

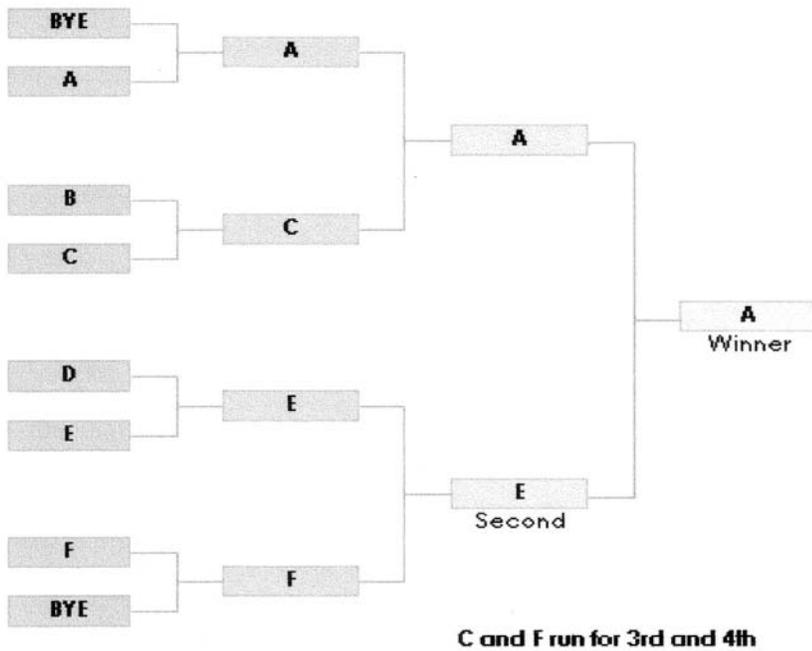
- 16.8 OPTIONAL EQUIPMENT:
- A. Saddle pads or numnahs appropriate to the saddle and should be (if used) white, natural or of a conservative colour.
    - i. Any lettering on the saddle pad of any kind should be counted against.
    - ii. Show numbers may be attached to the saddle pad. Refer to rule #14.2.
  - B. Crops or bats of 32" or less.
  - C. English-type breast plate.
  - D. Braiding of the horse's mane or tail in a Hunt style.
- 16.9 PROHIBITED EQUIPMENT:
- A. Straight rubber bits.
  - B. Bit converter straps.
  - C. **Square stock, metal wrapped or polo bits.**
- 16.10 Exhibitors and Judges should bear in mind that entries are being judged on ability rather than personal attire.

## 17. GENERAL TIMED EVENTS AND GAMES RULES

- 17.1 In addition to the General Performance Rules and Western Performance Rules, the following rules will also apply to the following classes:
- A. Barrel Race
  - B. Camas Prairie Stump Race
  - C. Figure Eight Stake Race
  - D. Flag Picking
  - E. Keyhole Race
  - F. Nez Perce Stake Race
  - G. Pole Bending
  - H. Rope Race
  - I. Steer Daubing (Timed Event)
  - J. Team Penning (Timed Event)
- 17.2 In the case of mechanical failure of either an electrical timer or stop watch, an exhibitor may be given a re-run in any event where exhibitors are timed.
- 17.3 REQUIRED ATTIRE:
- A. Hat must be on the exhibitor's head when he or she enters the arena.
- 17.4 OPTIONAL EQUIPMENT:
- A. Any humane equipment, including the use of a hackamore (include mechanical hackamore), or other type of bridles is the optional choice of the exhibitor; however, the Judge may prohibit the use of bits or equipment he or she may consider severe.
- 17.5 PROHIBITED EQUIPMENT:
- A. Tack collars.
  - B. Whips or crops longer than 36".
- 17.6 It is the option of the show management whether horses in games classes are run horse against horse (provided arena size permits) or whether the horses are run individually on time only.
- 17.7 When exhibitors are competing in time trials or being individually times, each qualifying time shall be announced immediately following the qualifying time.
- A. Any exhibitor receiving "no time" due to a disqualification shall also be announced over the loudspeaker.
- 17.8 EQUIPMENT FAILURE: Where horses are competing horse against horse, equipment failure or the casting of a shoe which causes the entry to be pulled up shall disqualify that horse for that heat only.
- A. Upon repair of the equipment, that entry may return to the next elimination heat (if any) when called.
  - B. If such equipment failure or casting of a shoe should occur while horses are competing in a games class judged by time where horses compete individually, that entry shall be disqualified and shall not receive a re-run unless it can complete the course without interruption.
- 17.9 THE FIVE-SECOND RULE - The five-second rule is mandatory when games classes are run horse against horse, but is optional when the horses are judged individually and by time only.
- A. After a horse enters the arena for competition, the entry has 30 seconds to get behind the starting line and in a reasonable position to compete.
    - i. Should the entry fail to do this, that entry shall be disqualified (for that heat only, if running horse against horse) or disqualified from the class if competing in a strictly timed event.
    - ii. A solid line shall indicate the starting line.
    - iii. When the horse is in position behind the starting line, the Judge will signal "time" with an audible signal and the timer will start.
      - a. The signal may be a whistle, bell, buzzer or gong.
      - b. Once the entry is behind the starting line, he or she must stay there.
      - c. Any horse breaking or crossing the plane of the starting line with any part of its body after the Judge signals "time" and before the signal to go, will be disqualified for that heat (if running horse against horse) or that class (if running strictly on time).
      - d. Horses not under sufficient control may be disqualified at the Judge's discretion, from the heat or from the class.
    - iv. Upon "time" being signalled, the timer will then count five seconds.

- v. At the end of five seconds, the signal to “go” will be sounded and the competition under way.
  - 17.10 Whenever possible, it is recommended that electric timers be used as official timers in all timed events.
    - A. When hand timers are used, it is recommended that a minimum of three watches be used, with the median time being the official time.
      - i. The median time is the time indicated by two of the three watches, if two agree.
      - ii. If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest time.
  - 17.11 In all **games** events, care should be taken to see that the ground surrounding the barrels or poles is safe and free of holes.
    - A. Exhibitors may request that the area be raked and levelled before they compete.
  - 17.12 In **all games** events, the starting and finish time shall be taken the instant the horse’s chest reaches the plane of the timing line.
  - 17.13 It is the exhibitor’s option to compete with either hand or both hands on the reins.
    - A. Changing hands or using both hands during competition shall not be penalized during timed events **or games**.
  - 17.14 The show management should appoint an assistant to the Judge for the finish line of any **games** event.
  - 17.15 The Judge’s decision is considered to be final and is not protestable unless it is alleged to be in violation of the rules of competition.
    - A. When there is more than one Judge at a show, in the games classes a Judge should be positioned on each side of the arena.
  - 17.16 DISQUALIFICATIONS:
    - A. Any exhibitor stepping on or crossing over the start/finish line before completing the pattern or course shall be considered off course and is disqualified.
      - i. When a timed event is being run horse against horse, the entry shall be disqualified for that heat only, and not from the entire class.
    - B. At the Judge’s discretion, abusive use of spurs in Timed Events and Games will be cause for disqualification.
- RULES WHEN RUNNING HORSE AGAINST HORSE (CAMAS PRAIRIE STUMP RACE and NEZ PERCE STAKE RACE)
- 17.17 DISQUALIFICATIONS FOR HEATS ONLY
    - A. Falling.
    - B. Knocking over a barrel or stake.
    - C. Touching barrel or stake with hand.
    - D. Running off course
    - E. Crossing start line before signal to start is given.
    - F. Crossing finish line before completion of pattern.
    - G. Not maintaining a speed faster than a walk.
    - H. Equipment failure or casting of a shoe unless entry can continue without interruption.
  - 17.18 DISQUALIFICATION FROM ENTIRE CLASS
    - A. Horse not running to the right hand barrel in the Stump Race.
    - B. Horse not running down the right side of the poles in the Stake Race.
    - C. Striking horse ahead of cinch.
    - D. Running off course.
    - E. Crossing finish line before completion of pattern.
    - F. Injury to horse or rider.
  - 17.19 When competing in time trial eliminations, the following will disqualify an entry from the entire class, in addition to rule #17.18:
    - A. Falling.
    - B. Touching barrel or pole with the hand.
    - C. Equipment failure or casting of a shoe unless the entry can continue without interruption.
  - 17.20 In time trial eliminations, a five-second penalty shall be added to the final time for each knocked-over barrel or pole during the run.
  - 17.21 In horse against horse competition, an exhibitor may only compete with one horse in each game class.
  - 17.22 When racing horse against horse, and one exhibitor disqualifies through an infraction, the remaining exhibitor must maintain his or her reasonable speed and complete the course.
    - A. Reasonable speed is considered as any gait faster than a walk.
    - B. Walking through the remaining course or loss of forward motion will result in disqualification of that heat.
  - 17.23 In the event that both exhibitors incur any type of infraction resulting in disqualification in the same heat, both exhibitors shall be allowed a re-run.
    - A. When one exhibitor incurs a fall, the fall in a heat shall not disqualify an exhibitor from the entire class, but disqualification from that heat only.
    - B. When a fall and a knock-down of a barrel or pole or similar infraction occurs in the same heat, they shall nullify one another and the heat shall be re-run until one exhibitor finishes the course clean.
  - 17.24 When exhibitors are running horse against horse and one entry is disqualified “from the class” for any reason (such as striking the horse forward of the cinch, or injury to the horse or exhibitor), the remaining entry will automatically advance on the bracket – even if that entry has sustained such “heat” disqualifying infraction for any reason (such as knocking over a barrel or pole).
    - A. The entry which was disqualified “from the class” shall be carried on the bracket as a “bye” for the remainder of the class.
    - B. Should the disqualification occur during the final placings of the class, all placings will automatically be moved up to fill the vacancy of the disqualified entry.





17.28 POINTS TO REMEMBER ON THE BYE SYSTEM:

- A. In an eight horse bracket, a horse losing the first heat only will be able to work for fifth or sixth place.
- B. In an eight horse bracket, a horse losing his first two heats will not be in contention for the top six places.
- C. A horse winning his first heat and losing his second heat will be competing for third and fourth place.
- D. An exhibitor drawing a bye in the first bracket automatically moves forward without running.
- E. Use brackets in powers of four, eight, and 16.
- F. Get byes out of the way during the first race.
- G. Select brackets closest to the number of entries and put in byes to fill brackets.
- H. Place byes alternately from the top to the bottom to fill necessary spaces.
- I. Draw numbers to fill the remaining spaces.
  - i. The luck of the draw will determine which exhibitor draws a bye.
- J. Run the losers of the semi-final heat to determine the third and fourth places.

**18. GENERAL ROPING RULES**

- 18.1 In addition to the General Performance Rules and Western Performance Rules, the following rules will also apply to the following classes:
  - A. Breakaway Roping
  - B. Judged Heading
  - C. Judged Heeling
  - D. Judged Tie-Down Roping
  - E. Timed Heading and Heeling
  - F. Timed Tie-Down Roping
- 18.2 Cattle may be assigned by draw or cattle may be chute run and working order will be drawn.
  - A. All changes in lists or roping order to split horses, etc., must be made before any stock for the event are loaded into chutes.
  - B. After stock is loaded, the exhibitor must rope in the order listed.
- 18.3 The show management should make every effort to have cattle of equal size and weight.
- 18.4 An automatic barrier must be used in all **Roping classes**.
  - A. The length of score should be one foot for every seven yards of arena, unless other arrangements are approved by the Judge.
  - B. At indoor events, the length of the score may be no longer than the length of the roping box, minus four feet.
- 18.5 Barrier neck ropes may be tied with string or suitable rubber band and should have a slide knot to ensure a snug fit around the calf's neck.
- 18.6 If, in the opinion of the line Judge, the exhibitor is fouled by the barrier, exhibitors shall get their calf or steer back providing the exhibitor declares himself by pulling up immediately.
- 18.7 Any question as to catches in the contest will be decided by the Judge(s).
- 18.8 In all roping classes, the exhibitor shall not attempt to rope the animal until the barrier flag has dropped.
  - A. Any attempt by an exhibitor to position his horse behind the barrier, enabling the exhibitor to rope the animal without leaving the barrier (box) shall be considered a disqualification.

## 20. BARREL RACE

### 20.1 CLASS DIVISIONS:

- A. Open Barrel Race
- B. Junior Barrel Race and Senior Barrel Race
- C. Amateur Barrel Race, Novice Amateur Barrel Race
- D. Youth Barrel Race, Novice Youth Barrel Race

### 20.2 RELATED RULES:

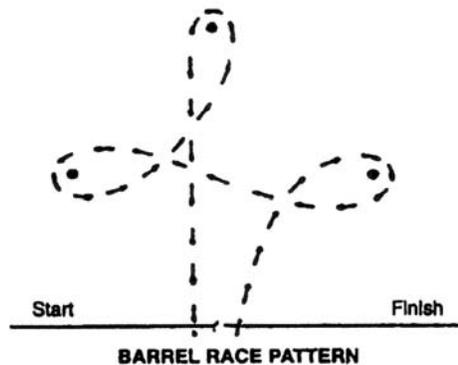
- A. General Performance
- B. General Western Performance
- C. General Times Events and Games

### 20.3 JUDGING CRITERIA:

- A. Horses shall race in a cloverleaf pattern around the barrels, individually timed, and the fastest time wins.

