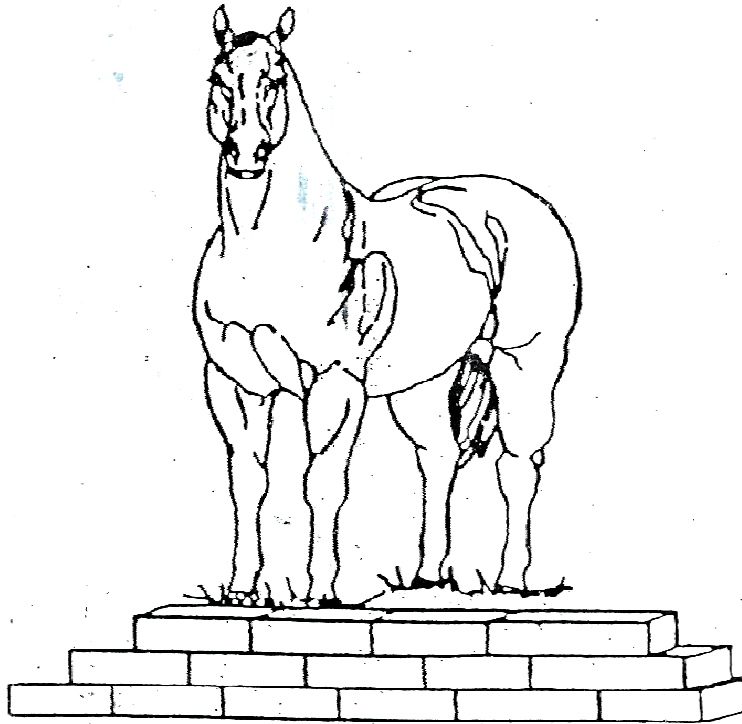


**OHIO FOUNDATION  
QUARTER HORSE  
ASSOCIATION  
RULE BOOK**



**OFQHA RULE BOOK 2010**

**OFQHA RULE BOOK  
REVISED JANUARY 2010**

This rule book will be in effect until a new edition is deemed necessary by the Board of Directors of the Ohio Foundation Quarter Horse Association.

**All persons attending OFQHA events are considered participants.**

**REQUIRED WARNING**

**A HORSE IS A LARGE ANIMAL AND MAY BE UNPREDICTABLE AND DANGEROUS AT TIMES. EXTREME CAUTION SHOULD BE TAKEN IN THEIR PRESCENCE. PARTICIPANCE ASSUMES INHERENT RISK OF EQUINE ACTIVITIES. OHIO HOUSE BILL 564 ENACTED 03/03/97. TO ENACT SECTION 2305.40 OF THE OHIO REVISED CODE RELATIVE TO QUALIFIED IMMUNITIES FROM CIVIL LIABILITY FOR EQUINE ACTIVITY SPONSORS,PARTICIPANCE,PROFESSIONALS AND OTHER PERSOS IN CONNECTION WITH HARM SUSTAINED BY EQUINE ACTIVITY PARTICIPANTS FROM THE INHERENT RISK OF EQUINE ACTIVITY.**

**THE FOUNDATION OF OUR RULE BOOK**

Our foundation quarter horses are honest, down-to-earth, working horses. We strive to make our rules the same way honest and down-to earth; ones that will and do work, ones that are simple to understand and are fair to all. With that in mind and in that spirit, please do come and join us in enjoying the activities we offer.

Suggestions for improving what we do and how we do it are always welcome.

2010

- Anyone may enter & show in all classes except:  
Ranch Riding Walk Trot –Ranch Riding Lope  
(others with respect, to age of horse & rider)
- Select classes may be limited on the number of entries.

**GENERAL RULES**

**CONDUCT**

Exhibitor's conduct shall at all times be courteous and humane. We do not condone drunkenness, illegal drug use, and unmannerly or lewd behavior. Any illegal conduct will be required law enforcement. Management reserves the right to require any contestant to leave the show grounds and forfeit any and all fees for harassment or abuse of management, judges, crew, exhibitors, spectators, or for in humane treatment of animals.

\*\*\*\*\*

**Any abuse of a horse or undue disturbance to the cattle shall trigger a stop work order by the judge. Any contestant failing to stop immediately may be penalized \$500 payable to OFQHA prior to entry in any other OFQHA approved event.**

**No illegal tack shall be used anywhere on the show grounds.**

## ANIMAL WELFARE

1. All animals shall be treated in a humane and safe manner at all times. No animals shall be treated in a manner that would be deemed cruel or abusive by a veterinarian or a person of good conscience.
2. All horses exhibited shall be sound, healthy and in working condition. The horse must be physically capable of completing the classes they are entered in. It is the management's duty to excuse all horses showing any signs of lameness, lethargy, sickness or weakness.
3. Unnecessary roughness to horses, cattle and other animals will not be permitted. **Spurs shall not be sued in front of the cinch. The romal may not be used as a whip.**
4. Nursing foals must be kept haltered and under control at all times when outside of stalls or pens. They are not allowed in the arena or warm-up area during show hours.
5. Yearlings may be shown only in Yearling In-Hand Trail.
6. Two year olds may be shown in Two year Old In-Hand Trail, Conformation and Ranch Riding.
7. Horses 3 years and older may enter all classes except In-Hand Trail for Horses Two and Under.

## TACK AND ATTIRE

1. Only the horse is judged.
2. Horses of any age may be ridden two handed in a snaffle or an approved bosal. Horses ridden in a shank bit must be ridden one-hand.

### Snaffle Bit

When this rule book refers to a snaffle bit in western classes, it means the conventional O-Ring, egg butt, or D-ring with a ring no larger than four inches. The mouthpiece should be round, smooth, unwrapped metal. It may be inlaid, but smooth or latex wrapped. The mouthpiece must be a minimum of 5/16" in diameter, measured one inch in from the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. If it is three piece, a connecting ring of 1 1/4" or less in diameter or a connection flat bar of 3/8" to 3/4" (measured top to bottom, with a maximum length of 2"), which lies flat in the horse's mouth, is acceptable.

Snaffle bits should be ridden using two hands are acceptable in all classes.

### Curb/Shank Bit

Curb / shank bits are always ridden one-handed, and the index finger only is allowed between the split reins. The hand holding the reins will not be changed during the class. Split reins may not be tied together at the ends.

If split reins are used, the bight hands on the same side as the rein hand.

3. Plain, neat, western clothing that is comfortable and sensible for ranch work, trail riding and cattle work. **Long sleeved shirt, heeled boots, and western hat or riding helmet are required.**
4. Western saddles only are permitted. Saddles are to be clean, in good repair and fit the horse properly.

5. Silver on tack and attire is discouraged and will not be taken into consideration when judging the horse.
6. Halters and leads must be plain leather, nylon or rope. Leads may have chain end and chain can be placed under the chin or over the nose. No lip chains run through the mouth are permitted.
7. Spurs are optional and ***not to be used in front of the cinch.***
8. No leg protection permitted in Conformation or In-Hand Trail classes.
9. Martingales, closed reins, slip or gag bits, mechanical hackamores and tie downs are permitted **only** in Steer Daubing, Break Away Roping, Barrel Race, Key Hole Race or Pole Bending listed in the Appendix.
10. Equipment is the sole responsibility of the exhibitor. Equipment failure will **not** result in re-work.
11. Numbers are required and may be displayed on the horse or rider unless specified by the judge.

## **PROHIBITED EQUIPMENT**

1. Tie downs with are bare metal in contact with the horse's head, tack collar, draw reins, quick stops or any other device with metal contacting the jaw, **NO MATTER HOW PADDED**, are prohibited.
2. Choke ropes or wire around the horse's neck is prohibited.
3. Any ill-fitted equipment is prohibited.
4. Anything used to restrict the natural movement of the horse's tail is prohibited.
5. **Prohibited equipment may not be used anywhere on the grounds.**

## **APPEARANCE OF HORSE**

1. Horses are to be shown with natural manes and tails. Hooves are not be polished.
2. There are no penalties for scars or blemishes provided they are not caused by a conformation defect.
3. Pulling or banding of the mane is discouraged.
4. OFQHA does not condone practices that limit a horse's natural protection against dust and insects, such as shaving the eyelashes, inside the ears or inside the nostrils.
5. A bridle path the length of the ear is acceptable.
6. Clipping of excessive facial or fetlock hair is acceptable.
- 7.

**Failure to comply with tack and attire rules outlined above could result in zero score or disqualification.**



## **VERSATILITY RANCH HORSE**

**Purpose:** The purpose of the Versatility Classes are recognize the horse that is an all around athlete.  
**The horse must be entered in the classes prior to working its first class.**

### **Directions:**

**The following classes are required and counted for Versatility Ranch Horse:**

- 1.** Ranch Cutting
- 2.** Ranch Reining
- 3.** Cow Working
- 4.** Ranch Trail  
4(a) Ranch Riding – Pattern Work
- 5.** Ranch Conformation

**All horses age 3 and over are eligible to compete in Versatility Ranch Horse & Cow Working classes.**

## **VERSATILITY CLASS POINTS**

**Versatility points are earned for classes in which 3 or more horses are entered as follows:**

Versatility class points are independent of individual class points and independent of how horses not entered in Versatility place. For example, in a class with 6 entries a horse not competing for Versatility winds the class and a horse that is competing for Versatility winds second. The Versatility score for first place horse would be **0** and the horse competing in Versatility who placed second would score **2**.

