

# ATTACHMENT H

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## 720. RANCH HORSE PLEASURE

A. The ranch horse pleasure horse should reflect the versatility, attitude and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward working speed while under control by the rider. Light contact should be rewarded and horse shall not be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

1. Ranch horse pleasure is offered for horses three years of age and older, and is offered as an all-age open division class.
2. No horse may cross-enter a western pleasure and ranch horse pleasure class at the same show regardless of division (open, non-pro or youth).
3. This class is an optional, non-pointed class.

### B. CLASS REQUIREMENTS:

1. Each horse will work individually, performing both required and optional maneuvers and scored on the basis of 0 to 100, with 70 denoting an average performance.
2. The required maneuvers will include the walk, trot and lope in both directions, the extended trot and extended lope in at least one direction, stops, and backs.
3. Three optional maneuvers may include a side pass, turns of 360 degrees or more, a change of lead (simple or flying), walk, trot, or lope over a pole or poles, or some combination of maneuvers that would be reasonable for a ranch horse to perform.
4. The maneuvers may be arranged in various combinations with final approval by the judge.
5. The overall cadence and performance of the gaits should be as those described in GAITS, with an emphasis on free-flowing and ground-covering forward movement for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
6. No time limit.
7. One of the suggested patterns may be used; however, a judge may utilize a different pattern as long as all required maneuvers and the three (or more) optional maneuvers are included. Should a judge use one of his or her own patterns, it is recommended to not have the stop following an extended lope.

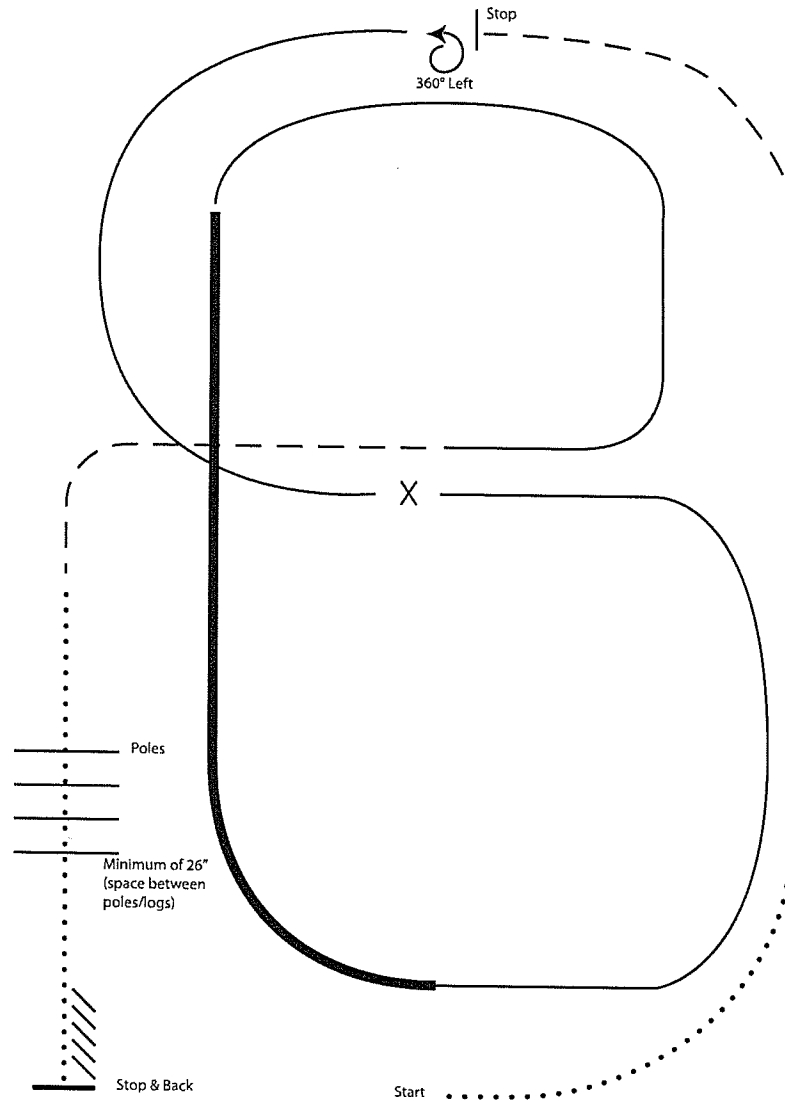
8. The use of natural logs is encouraged.
9. Posting at the extended trot is acceptable.
10. Touching or holding the saddle horn is acceptable.