### 20.4 CLASS ROUTINE:

- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. The Barrel Race course shall consist of three barrels set in a triangular course.
- C. The front barrels shall be 30' from the start/finish line and the barrels shall be 75' apart, with the back barrel 94' from the start/finish line.



### 20.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. The first barrel taken may be either the right or left hand barrel.
- D. A course may be reduced by three to five feet at a time to fit in a smaller arena.

### 20.6 PENALTIES:

- A. A 5 second penalty shall be applied, for each barrel knocked down, to the exhibitor's total time for the run.

### 20.7 OPTIONAL ATTIRE:

- A. English headgear.

### 20.8 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, tiedowns.
- H. Draw reins.

### 20.9 DISQUALIFICATIONS:

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. Touching barrel with hand.
- D. Running off course.
- E. Horse not under reasonable control.
- F. If an entry breaks into a lope/canter for more than two strides in any Walk-Trot class, that exhibitor shall be disqualified.

### 20.10 YOUTH/AMATEUR EXCEPTIONS:

- A. Rope or reatas are not permitted on any youth's saddle in youth classes.
- B. REQUIRED ATTIRE:
  - i. Youth must wear an approved protective helmet.

## 21. BREAKAWAY ROPING

- 21.1 CLASS DIVISIONS:**
- A. Open Breakaway Roping
  - B. Junior Breakaway Roping and Senior Breakaway Roping
  - C. Amateur Breakaway Roping, Novice Amateur Breakaway Roping
  - D. Youth Breakaway Roping, Novice Youth Breakaway Roping
- 21.2 RELATED RULES:**
- A. General Performance
  - B. General Western Performance
  - C. General Roping
- 21.3 JUDGING CRITERIA:**
- A. This is a roping contest judged on time only.
- 21.4 CLASS ROUTINE:**
- A. There will be a 35 second time limit for each roper.
    - i. A whistle indicating no time will be blown by the timer at the end of the 35 second span.
- 21.5 GENERAL:**
- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
    - i. Each horse may have only one exhibitor per class.
  - B. All horses are to be ridden astride.
- 21.6 SCORING:**
- A. This event is performed under the same rules as Tie-Down Roping with the exception that the exhibitor may dismount but cannot touch the rope.
  - B. An exhibitor will be allowed two loops provided that he carries two ropes.
    - i. If the second loop should accidentally become uncoiled it may not be recoiled and used.
  - C. An exhibitor is not allowed to make loops while roping.
  - D. If an exhibitor misses with his first rope, this first rope should be broken from the saddle horn and discarded, rather than dragging it, before the second loop is used.
  - E. The field flagman shall rule on the legality of a catch should the twine break due to the rope momentarily hanging up on an animal (but not catching), or being stepped on by the steer or horse.
  - F. Any catch which passes over the calf's neck and that holds is legal.
  - G. The twine must be broken from the saddle horn by the jerk of the rope securing the calf.
  - H. Time will be called from the drop of a barrier to the break of the twine attached to the saddle horn.
  - I. If a calf escapes the arena, the field flagman will stop time.
    - i. The exhibitor will then begin at the chute, lap and tap, with the same calf, adding the first time to the additional time necessary to rope the calf.
- 21.7 PENALTIES:**
- A. There will be a 10 second penalty for breaking or beating the barrier.
    - i. The barrier must not be considered broken if dropped more than 10' from post.
- 21.8 REQUIRED EQUIPMENT:**
- A. A visible cloth or flag should be attached to the end of each rope the exhibitor carries.
    - i. The jerk of the cloth will aid the field flagman when the twine breaks.
  - B. The exhibitor shall use a regulation loop with the rope tied to the saddle horn by a piece of heavy twine or something suitable that is furnished by the show management, and tied by a member of the show committee to ensure equal chances for all exhibitors.
- 21.9 OPTIONAL EQUIPMENT:**
- A. A bosal without reins attached and used as a noseband.
  - B. Whips, bats, quirts.
  - C. Mechanical hackamores.
  - D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
  - E. Soft leg wraps.
  - F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
  - G. German, standing or running martingales, nosebands on bridles, tiedowns.
  - H. Draw reins.
  - I. Two ropes.
- 21.10 PROHIBITED EQUIPMENT:**
- A. No exhibitor will be allowed to use a breakaway hondo or to tie any rope hard and fast to the saddle horn or any part of the saddle.
- 21.11 DISQUALIFICATIONS/NO TIME:**
- A. Any exhibitor being assisted by a second person inside the arena.
  - B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
  - C. If an exhibitor misses with both loops he will retire from the arena and receive no time.
  - D. If an exhibitor carries only one rope and misses on his first loop, he must retire and receive no time.
  - E. Should the exhibitor accidentally break the string attaching the rope he is using from the saddle horn, the field flagman will immediately signal "no time" and notify the exhibitor of his disqualification.
- 21.12 YOUTH/AMATEUR EXCEPTIONS:**
- A. Youth must wear an approved protective helmet.

## 23. CAMAS PRAIRIE STUMP RACE

### 23.1 CLASS DIVISIONS:

- A. Open Camas Prairie Stump Race
- B. Junior Camas Prairie Stump Race and Senior Camas Prairie Stump Race
- C. Amateur Camas Prairie Stump Race, Novice Amateur Camas Prairie Stump Race
- D. Youth Camas Prairie Stump Race, Novice Youth Camas Prairie Stump Race

### 23.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

### 23.3 JUDGING CRITERIA:

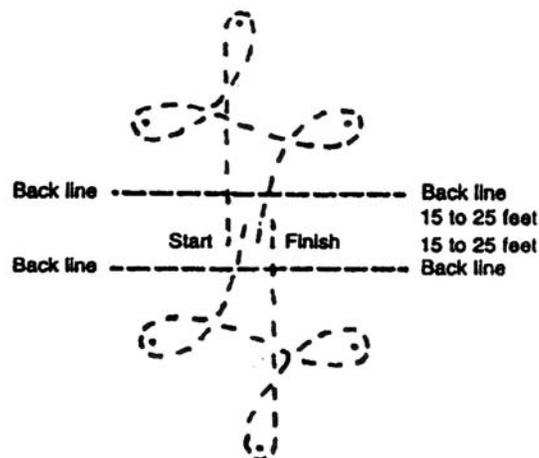
- A. When run horse against horse, the Barrel Race is known as the Camas Prairie Stump Race, or the Stump Race.
- B. The race should be in traditional Nez Perce fashion, which is two horses at a time on two opposite three barrel courses, triangular in nature.

### 23.4 CLASS ROUTINE:

- A. The horses will race from a common start line to the barrel on each horse's immediate right, turning right and racing to the barrel on the left of the starting line, around it to the left and race to the barrel farthest from the starting line, running left around this third barrel, and then racing back across the starting line which has now become the finish line.
- B. The course consists of two opposite barrel courses, triangular in nature with a common start-finish line.
- C. The front barrels shall be 30' from the start line, and the barrels shall be 75' apart with the back barrel 94' from the finish line.

### 23.5 GENERAL:

- A. All horses are to be ridden astride.
- B. Horses race until eliminations are complete.
- C. A course may be reduced by 3' to 5' at a time to fit in a smaller arena.



### 23.6 OPTIONAL ATTIRE:

- A. English headgear.

### 23.7 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, tiedowns.
- H. Draw reins.

### 23.8 DISQUALIFICATIONS:

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. If an entry breaks into a lope/canter for more than two strides in any Walk-Trot class, that exhibitor shall be disqualified.

### 23.9 YOUTH/AMATEUR EXCEPTIONS:

- A. Rope or reata is not permitted on any youth's saddle in youth classes.
- B. REQUIRED ATTIRE:
  - i. Youth must wear an approved protective helmet.

## 24. CUTTING

### 24.1 CLASS DIVISIONS:

- A. Open Cutting
- B. Junior Cutting and Senior Cutting
- C. Amateur Cutting, Novice Amateur Cutting
- D. Youth Cutting, Novice Youth Cutting

### 24.2 RELATED RULES:

- A. General Performance
- B. General Western Performance

### 24.3 CLASS ROUTINE:

- A. Each horse must enter the herd deeply enough to show ability to make a cut, and one such deep cut is sufficient to satisfy this rule.
- B. When an animal is cut from the herd it should be taken toward the center of the arena.
- C. A horse must be released as soon as the desired animal is cleared from the herd.
- D. An exhibitor will be awarded a complete re-work if, in the Judge's opinion, 2 ½ minutes was not given for the work, or if excessive disturbances had been created by factors other than those created by the exhibitors or their help and the Judge has stopped time.
  - i. Such factors would include: a gate coming open, fences falling, and objects entering or falling into the working portion of the arena, but would not apply to cattle scattered through wildness or normal arena activities.
  - ii. Any re-work must take place within the group of cattle drawn by the exhibitor and must occur before a change of cattle is made.
  - iii. At the exhibitor's option, the re-work may occur immediately or as the last work in that set of cattle.
  - iv. No re-work will be granted if the exhibitor involved has incurred a five point (major) penalty prior to the disturbance.

### 24.4 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. The Judge(s) shall stop any work because of training or any abuse of the horse by the exhibitor.
- D. The back fence is to be agreed on and designated by the Judge(s) before a contest is begun, and it means the actual fence only, no imaginary line from point to point.
  - i. If any exhibitor objects before the contest beings, the Judge(s) shall take a vote of the exhibitors and a back fence acceptable to the majority shall be designated and used.
- E. An exhibitor may quit an animal when it is obviously stopped, turned away, or is behind the turnback horses and the turnback horses are behind the time line.

### 24.5 SCORING:

- A. A Judge will mark from 60 to 80 points with an average score being 70.
  - i. One-half points are permissible.
- B. When the Judge is in doubt about a penalty, the benefit of the doubt always goes to the exhibitor.

### 24.6 CREDITS:

- A. The horse shall be given credit for entering the herd quietly with very little disturbance to the cattle.
- B. Credit shall be given when an animal is cut from the herd and taken toward the center of the arena.
- C. Additional credit will be given to the horse which drives its stock a sufficient distance from the herd to ensure that the herd is not disturbed by the work, and also demonstrates the horse's ability to drive a cow.
- D. Credit will be given for riding with a loose rein throughout the performance and further credit given for setting up a cow and holding it in a working position as near the center of the arena as possible.
- E. Consider the degree of difficulty of the work, which is the amount of effort exerted by the cow to return to the herd.
  - i. Credit should be given to a horse able to hold a working position on a tough cow.
- F. Consider the eye appeal of a work; the overall style of the horse and correctness of the performance shall receive merit.
- G. Consider the amount of courage shown.
  - i. An exhibitor should receive credit to staying on a tough cow.
- H. Consider the amount of time that the exhibitor actually spends working cattle during the 2 ½ minutes of the work.
  - i. Credit should be given for demonstrating the horse's willingness to work.

### 24.7 FAULTS:

- A. Obvious reluctance any time in a performance shall have a negative influence on the total point value of the work.

### 24.8 PENALTIES:

- A. One Point Penalties
  - i. Any noise by the exhibitor towards the cattle.
  - ii. Each time the reins are used to control or direct the horse, regardless whether reins are held high or low.
  - iii. Whenever a horse is cued visibly in any manner.
    - a. A toe, foot, or stirrup on the horse's shoulder is considered a visible cue.
    - b. Spurring a horse behind the shoulder shall not be considered a visible cue.
  - iv. A horse goes past an animal to the degree he loses his working advantage, each time it happens.
- B. Three Point Penalties
  - i. Failure to make a deep cut.
  - ii. Each time a horse runs into the herd or scatters the herd while working.
  - iii. Picking up other cattle through the fault of the horse.

- iv. Every time the back fence actually stops or turns the animal being worked within one step (3') of the fence.
- v. An exhibitor's free hand touches the reins for any purpose other than to straighten them, on a Senior horse.
- vi. Horse is spurred in the shoulder itself.
- vii. Unnecessary roughness on cattle, such as the horse actually biting, pawing or kicking cattle.
- viii. Hot quit.

C. Five Point Penalties

- i. A horse lets an animal he is working get back into the herd.
- ii. An exhibitor changes cattle after visibly committing to a specific cow.
- iii. Horse quits a cow.
- iv. A horse clears the herd with two or more cattle and fails to separate a single animal before quitting.
  - a. There is no penalty if time expires.

D. 60 Score

- i. Horse turns the wrong way with the tail toward the animal being work (turn tail).
- ii. If an exhibitor is thrown from a horse or falls to the ground.

**24.9 OPTIONAL EQUIPMENT:**

- A. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- B. Soft leg wraps

**24.10 PROHIBITED EQUIPMENT:**

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Twisted wire mouthpiece.
- E. Standing or running martingales, nosebands on bridles, or tiedowns.
- F. Gag bits.

**24.11 DISQUALIFICATIONS/NO SCORE:**

- A. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- B. Any exhibitor who allows his or her horse to quit working or leave the working area before the allotted time is up.

