. Break of gait
- F. Freezing up in spin or roll back
- S. On trot in patterns failure to stop before lope departure

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

P. Missed Pattern - eliminate or add maneuver, incomplete maneuver

M. Inclusion of a maneuver (over/under spin more than ¼ and backing more than 2 strides)

D. Repeated blatant disobedience

DISQUALIFIED – DQ (score -0-) - See page 20

A. Inhumane Treatment

B. Lameness

G. Illegal Equipment

H. Leaving the arena before the run is complete

N. Improper Western Attire

D. Disrespect or misconduct

F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

WT COW WORK

This is the introduction to both horse and rider to begin controlling the cow for boxing and later for fence work and roping of the cow. The use of an extended trot rather than the lope is more appropriate to this division.

Walk/Trot competitors will be required to drive, rate, stop and turn the single cow after it's released into the arena. Competitors should begin no closer than the center marker to allow the cow to be released into the arena, after which the competitor will find the cow and begin their work first by tracking the cow, then immediately moving into a driving, then rating, stopping, and turning positions.

The whole arena may be used, and it is encouraged to use the space of the arena in order to show the progress of gaining control of the cow, with an allowable five strides of loping without incurring penalties per offense. The competitor must drive, rate, and stop and turn the cow at least once in each direction anywhere in the arena.

- Upon completing the Ranch Reining Pattern or entering the arena the rider will call for the cow.
- There will be a 50 second time limit and time begins when the gate closes behind the cow. Rider must work the full 50 seconds.
- Credit will be given for courage and proper position on the cow to show the gaining of control of the cow in all elements of the work.
- The horse that shows cow sense in rating and tracking the cow with a light contact rein will be rewarded over a horse that is ridden with a tight rein and that is lacking in cow sense.
- Loping will be allowed, without penalty, up to five (5) strides as needed for a faster cow.
- Excessive loping beyond five (5) strides will be penalized one (1) point per occurrence, up to a two (2) penalty points maximum
- Continuing to lope in this class may cause you to be assessed a maneuver score of up to – 1 ½.
- The judge's whistle or the timer will signal completion of work.

Scoring

Each division will have a unique score sheet and each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor.

1 POINT PENALTY

- A. Loss of working advantage
- L. Loping (6) strides or more
- P. Working out of position
- S. Slipping rein

3 POINT PENALTY

- E. Exhausting or overworking the cow
- K. Knock down cow w/out working advantage
- L. Losing a cow while boxing

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- J. Schooling between rein work and cow work or before cow work begins
- K. Schooling between cows, if new cow awarded
- N. Failure to attempt any part of the class

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving the arena before the run is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

Appendix

A. THE IDEAL RANCH HORSE

Western States Versatility Ranch Horse Association has an ideal horse in mind. As we go forward, in our judging and our training, our goal is to remain true to this ideal, even as we may work together with other organizations.

A truly versatile ranch horse is an animal of any breed that can capably, efficiently and with athleticism, complete the tasks required of it on a working cattle ranch.

- The best of these horses is balanced and between the reins, with the more finished horses being ridden one-handed and in a bridle. As a result, these horses can accurately change leads, stay balanced, and go forward at a variety of speeds.
- The best of these horses is a graceful and efficient mover with good length of stride and much adjustability. A ranch horse should never move in a manner that is highly stylized or would detract from his ability to complete ranch tasks.
- The best of these horses can transition precisely up and down through all gaits, from any gait to any gait, even while traveling through terrain outside of the arena.
- The best of these horses works naturally from its hind quarters, whether with a cow or performing other tasks. This includes the ability to slide stop, rollback, and spin.
- The best of these horses can quietly and safely negotiate any obstacles that it may encounter on the ranch, including gates of differing configurations, dragging items with a rope, or passing over obstacles on the ground.
- The best of these horses performs these tasks while remaining alert, aware, careful, and relaxed, always able to stand quietly whenever it is required.

A truly versatile ranch horse is completely comfortable and capable with cattle.

- This horse can separate a single cow from a herd and hold it away from that herd with a minimum of guidance.
- The best of these horses can “read” that cow and help the rider to complete the task efficiently, even if some guidance is required.

A truly versatile ranch horse can also control and direct a single cow.

- While working from its hindquarters and with the use of a fence, that horse should be able to cause the cow to change directions, hold and control that cow in a space

A truly versatile ranch horse is a rope horse.

- The best of these horses is confident with the rope around him in all manners, whether it is being swung, coiled, thrown, or dragged.
- The best of these horses will accurately track a cow at any speed, placing and keeping the rider in the best position to make an efficient catch.
- The best of these horses then has the strength and ability to use his body to stop the cow after the rider has dallied, quietly holding the cow.

B. MECHANICS OF MOTION OF THE HORSE

The particular way a horse moves is indicated by the individual's GAIT. A gait is the pattern of a horse's stride as he moves forward at varying speeds and sequences of steps. These differences distinguish one gait from another.

It is important for horsemen to know the differences of the horse's gait to further good horsemanship skills and training of the horse. To know the CADENCE or rhythm of each gait will enhance not only the rider's knowledge but also enhance the beauty of the horse in motion. The following is an outline of the gaits of the horse, stressing the quality of step and fullness of stride as indicated by each gait. Each gait may be COLLECTED whereby the horse is asked to spend more time on the ground and shortening his stride or EXTENDED whereby the horse is asked for more suspension, less time on the ground, and lengthening of the stride.

The basic gaits of the horse are: Walk, Trot, Canter, Gallop, and Back. The collected gaits, gained through training of the horse, include the Trot and Lope. The horse in motion will STEP with each foot as indicated by the gait and will fulfill a STRIDE at the completion of the number of steps described by each gait.

Gaits may be broken into five basic categories:

1. Lateral: Cycle of movement where both legs on one side work together. The walk and gallop are lateral gaits.
2. Diagonal: Cycle of movement where opposite diagonal legs work together. The trot and canter are diagonal gaits.
3. Two-Beat gait: Two feet hit the ground in unison and then the other two feet hit the ground in unison. The trot and the back are two-beat gaits.
4. Three-Beat gait: Two feet hit together, a diagonal pair, and then the other feet hit individually. The canter and lope are three beat gaits.
5. Four-Beat gait: Each foot strikes the ground independently. The walk and gallop are four beat gaits.

The SEQUENCE of the step of each foot at each gait is described from the movement beginning at the hind foot. Either near or off side count will suffice except at the canter where the departure step is the outside hind of the desired lead.

It should be noted that each forward swing of the legs in sequence is a step and that as the series of steps is complete; the horse has completed a stride. Therefore, at the walk, four complete steps are a stride; at the trot, two complete steps are a stride; and at the canter, three complete steps are a stride. The backup striding is as with the trot complete with two steps. The observer may choose to focus on one foot as it strikes the ground, counting that strike as "1" and continue counting as that same foot strikes until the number of "strides" is obtained. (For example: the walk. To find 5 strides: Count the near hind as it strikes the ground 5 times. There will be 20 steps if all four feet are counted.)

The sequence and count are as follows:

- Walk:
1. Near hind
 2. Near fore
 3. Off hind
 4. Off fore

- Trot:
1. Off hind, near fore
 2. Near hind, off fore

Lope or Canter:

Left lead:

1. Off hind
2. Near hind, off fore
3. Near fore

Right lead:

1. Near hind
2. Off hind, near fore
3. Off fore

Reference material:

A Guide to Selection, Care, and Enjoyment of Horses by J. Warren Evans

Gregory's Textbook of Farriery by Chris Gregory, CJF, FWCF