### C. RANCH HORSE PLEASURE APPAREL AND EQUIPMENT

1. No hoof polish
2. No braided or banded manes or tail extensions
3. Trimming inside the ears is discouraged
4. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair
5. Equipment with silver should not count over a good working outfit. Silver bridles and saddles are discouraged

### D. Ranch Horse Pleasure Penalties

1. One (1) point penalties
  - a. Too slow/per gait
  - b. Over-bridled
  - c. Out of frame
  - d. Break of gait at walk or jog for 2 strides or less
  - e. Split log at lope
2. Three (3) point penalties
  - a. Break of gait at walk or jog for more than 2 strides
  - b. Break of gait at lope
  - c. Wrong lead or out of lead
  - d. Draped reins
3. Five (5) point penalties
  - a. Blatant disobedience (kick, bite, buck, rear etc.)
  - b. Placed below horses performing all maneuvers
  - c. Eliminates maneuver
  - d. Incomplete maneuver
4. Zero (0) score
  - a. Illegal equipment including hoof polish, braided or banded manes or tail extensions
  - b. Willful abuse
  - c. Major disobedience or schooling
5. No specific penalties will be incurred for nicks/hits on logs but a deduction may be made in the maneuver score
6. No specific penalties will be incurred for over/under spins but a deduction may be made in the maneuver score