## **VERSATILITY TABULATION**

At the conclusion of the show, all the Versatility points will be tallied and horses placed from 1<sup>st</sup> to 6<sup>th</sup> from highest to lowest total points earned for that show. (See ties below)

The total number of horses completing their Versatility requirements is the determining number for computing OFQHA Versatility Horse points. These points are to be computed exactly the same as for other classes.

No class with less than 3 entries shall accumulate Versatility points. A class with less than 3 entries will be accepted as fulfilling the horse's requirement to compete in that class.

Only horses entered in Versatility that compete in **all** their qualifying Versatility classes will be counted when tabulating Versatility points.

In the event a horse is unable to complete the required classes for Versatility for any reason, none of its Versatility points will be counted in the tabulation process and all other horses shall move up according to their class points.

In the event of a tie, the horse placing highest in Working Ranch class will be awarded first place.

**Additional year end awards may be given at the discretion of the Directors.**

## **YEAR END AWARDS**

Members may accrue points at any OFQHA show. Horses of any breed may compete.

**To qualify for year-end points members must:**

1. Be a member prior to the show in which they wish to begin accruing year-end points (memberships paid the day of show prior to entering first class fulfill this requirement.)
2. Show in at least 2 shows.
3. Compete 4 hours of volunteer service at an OFQHA sponsored event.

**Points will be awarded in the following Divisions**

- **High Point Foundation Quarter Horse:** Documented Foundation Quarter Horse with the most points. **Horse** may accumulate points in **both youth and adult** divisions for this award. Points follow the horse. Same horse may also win the Overall High Point below.
- **High Point Youth:** A member age 18 and under as of January 1<sup>st</sup>. Points will follow the youth.
- **High Point Adult:** A member age 19 and over as of January 1<sup>st</sup>. Points will follow the adult.
- **Open Versatility Ranch Horse:** Horse of any breed with the most Versatility points shown by a member (adult or youth). Points follow the horse/rider combination.
- **Overall High Point Horse:** Horse of any breed with the most points. Horse may accumulate points in both youth and adult division for this award. Points follow the horse.

## **CLASSES**

**Adult and Youth show concurrently except for Ranch Riding**

### **RANCH RIDING**

**Purpose:** Ranch Riding evaluates the working gates of the horse and the horse's general responsiveness to the rider. This class will be judged on the horse's ability to move at a working speed with a rider. Horses will be shown at three gates – walk, trot and lope in each direction of the arena. Horses will also be asked to reverse away from the rail, to stop and back. **The judge must ask for extended gaits at least on direction of the ring.** Horse may be asked to do a standing to lope transition. Finalists may be worked individually at the discretion of the judge.

A rider must show the horse with only one hand on the reins unless the horse is being shown in a snaffle or a bosal.

Credit will be given for making a smooth transition between gaits, taking and maintaining the correct lead and for maintaining the requested gait until asked to change. Unnatural low head carriage will be penalized.

### **RANCH RIDING Walk / Trot**

**Purpose:** Same as Ranch Riding above except no lope will be required. Same horse / rider combination not eligible to show in Ranch Riding (Lope)

## **COW WORKING**

**Purpose:** Cow Working is a scored event in which the horse and rider are to demonstrate cattle moving skills as they would apply in a ranch situation. There is a 3 minute time limit with a warning given at 1 ½ minutes. Time begins when the cow is turned into the arena. The rider may hold onto the saddle horn without penalty.

### **Directions for Cow Working**

Time: 3 minute time limit with a warning whistle at 1.5 minutes.

- Contestant shall hold cow on the prescribed end of the arena for sufficient time to demonstrate the ability of horse to contain and control the cow on that end “boxing cow”.
- Contestant must take cow down the fence past center cone.
- Contestant shall turn the cow at least one turn each direction toward the fence prior to end cone.
- To control the cow by circling the cow in one complete circle in each direction. At the end of the second circle, stop the horse and back away.

### **SCORING:**

- 1) Boxing cow.
- 2) Position
- 3) Control
- 4) Cow Sense
- 5) Degree of difficulty
- 6) Eye appeal
- 7) Circling

**At the judge’s discretion, a re-run with a new cow may be given if the cow being worked leaves the arena, or is unworkable (won’t or can’t run, won’t leave the end of the arena, is blind or won’t yield to the horse).**

## **RANCH CUTTING / PENNING**

**Purpose:** Ranch Cutting is a scored event in which the horse and rider are to demonstrate the ability to cut and pen a cow using skills as they would apply in a ranch situation. When satisfied that the horse has proven its cutting ability, the horse and rider must then pen the cow at the far end of the arena. Two herd holders (provided by the contestant) will assist during the cutting portion of the class but must remain out of the way once the contestant calls “release” and begins the driving and penning part of the class.

There is a 2.5 minute time limit with a warning 1 minute point into the run. Riders may hold onto the saddle horn.

### **Directions for Ranch Cutting**

Time: 2.5 minute time limit with warning whistle 1 minute into run.

The rider will **quietly** enter the herd and separate his/her cow from the herd to show the cutting ability of the horse. Horses will not be penalized for being reined during the cutting portion but should display natural cow ability.

When satisfied that the horse has proven its cutting ability, the rider will call “RELEASE” loud enough for the judge to hear the call. Herd holders will move to the side of the arena and allow the rider to proceed.

The rider will then drive the cow between the marker and the corner of the pen and continue to drive the cow into the pen. Marker will be 20-40 feet from corner of pen.

The rider will be penalized each time the cow returns to the herd or the horse scatters the herd while working the cow.

#### **SCORING:**

- Herd Work
- Setting up a cow
- Degree of difficulty
- Driving cow to pen
- Penning cow
- Overall attitude and willingness of horse
- Run content / degree of difficulty

**An exhibitor that does not attempt to complete the course cannot place over another that does attempt to or does complete the course.**

#### **STEER DAUBING**

**Purpose:** Steer Daubing serves a 2-fold purpose. In many ranch situations it is necessary to mark cows for future sorting. Steer daubing also gives horses an opportunity to learn how to follow and rate the cow in preparation for roping work. It also gets the horse use to breaking from the box.

Rider is required to enter the box and is provided with a dauber. When the cow crosses the score line, the horse breaks from the box and rider then daubs the cow. **NO HAZERS PERMITTED.**

Steer Daubing is a scored event, time will be recorded and used to break ties. Maximum time allowed is 1 minute. Riders may hold onto the saddle horn.

#### **Directions for Steer Daubing**

- Time: 1 minute time limit
- The daub will be furnished by show management and will be approximately 4 feet long with a padded end.
- The score line shall be the length of the box minus 6 feet
- Time will start when the steer crosses the score line
- Time ends when the contestant raises the daub signaling he has marked the animal
- Legal daub area is from point of hip to shoulder
- Contestant may daub as many times as necessary to daub correct area
- Dauber must remain in the contestant’s hand throughout

#### **SCORING**

**The following shall be scored from 0 to 10.**

- Manners going into the box
- Manners behind the barrier / score line
- Manners leaving the box
- Speed to animal

- Rating the animal / daubing the animal
- Run content / degree of difficulty
- Daub (10 for legal daub with 0 for no daub or illegal daub)

**An exhibitor that does not attempt to daub cannot place over another that does complete the daub.**

**At the judge's discretion, a re-run with a new cow may be given if the cow being worked leaves the arena, or is unworkable (won't or can't run, won't leave the end of the arena, is blind or won't yield to the horse).**

## **BREAKAWAY ROPING**

**Purpose:** Breakaway Roping gauges the horse's ability to rate a cow and permits the rider to demonstrate roping ability in the safest way possible with less stress on the cow. Breakaway roping is a scored event; time will be recorded and used to break ties. The horse is being judged from the time his number is called and he starts toward the roping box until the calf has been roped or the time is up. The rope is tied to the saddle horn with a string that will break when the cow hits the end of the rope stopping the time. Riders may hold onto the saddle horn.

### **Directions:**

- Time: 1 minute time limit
- Contestants must use string provided by show management to tie the rope to the saddle horn. Judge may request that any rope be retired before the run is attempted.
- Calf must break rope from the horn. No other release will be legal.
- The score line shall be the length of the box minus 6 feet.
- Time will start when the steer crosses the score line.
- Time ends when the contestant's rope breaks free of the saddle horn.
- Legal catch is a clean bell collar loop that causes the string to break away from the saddle horn. A bell collar catch is defined as the loop passing over the head of the calf and drawing up tight in front of the shoulders.
- Contestants may throw 2 loops.
- Roping the calf without releasing the loop from the hand is not permitted.
- A mounted member of the ring crew will act as flagger.