**24.12 YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. **REQUIRED ATTIRE:**
  - i. **Youth must wear an approved protective helmet.**

## 25. FIGURE EIGHT STAKE RACE

### 25.1 CLASS DIVISIONS:

- A. Open Figure Eight Stake Race
- B. Junior Figure Eight Stake Race and Senior Figure Eight Stake Race
- C. Amateur Figure Eight Stake Race, Novice Amateur Figure Eight Stake Race
- D. Youth Figure Eight Stake Race, Novice Youth Figure Eight Stake Race

### 25.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

### 25.3 JUDGING CRITERIA:

- A. This game is similar to Pole Bending, except that only two stakes are used, and are run in a figure eight pattern.

### 25.4 CLASS ROUTINE:

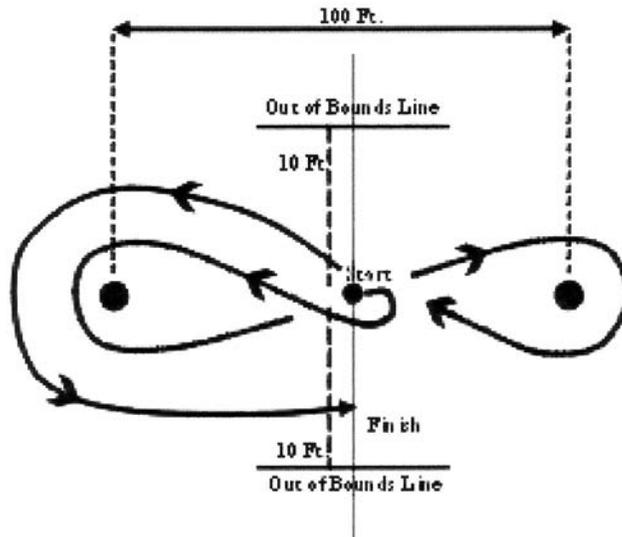
- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. Horses compete and are timed individually.
- C. The stakes are to be set 100' apart.
- D. A center line and out of bounds lines will be indicated with flour, chalk or lime on the ground.
  - i. The out of bounds lines will be located 10' from the center line.
- E. From a common start-finish line in the center, the horse, from a standing start, immediately makes a right hand pivot, then a left hand turn around the first stake, a right hand turn around the second stake, a left hand turn around the third stake (formerly, the first one), and then running on to cross the start-finish line across the center.

### 25.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.

### 25.6 SCORING:

- A. The fastest time wins.



### 25.7 PENALTIES:

- A. A three second penalty will be assessed and added to the exhibitor's total time for each stake knocked over.

### 25.8 OPTIONAL ATTIRE:

- A. English headgear.

### 25.9 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts, tie-downs.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles.
- H. Draw reins.

### 25.10 DISQUALIFICATIONS:

- A. Any exhibitor being assisted by a second person inside the arena.

- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. If an entry breaks into a lope/canter for more than two strides in any Walk-Trot class, that exhibitor shall be disqualified.
- D. Horses that cross either the center or out of bounds lines or fails to stop forward motion prior to crossing the start line.
- E. Touching stake with hand.
- F. Not maintaining a speed faster than a walk.

**25.11 YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. REQUIRED ATTIRE:
  - i. **Youth must wear an approved protective helmet.**

## 26. FLAG PICKING

### 26.1 CLASS DIVISIONS:

- A. Open Flag Picking
- B. Junior Flag Picking and Senior Flag Picking
- C. Amateur Flag Picking, Novice Amateur Flag Picking
- D. Youth Flag Picking, Novice Youth Flag Picking

### 26.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

### 26.3 JUDGING CRITERIA:

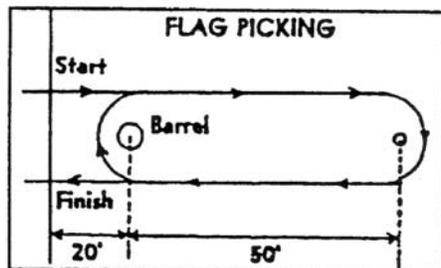
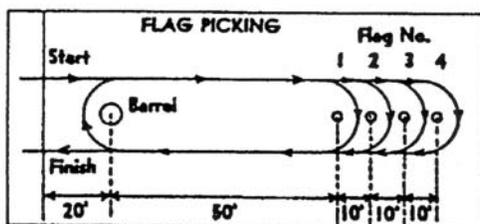
- A. The object of this game is for the exhibitors to race individually while being timed, and the fastest time wins.
- B. The exhibitors will retrieve four flags from one place (or from a line) and place them one at a time in another designated place.

### 26.4 CLASS ROUTINE:

- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. A common start-finish line is used.
- C. The course: an open ended, large barrel is placed 20' from the start line.
  - i. Fifty to eighty feet (50'-80') from this barrel, a second, smaller barrel is placed with the four flags in it.
- D. The flags should be 4' long and constructed of heavy plastic or a smooth, sanded wood, with bits of coloured cloth attached to the ends.
- E. This game may also be run with the four flags planted in the ground (or in pylons) at 10' intervals, rather than placed together in a second smaller, barrel.
  - i. The first flag will be 50' from the large barrel.
  - ii. The distance between the large, open ended barrel closest to the start-finish line and the flags may be adjusted according to arena size.
- F. At the signal to race, the exhibitor will run to the flags, picking up one, either out of the small barrel or the closest one stuck in the ground, and race back to place it in the large barrel.

### 26.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. The exhibitor may pick flags starting on either the right or left hand side of the prescribed course, but not cross the center line (see diagram).



### 26.6 OPTIONAL ATTIRE:

- A. English headgear.

### 26.7 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts, tie-downs.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.

- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles.
- H. Draw reins.

**26.8 DISQUALIFICATIONS:**

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. If an entry breaks into a lope/canter for more than two strides in any Walk-Trot class, that exhibitor shall be disqualified.
- D. If a flag is dropped or missed, the exhibitor cannot dismount to pick it up, and is eliminated.
- E. Taking flags out of order when planted in the ground.
- F. Knocking over barrels or touching barrel with hand.
- G. All four flags must be in large barrel or entry is disqualified.

**26.9 YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. REQUIRED ATTIRE:
  - i. Youth must wear an approved protective helmet.

## 34. JUDGED HEADING

- 34.1 CLASS DIVISIONS:**
- A. Open Judged Heading
  - B. Junior Judged Heading and Senior Judged Heading
  - C. Amateur Judged Heading, Novice Amateur Judged Heading
  - D. Youth Judged Heading, Novice Youth Judged Heading
- 34.2 RELATED RULES:**
- A. General Performance
  - B. General Western Performance
  - C. General Roping
- 34.3 JUDGING CRITERIA:**
- A. The Heading horse will be judged on four different maneuvers:
    - i. Box and barrier
    - ii. Running and rating
    - iii. Setting and handling
    - iv. Facing
- 34.4 CLASS ROUTINE:**
- A. An automatic barrier must be used.
  - B. The header must throw the first loop at the head.
  - C. The animal belongs to the exhibitor when he calls for him, except in cases of mechanical failure, an animal escaping the arena, and/or fouls.
- 34.5 GENERAL:**
- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
    - i. Each horse may have only one exhibitor per class.
  - B. All horses are to be ridden astride.
  - C. All heading cattle shall be protected by horn wraps.
  - D. The header must head the steer and the heeler must heel the steer.
    - i. Horses cannot switch positions.
- 34.6 SCORING:**
- A. Legal catches in heading are both horns, half-head, and around the neck.
    - i. Any figure-eight catch or front leg in the catch is not legal.
  - B. Any catch made by the heeler not being judged must be a legal catch defined as a catch which holds from behind the steer's shoulder and back, around the flank, or on one of both heels, but not by the tail only.
  - C. The header may throw only two loops.
    - i. If more than one loop is thrown, the exhibitor must recoil rope and build additional loop or loops.
  - D. The heeler may use two loops within the one-minute time limit from the time the steer is released from the chute.
  - E. Exhibitors are to stay mounted.
    - i. When both ropes are dallied and both horses are facing stretched steer, the run is completed.
    - ii. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally.
    - iii. Exhibitors aged 50 and over and females are permitted to have their rope tied onto the horn of the saddle when heeling.
  - F. Scoring will be on the basis of 0-100, with 70 denoting an average performance.
  - G. Each maneuver will be scored from a -3 to a +3, in ½ point increments.
- 34.7 FAULTS:**
- A. The following shall be faults scored according to severity:
    - i. Jerking the reins.
    - ii. Slapping.
    - iii. Jerking the rope or any unnecessary action to enhance the performance of the horse.
    - iv. Turning around in the box.
    - v. Turning head severely.
    - vi. Squatting in the corner.
    - vii. Incorrect position.
    - viii. Failure to rate.
    - ix. Failure to run to steer.
    - x. Horse being outrun by the steer.
- 34.8 PENALTIES:**
- A. The following will result in a two point penalty:
    - i. Ducking off.
    - ii. Setting up or scotching.
    - iii. Failure to face completely.
    - iv. Freeze up while facing.
    - v. Jumping the barrier.
  - B. The following will result in a three point penalty:
    - i. A three-loop run.
  - C. The following will result in a five point penalty:
    - i. Running into the steer.

- ii. Refusing to pull.
- iii. Blatant disobedience including kicking, biting, bucking, rearing, and striking.
- iv. Refusing to enter the box.
- v. Rearing up in box.
- vi. Broken barrier.
- D. The following will result in a score of zero:
  - i.. Excessive schooling at any time in the arena.
  - ii. Whipping or striking the horse with the rope.
  - iii. If both the header and heeler fail to complete both catches within one minute from the time the steer leaves the chute.
  - iv. Loss of rope by either the header or the heeler.
  - v. Failure of the header to catch with no more than two loops.
  - vi. Failure to maintain a dally through the completion of the run.
  - vii. Refusal to face.

**34.9 OPTIONAL EQUIPMENT:**

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

**34.10 DISQUALIFICATIONS:**

- A. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.

**34.11 YOUTH/AMATEUR EXCEPTIONS:**

- A. REQUIRED ATTIRE:
  - i. **Youth must wear an approved protective helmet.**

## 35. JUDGED HEELING

- 35.1 CLASS DIVISIONS:**
- A. Open Judged Heeling
  - B. Junior Judged Heeling and Senior Judged Heeling
  - C. Amateur Judged Heeling, Novice Amateur Judged Heeling
  - D. Youth Judged Heeling, Novice Youth Judged Heeling
- 35.2 RELATED RULES:**
- A. General Performance
  - B. General Western Performance
  - C. General Roping
- 35.3 JUDGING CRITERIA:**
- A. The Heeling horse will be judged on four different maneuvers:
    - i. Box
    - ii. Run and rate
    - iii. Position
    - iv. Stopping
- 35.4 CLASS ROUTINE:**
- A. An automatic barrier must be used.
  - B. The header must throw the first loop at the head.
  - C. The animal belongs to the exhibitor when he calls for him, except in cases of mechanical failure, an animal escaping the arena, and/or fouls.
- 35.5 GENERAL:**
- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
    - i. Each horse may have only one exhibitor per class.
  - B. All horses are to be ridden astride.
  - C. All heeling cattle shall be protected by horn wraps.
  - D. The header must head the steer and the heeler must heel the steer.
    - i. Horses cannot switch positions.
- 35.6 SCORING:**
- A. Any catch made by the header not being judged which holds from the neck forward, other than a front leg in the catch, is considered legal and acceptable.
  - B. The heeler may throw only two loops.
    - i. If more than one loop is thrown, the exhibitor must recoil rope and build additional loop or loops.
  - C. The header may use two loops within the one-minute time limit from the time the steer is released from the chute.
  - D. Exhibitors are to stay mounted.
    - i. When both ropes are dalled and both horses are facing stretched steer, the run is completed.
    - ii. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally.
    - iii. Exhibitors aged 50 and over and females are permitted to have their rope tied onto the horn of the saddle when heeling.
  - E. Scoring will be on the basis of 0-100, with 70 denoting an average performance.
  - F. Each maneuver will be scored from a -3 to a +3, in ½ point increments.
- 35.7 FAULTS:**
- A. The following shall be faults scored according to severity:
    - i. Jerking the reins.
    - ii. Slapping.
    - iii. Jerking the rope or any unnecessary action to enhance the performance of the horse.
    - iv. Turning around in the box.
    - v. Turning head severely.
    - vi. Squatting in the corner.
    - vii. Incorrect position.
    - viii. Failure to be in correct lead before horse moves into position on the steer.
- 35.8 PENALTIES:**
- A. The following will result in a two point penalty:
    - i. Header breaking the barrier.
  - B. The following will result in a three point penalty:**
    - i. A three-loop run.**
  - C. The following will result in a five point penalty:
    - i. Assuming the position on the wrong side of the steer.
    - ii. Running into the steer.
    - iii. Failure to stop on hindquarters and hold position through the completion of the run.
    - iv. Blatant disobedience including kicking, biting, bucking, rearing, and striking.
    - v. Refusing to enter the box.
    - vi. Rearing up in box.
  - D. The following will result in a score of zero:
    - i. Excessive schooling at any time in the arena.
    - ii. Whipping or striking the horse with the rope.

- iii. Both the header and heeler fail to complete both catches one minute from the time the steer leaves the chute.
- iv. Loss of rope by either the header or the heeler.
- v. Failure of the heeler to catch with no more than two loops.
- vi. Failure to maintain a dally through the completion of the run.