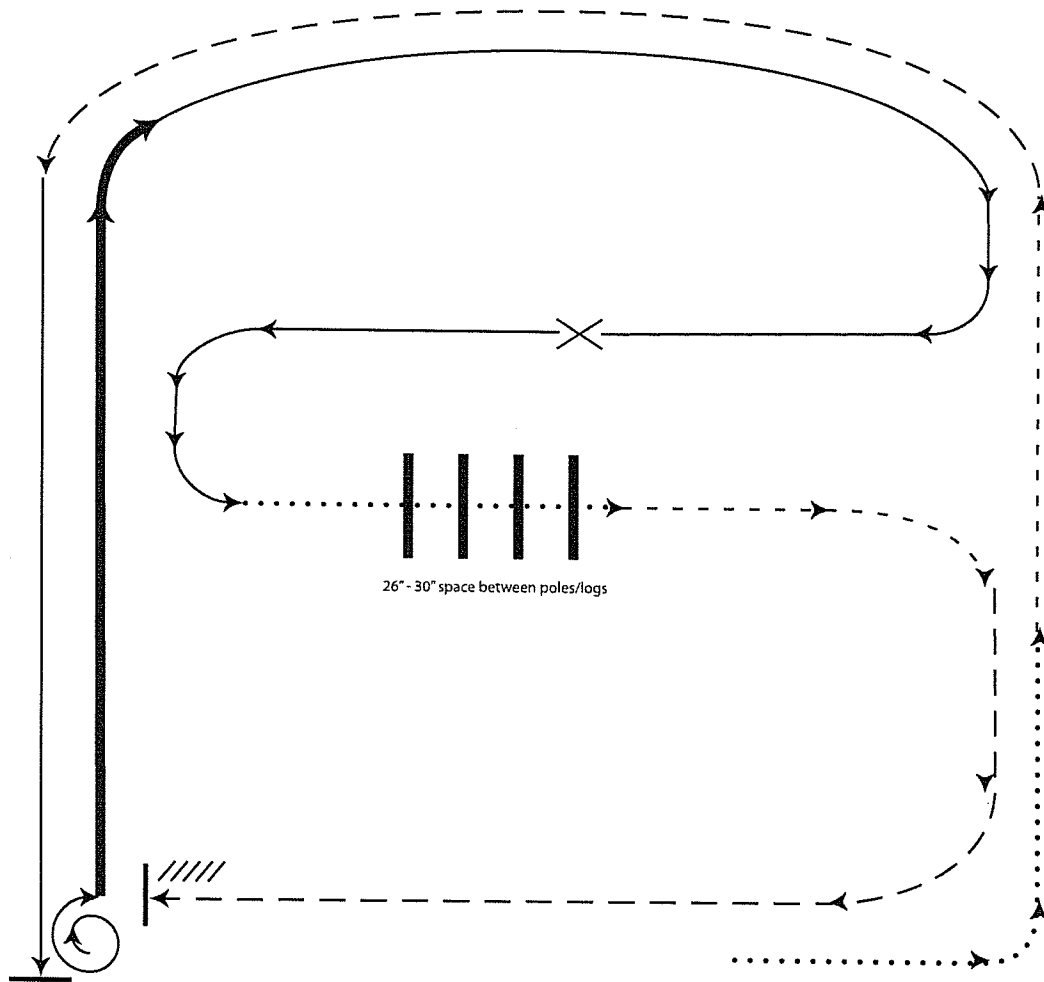


## KEY

- X Lead Change
- ..... Walk
- - - - Trot
- - - - Ext Trot
- Lope
- Ext Lope
- //// Back
- ↔↔ Sidepass
- ↓
- ↔↔

## INSTRUCTIONS

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

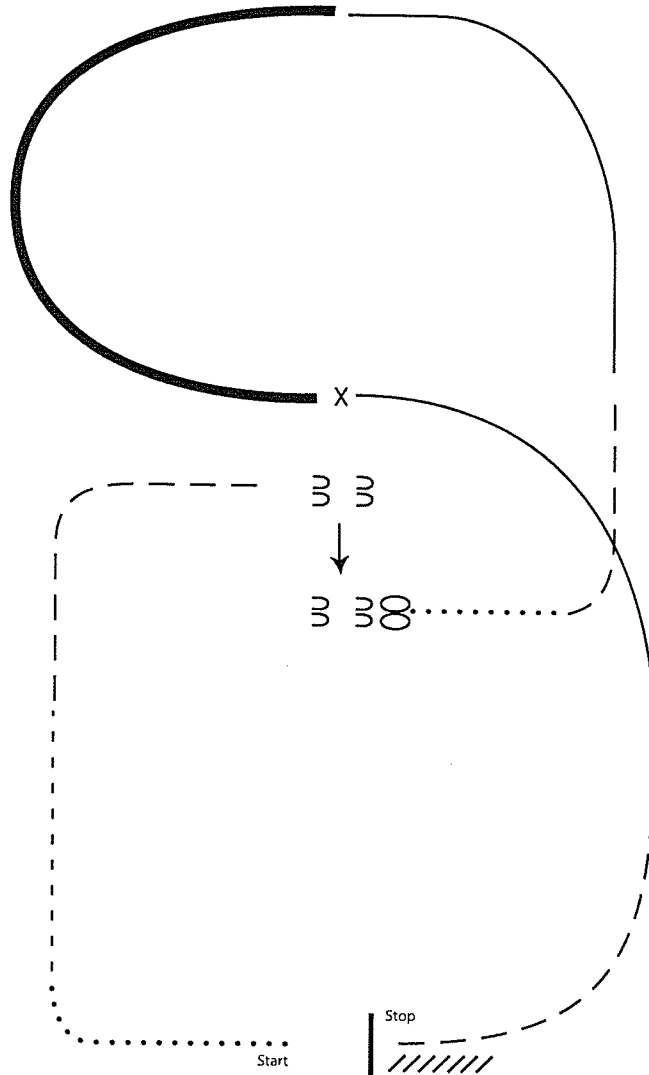


KEY

INSTRUCTIONS

- X Lead Change
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- Ext Lope
- //// Back
- ⋈ Sidepass
- ↓
- ⋈

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 540 degree (1 1/2) turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