## **SCORING**

**The following shall be scored from 0 to 10.**

- Manners going into the box
- Manners behind the barrier / score line.
- Manners leaving the box
- Speed to animal
- Rating the animal
- Catch (10 for legal catch with 0 for a miss or illegal catch)
- The stop
  - Run content / degree of difficulty

**• An exhibitor that does not attempt to catch cannot place over another that catches the cow.**

**At the judge's discretion, a re-run with a new cow may be given if the cow being worked leaves the arena, or is unworkable (won't or can't run, won't leave the end of the arena, is blind or won't yield to the horse).**

## TEAM CATTLE WORKING

### NOT USED FOR VERSATILITY POINTS OR YEAR-END

**Purpose:** Team cattle working is a class designed to replicate a real ranch situation in which several cow hands work together to sort certain animals from the main herd and move them to a new location.

#### Directions for Team Cattle Working

- The pattern will be posted 1 hour before the start of the class.
- A team of three must cut from the herd and pen three head of cattle. There will be a (4) minute time limit to complete the class. Time will start when the nose of any team member's horse crosses the start / foul line. A warning will be given the team working the cattle at 3.5 minutes (210 seconds) into the run; this will signal that the team has 30 seconds remaining to complete the class
- To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and the rider calls for time. If an animal is knocked or cut into the pen after time is called, no time will be given. Time continues until all un-penned cattle are completely on the cattle side of the starting line. In the event than an animal escapes from the pen after time is call, but prior to the time that any un-penned cattle are on the cattle side or the line, the team will be judged a no time. If an animal escapes as a team is calling for time, they will be judged with no time. Escaped animal is one with any part of the **animal coming out of the opening of the pen.**
- A team may call for time with only one or two assigned cattle being penned. However, teams penning three head of cattle will place higher than two and two higher than one, regardless of time.

#### SCORING:

The following shall be scored from 0 to 10 points.

**Team Cattle Working is a judged class; time will only serve to break a tie in the scores. The class will be judged in three parts.**

- Horse's willingness and responsiveness to the rider in a working ranch setting.
- Horse's herd work
- Horse's natural cow sense
- Overall cattle handling through the obstacles (the team that puts the least amount of stress on the livestock, and still gets the job done, will score higher than reckless speed and poor horsemanship
- Ability to control cattle
- Efficiency and accuracy of movement of the cattle
- Penning of cattle

## **PENALTIES**

A contestant of horse shall be penalized for general bad manners including but not limited to the following.

### **0 SCORE**

- Leaving the work arena before the pattern or work is complete
- Any horse that is out of control while working the cow, thus endangering the rider (Crossing the path of the cow) shall be called off the cow.
- Knocking down a cow
- Any horse that runs over the cow thus causing the fall of the horse and/or rider shall terminate the work at that time.
- The judge may blow his whistle at any time to terminate the work
- **Failure to complete the pattern as given** (i.e., penning cattle before going through obstacles.)

**If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:**

**At the judge's discretion, a re-run with a new cow may be given if the cow being worked leaves the arena, or is unworkable (won't or can't run, won't leave the end of the arena, is blind or won't yield to the horse).**

## **IN-HAND TRAIL TWO YEARS AND UNDER**

### **For 2010 Yearling and 2 Year Old Classes – Classes will be combined**

**Purpose:** The purpose of this class is to give owners and breeders on an opportunity to show yearlings and two year olds in a situation that is a building block for future performance training. The young horse should show a willing attitude, manners and courage with a natural curiosity and an awareness of obstacles without fear. At least six (6) obstacles will be used.

#### **Yearling – Recommended obstacles**

- Trot into arena and at least one other time during the class
- Move away from pressure with a turn on the haunches, turn on the forehand or side pass
- Backing
- Stand quietly
- Allow handler to “sack” out with plastic flag or slicker
- Open, pass through, close gate, keeping hand on gate.
- Walk over poles
- Cross tarp or bridge
- Pick up one front and one hind foot
- Passing in or around an obstacle that contestant may encounter on a trail.
- At the discretion of the show management, other obstacles may be added.

#### **Two Year Old – Recommended obstacles**

- Loading and unloading from horse trailer
- Trotting across the poles
- A water obstacle (tarp)
- Tying and standing quietly for 30 seconds
- Backing a figure 8
- Leading up to and past cattle or other livestock in a pen
- At the discretion of show management, other obstacles that demonstrate the responsiveness of the horse and contestants control over the horse.

**Obstacles are to be constructed with safety in mind.**

**After 3 attempts, exhibitor must move to the next obstacle or risk being disqualified.**

**An exhibitor that does not attempt to complete the course cannot place over another that attempts to complete the course.**

## **IN-HAND TRAIL – 3 YEARS AND OVER**

**Purpose:** This in-hand class for horses 3 and over focuses on the importance of good ground manners and responsiveness to the handler on the ground throughout the horse's life. Performance problems under saddle often have their roots in poor ground manners – “we ride the same horse we lead”. This class will focus on skills such as side-passing, backing, ground tying, foot handling and following a lead.

- Will include not less than 8 maneuvers or combined maneuvers.
- May or may not include obstacles similar to those used for 2 year old in-hand trail at the discretion of the show manager.
- Course will be posted at least 1 hour before class begins.

### **SCORING**

**Each maneuver will be scored from 0 to 10.**

- 3 refusals at any obstacle will result in a 0 score for that obstacle. The judge will decide what constitutes a refusal and notify the contestant to move on.
- A 0 score on 3 or more obstacles will result in a 0 score for the class.

**Obstacles are to be constructed with safety in mind.**

**An exhibitor that does not attempt to complete the course cannot place over another that attempts to complete the course.**

### **SCORING:**

**Each maneuver will be scored from 0 to 10.**

- 2 Refusals at any obstacle will result in a 0 score for that obstacle. The judge will decide what constitutes a refusal and notify the contestant to move on.
- A 0 score on 3 or more obstacles will result in a 0 score for the class.

**Obstacles are to be constructed with safety in mind.**

**Exhibitor has 4 minutes to complete this class.**

**Obstacles not completed will be given a score of zero.**

**After 3 attempts, exhibitor must move to the next obstacle or risk being disqualified**

## VERSATILITY RANCH HORSE

The following classes are required and counted for Versatility Ranch Horse:

1. Ranch Cutting
2. Ranch Riding
3. Cow Working Roping
4. Ranch Trail
- 4(b) Ranch Riding Pattern Work (to follow Ranch Trail Course)
5. Ranch Conformation

**The horse must be entered in the Versatility Ranch Horse Class prior to working in its first class.**

**Purpose:** The purpose of the Versatility Ranch Horse class is to demonstrate the performance, versatility and conformation of the horse as a working ranch horse.

**Lameness:** Will follow guidelines as set forth in the OFQHA rulebook.

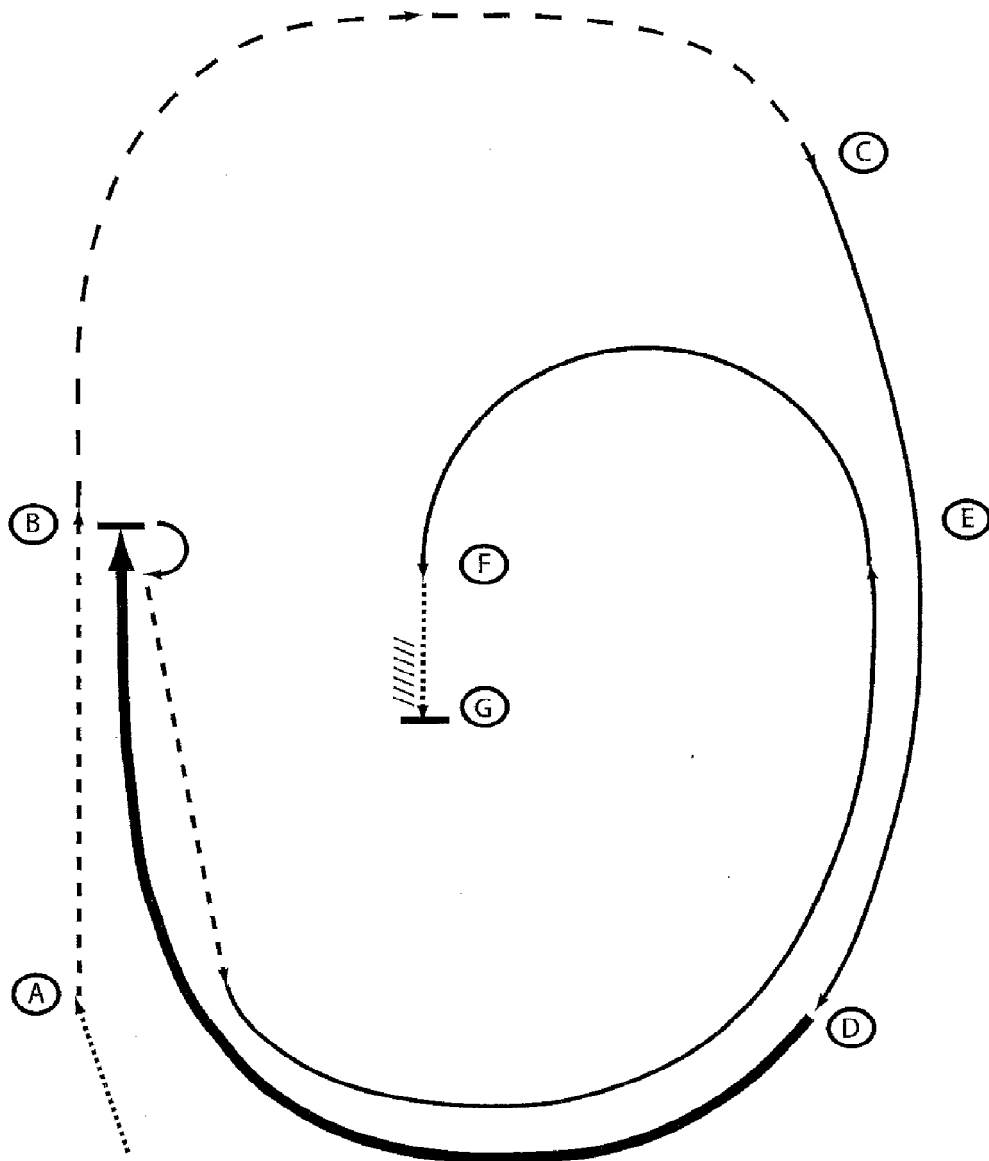
**Points:** Points will be awarded based on the final placing of all eligible horses. To be eligible for points for the Versatility Ranch Class, one rider/one horse must enter all five classes. Credits will be applied per class according to the placing received based on the number of horses competing in that particular class. Credits in each class will be totaled. After totaling credits, the horse receiving the highest number of credits will be placed first in the Versatility Ranch Class. The horse receiving the second highest credits will be placed second in the VR Class and so on. OFQHA points will be awarded in the VR Class according to the existing point schedule. Ties in the final placing for the VR Class will be broken by the highest placing horse in the Working Ranch Class. All exhibitors should be placed in the Working Ranch Class in order to break ties.

