



## Ranch Reining

**Divisions:** *Ultimate Ranch Challenge*

Brief rules:

- Exhibitors off pattern but they will not place higher than exhibitors who perform the pattern correctly.
- No hoof black, tail extensions, cavesons, tie-downs or martingales.
- Long sleeve shirt/jacket and boots are strongly suggested. Chaps and cowboy hat/helmet are optional.
- Banding is allowed.
- Exhibitors are allowed to show **2 hands** in ALL Green Horse/Rider & Ultimate Ranch Challenge classes if they use a snaffle bit, bosal or hackamore.
- Please judge the exhibitor even if the camera placement is different than what was requested. All we can ask is that you do your best to judge the exhibitors fairly.
- Faults not to be considered disqualification but should be scored according to severity for ALL Ranch Classes:
  - Crooked backs & stops
  - Anticipating stops
  - Uncontrollable speed
  - Wringing of tail
  - Knocking over markers
  - Failure to run pattern within marker
  - Opening mouth, raising head on stops and turns

## General Rules/ Scoring:

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

### ***-Scoresheet + placing-***

Scoring is on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1

1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.

\*Green Riders/ Green Horse classes can perform a simple lead change (one jog stride) with no penalty. Simple lead changes are allowed in any division. Keep in mind, a smooth flying lead change will be scored higher than a simple lead change due to the degree of difficulty- this applies to every division.

\*Exhibitors are allowed to show 2 hands in ALL Green Horse/Rider & Ultimate Cowboy/Cowgirl Challenge classes if they use a snaffle bit, bosal or hackamore.

### **Penalties:**

#### **1/2 point penalties:**

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

#### **ONE (1) point penalties:**

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

#### **Two (2) point penalties:**

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

#### **Five (5) point penalties:**

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

#### **ZERO score:**

- Failure to complete pattern

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