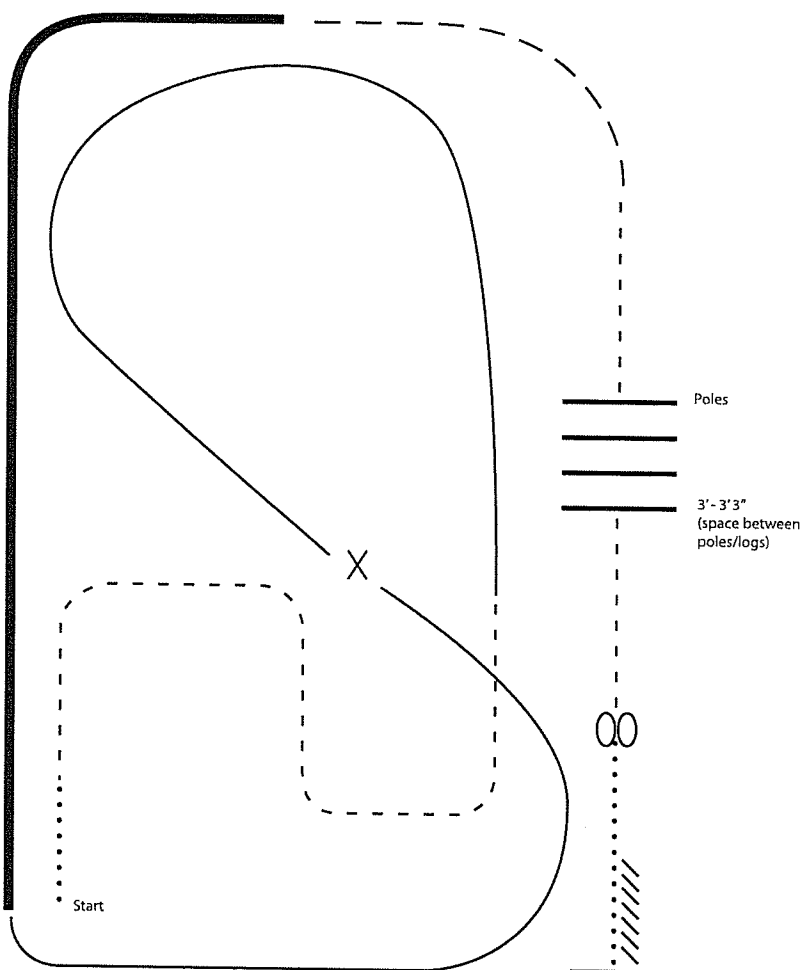


KEY

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- ⊃⊃
- ↓
- ⊃⊃
- ⊃⊃

INSTRUCTIONS

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extended trot
13. Stop and back