### RANCH RIDING

*Ranch Riding and ranch trail will be shown back to back. Each exhibitor will perform the trail obstacle course and then immediately perform the ranch riding pattern along perimeter of arena. The suggested ranch riding pattern may be used or another pattern may be drawn as long as all elements of the class are fulfilled.*

The ranch riding class shows the horse's ability to move at a working speed with a rider. Horses will be shown individually at three gaits – walk, trot and lope – in each direction of the arena. Horses will also be asked to reverse away from the rail, to stop and back. The judge must ask for an extended trot and extended lope at least one direction of the ring. A horse will be given credit for traveling with his head held in a normal position, ear alert and moving at a natural speed for the gait requested. Credit will also be given for making a smooth transition between gaits, for keeping the correct lead, and for maintaining the gait requested until the judge requests a change. Judges are encouraged to work exhibitors thoroughly, if time permits.

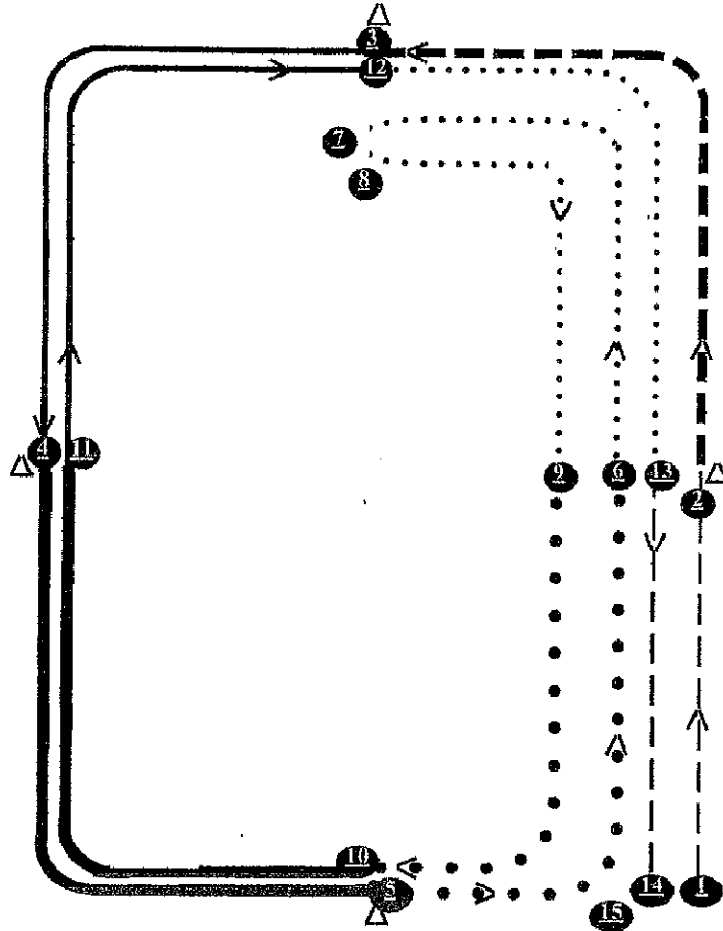
**VERSATILITY RANCH HORSE  
RANCH RIDING PATTERN #1**



- 1) Walk from start cone to A
- 2) Jog from A to B
- 3) Extend the jog from B to C
- 4) Lope on the right lead from C to D
- 5) Extend the lope from D to B
- 6) Stop at B, turn and jog to A
- 7) Lope on the left lead from A to E
- 8) Turn toward the middle of the arena and continue to lope to F
- 9) Walk from F to G
- 10) Stop and back approximately one horse length

**VERSATILITY RANCH HORSE  
RANCH RIDING PATTERN #2**

All changes take place at the markers in each corner of the pattern. Speed / gait will change at each marker within 2 strides.

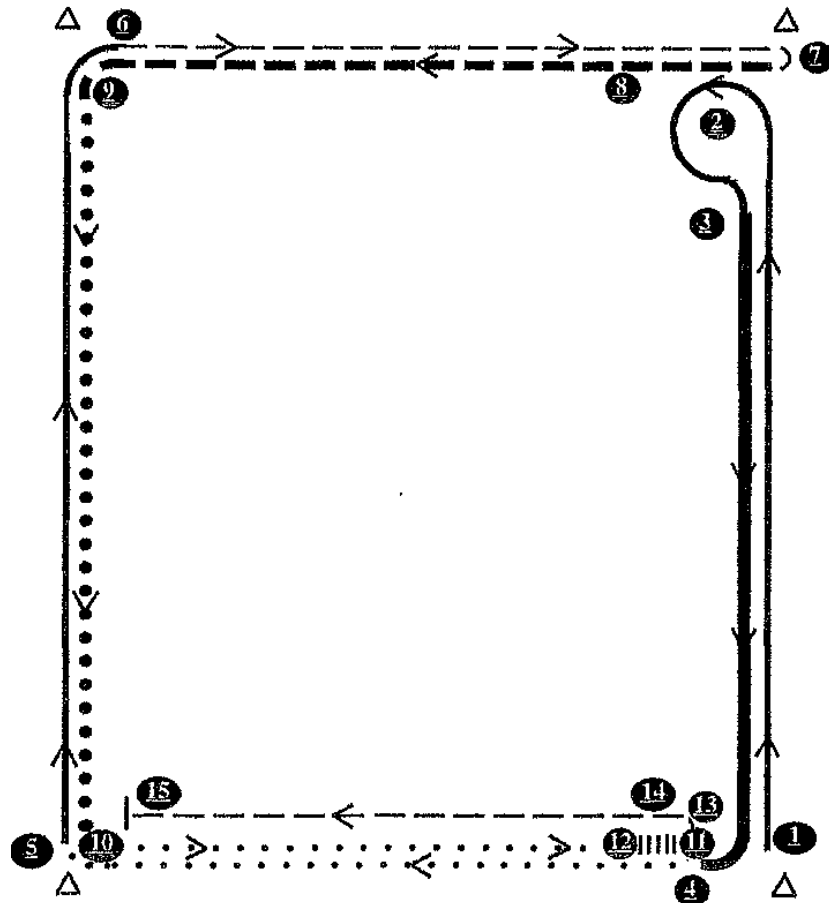


- 1) Walk to quarter marker
- 2) Extend walk to next marker
- 3) Lope on left lead to next marker
- 4) Gallop to next marker
- 5) Extended trot to next marker
- 6) Trot to next marker
- 7) Stop, haunch turn away from rail
- 8) Trot to next marker
- 9) Extend trot to next marker
- 10) Gallop to next marker
- 11) Lope to next marker
- 12) Trot to next marker
- 13) Walk to corner
- 14) Stop/Hesitate
- 15) Back 2 lengths – settle

Wait to be dismissed by judge

**VERSATILITY RANCH HORSE  
RANCH RIDING PATTERN #3**

All changes take place at the markers in each corner of the pattern. Speed/gait will change at each marker within 2 strides



- 1) Begin at lope on left lead and continue to next corner
- 2) Lope small 1/2 circle to left and change leads
- 3) Gallop on right lead to next corner
- 4) Trot to next corner
- 5) Lope on right lead to next corner
- 6) Walk to next corner
- 7) Reverse at walk away from the rail
- 8) Extend walk to next corner
- 9) Extend trot to next corner
- 10) Trot to next corner
- 11) Stop / settle
- 12) Back 10 to 15', close back (ride forward same distance)
- 13) Reverse at the walk
- 14) Walk to next corner
- 15) Stop / settle

Wait to be dismissed by judge

**VERSATILITY RANCH HORSE  
RANCH RIDING PATTERN #4**

(Pattern work: to follow Ranch Trail)

1. Walk, trot, extended trot, walk, lope, stop/break/reverse, walk, lope, extended lope, trot out.
2. Trot, extended trot, lope, walk, reverse, lope, extended lope, trot, stop/back, walk out.
3. Walk, lope, extended trot, trot, stop/back/reverse, lope extended lope, trot, walk out.
4. Walk, stop/back, trot, extended trot, lope, walk, reverse, lope, extended lope, trot, walk out.
5. Walk, lope, extended trot, trot, walk, reverse, trot, lope, extended lope, stop/back, walk out.
6. Trot, extended trot, lope, extended lope, walk, reverse, lope, extended lope, trot, extended trot, walk, stop/back, walk out.