**35.9 OPTIONAL EQUIPMENT:**

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

**35.10 DISQUALIFICATIONS:**

- A. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.

**35.11 YOUTH/AMATEUR EXCEPTIONS:**

- A. REQUIRED ATTIRE:
  - i. Youth must wear an approved protective helmet.

## 36. JUDGED TIE-DOWN ROPING

### 36.1 CLASS DIVISIONS:

- A. Open Judged Tie-Down Roping
- B. Junior Judged Tie-Down Roping and Senior Judged Tie-Down Roping
- C. Amateur Judged Tie-Down Roping, Novice Amateur Judged Tie-Down Roping
- D. Youth Judged Tie-Down Roping, Novice Youth Judged Tie-Down Roping

### 36.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Roping

### 36.3 JUDGING CRITERIA:

- A. The tie-down roping horse will be judged on four different maneuvers:
  - i. Box and barrier
  - ii. Running and rating
  - iii. Stop
  - iv. Working the rope

### 36.4 CLASS ROUTINE:

- A. The roper may throw only two loops and must be done so within a one-minute time limit from the time the calf leaves the chute.

### 36.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.

### 36.6 SCORING:

- A. Any catch which passes over the calf's neck and that holds is legal, but rope must remain on calf until tie is completed and exhibitor has remounted horse.
- B. If calf is not standing when exhibitor reaches calf, the exhibitor must re-throw calf by hand, crossing any three feet, and tie with not less than one complete wrap and a half hitch.
- C. Only the exhibitor may touch the calf while the horse is being judged.
- D. Exhibitor may dismount from either side and leg and flank calf.
- E. Scoring will be on the basis of 0-100, with 70 denoting an average performance.
- F. Each maneuver will be scored from a -3 to a +3, in ½ point increments.

### 36.7 FAULTS:

- A. The following shall be faults scored according to severity:
  - i. Jerking the reins.
  - ii. Slapping.
  - iii. Jerking the rope or any unnecessary action to enhance the performance of the horse.
  - iv. Turning around in the box.
  - v. Turning head severely.
  - vi. Squatting in the corner.
  - vii. Stopping crooked.
  - viii. Rearing up in stop.
  - ix. Ducking off.
  - x. Looking off while working the rope.
  - xi. Shying away while exhibitor is remounting.

### 36.8 PENALTIES:

- A. The following will result in a one point penalty:
  - i. Dragging the calf while being tied; assess one point for each 3' moved.
- B. The following will result in a two point penalty:
  - i. Freeze-up in the box (refusing to move).
  - ii. Jumping the barrier.
  - iii. Setting up or scotching.
  - iv. Rubbing the rope.
  - v. Failure to continue backing while exhibitor is flanking the calf.
  - vi. Slack in the rope.
- C. **The following will result in a three point penalty:**
  - i. **A two-loop run.**
- D. The following will result in a five point penalty:
  - i. Refusing to enter the box.
  - ii. Rearing in the box.
  - iii. Breaking the barrier.
  - iv. Running into the calf.
  - v. Dragging the calf, after the calf is tied, from 6' to 12'.
    - a. Special consideration should be given for excessive movement of the calf, after the calf is tied.
  - vi. Horse walking up the rope (rope on ground).
  - vii. Blatant disobedience including kicking, biting, bucking, rearing, and striking.

- E. The following will result in a score of zero:
  - i. Failure of calf to stay tied until exhibitor has remounted and ridden forward to loosen rope.
  - ii. Excessive schooling at any time in the arena.
  - iii. Whipping or hitting the horse with the rope.
  - iv. Initiating the run with the rope on the opposite side of the horse's neck than exhibitor's roping hand.
  - v. Dragging the calf, after the calf is tied, more than 12'.
  - vi. Any attempt by an exhibitor to position his horse behind the barrier enabling the exhibitor to rope the animal without attempting to leave the box.

**36.9 REQUIRED EQUIPMENT:**

- A. Rope must be run through a foul rope around the horse's neck, and may, at the discretion of the exhibitor, be run through a keeper.

**36.10 OPTIONAL EQUIPMENT:**

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.
- I. In open competition, if more than one loop is thrown, the exhibitor must carry a second rope tied to the saddle, and this rope must be used for the second loop.
- J. If a keeper is used, it must be attached to the noseband of the tie-down, but never in front of the headstall and cannot be attached to the bridle or bit.

**36.11 DISQUALIFICATIONS:**

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. Any catch by the tail is illegal.

**36.12 YOUTH/AMATEUR EXCEPTIONS:**

- A. Youth or amateurs who desire to throw a second loop may recoil rope or use a second rope tied to saddle.
- B. REQUIRED ATTIRE:
  - i. Youth must wear an approved protective helmet.

## 38. KEYHOLE RACE

### 38.1 CLASS DIVISIONS:

- A. Open Keyhole Race
- B. Junior Keyhole Race and Senior Keyhole Race
- C. Amateur Keyhole Race, Novice Amateur Keyhole Race
- D. Youth Keyhole Race, Novice Youth Keyhole Race

### 38.2 RELATED RULES:

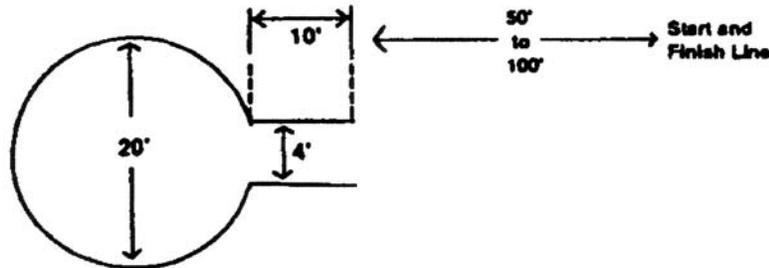
- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

### 38.3 JUDGING CRITERIA:

- A. Fastest time wins.

### 38.4 CLASS ROUTINE:

- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. Keyhole Race is a **game** with the starting line 50' - 100' from the entrance to the key.
- C. The entrance is 4' wide and 10' long, and the keyhole itself is 20' in diameter.
- D. At a signal to start, the exhibitor runs into the circle, turns left or right, and exits without touching or stepping out of the keyhole.



### 38.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.

### 38.6 OPTIONAL ATTIRE:

- A. English headgear.

### 38.7 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

### 38.8 DISQUALIFICATIONS:

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. If an entry breaks into a lope/canter for more than two strides in any Walk-Trot class, that exhibitor shall be disqualified.
- D. A touch is cause for elimination.

### 38.9 YOUTH/AMATEUR EXCEPTIONS:

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. REQUIRED ATTIRE:
  - i. Youth must wear an approved protective helmet.

### 43. NEZ PERCE STAKE RACE

#### 43.1 CLASS DIVISIONS:

- A. Open Nez Perce Stake Race
- B. Junior Nez Perce Stake Race and Senior Nez Perce Stake Race
- C. Amateur Nez Perce Stake Race, Novice Amateur Nez Perce Stake Race
- D. Youth Nez Perce Stake Race, Novice Youth Nez Perce Stake Race

#### 43.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

#### 43.3 JUDGING CRITERIA:

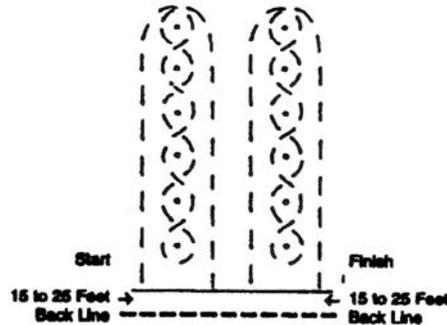
- A. Two horses running together against each other simultaneously through a Pole Bending course, constitutes what is known as the Nez Perce Stake Race.

#### 43.4 CLASS ROUTINE:

- A. Two horses will race from a common start-finish line, beginning down the right side of the line of stakes (poles) to the end, turning left, weave through the stakes, and return to the starting line which has now become the finish line.
  - a. The losing horse is eliminated.
- B. The elimination procedure is repeated until the class is completed.
- C. The course consists of two adjacent six-stake (pole) courses, with a common start-finish line.
- D. The first stake will be 21' from the start line and the other stakes in line 21' apart.

#### 43.5 GENERAL:

- A. All horses are to be ridden astride.



#### 43.6 OPTIONAL ATTIRE:

- A. English headgear.

#### 43.7 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

#### 43.8 DISQUALIFICATIONS:

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. If an entry breaks into a lope/canter for more than two strides in any Walk-Trot class, that exhibitor shall be disqualified.

#### 43.9 YOUTH/AMATEUR EXCEPTIONS:

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.

#### B. REQUIRED ATTIRE:

- i. Youth must wear an approved protective helmet.

## 45. POLE BENDING

### 45.1 CLASS DIVISIONS:

- A. Open Pole Bending
- B. Junior Pole Bending and Senior Pole Bending
- C. Amateur Pole Bending, Novice Amateur Pole Bending
- D. Youth Pole Bending, Novice Youth Pole Bending

### 45.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

### 45.3 CLASS ROUTINE:

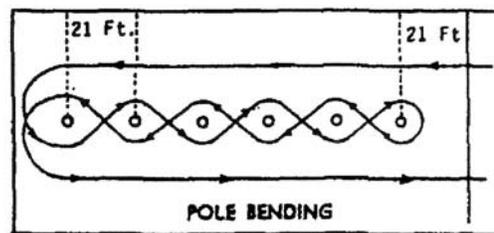
- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. Horses are timed in individual runs through the course.
- C. The course shall consist of one line of six poles with a common start-finish line.
- D. The first pole will be 21' from the start line and the other five poles in a line 21' apart.
- E. Horses will begin down either side of the line of poles to the end, weave in and out through the poles and return to the start-finish line.

### 45.4 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.

### 45.5 SCORING:

- A. The fastest time wins.



### 45.6 PENALTIES:

- A. A five second penalty shall be applied for each stake knocked down to the exhibitor's total time for the run.

### 45.7 OPTIONAL ATTIRE:

- A. English headgear.

### 45.8 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

### 45.9 DISQUALIFICATIONS:

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. If an entry breaks into a lope/canter for more than two strides in any Walk-Trot class, that exhibitor shall be disqualified.
- D. Touching a pole with the exhibitor's hand.

### 45.10 YOUTH/AMATEUR EXCEPTIONS:

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. Youth must wear an approved protective helmet.

## 46. RANCH CUTTING

### 46.1 CLASS DIVISIONS:

- A. Open Ranch Cutting
- B. Junior Ranch Cutting and Senior Ranch Cutting
- C. Amateur Ranch Cutting, Novice Amateur Ranch Cutting
- D. Youth Ranch Cutting, Novice Youth Ranch Cutting

### 46.2 RELATED RULES:

- A. General Performance
- B. General Western Performance

### 46.3 CLASS ROUTINE:

- A. Each horse must enter the herd deeply enough to show ability to make a cut, and one such deep cut is sufficient to satisfy this rule.
- B. When an animal is cut from the herd it should be taken toward the center of the arena.
- C. A horse must be released as soon as the desired animal is cleared from the herd.
- D. An exhibitor will be awarded a complete re-work if, in the Judge's opinion, 2 ½ minutes was not given for the work, or if excessive disturbances had been created by factors other than those created by the exhibitors or their help and the Judge has stopped time.
  - i. Such factors would include: a gate coming open, fences falling, and objects entering or falling into the working portion of the arena, but would not apply to cattle scattered through wildness or normal arena activities.
  - ii. Any re-work must take place within the group of cattle drawn by the exhibitor and must occur before a change of cattle is made.
  - iii. At the exhibitor's option, the re-work may occur immediately or as the last work in that set of cattle.
  - iv. No re-work will be granted if the exhibitor involved has incurred a five point (major) penalty prior to the disturbance.

### 46.4 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. The Judge(s) shall stop any work because of training or any abuse of the horse by the exhibitor.
- D. The back fence is to be agreed on and designated by the Judge(s) before a contest is begun, and it means the actual fence only, no imaginary line from point to point.
  - i. If any exhibitor objects before the contest beings, the Judge(s) shall take a vote of the exhibitors and a back fence acceptable to the majority shall be designated and used.
- E. An exhibitor may quit an animal when it is obviously stopped, turned away, or is behind the turnback horses and the turnback horses are behind the time line.
- F. Horses must be shown in two hands.

### 46.5 SCORING:

- A. A Judge will mark from 60 to 80 points with an average score being 70.
  - i. One-half points are permissible.
- B. When the Judge is in doubt about a penalty, the benefit of the doubt always goes to the exhibitor.

### 46.6 CREDITS:

- A. The horse shall be given credit for entering the herd quietly with very little disturbance to the cattle.
- B. Credit shall be given when an animal is cut from the herd and taken toward the center of the arena.
- C. Additional credit will be given to the horse which drives its stock a sufficient distance from the herd to ensure that the herd is not disturbed by the work, and also demonstrates the horse's ability to drive a cow.
- D. Credit will be given for riding with a loose rein throughout the performance and further credit given for setting up a cow and holding it in a working position as near the center of the arena as possible.
- E. Consider the degree of difficulty of the work, which is the amount of effort exerted by the cow to return to the herd.
  - i. Credit should be given to a horse able to hold a working position on a tough cow.
- F. Consider the eye appeal of a work; the overall style of the horse and correctness of the performance shall receive merit.
- G. Consider the amount of courage shown.
  - i. An exhibitor should receive credit to staying on a tough cow.
- H. Consider the amount of time that the exhibitor actually spends working cattle during the 2 ½ minutes of the work.
  - i. Credit should be given for demonstrating the horse's willingness to work.