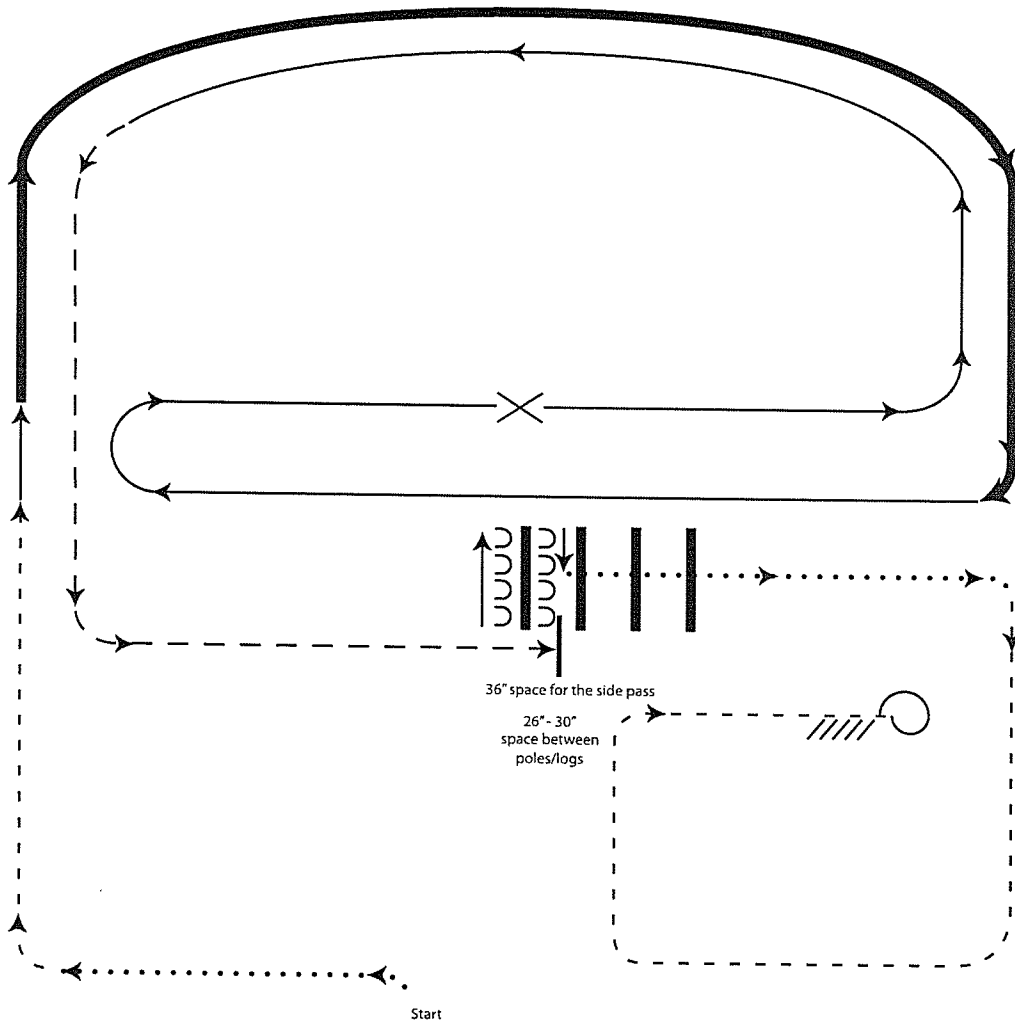


## KEY

- X Lead Change
- ..... Walk
- - - - - Trot
- - - - - Ext Trot
- Lope
- Ext Lope
- //// Back
- ⊃⊃ Sidepass
- ↓
- ⊃⊃
- ⊃⊃

## INSTRUCTIONS

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extended trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back



## KEY

- X Lead Change
- ..... Walk
- - - - - Trot
- - - - - Ext Trot
- Lope
- Ext Lope
- ////// Back
- ⊃⊃ Sidepass
- ⊃⊃
- ↓
- ⊃⊃
- ⊃⊃