## **RANCH TRAIL**

The ranch trail class contains a course with a minimum of six obstacles and is designed to show a horse's ability and willingness to perform several tasks that might be asked of him during the course of a normal day's ranch work. Whenever possible, realistic or natural obstacles are encouraged. Also, the course is encouraged to be set outside of an arena using the natural terrain of the land whenever possible. The horse will be judged on three gaits – walk, trot and lope – performed between six obstacles to be determined when the judge chooses the pattern. A horse will be rewarded with higher credit for performing these gaits on the correct lead and with an alert attitude.

- 1) Horses to be shown at a ground-covering walk, working trot and lope. The horse should perform with a reasonably loose rein that maintains contact with the horse. A distance of at least 30 feet or more is mandatory between obstacles to evaluate the horse's way of going at each gait.
- 2) Six obstacles will be used, three of which are mandatory and ten that are optional. Combinations of two or more obstacles are permissible. If three combinations of two obstacles are used, there must be sufficient distance between one of the combinations to allow the horse to perform two gaits. All obstacles must meet the approval of the judge.
- 3) The judge may walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle in any manner. The judge may remove or change any obstacle he deems unsafe or unreasonable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course; the score for that obstacle shall be deducted from all previous works for that class.
- 4) Judges should use the suggested scoring system for trail as described in Rule 454B of the AQHA rulebook.

### **Mandatory Obstacles**

- 1) *Opening, passing through and closing the gate.* Use a gate that will not endanger horse or rider. The rein hand may be changed to work the gate without penalty if the change is made prior to and after the gate has been worked.
- 2) *The horse shall remain quiet while rider dismounts.* No penalty will be assessed for horse shifting balance. A one point penalty for one step, a three point penalty for two to three steps and a five point penalty for four or more steps will be assessed. The horse should remain still and quiet as the rider remounts, leaving a loose rein. Exhibitors have the option of using a mounting block to remount. Once the rider is settled into the saddle and is still, he or she may then move the horse forward.
- 3) *Log drag* – Horse must be willing to drag a log for a short distance, either in a straight line or around a set pattern. Rope should be dallied around the saddle horn and not tied hard and fast. A five-point penalty will be assessed for obstacle by shying or backing more than two strides away. An additional five-point penalty will be assessed for second refusal, balk or attempts to evade an obstacle by shying or backing more than two strides away.

### **Optional Obstacles**

- 1) Water hazard – The horse should show willingness to cross a small ditch or shallow pond (or simulated water obstacle).
- 2) Hobble or ground tie (contestant's option) – The horse shall remain in place while the rider dismounts and performs a normal ranch task such as moving a rail, moving a bale of hay, etc.
- 3) Put on and remove slicker – Rider approaches slicker, removes slicker from holder, puts on slicker and replaces slicker to holder.
- 4) Remove, carry and replace item – Requires the exhibitor to carry or remove an item that is used every day on horseback such as mail from a mailbox, sack, rope, etc.
- 5) Bridge – Horse shows willingness to walk across obstacle designed to simulate a bridge.
- 6) Crossing obstacle – While mounted the horse would walk over obstacle no more than 18" in height.
- 7) Ride over at least four logs – Walking only if laid at odd angles. Laid flat and in measured distances, the measuring pint should be the path the horse would be expected to take.

Trot overs 2'6" to 3'6"

Lope overs 6' to 7'

8) Stationary steer – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized.

9) Back

10) Side pass

A judge has the right and duty to alter the course in any manner or remove any obstacle deemed unsafe. All courses and obstacles are to be constructed with safety in mind so as to eliminate any possible accidents. It is permissible to change rein hand to work an obstacle. An exhibitor that does not perform an obstacle or performs an obstacle incorrectly is assessed a 10 point penalty and cannot place over another exhibitor that performs the course correctly.

## RANCH CUTTING

This class is judged on the ability of the horse to work a cow by separating it from the herd, driving it to the middle of the arena, holding it to determine the horse's ability to work the cow. A single cow is cut from the herd and the horse must demonstrate its ability to work the cow.

- 1) *Objective will be to cut one cow from the herd and work the cow with the assistance of two turn-back riders and two herd holders.*
- 2) Cattle to be located at one end of the arena.
- 3) For open and amateur competition, there will be a two minute limit. Each exhibitor must work two head, but has the designated cow and one additional cow within the two minute time limit. Exhibitor must work their designated cow but has the option of working the full minute and a half. Time will begin when a rider crosses a time line just prior to entering the herd. Time should not start until contestant crosses a pre-determined and marked timeline. The rider will then quietly separate his/her cow from the herd. Unnecessary roughness or disturbing the herd excessively could result in disqualification.
- 4) Show management may supply two herd holders and two turn back riders, or exhibitors may supply their own helpers. If an exhibitor is a herd holder or turn back rider, he or she may use the horse that they are competing on, or use a different horse. Credit will be given to those horses who demonstrate excellence in their herd work, driving and setting up the cow to cut, working in the center of the arena, and degree of difficulty of the cow drawn, within the 2 minutes. Horses will not be penalized for reining during the cutting portion, but should display natural ability. A one (1) minute warning will be given.

*One Point Penalty*

- \*losing working advantage
- \*toe, foot or stirrup on the shoulder
- \*working out of position

*3 Point Penalty*

- \*cattle picked up or scattered
- \*spurring on shoulder
- \*pawing or biting cattle
- \*back fence

*5 Point Penalty*

- \*quitting cow
- \*losing cow

*0 Score*

- \*illegal equipment
- \*excessive disturbance of herd to the point that exhibitor is asked to leave the arena
- \*two hands on reins except when exhibiting a junior horse in either a snaffle bit or hackamore.

- 5) SCORING: 100 percent will be judged by the horse's performance and natural ability. If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable contestant to show his horse's ability on the cow.

## **WORKING RANCH HORSE**

This class combines the reining ability, cow sense and roping ability of the horse and will be judged on horse's reining ability, cow sense and roping ability. Each contestant will perform individually - First with the reining pattern and then releasing one cow into the arena.

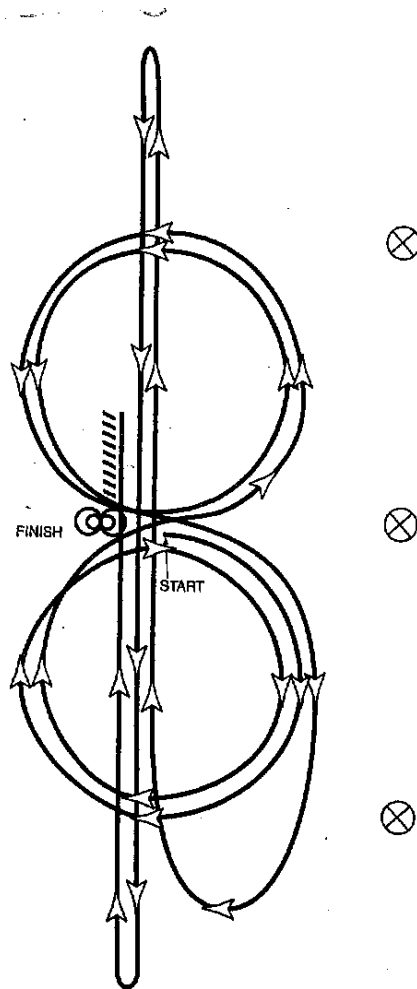
- 1) Each exhibitor will be allowed a 3 minute time for cow working and rope when set as a class after the reining class.
- 2) The class will be judged in three parts. The reining, the cow work and the roping portion. At the end of the performance, the scores for the three portions will be added together for the final score. Rules for scoring the reining pattern are defined in Section 451 Official Handbook.
- 3) The reining portion will be performed first using one of the three patterns approved for this class. Each contestant will perform the required pattern individually and separately.
- 4) Rules for scoring the cow working portion are defined in Section 452 of the AQHA Official Handbook. Roping is defined in Section 468 of the AQHA Official Handbook. However, in the working ranch horse class, the horse will be judged on three (3) maneuvers:
  - The ability to trail
  - The ability to rate
  - The ability to stop the cow

Additionally, a two loop run will receive a penalty of three (3) points and a no catch run will receive a penalty of five (5) points. It is not necessary that the roper catch for the contestant to receive a score in the roping portion. However, if there is no catch, a five-point penalty must be subtracted from the roping score accumulated prior to the catch. (i.e., if a horse trails and rates its cow but no catch is made, the horse will receive the score it has earned up to the point of the catch minus five points). In the working ranch horse portion any blatant disobedience for a circumstance that is not listed results in a five (5) point penalty.