### 46.7 FAULTS:

- A. Obvious reluctance any time in a performance shall have a negative influence on the total point value of the work.

### 46.8 PENALTIES:

- A. One Point Penalties
  - i. Any noise by the exhibitor towards the cattle.
  - ii. Whenever a horse is cued visibly in any manner.
    - a. A toe, foot, or stirrup on the horse's shoulder is considered a visible cue.
    - b. Spurring a horse behind the shoulder shall not be considered a visible cue.
  - iii. A horse goes past an animal to the degree he loses his working advantage, each time it happens.
- B. Three Point Penalties
  - i. Failure to make a deep cut.
  - ii. Each time a horse runs into the herd or scatters the herd while working.
  - iii. Picking up other cattle through the fault of the horse.

- iv. Every time the back fence actually stops or turns the animal being worked within one step (3') of the fence.
- v. Horse is spurred in the shoulder itself.
- vi. Unnecessary roughness on cattle, such as the horse actually biting, pawing or kicking cattle.
- vii. Hot quit.

C. Five Point Penalties

- i. A horse lets an animal he is working get back into the herd.
- ii. An exhibitor changes cattle after visibly committing to a specific cow.
- iii. Horse quits a cow.
- iv. A horse clears the herd with two or more cattle and fails to separate a single animal before quitting.
  - a. There is no penalty if time expires.

D. 60 Score

- i. Horse turns the wrong way with the tail toward the animal being work (turn tail).
- ii. If an exhibitor is thrown from a horse or falls to the ground.

**46.9 REQUIRED EQUIPMENT:**

- A. Horses must be shown in a regulation snaffle bit, or in a bosal hackamore.

**46.10 OPTIONAL EQUIPMENT:**

- A. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- B. Soft leg wraps

**46.11 PROHIBITED EQUIPMENT:**

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Twisted wire mouthpiece.
- E. Standing or running martingales, nosebands on bridles, or tiedowns.
- F. Gag bits.

**46.12 DISQUALIFICATIONS/NO SCORE:**

- A. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- B. Any exhibitor who allows his or her horse to quit working or leave the working area before the allotted time is up.

**46.13 YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. **Youth must wear an approved protective helmet.**

## 49. ROPE RACE

### 49.1 CLASS DIVISIONS:

- A. Open Rope Race
- B. Junior Rope Race and Senior Rope Race
- C. Amateur Rope Race, Novice Amateur Rope Race
- D. Youth Rope Race, Novice Youth Rope Race

### 49.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

### 49.3 CLASS ROUTINE:

- A. Small, four foot long ropes are loosely tied to a wire line or rope stretched tautly across the arena two feet above the head of a mounted exhibitor, with one rope less than the number of exhibitors competing.
- B. At the direction of the start, the exhibitors will race to take hold of one of the dangling ropes with one hand.
  - i. The exhibitor without a rope will be eliminated.
- C. **Each time an exhibitor is eliminated**, another small rope will be removed, again leaving one less rope than exhibitors.
- D. Exhibitors will repeatedly race to the wire to grab a dangling rope, until all but one exhibitor is eliminated.
- E. The last exhibitor eliminated will win second place and the exhibitor holding the last rope shall be the winner.
  - i. The exhibitor eliminated in the heat prior to the last race will be awarded third place, with fourth place to the exhibitor eliminated in the previous heat, and so on.
- F. Exhibitor's working order may be drawn for permanent working positions throughout the contest.
- G. The starting line shall be 75' - 80' from the finish line.
- H. Two sets of lines and ropes may be used, in which case they are alternately the start and finish lines.
- I. Assistants may be appointed by the show management to watch for ties and/or fouls.
  - i. These assistants should stand at a distance from the ropes so as not to interfere with the actual running of the race.

### 49.4 GENERAL:

- A. All horses are to be ridden astride.
- B. An exhibitor may ride only one horse in the Rope Race.
- C. The number of class placings shall be specified in the premium list.
- D. In the event of a tie between two exhibitors on the same rope, those two will immediately race again to determine the winner, separate and apart from the balance of exhibitors, with the winner returning to the race and the loser being eliminated as outlined above.
- E. At the discretion of the show management, the Rope Race eliminations may be held down to eight horses.
- F. Classes may be divided into two or more heats, eliminating down to equal numbers in each heat to arrive at the eight horses that will compete in a final.
- G. When horses have been eliminated to the number of awards being given, and two or more horses are eliminated by the five-second rule, the placing shall be at the discretion of the Judge, in order of the violations.

### 49.5 SCORING:

- A. An exhibitor must hold onto his rope and be mounted until the Judge signals the heat is finished and the next heat is to begin.

### 49.6 OPTIONAL ATTIRE:

- A. English headgear.

### 49.7 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

### 49.8 DISQUALIFICATIONS:

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. Any unnecessary roughness or unsportsmanlike conduct on the part of any exhibitor may be grounds for disqualification at the Judge's discretion.
- D. Exhibitor striking the rope with a bat or any object other than the hand.
- E. These disqualifications apply to either the eliminations or the finals.

### 49.9 YOUTH/AMATEUR EXCEPTIONS:

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. REQUIRED ATTIRE:
  - i. **Youth must wear an approved protective helmet.**

## 53. STEER DAUBING

- 53.1 CLASS DIVISIONS:**
- A. Open Steer Daubing
  - B. Junior Steer Daubing and Senior Steer Daubing
  - C. Amateur Steer Daubing, Novice Amateur Steer Daubing
  - D. Youth Steer Daubing, Novice Youth Steer Daubing
- 53.2 RELATED RULES:**
- A. General Performance
  - B. General Western Performance
  - C. General Timed Events and Games
- 53.3 JUDGING CRITERIA:**
- A. The object of this event is for the exhibitor to catch up with the steer or cow and daub the lance into one of the circles.
- 53.4 CLASS ROUTINE:**
- A. All stock used should be numbered and exhibitors draw for their stock.
  - B. This class is similar to **Tie-Down Roping**.
  - C. The exhibitor must start mounted behind a barrier.
  - D. The barrier should be 10' to 14' depending on arena conditions.
  - E. The exhibitors will use a lance furnished by the show management, approximately 6' in length, padded at one end, and soaked in washable paint or white wash.
  - F. The cow should have a 16" to 20" diameter circle painted on each side of its body, starting from a point just in front of the hip bone and below the backbone, toward the rib cage, covering the rumen cavity.
  - G. There is a 35 second time limit in this event, to prevent needless chasing of the animals.
- 53.5 GENERAL:**
- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
    - i. Each horse may have only one exhibitor per class.
  - B. All horses are to be ridden astride.
- 53.6 SCORING:**
- A. Steer Daubing is judged on time only with the fastest time winning.
  - B. Time will start when the barrier is sprung and will not stop until the exhibitor raises his or her lance aloft, signalling that he or she has marked the animal.
  - C. Only one touch permitted per animal.
  - D. If any part of the daub is inside or on the line, it is considered a legal daub.
- 53.7 PENALTIES:**
- A. If the horse breaks the barrier there is an automatic 10 second penalty.
- 53.8 OPTIONAL EQUIPMENT:**
- A. A bosal without reins attached and used as a noseband.
  - B. Whips, bats, quirts.
  - C. Mechanical hackamores.
  - D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
  - E. Soft leg wraps.
  - F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
  - G. Standing or running martingales, nosebands on bridles, or tiedowns.
- 53.9 DISQUALIFICATIONS:**
- A. Any exhibitor being assisted by a second person inside the arena.
  - B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
  - C. A broken or dropped lance.
  - D. If any part of the daub is outside the circle, no time is awarded.
  - E. More than one mark on any cow results in no time.
- 53.10 YOUTH/AMATEUR EXCEPTIONS:**
- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
  - B. **REQUIRED ATTIRE:**
    - i. **Youth must wear an approved protective helmet.**

## 54. TEAM PENNING

### 54.1 CLASS DIVISIONS:

- A. Open Team Penning
- B. Junior Team Penning and Senior Team Penning
- C. Amateur Team Penning, Novice Amateur Team Penning
- D. Youth Team Penning, Novice Youth Team Penning

### 54.2 RELATED RULES:

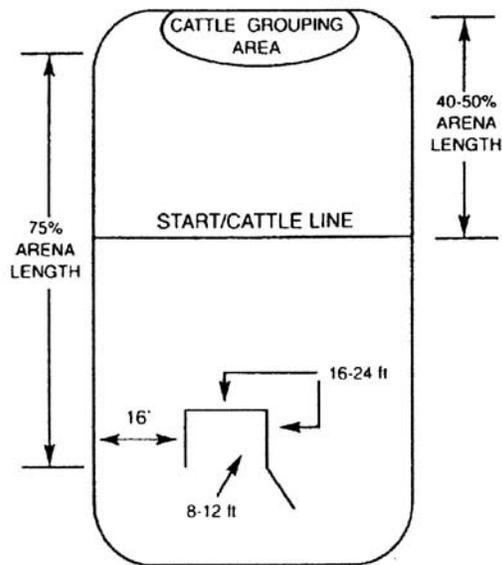
- A. General Performance
- B. General Western Performance
- C. General Timed Events and Games

### 54.3 JUDGING CRITERIA:

- A. The object of Team Penning is that a team consisting of three exhibitors in an arena must cut out from a herd and pen three head of cattle with the team's assigned number within a specified time limit.
  - i. The fastest time wins.

### 54.4 CLASS ROUTINE:

- A. A team consists of three exhibitors.
  - i. When cross entering, a team must change out one exhibitor.
  - ii. A horse may be part of more than one team to a maximum of three teams.
    - a. A horse may collect points on the top two placings only.
- B. The maximum time limit is 90 seconds.
  - i. A courtesy warning may be given to the team at 30 seconds prior to the maximum time.
- C. Within this time limit the team must separate from the herd and pen three head of cattle with the same assigned identity number.
- D. The minimum number of cattle in the arena is 15, to be increased by multiples of three to a maximum of 30 head, based on the number of teams, except in the event that injured or escaped animals have been removed and management has opted to complete runs in that particular herd.
  - i. If this situation occurs and the number of that injured or escaped animal has not been previously used, that number will be deleted from the order of go.
- E. Herds of cattle will be changed when all assigned cattle numbers have run.
- F. All cattle will be unified and settled (bunched) within the designated markers on the cattle side of the start line before time begins.
- G. The Line Official will raise the flag to signal when the arena is ready.
  - i. All team members are expected to move promptly into position to start and must proceed immediately if instructed to do so by either official.
    - a. An official may grant a short rest of not more than 30 seconds to an exhibitor with back to back runs.
- H. Time starts when the nose of the first exhibitor's horse crosses the start line.
- I. Riders will be given their cattle number as they cross the start line.
- J. The announcer shall frequently announce the competing team's assigned cattle number for the benefit of the exhibitors and spectators.
- K. The pen Judge's flag will drop when the first horse's nose breaks the plane of the gate and that exhibitor calls for time.
- L. Two herd holders will move penned cattle back to the herd following a run.
  - i. The function of the herd holder is to ensure the herd is settled and unified.
- M. The herd holders are to exit along the outside edge of the arena immediately upon the number being called and not in front of the competing team.
- N. Team positions for the first go-round and cattle number will be assigned by an impartial draw.
  - i. Once the order of the draw is established it cannot be changed.
- O. The second go-round, if offered, shall be run in either the reverse order of the first go-round or in the same order as the first go-round.
- P. The cattle/start line must be marked with chalk or lime if a one person Official system is used.
- Q. Anytime a two person system is used in officiating, the cattle/start line may be marked by either one of the following methods:
  - i. the full width of the arena, or
  - ii. marked 10' from each side wall of the arena.
- R. The cattle/start line shall be placed at 40% - 50% length of the arena from the cattle end.
- S. The finish line (gate to the pen) is placed at 75% of the arena from the cattle end.
- T. The hole is always 16'.
- U. Depending on the size of panels used, the pen opening will be from 8' - 12', and the length of the pen sides will be from 16' to 24'.
  - i. A banner must be placed on the back side of the pen regardless of the presence of a back gate.
- V. A cattle charge will be levied on all exhibitors in each penning class.
  - i. The cattle charge may vary depending on the cost of the cattle being used and the number of exhibitors.
- W. The desired working area is 60' by 52'.
  - i. If the arena is smaller or larger, it should be in proportion to the required size.
- X. Herd handlers are responsible for making sure that all numbers are visible.
  - i. Numbers will be a minimum of 6" wide and will be from 0 to 9 and displayed on each side of the animal.