## INSTRUCTIONS

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

# ATTACHMENT I

## 724. TRAIL

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### L. RANCH HORSE TRAIL

1. This class will be judged on the performance of the horse over the obstacles, with emphasis on manners, response to the exhibitor, and on how the partnership of the horse/rider works together. Credit will be given to those horses negotiating the obstacles with style, expression, and some degree of speed, providing carefulness is not sacrificed. Credit will be given to horses showing the capability of picking their own way through the course when obstacles warrant it and exhibiting trust in the rider when negotiating the more difficult obstacles.
  2. Attire and tack should be clean and presentable. Working tack encouraged, horses are not required to be clipped or manes banded, no fake tails allowed.
  3. Horses shall be penalized for any unnecessary delay while approaching the obstacles. The horse/rider team should negotiate each obstacle with calmness and patience, moving safely through each obstacle. Horses should show awareness, be attentive and not spook, shy or spin. The horse should not stumble, tick or clip obstacles.
  4. A minimum of six (6) obstacles (maximum of twelve (12) obstacles) will be used. The course shall be returned to its original design after each horse has worked.
    - a. Obstacles should be representative of challenges found on the trail or simulate what may be experienced by a horse/rider on a ranch.
    - b. The course must be posted at least one hour before scheduled time of the class.
  5. Each obstacle should receive an obstacle score and is subject to a penalty that should be subtracted. Each obstacle should be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, - ½ poor, 0 correct, + ½ good, +1 very good, +1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed as follows:
    - a. Disqualification (from entire class)
      - i. Use of two (2) hands (except Junior horses shown with a snaffle bit or hackamore)
      - ii. Use of romal other than as outlined in 715.A.7
      - iii. Performing the obstacles other than in specified order
    - iv. No attempt to perform an obstacle
    - v. Equipment failure that delays completion of pattern
    - vi. Touching the horse on the neck to lower the head or use of free hand to instill fear or praise
    - vii. Fall to the ground by horse or rider
    - viii. Riding outside designated boundary marker of the course
    - ix. Failure to enter, exit or work obstacle from correct side or direction
    - x. Failure to perform correct line of travel within or between obstacles
    - xi. Third refusal
- b. ½-point penalty
    - i. Each tick of log, pole, cone or obstacle
  - c. 1-point penalty
    - i. Each hit of or stepping on a log, pole, cone or obstacle
    - ii. Break of gait at walk or jog for two strides or less
    - iii. Both front or hind feet in a single-strided slot or space
    - iv. Skipping over or failing to step into required space
    - v. Split pole in lope-over
  - d. 3-point penalty
    - i. Break of gait at walk or jog for more than 2 strides
    - ii. Out of lead or break of gait at lope (except when correcting an incorrect lead)
    - iii. Knocking down an elevated pole, cone, barrel or plant obstacle or severely disturbing an obstacle
  - e. 3- to 5-point penalty (depending on severity)
    - i. Stepping outside the confines of, falling or jumping off an obstacle (back through, bridge, side pass, box, water box) with one foot
  - f. 5-point penalty
    - i. Dropping slicker or object required to be carried on course
    - ii. First refusal, balk or attempt to evade an obstacle by shying or backing more than 2 strides away
    - iii. Loss of control or letting go of gate

- iv. Stepping outside the confines of, falling or jumping off an obstacle by shying or backing more than 2 strides away
- v. Loss of control or letting go of gate
- vi. Stepping outside the confines of, falling or jumping off an obstacle (back through, bridge, side pass, box, water box) with more than one foot
- g. Five (5) or more penalty points:
  - i. Blatant disobedience (kicking out, biting, rearing, striking)
  - ii. Failure to ever demonstrate correct lead or gait if desired
  - iii. Failure to complete obstacle
  - iv. Second refusal, balk or attempt to evade an obstacle by shying away or backing more than 2 strides away
- 6. Only one hand may be used on reins, except for junior horses shown with a snaffle bit hackamore/bosal. Hands must not be changed, except that it is permissible to change hands to work with an obstacle. While the horse is in motion, there shall be no changing of hands on the reins. Hand to be around reins. One finger between reins permitted. While horse is in motion, exhibitor's hands shall be clear of horse and saddle.
- 7. There are not mandatory obstacles. The course is to be set up at the discretion of the show management and/or judges. Obstacles should be constructed of safe material, and test the horse and rider's skills. Suggested obstacles include, but are not limited to:
  - a. Side pass (over obstacle is optional). May be elevated to 12" (30.48 cm) maximum
  - b. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag raised or combination. The space between poles/logs is not required to be measured as obstacles on a trail are random. Care shall be taken to design the course with safety in mind when determining the gait at which the obstacles will be maneuvered
  - c. Ride over wooden bridge. Minimum width shall be 36" (91.44 cm) wide and at least 6 feet (1.83 m) long. Bridges should be sturdy, safe and negotiated at a walk only
  - d. Opening, passing through and closing gate. A gate that will not endanger horse or exhibitor must be used. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
  - e. Water hazard (ditch or small pond). No metal or slick bottom-boxes shall be used.
  - f. Carry object from one part of arena to another. Only objects that might reasonably be carried on a trail ride may be used.
  - g. Backing obstacle.
  - h. Pick up a slicker while mounted, put it on and take it off.
  - i. Dismount and ground tie.
  - j. Load into a trailer.
  - k. Drag an obstacle. Rider may hold rope or dally once, no tying hard and fast. At no time should the rider or horse get tangled in the rope. Horse should stand quietly during the preparation and then pull or drag in control.
  - l. Live animals may be used on the trail course.
  - m. Rope a steer head. The object is not to judge the ability of the exhibitor to rope but the patience and willingness of the horse in allowing the rider to complete the task at hand.