- 5) After the exhibitor has completed his reining pattern, he will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. A three (3) point penalty will be assessed for refusing to turn. Exhibitor must then rope the cow and bring it to a stop. There is to be no dragging. The exhibitor is allowed only two throws. In order for a catch to be legal; the loop must hold in front of the shoulders. *If the rope falls off saddle during the class it would be considered equipment failure thus resulting in a score of zero.*
- 6) For the entire class, reining, cow work and roping, an average score will be 210 points. If the contestant fails to attempt any part of the class, he or she will receive a zero for the entire class.
- 7) Riders are not permitted to have their ropes tied onto the horn of the saddle
- 8) If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:
  - The cow won't or can't run
  - The cow won't leave the end of the arena
  - The cow is blind or won't yield to the horse
  - The cow leaves the arena
- 9) Ties will be broken by the placing in the Working Ranch Horse Class

## WORKING RANCH HORSE

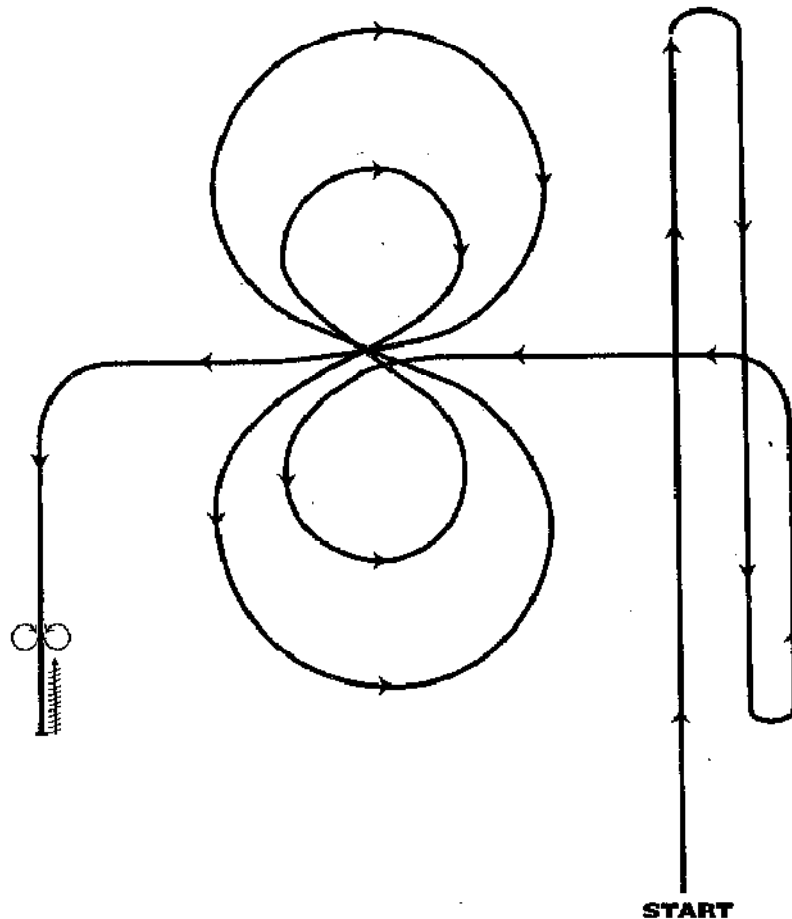
### REINING PATTERN 1



- 1) Beginning at the center, take a right lead and do two circles to the right, away from the judge, of moderate size and speed.
- 2) At the center of the arena, change leads and do two circles to the left both of moderate size and speed
- 3) At the center of the arena, change leads
- 4) Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena, run the length of the arena past marker
- 5) Do a square, sliding stop, hesitate
- 6) Turn left and begin a run to the opposite end of the arena; run length of arena past the marker
- 7) Do a square, sliding stop, then hesitate
- 8) Turn right, and begin a rundown past the center marker of the arena
- 9) Do a sliding stop, and back to the center of the arena or at least 10 feet (3 meters). Let horse settle in approximate area of stop
- 10) Do two spins to the right
- 11) Do two spins to the left
- 12) Hesitate to show completion of pattern

## WORKING RANCH HORSE

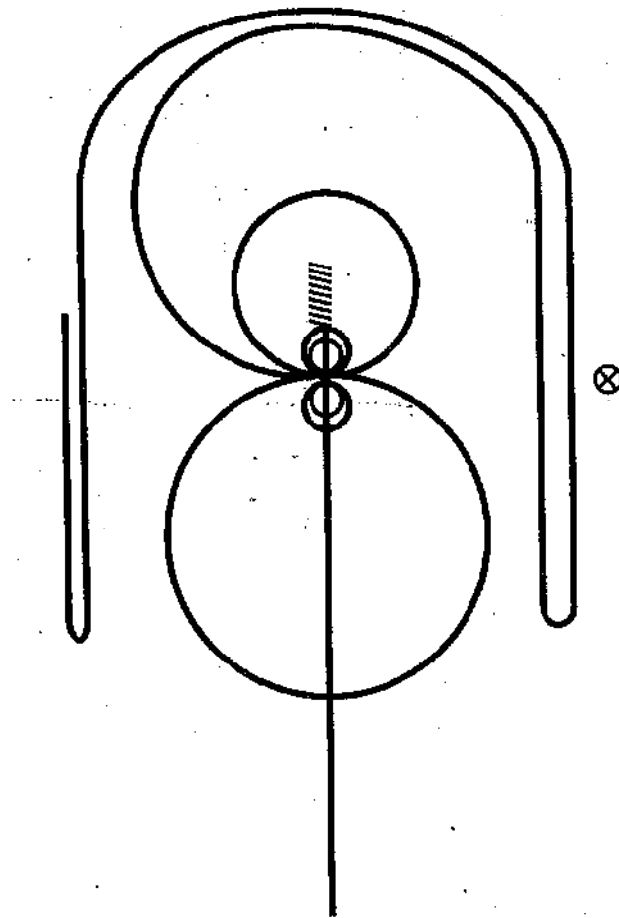
### REINING PATTERN 2



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

## WORKING RANCH HORSE

### REINING PATTERN 3

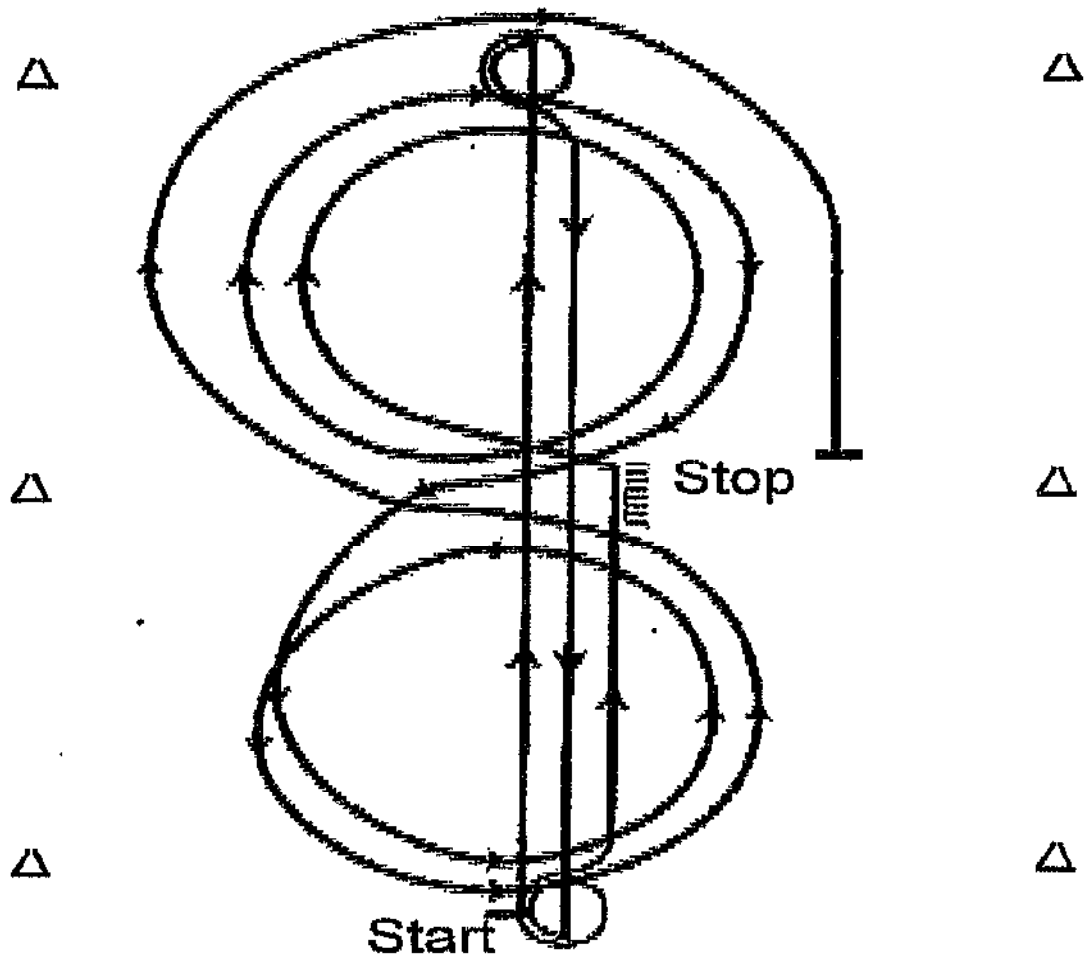


Mandatory Marker along fence or wall ride pattern as follows:

- 1) Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center
- 2) Complete 2 spins right
- 3) Complete 2  $\frac{1}{4}$  spins left
- 4) Begin on right lead and complete one circle right small and slow. Change leads
- 5) Complete one circle left large and fast. Change leads
- 6) Continue loping around end of arena without breaking gate. Run straight down the right side of the arena past the center marker and do a left rollback
- 7) Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback
- 8) Continue past center marker and do a sliding stop
- 9) Hesitate to complete pattern

## WORKING RANCH HORSE

### REINING PATTERN 4

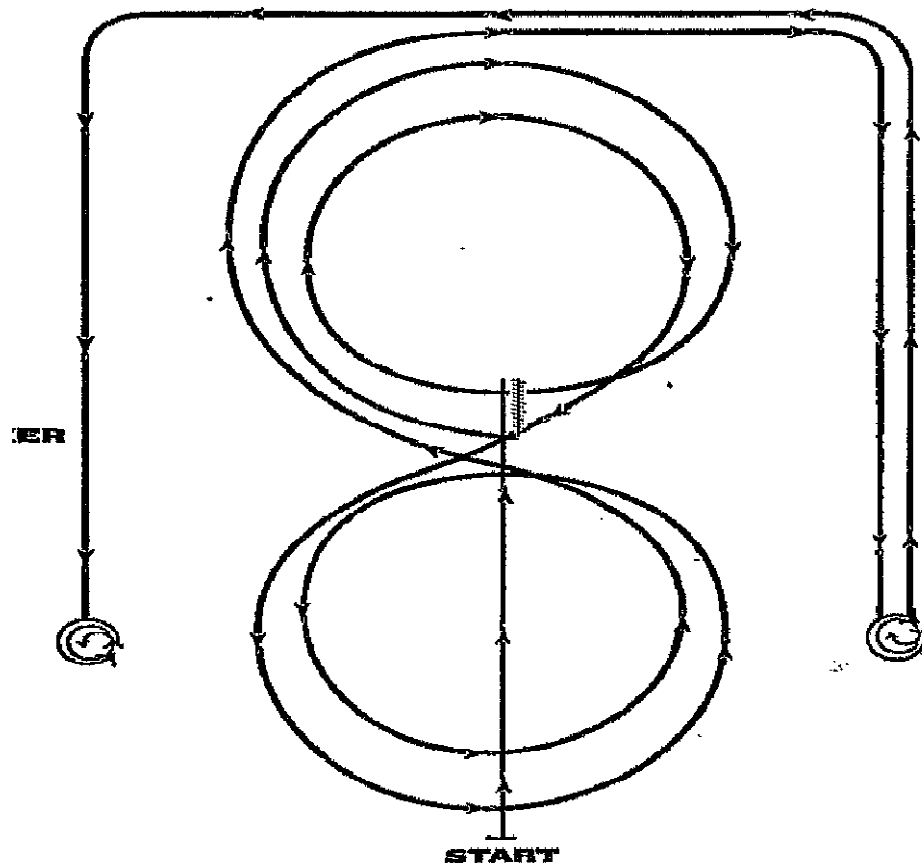


**BEGIN AT END OF THE ARENA**

- 1) Gallop to far end of arena past the end marker and stop
- 2) Execute one and one half spins to the left
- 3) Gallop to other end of the arena past the end marker and stop
- 4) Execute one and one half spins to the right
- 5) Gallop past the center marker and stop
- 6) Back ten to fifteen feet in a straight line, close back
- 7) Complete one-quarter of a turn to the left, hesitate. One right lead lope one small, slow circle and gallop one large, fast circle. Change leads to the left
- 8) Lope one small, slow circle and gallop one large, fast circle. Change leads to the right
- 9) Gallop around end of arena to the other side, past center marker, at least 20 feet from the fence and stop and settle to complete pattern

## WORKING RANCH HORSE

### REINING PATTERN 5



START AT END OF ARENA

- 1) Gallop down middle past center marker to a stop
- 2) Back up ten to fifteen feet to center.  $\frac{1}{4}$  spin to left
- 3) Pick up right lead, big fast circle, slow small circle
- 4) Change leads to left, big fast circle, small slow circle
- 5) Change leads to right, do not close this circle
- 6) Gallop around end of arena and down the side (approximately twenty feet from fence) past center marker and come to a stop
- 7) Complete 1  $\frac{1}{2}$  spins to the right
- 8) Continue back down side and end of arena to other side (approximately twenty feet from fence) past center marker and come to a stop
- 9) Complete 1  $\frac{1}{2}$  spins to the left
- 10) Settle to complete the pattern

## **RANCH CONFORMATION**

Open / Amateur

Stallions

Mares

Geldings

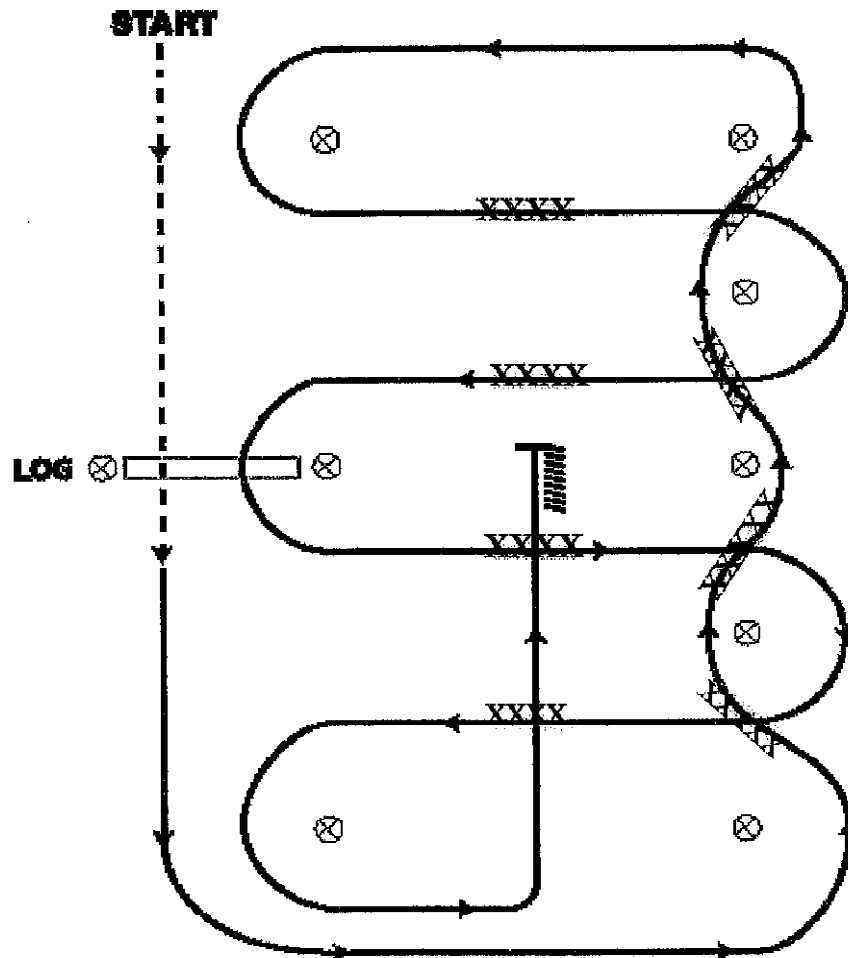
The purpose of this class is to preserve American Quarter Horse type by selecting well-mannered individuals in the order of their resemblance to the breed and that are the most positive combination of balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling. The ranch conformation class must be held after the conclusion of the other four events, except at VRH World Championship Shows. All sexes will be shown together as one class. Horses are to be shown in good working halter: rope, braided, nylon or plain leather. Horses will walk to the judge one at a time. As the horse approaches, the judge will step to the right to enable the horse to trot straight to a cone placed 50 feet away. At the cone, the horse will continue trotting, turn to the left and trot toward the left wall or fence of the arena. After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from both sides, front and rear and place the horses in order of preference.

\*\*\*\*\*

## **WESTERN RIDING**

Western riding is an event where<sup>3</sup> the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The pattern should be performed at a reasonable speed with credit given for an even cadence of gaits (i.e., starting and finishing the pattern with the same cadence) and the horse's ability to change leads precisely, easily and simultaneously front and hind at the center point (flying lead change) between markers. The horse should cross the log both at the job and the lope without breaking gait or radically changing stride.