#### 54.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. It is recommended that a two person officiating system be utilized.
  - i. One official will be the Judge who is situated at the pen and the other official is the Line Official.
    - a. The Line Official is responsible for starting teams and calling "trash".
    - b. The Judge is responsible for the enforcement of all other rules.
- D. After a three-person team competes in any one go-round, if one person is unable to compete for any reason in subsequent go-round(s), it is the option of the two remaining exhibitors to compete, if they so desire, but in no event may less than two exhibitors compete.
  - i. In the event the third exhibitor of the team is not in the arena to begin the run when scheduled to do so, the third exhibitor will be given a maximum of 30 seconds to enter the arena.
    - a. After the 30 seconds has expired, the Judge will indicate to the remaining exhibitors when the arena is ready and they must begin the run.
    - b. If the third exhibitor enters the arena after the flag has dropped to begin the run, the team will be disqualified.
- E. In the event that more or less than 3 assigned cattle are discovered within the herd, the team(s) in this situation will receive a re-run at the end of the herd on their previously assigned number.
- F. In the event a number is called twice in the same herd, the second team drawing the duplicate number must re-run.
- G. Teams awarded a re-run for these reasons (E) and (F) above, will not carry forward any penalties to their re-runs.
  - i. Times for all other teams on the herd will remain the same.
- H. When a complete herd escapes or is removed from the arena for any reason a new herd of cattle will replace them.
- I. The drop of the flag to start the run deems the team is committed to their cattle.
  - i. Once committed to the cattle, the team is completely responsible for their animals.
  - ii. If a team observes an unfit, injured or unidentified animal before committing to the cattle, the team must notify the Judge.
- J. If a team is a no show, the cattle number drawn for that run will be used for the next team so that the maximum number of teams will compete in each herd.
- K. Herd holders shall ensure the herd is settled and unified between the markers.
- L. Herd holders must face the herd and control the herd in this position until the number is called.
- M. Herd holders must not attempt to bury cattle or stir the herd.
- N. If a cow becomes incapacitated (injured, winded, lays down), the Judge has the right to stop the run and the team will not be given a re-run as "luck of the draw" will apply.
- O. Management should make sure all cattle are healthy, two-eyed and workable.
  - i. Even so, an animal may occasionally be hurt during the contest, or a wild one may jump out.
    - a. Exceptionally wild cattle should be removed before the contest.
    - b. Injured cattle are to be removed immediately and management may decide to go on in that particular herd with less than the required number in the herd.
- P. Romals or reins may be popped on the exhibitor's leg or saddle.
- Q. The fall of a horse and/or exhibitor shall not eliminate the entry.
- R. Penalties and re-runs given by the Judge will be announced.
- S. Recommendations for Herd Settling:
  - i. It is recommended that no more than six riders participate in settling cattle.

- ii. The herd handlers should be experienced cattle handlers and should ensure that each herd is as uniform as possible in regards to weight and colour.
- iii. Always use the cattle end of the arena to settle cattle, not the pen end.
- iv. Cattle should be brought into the arena and held in a uniform manner against the back wall of the arena.
  - a. One rider should begin working the perimeter of the herd by walking and trotting in front of them.
  - b. After the cattle are sufficiently familiar with the horse and rider in front of them, the rider may begin working through the center of the herd, to the back wall and then to the side of the herd.
  - c. Then the rider is to go through the center of the herd again and to the other side wall of the arena.
  - d. The cattle should be moving to the center of the arena throughout this process.
  - e. This process should be repeated several times.
  - f. Holdback riders should be assisting in “curling” the cattle back to the herd ensuring that escaped animals are sent back to the herd again.
  - g. The goal is to have the cattle become accustomed to a horse and rider in their midst and to have the cattle wanting to turn back to the center of the herd and arena.
- v. The cattle should then be taken as a herd to the pen end of the arena and coaxed through the pen.
  - a. Try to prohibit overcrowding, particularly through the pen and gate.
  - b. It is important that no animal escapes through the “hole” side of the pen during this process.
  - c. This is a good time to inspect the cattle for lameness, sickness or eye deformities, as well as counting them.
- vi. After the herd has been through the pen once, the herd should be taken to the cattle end of the arena, centered, held for a moment and then released.
- vii. This process should take no longer than 10 minutes, although times will vary depending on the disposition of the cattle.

#### 54.6 SCORING:

- A. In instances where the team has completed their run and the flag has dropped at almost the same time as the maximum time buzzer has sounded, the Judge must refer to the timekeepers to determine whether or not the maximum time limit has been exceeded.
  - i. All a Judge can do is drop the flag to signify the timekeepers to stop the clock.
  - ii. The timekeeper(s) will then tell the Judge and scorekeeper if the time was within the maximum time allowed.
- B. If an animal leaves the arena either over or through a fence or gate, the team can be disqualified for unnecessary roughness, given a time on their remaining cattle, or awarded a re-run at the Judge’s discretion.
- C. Cattle will be judged over the cattle/start line when all four feet are over the line.
- D. Time may be called by any team members any time after one or more cattle have been penned.
  - i. To call for time one team member’s horse’s nose must break the plane of the gate and that team member must raise a hand above their shoulder.
  - ii. If a team calls for time with only one or two of their cattle in the pen, the remainder of their assigned cattle do not have to be on the herd side of the cattle line.
  - iii. A team may call for time at the pen in the event an unassigned animal (trash) is on the pen side of the line but time continues until the unassigned animal has been returned completely to the cattle side of the start line.
    - a. In this situation, the pen Judge will drop the flag once the team has called for time and the Line Official will drop the flag to signify that the unassigned animal has been returned totally to the cattle side of the start line.
      - Time stops upon the final flag being dropped.
  - iv. All exhibitors and horses must be on the pen side of the arena when time is called.
  - v. In the event an animal escapes from the pen by having one or more feet stepping outside the entrance of the pen after time has been called but prior to the time an unassigned animal is returned to the cattle side of the cattle/start line, the team will be awarded time on the number of assigned cattle in the pen when the final flag is dropped.
    - a. A team is not allowed to chase an assigned animal that escapes from the pen after the pen Judge’s flag has dropped.
  - vi. A team with one or more dismounted exhibitors may call for time providing all exhibitors and horses are on the pen side of the line.
- E. A cow judged as penned must be completely in the pen (all four feet).
- F. If a horse and/or exhibitor enter the pen during the course of a run when there are no cattle in the pen, the team will not be disqualified.
  - i. Exception: see rule #54.9.L.
- G. Re-runs and re-starts will only be given for mechanical failure or management error.
  - i. In the event a management error or mechanical failure is detected early in a run, the team will be given a re-start.
    - a. Re-starts differ from re-runs in that a re-start is something that occurs within the first few seconds of a run that unfairly impedes the team competing.
    - b. Several examples of re-starts may be: failure of the announcer to inform the team of their assigned number in an appropriate time, duplicate numbers being announced, herd holder interference, failure of the timeclock, or an animal bolting from the herd.
    - c. Re-starts will occur immediately and on the same assigned number.
  - ii. Re-runs may be granted by the Judge for mechanical failures or management errors that might occur during the run.
    - a. The team must declare their intention to seek a re-run before leaving the arena through polite request to the Judge.
      - If not satisfied with the Judge’s decision, the team may appeal to an appointed rider representative.

- \* The rider representative does not settle the dispute, but is merely a spokesperson for the Judge and exhibitors.
    - The herd is not to be released until the dispute is resolved.
  - b. If a re-run is granted, it will be given at the end of the same set of cattle using the same numbered cattle.
  - c. The team cannot better the time at which the mechanical failure or management error occurred to cause the re-run and penalty seconds may be given at the Judge's discretion.
  - d. The team may decline the re-run except in circumstances where a re-run must be taken due to duplicate numbers being used in the herd or more or less than three assigned cattle in a misnumbered herd.
    - If a re-run is necessary for more or less than the assigned number of cattle in the herd or a re-run is granted due to cattle numbers being obscured the team will not incur any time penalties on their re-run.
  - e. If any extraneous animals such as dogs enter the arena, it will be the Judge's decision whether or not to grant a re-run.
- H. Decisions of the Judge and Line Official are final and no disputes will be allowed.
- I. The placing in a class is determined on the aggregate scores of cattle penned and times obtained in a maximum of two go-rounds.
- i. The number of cattle penned takes priority over the time obtained.
  - ii. A No Time or disqualification will be recorded as zero cattle in maximum allotted time.
  - iii. Times will be recorded to the nearest hundredth of a second.
  - iv. Times and cattle penned by all exhibitors will be recorded.
  - v. In the event of a tie after the final (either first or second go-round), tied monies and points will be divided equally.
  - vi. The number of go-rounds is at the discretion of show management.
  - vii. A disqualification for roughing will be recorded as zero cattle in the maximum time allowed.
    - a. Teams disqualified for roughing will be placed at the end of the order of go in which the infraction occurred.
    - b. If more than one team is disqualified in the second go-round, they will be placed in the order of their time in the previous go-round.
    - c. A team called for roughing can never be ranked below any team that did not compete in the second go-round.

**54.7 OPTIONAL ATTIRE:**

- A. Protective helmet.

**54.8 OPTIONAL EQUIPMENT:**

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

**54.9 DISQUALIFICATIONS:**

- A. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- B. Teams delaying in entering the arena within a 30 second time limit between teams will be disqualified (unless waived for good cause) from competing in that class and will forfeit their entry fee.
- C. If more than four head of cattle are on the pen side of the cattle/start line at one time, the team will be disqualified.
- D. If more than one unassigned cow crosses to the pen side of the cattle/start line at any one time during a run, the team will be disqualified.
- E. If at any time all four feet of an unassigned cow enters the pen, the team will be disqualified.
- F. Contact with or hazing cattle with hats, ropes, reins, bats, romals, or any other equipment or apparatus is a disqualification.
- G. An exhibitor rattling the pen to encourage a non-assigned animal to leave the entrance of the pen shall result in disqualification.
- H. Any attempt by a dismounted exhibitor to work cattle before remounting will result in automatic disqualification.
  - i. Outside help for dismounted exhibitors by anyone other than their team mates in the arena will result in disqualification.
- I. If, in the opinion of the Judge, unnecessary roughness occurs, the Judge will stop the run immediately at the point of the infraction and we awarded a no time.
  - i. Unnecessary roughness which will result in disqualification includes, but is not limited to:
    - a. causing cattle to jump other cattle or making them leave the arena.
    - b. excessive bumping, biting or stepping on the cattle by the horse.
    - c. exhibitor forces a cow to slam into the arena fence.
    - d. cattle bumping at the entrance to the pen.
    - e. slamming cattle into the back panel of the pen.
    - f. hitting cows broadside.
    - g. knocking a cow down.
- J. Unsportsmanlike conduct by a team and/or exhibitor will result in disqualification.
  - i. Unsportsmanlike conduct is defined as abuse of one's horse or cattle, excessive use of foul language, intoxication in the arena or on the grounds, or any other conduct felt to be detrimental to the sport.
    - a. Abuse of one's horse may include, but is not limited to, excessive jerking, spurring, whipping, slapping or kicking, or riding a horse that is visibly lame, sick or emaciated.

- ii. Exhibitors discovered using the aid of communication devices in detecting cattle will be awarded an unsportsmanlike conduct and will be disqualified.
- iii. Any exhibitor who shows disrespect to a Judge or Line Official will be disqualified.
- K. Spotting of cattle is not allowed and if blatant spotting occurs, the competing team will be disqualified immediately.
  - i. This rule is to be enforced by management and officials.
- L. When calling for time, if time is not called before an exhibitor completely enters the pen, the team shall be disqualified.

**54.10**

**YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. Maximum time limit is 120 seconds for Youth classes.
- C. REQUIRED ATTIRE:
  - i. **Youth must wear an approved protective helmet.**

## 55. TIMED HEADING AND HEELING

### 55.1 CLASS DIVISIONS:

- A. Open Timed Heading and Heeling
- B. Junior Timed Heading and Heeling and Senior Timed Heading and Heeling
- C. Amateur Timed Heading and Heeling, Novice Amateur Timed Heading and Heeling
- D. Youth Timed Heading and Heeling, Novice Youth Timed Heading and Heeling

### 55.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Roping

### 55.3 CLASS ROUTINE:

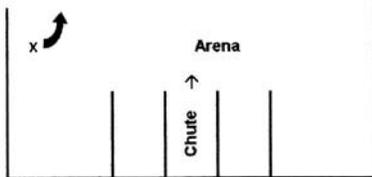
- A. An automatic barrier must be used.
- B. The roper behind the barrier must throw the first loop at the head.
- C. The animal belongs to the exhibitor when he calls for him, except in cases of mechanical failure, an animal escaping the arena, and/or fouls.
- D. When both ropes are dallied and both horses are facing the stretched steer, the run is completed.

### 55.4 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. The horse and exhibitor that are entered will be considered the entry (which may be either the header or the heeler) and receives a number for that team.
  - i. Points and placings will be counted on this entry only.

### 55.5 SCORING:

- A. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally.
- B. Each team is allowed three loops or two minutes, whichever comes first.
- C. The exhibitor must dally to stop the steer.
- D. The steer must be standing when roped by head or heels.
- E. Time will be taken when the steer is roped, both horses are facing the steer in line with ropes dallied and tight.
- F. The horses' front feet must be on the ground and the exhibitors mounted when time is taken.
- G. If the heeler ropes a front foot or feet in his heel rope, this is a foul catch.
  - i. However, should the front foot or feet come out of the heel loop by the time the Judge drops his flag, time will be counted.
- H. If an exhibitor drops a loop, the loop will be considered a thrown loop.
- I. There will be only three legal catches:
  - i. around both horns.
  - ii. half a head.
  - iii. around the neck.
- J. Any heel catch behind the shoulders is legal if the rope goes up the heels.