- 1) Cones are separated by a uniform measured distance of not more than 30 feet or more than 50 feet on the sides with 5 markers (see diagram). The three markers on opposite side should set across the middle and the end cones.
- 2) Markers should be set at a minimum of 18 feet from the fence and with 50 to 80 feet width in the pattern, as the arena permits.
- 3) A solid log or pole should be used and be a minimum of 8 feet in length



### Directions for Western Riding

- 1) Walk to first cone
- 2) Pick up trot and continue trotting over log
- 3) Transition to left lead and lope around end
- 4) First line change XXXX
- 5) Second line change XXXX
- 6) Third line change XXXX
- 7) Fourth line change XXXX; and lope around the end of the arena
- 8) First crossing change XXXXX
- 9) Second crossing change XXXXX
- 10) Lope over log
- 11) Third crossing change XXXXX
- 12) Fourth crossing change XXXXX
- 13) Lope up the center, stop and back

**An exhibitor that does not complete the course cannot place over another that completes the course.**

## BARREL RACING

Barrel Racing is a timed event. Time begins and ends when the horse's nose crosses the score line. Time will be announced after each run

- 1) Distance between the barrel and the wall shall be a minimum of 18 feet (36 feet for barrel 3)
- 2) 60 feet (20 yards) from score line to first barrel
- 3) 90 feet (30 yards) from barrel 1 and 2
- 4) 105 feet (35 yards) between barrel 2 and 3
- 5) Course size may be reduced in increments of 15 feet to fit the arena
- 6) Score line **must** remain at least 45 feet from end of arena

*Gate **must** remain closed while contestant is working the pattern*

### Directions for Barrel Horse

- 1) The course may be run to the left or to the right
- 2) Being off pattern will disqualify run
- 3) The contestant may touch the barrel with his/her hand
- 4) A five (5) second penalty shall be given for knocking barrel over (even if it subsequently uprights itself)
- 5) In the event of a tie, the winner must have re-run the pattern within two (2) seconds of his/her original time or a 5 second penalty will be added.

## POLE BENDING

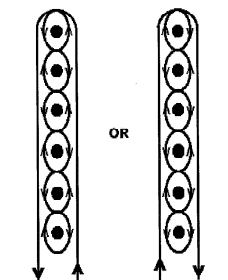
Pole Bending is a timed event. Time begins and ends when the horse's nose crosses the score line. Time will be announced after each run.

- 1) Distance between the poles and the wall shall be at least 18 feet
- 2) Pole bending pattern is to be run around six poles
- 3) Poles are to be 21 feet apart with the first pole 21 feet from the score line
- 4) Poles shall be set on top of the ground, six feet in height with base no more than 14 inches in diameter
- 5) Score line **must** remain at least 45 feet from end of arena

*Gate **must** remain closed while contestant is working the pattern*

### Directions for Pole Bending

- 1) The course may start the pattern to the left or to the right and run the remainder of the pattern accordingly
- 2) Being off pattern will disqualify run
- 3) The contestant may touch the pole with his/her hand
- 4) A five (5) second penalty shall be given for knocking pole over (even if it subsequently uprights itself)
- 5) In the event of a tie, the winner must have re-run the pattern within two (2) seconds of his/her original tie or a 5 second penalty will be added



## KEY HOLE RACE

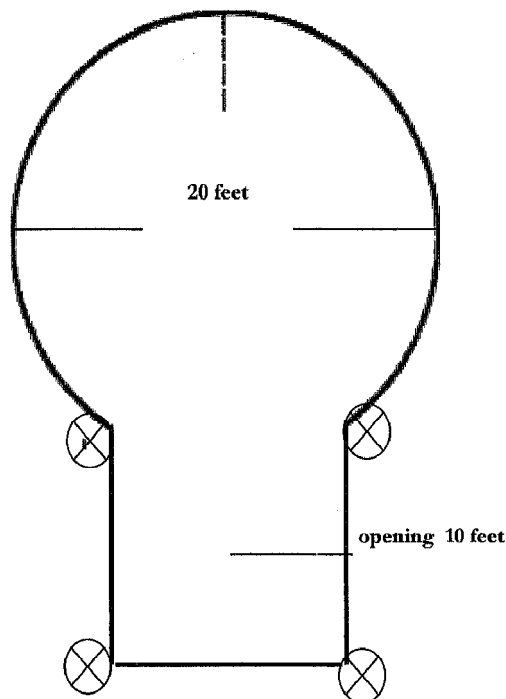
Key Hole Race is a timed event. Time begins and ends when the horse's nose crosses the score line. Time will be announced after each run

### Pattern for Key Hole Race

- 1) Keyhole is to be 20 feet in diameter with an opening ten feet long and ten feet wide defined by 4 cones
- 2) Outside of circle must be 18 feet from end of arena

### Directions for Key Hole Race

- 1) The contest shall run through the opening into the circle, turn back staying inside the circle, run back out the opening and across the score line
- 2) A five (5) second penalty shall be given for stepping outside of the keyhole
- 3) In the event of a tie, the winner must have re-run the pattern within two (2) seconds of his/her original time or a 5 second penalty will be added.



RACE TRACK

ROAD

Arena entrance

Drive Through Gate

B  
L  
E  
A  
C  
H  
E  
R  
S

H  
O  
R  
S  
E

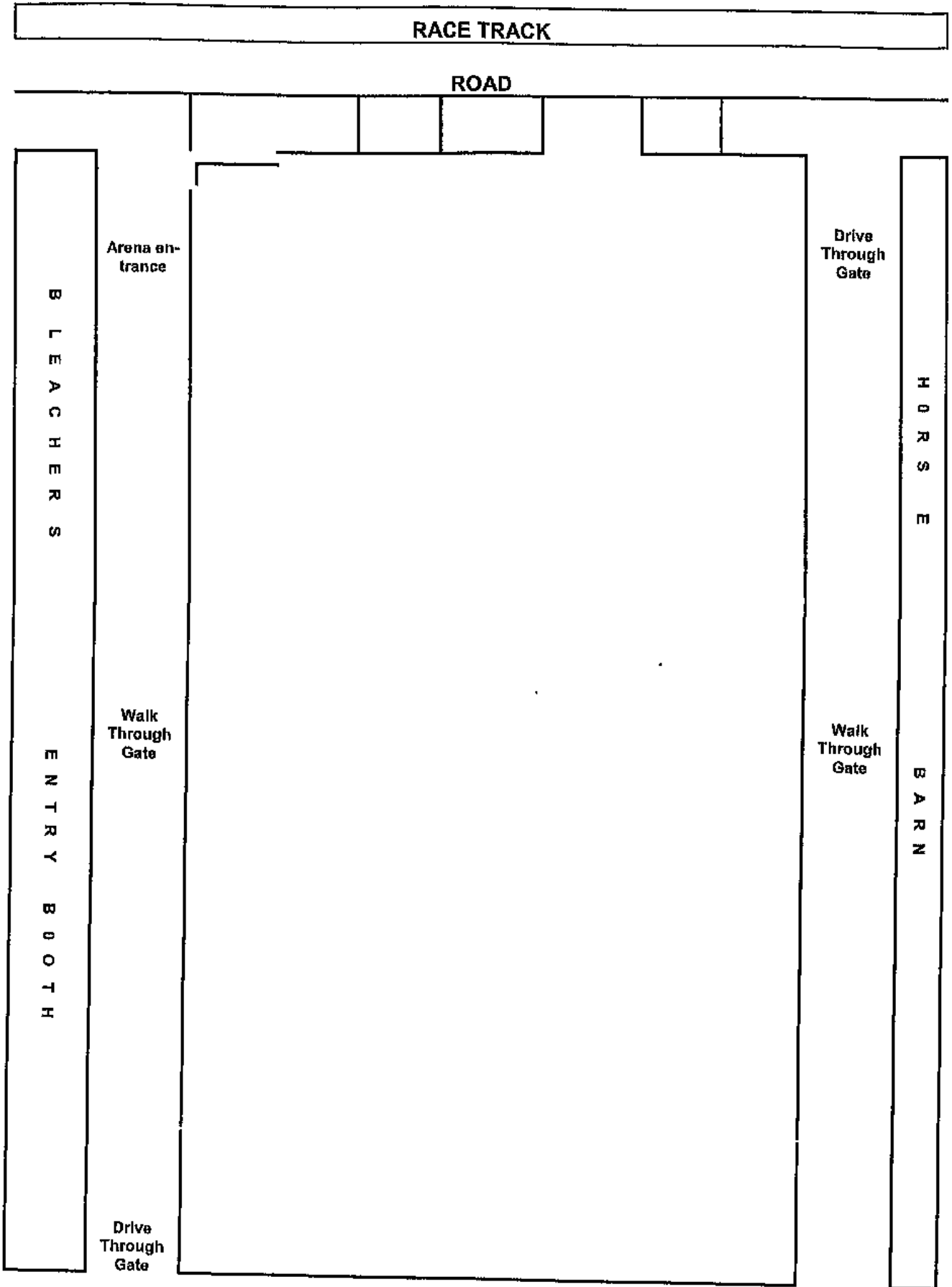
Walk Through Gate

Walk Through Gate

E  
N  
T  
R  
Y  
B  
O  
O  
T  
H

B  
A  
R  
N

Drive Through Gate



**“You can tell a true cowboy by the type of horse he rides”  
-Author Unknown**

**OHFQHA RULE BOOK 2010**