"X" – Flagman position at start of Heading and Heeling run. The Flagman should then move to get the best view of the head, heel catch, and dallies of each exhibitor at the end of the run.

### 55.6 PENALTIES:

- A. There will be a 10 second penalty for breaking or beating the barrier.
  - i. The barrier must not be considered broken if dropped more than 10' from post.
- B. In case the Judge flags out a team that still legally has one or more loops coming, the Judge may give the same steer back, lap and tap, and a five second penalty will be assessed for each loop already thrown.
- C. A catch of one hind foot only receives a five second penalty.

### 55.7 REQUIRED EQUIPMENT:

- A. Each exhibitor will be allowed to carry only one rope.

### 55.8 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.

**55.9 PROHIBITED EQUIPMENT:**

- A. No tied ropes allowed.

**55.10 DISQUALIFICATIONS/NO SCORE:**

- A. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- B. Roping steers without turning loose of the loop will be considered no catch.
- C. The steer must not be handled roughly at any time, and exhibitors should be disqualified if, in the opinion of the Judge, they have intentionally done so.
- D. If the header accidentally jerks the steer off its feet or it trips and falls, the header must not drag the steer over approximately 8' before the steer regains its feet, or the team is disqualified.
- E. If a hondo passes over one horn and the loop over the other horn, the catch is illegal.
- F. If the loop crosses over itself in a head catch, it is illegal.
  - i. This does not include heel catches.

**55.11 YOUTH/AMATEUR EXCEPTIONS:**

- A. REQUIRED ATTIRE:
  - i. **Youth must wear an approved protective helmet.**

## 56. TIMED TIE-DOWN ROPING

### 56.1 CLASS DIVISIONS:

- A. Open Timed Tie-Down Roping
- B. Junior Timed Tie-Down Roping and Senior Timed Tie-Down Roping
- C. Amateur Timed Tie-Down Roping, Novice Amateur Timed Tie-Down Roping
- D. Youth Timed Tie-Down Roping, Novice Youth Timed Tie-Down Roping

### 56.2 RELATED RULES:

- A. General Performance
- B. General Western Performance
- C. General Roping

### 56.3 JUDGING CRITERIA:

- A. The exhibitor must rope the calf, dismount, go down the rope, throw the calf by hand, cross and tie three feet.

### 56.4 CLASS ROUTINE:

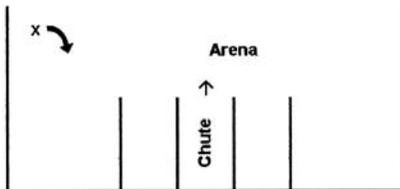
- A. There will be a 35 second time limit.
  - i. The calf must be roped and tied down within that time limit.
  - ii. A whistle indicating no time will be blown by the timer at the end of the 35 second span.
- B. The field Judge will pass on the tie of calves through the use of a stopwatch; timing six seconds from the time the rope horse takes his first step forward after the exhibitor has remounted.
  - i. The rope will not be removed from the calf and the rope must remain slack until the field Judge has passed on the tie.
  - ii. In the event an exhibitor's catch rope is off a calf, after completion of a tie, the six second time period is to start when the exhibitor clears the calf.
  - iii. The flagger must watch the calf during the 6 second period and will stop the watch when the calf kicks free using the time shown on the watch to determine whether the calf was tied long enough to qualify.

### 56.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. If the exhibitor intends to use two loops, he must carry two ropes and must use the second rope for his second loop.
- D. Exhibitors must adjust rope and reins in a manner that will prevent the horse from dragging the calf.

### 56.6 SCORING:

- A. The rope must be tied hard and fast.
- B. To qualify as a legal tie, there shall be one or more wraps and a half-hitch.
- C. If the calf is down when the exhibitor reaches it, the calf must be let up to its feet and be thrown by hand.
  - i. If the exhibitor's hand is on the calf when the calf falls, the calf is considered thrown by hand.
- D. The rope must hold the calf until the exhibitor gets a hand on the calf.
- E. The tie must hold and three legs remain crossed until passed on by the Judge, and the exhibitor must not touch the calf after giving finish signal until after the Judge has completed his examination.
- F. The roping is catch as catch can, but roping the calf without releasing the loop from the hand is not permitted.



"X" – Flagman position at the start of a Tie-Down Roping run. The Flagman should then move to a position where he may observe the final tie. The Flagman should not be so close that a tied calf is spooked by the Flagman.

### 56.7 PENALTIES:

- A. There will be a 10 second penalty for breaking or beating the barrier.
  - i. The barrier must not be considered broken if dropped more than 10' from post.

### 56.8 REQUIRED EQUIPMENT:

- A. The rope must be run through a foul rope around the horse's neck.

### 56.9 OPTIONAL EQUIPMENT:

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- E. Soft leg wraps.
- F. Twisted wire mouthpiece, measuring a minimum of 5/16" in diameter measured 1" from the cheek.
- G. German, standing or running martingales, nosebands on bridles, or tiedowns.
- H. Draw reins.
- I. Two ropes.
- J. Jerk line.
- K. The rope may be run through a keeper.

- i. If a keeper is used, it must be attached to the noseband of the tie-down and cannot be attached to the bit or bridle.

**56.10 DISQUALIFICATIONS/NO TIME:**

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.
- C. If the tie comes loose or the calf gets to its feet before the tie has been ruled a fair one, the exhibitor will be marked “no time”.
- D. Should the exhibitor miss with both loops (provided he is carrying two ropes), he must retire and no time will be allowed.
- E. If a horse drags a calf more than 10’ after an exhibitor has completed his tie, the entry shall be disqualified.
- F. The exhibitor will be disqualified for removing the rope from the calf after signalling for time, until the tie has been passed on by the field Judge.

**56.11 YOUTH/AMATEUR EXCEPTIONS:**

- A. REQUIRED ATTIRE:
  - i. Youth must wear an approved protective helmet.

## 62. WORKING COW HORSE

### 62.1 CLASS DIVISIONS:

- A. Open Working Cow Horse
- B. Junior Working Cow Horse and Senior Working Cow Horse
- C. Amateur Working Cow Horse, Novice Amateur Working Cow Horse
- D. Youth Working Cow Horse, Novice Youth Working Cow Horse

### 62.2 RELATED RULES:

- A. General Performance
- B. General Western Performance

### 62.3 JUDGING CRITERIA:

- A. Emphasis on the cow work scoring portion 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.
- B. The horse should have an alert, responsive attitude, should be shifty, smooth and have his feet under himself at all times.
- C. A soft mouth, responsive to a light rein; a natural, unaltered, relaxed tail carriage; and a natural head carriage are all characteristics of a good working reined cow horse along with the horse working at a reasonable speed while still under control of the exhibitor.

### 62.4 CLASS ROUTINE:

- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. A Working Cow Horse class must consist of a reined work and a cattle (fence) work.
- C. Cattle work may be done immediately following the individual's reining work, or immediately after completion of reined work by all horses being exhibited, at the discretion of the Judge(s).
- D. The Judge(s) and/or show management shall choose the reined work pattern from any one of the three ApHCC Working Cow Horse patterns.
- E. Reined Work:
  - i. Horses shall work individually.
  - ii. Judging begins the moment the horse enters the arena.
  - iii. There will be no schooling from the time the horse enters the arena.
  - iv. A reined work must consist of the following: circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a back-up of a reasonable distance with slight hesitations denoting each maneuver.
  - v. The judging ends when the exhibitor indicates he/she is finished by coming to a complete stop.
- F. Cow Work:
  - i. Judging begins when the exhibitor enters the arena.
  - ii. At the start of the work, each exhibitor, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end.
  - iii. After a reasonable amount of time, the exhibitor shall take the cow down the fence, making at least one turn each way on the fence.
  - iv. Then the exhibitor shall take the cow to an open part of the arena and circle the animal at least once in each direction.
  - v. The required patterns for the cow work is: boxing, fence turns, and circles, in that order.
  - vi. The Judge may blow his/her whistle at any time to terminate the work.
  - vii. Judging ends with the whistle blows.

### 62.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. ApHCC Working Cow Horse score sheets shall be used and be available for viewing after the class.
- D. Reined Work :
  - i. Circles:
    - a. Circles are a controlled maneuver at the lope in the designated area of the arena.
    - b. Right and left circles shall have a common center line in the middle of the designated area.
    - c. Circles shall be run and/or begun on the correct lead.
    - d. The speed and size of the right circles shall be exactly the same as the speed and size of the left circles.
    - e. The horse shall lope in an even, fluid manner with a minimum of exhibitor contact and/or commands.
    - f. Circles shall be run far enough from the arena wall that it does not affect the circles.
  - ii. Lead Changes:
    - a. The act of changing the propelling side of the horse's body when changing the direction travelling at a lope.
    - b. The lead change must be executed at a lope with no change of speed or gait.
    - c. The horse shall change leads at the exact location dictated in the pattern description and shall change in one stride.
    - d. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

- iii. Run-Downs:
    - a. Runs lengthwise through the arena.
    - b. They shall be made as described in the given pattern, unless the Judge indicates otherwise due to arena conditions.
    - c. The horse shall demonstrate a relaxed fluid attitude when starting a run-down and throughout the maneuver.
    - d. The horse shall use controlled speed consistent with the size of the arena and the condition of the ground.
    - e. The horse shall travel in a straight line with a minimum of contact with the exhibitor.
  - iv. Stops:
    - a. Shall be in line with the direction of travel.
    - b. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.
  - v. Spins:
    - a. Consistent and positioned 360 degree turns executed with the inside hindquarter (pivot) remaining stationary.
    - b. Spins should be smooth and efficient.
    - c. The location of the hindquarters shall be fixed at the start of the spin.
    - d. The horse shall stop the spin exactly as dictated by the pattern description.
    - e. The right and left spins shall have a similar speed and balance.
  - vi. Back-up:
    - a. The horse being caused to move in a reverse motion in a straight line for a required distance.
    - b. The horse shall begin the back-up in a controlled manner and shall continue to back-up without hesitation until directed to stop by the exhibitor.
    - c. In the instance where a horse backs up where a back-up is not specified in the pattern, the penalty score of 0 will be incurred when the horse backs more than two full strides.
      - It is important to note one stride is defined as the complete movement or steps of all four legs, one time.
      - In this particular situation, it is very helpful for a Judge to watch and count the steps of the front feet.
        - \* Up to and including four steps of the front feet in the not-required back-up receives no penalty; five steps and beyond constitutes the inclusion of a maneuver not specified and thus a penalty score of 0.
  - vii. Hesitate:
    - a. Hesitation is only long enough to show the completion of one maneuver before the next one starts.
    - b. There shall be slight hesitation to indicate each maneuver.
- E. Cow Work:
- i. In the Cow Work phase of any class, one hand on the saddle horn may be used to prevent the fall of the exhibitor.
  - ii. Boxing:
    - a. Working the cow on the end of the arena until such time as the exhibitor has proven the ability of the horse to hold the cow.
  - iii. Turning on the fence:
    - a. A fence turn is defined as a turn in which the cow, while being run down the fence on one side of the arena, or in the "open field", is turned in a different direction and held near the same fence, or the same side of the arena, while being run in the new direction.
    - b. The exhibitor must be close enough to the cow to be the cause of the turn.
    - c. The situation where a horse and exhibitor attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence turn requirement.
      - The route of the cow being worked has been altered because of the influence of the horse and exhibitor.
    - d. The actual stopping or turning of the cow by the end fence will not qualify as a fence turn.
      - To qualify as a fence turn, the turn must be accomplished without the aid of the end fences to actually stop or turn the animal being worked.
    - e. The exhibitor must get at least one turn in each direction.
      - More than two good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to circle correctly.
      - One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.
  - iv. Circling:
    - a. Maneuvering the cow smoothly at least 360 degrees in each direction without interference from the fence.
    - b. The circle's size, symmetry, speed and relative balance from right and left show control.
    - c. The circles should be completed before the cow is exhausted.
- F. **Horses must appear visibly sound at the beginning of the run.**
- i. **In the case of a multiple-Judged event, the majority of the Judges must agree on soundness prior to the horse beginning the pattern or work.**

**62.6 SCORING:**

- A. Reined Work:
- i. The scoring system is based upon a 60-80 point system.
    - a. The lowest score possible is 60 points and the highest score possible is 80.
    - b. The average score for a typical work is 70 points.
  - ii. Each reined work pattern has been divided into sets of maneuvers.

- iii. It is the Judge's responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:
 

-1 ½	extremely poor
-1	very poor
-1/2	poor
0	correct
+1/2	good
+1	very good
+1 ½	excellent

B. Cow Work:

- i. The Judge should take into consideration the size of the arena, condition of the ground and disposition of the cattle in scoring each work.
- ii. If ground, arena, and/or weather conditions are deemed unfavourable by the exhibitors, they may inform the Judge who may elect to alter the required cattle work for safety reasons.
- iii. When enough cows are available, the exhibitor should receive a new cow if the cow drawn is unreasonably difficult or unworkable and scoring will begin again with the new cow.
  - a. **One whistle to terminate the work, two whistles to award a new cow.**
    - **If the Judge terminates the work with one whistle or awards a new cow, the exhibitor does NOT have the option to continue working.**
  - b. With a multiple-Judge system, any one of the Judges may signal for a new cow.
  - c. **Once an exhibitor has committed to circling a cow, if the cow falls down no new cow will be awarded.**
    - **The exhibitor should complete the run by riding around the fallen cow to fulfill circling requirements.**
- iv. During the Cow Work, when a cow leaves the working area, it is automatic that the exhibitor will receive a new cow and scoring will begin again with the new cow.

62.7 **CREDITS:**

A. Reined Work:

- i. The best reined horse shall be easily guided or controlled with little or no apparent resistance.
- ii. Credit shall be given for the smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.
- iii. Emphasis on the scoring of circles shall be given to the exhibitor exhibiting smooth, controlled figure eights with easy lead changes.
- iv. Straight, controlled run-downs with square, smooth stops, maintaining suppleness and proper head position are desirable.

B. Cow Work:

- i. The greater the difficulty of the run, the more credit should be given.
  - a. 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 exhibitor.
- ii. The most controlled cow work with the highest degree of difficulty should be marked the highest.
- iii. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring.
- iv. In the head-to-head working position, the degree of difficulty shall be considered.
- v. During the fence turns, the horse should use himself in a controlled, athletic manner, using its hocks to stop and drive out of the turn, while using its front end to balance and turn.
- vi. Tightening the circles down with fast head-to-head speed will be a credit situation.
- C. Credits must always be given when applicable even where a penalty is involved.
  - i. When the Judge is in doubt, benefit always goes to the exhibitor.

62.8 **FAULTS:**

A. Reined Work:

- i. Bad manners exhibited by the horse will be penalized under run content.
- ii. All deviations from the exact given pattern must be considered a loss of control and marked down accordingly.

B. Cow Work:

- i. Bad manners exhibited by the horse will be penalized under run content.
- ii. Holding the horn excessively may be penalized under run content.

62.9 **PENALTIES:**

A. Reined Work:

i. ½ Point Penalties:

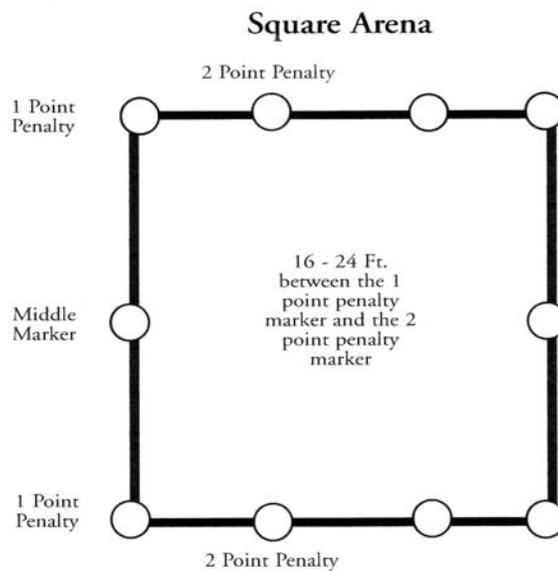
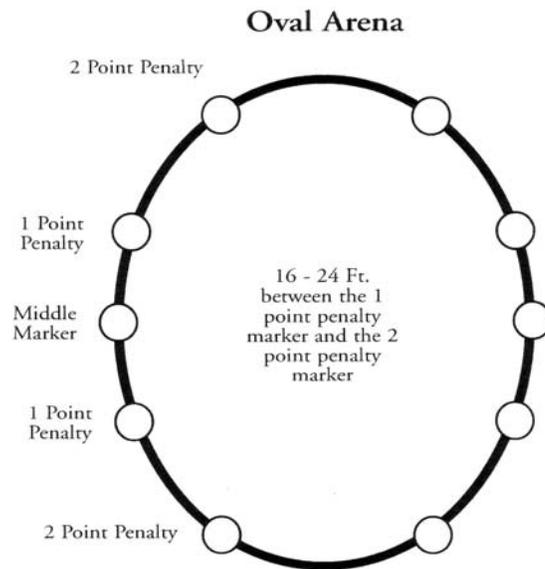
- a. Jogging up to two strides.
  - In determining whether a ½ point or two point jogging penalty has been incurred, it is useful for a Judge to consider the distance travelled and to count the steps of the rear legs.
    - \* Four steps and under would represent two or less strides and require a ½ point penalty.
    - \* Five steps and more would require a two point penalty.
- b. Over or under spin 1/8 turn.

ii. One Point Penalties:

- a. Not changing leads simultaneously.
- b. Out of lead.
- c. Out of lead each ¼ circle.
- d. Slipping a rein in the bridle.

- e. Scotching or anticipating at stop.
  - f. Over or under spinning up to ¼ turn.
  - g. Delayed change of lead by one stride.
  - iii. Two Point Penalties:
    - a. Jogging beyond two strides.
    - b. Lead missed around end of arena past second corner.
    - c. Not ever changing leads in patterns where there is only half of a circle.
    - d. Failure to run by marker before stop is initiated.
    - e. Freezing up in turn or rollback.
    - f. Breaking gait.
    - g. On trot-in patterns, failure to “stop” before executing a canter departure.
      - A stop in the first ¼ of the circle after a lope departure to correct an incorrect lead, is a break of gait.
  - iv. Five Point Penalties:
    - a. Spurring or hitting in front of cinch.
    - b. Blatant disobedience including kicking, biting, bucking, rearing, and striking.
    - c. Holding on to the saddle.
  - v. Penalty Score 0:
    - a. Jogging in excess of one-half circle or one-half the length of the arena.
    - b. Fall of horse and/or exhibitor.
      - Horse - When the horse’s shoulder and hip are on the ground and all four feet are facing in one direction.
      - Exhibitor – Exhibitor is no longer astride the horse.
    - c. Failure to complete the pattern as written, ie., over or under spin more than ¼ circle.
    - d. Using two hands on the reins in a bridle or two-rein class.
    - e. More than one finger between the reins in a bridle except in the two-rein class.
    - f. Horse balking.
    - g. Bloody mouth (inside).
    - h. Illegal equipment.
    - i. Leaving the working area before pattern is complete.
    - j. Backing more than two strides, when backing is not called for.
- B. Cow Work:
- i. One Point Penalties:
    - A Loss of working advantage.
    - C Using the corner or end of the arena to turn the cow.
      - In an oval arena, when the cow’s head breaks the plane of the end marker.
    - E Changing sides of the arena to turn cow (one point each time).
    - L For each length horse runs past cow.
      - A length by is one horse length of daylight between the cow’s head and the top of the horse’s tail.
    - S Slipping a rein.
    - T **Failure to drive cow past middle marker on first run down the fence.**
  - ii. Two Point Penalties:
    - A Going around the corner of the arena before turning the cow.
      - When the cow’s head breaks the plane of the two point penalty marker.
  - iii. Three Point Penalties:
    - B Biting or striking the cow.
    - E Exhausting or overworking the cow before circling.
    - H Hanging up on the fence (refusing to turn).
    - K Knocking down the cow without having a working advantage.
  - iv. Five Point Penalties:
    - A Not getting one turn each way (five points each way).
    - B Spurring or hitting in front of cinch.
    - D **Blatant disobedience including kicking, biting, bucking, rearing, and striking.**
  - v. Penalty Score 0:
    - A Turn tail.
    - B Using two hands on the reins in a bridle.
    - C More than one finger between the reins in a bridle class.
    - D Balking.
    - E Out of control.
      - Any horse that is out of control while working the cow, thus endangering the exhibitor, ie., crossing the past of the cow, shall be called off the cow.
    - F Bloody mouth (inside).
    - G Illegal equipment.
    - H Leaving the working area before the pattern or work is complete.
    - I Fall of horse or exhibitor.
    - J Schooling between the completion of the reined work and the cow work, when the cow work immediately follows the reined work.
      - **Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing.**
    - K Schooling of the horse between cows, if a new cow is awarded.

- L An exhibitor continues to work after the whistle has been blown for a new cow.
- M Work is not complete when the Judge blows the whistle to terminate the work.



**62.10 OPTIONAL EQUIPMENT:**

- A. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- B. Soft leg wraps.

**62.11 PROHIBITED EQUIPMENT:**

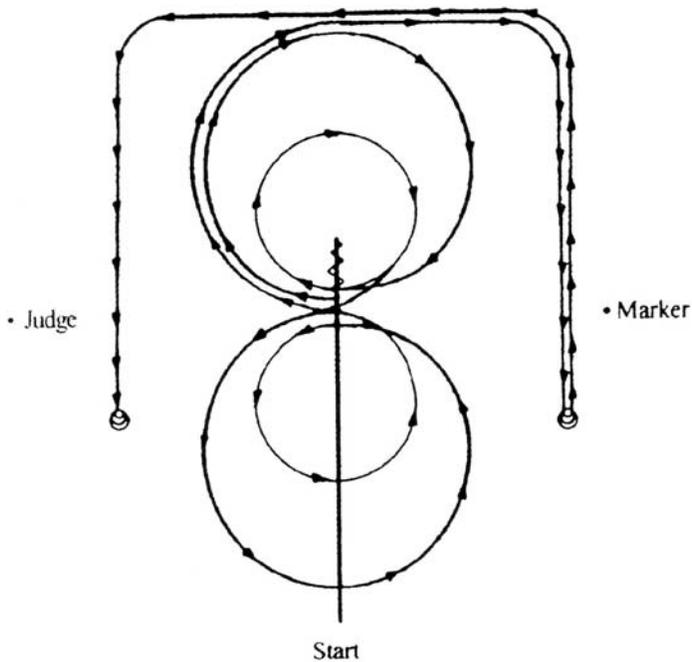
- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Twisted wire mouthpiece.
- E. Standing or running martingales, nosebands on bridles, or tiedowns.
- F. Gag bits.

**62.12 DISQUALIFICATIONS:**

- A. Any exhibitor being assisted by a second person inside the arena.

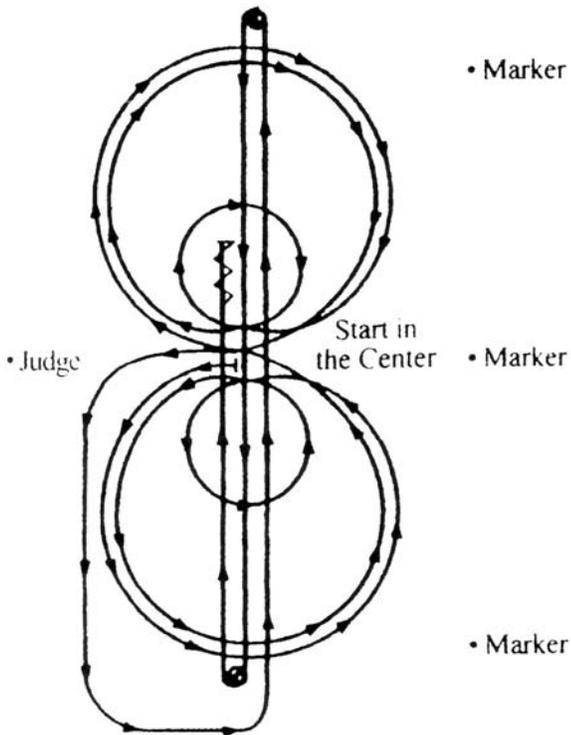
**62.13 YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.
- B. **REQUIRED ATTIRE:**
  - i. **Youth must wear an approved protective helmet in the cow work portion.**



### Pattern 1

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10' to center. ¼ turn left.
3. Pick up right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20' feet from fence), past center marker and come to a sliding stop.
7. Complete 3 ½ spins to the right.
8. Continue down side and end of arena to other side (approximately 20' from fence), go past center marker and come to a sliding stop.
9. Complete 3 ½ spins to the left.
10. Hesitate to complete pattern.



### Pattern 2

Trot to center of arena. Start pattern facing towards Judge.

1. Beginning on the left lead, complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena.
2. Complete three circles to the right. The first one large and fast, the second small and slow, and the third large and fast. Change leads at the center of arena.
3. Continue loping to run down.
4. Run to far end past the marker to a sliding stop. Hesitate.
5. Complete 3 ½ spins to the left. Hesitate.
6. Run to far end past marker to a sliding stop. Hesitate.
7. Complete 3 ½ spins to the right. Hesitate.
8. Run past center marker to a sliding stop. Hesitate.
9. Back at least 10'. Hesitate to complete pattern.

### Pattern 3

Trot to center of arena. Stop. Start pattern facing towards Judge.

1. Begin on right lead, complete three circles to right, two large and fast, one small and slow. Change to left lead.

• Marker

2. Complete three circles to the left, two large and fast, one small and slow. Change to right lead.

3. Continue loping around end of arena without breaking gait.

4. Run up center of arena to far end past the end marker and come to a sliding stop.

5. Complete 2 1/2 spins to the right.

• Marker

6. Run up center of arena past the end marker, come to a sliding stop.

7. Complete 2 1/2 spins to the left.

8. Run back to middle of the arena past the center marker and come to a sliding stop.

9. Back at least 10' in a straight line.

10. Hesitate to complete pattern.

• Marker

