A BAR RANCH FUTURITY RULES

Events:

Halter, Ranch Trail, Cowhorse, Cut & Capture

RULES

HALTER

This class will be judged on conformation and the resemblance to the ideal ranch/performance horse.

RANCH TRAIL

This class will be shown based on the horses' ability and level of training. There will be a set time limit. Time limit will be based on the number of obstacles and the basic gaits that need to be shown. High score will win. In all gaits, movement of the ranch riding horse should simulate a horse needing to cover long distances softly and quietly, like that of a working ranch horse.The obstacle portion will demonstrate the contestants/horse's ability to navigate the trail course.

CUT & CAPTURE

Maneuver: Cattle will be settled in the cutting pen next to the main arena. A turn back crew and herd help will be provided. It is the rider's discretion as to how much or how little help is to be used. The cutting portion is to be completed in 4 minutes. Contestant will be given a one-minute warning (not all the time has to be used). 3 cattle are to be worked, however, after working the last cow the rider must nod to open the gate. They must then drive their cow into the next arena. At this time the clock stops and you have a two-loop limit to rope the cow. You may dally or tie on. After roping and stopping the cow, log it off.

REINING

Maneuvers: Maneuvers are dependent upon patterns chosen. They will be judged accordingly on circles and lead changes, rollbacks (dependent on pattern), stopping, and backing. The reining segment will end when the rider calls for the cow.

Spins: Credit will be given to the horse that spins flat and smooth, showing no indications of being forced, and demonstrates a willing attitude. Forced speed should not score higher than moderate, willing speed. Horse's will be penalized for elevated, hoppy, forced, or extremely slow spins. The horse that spins smoothly, with moderate speed, keeping his hindquarters in the same general area, and demonstrating a good footwork in front should receive the greatest amount of credit.

Circles and Lead Changes: Circles and lead changes will be judged on the horse's ability to: A) be willingly guided without pulling to the inside or to the outside of the circle, B) his ability to demonstrate his willingness to increase or decrease speed and C) his ability to change leads, front and back, smoothly with a minimum cueing from the rider. In the circle segment of the

dry work, the rider can increase his score by making his circles come together at the "same midpoint of the arena," making large circles the same size on each side, small circles the same size on each side and lead changes at the citer of the arena. This will demonstrate control to the judges.

Rollbacks: Dependent on pattern choses, the rollback should be a 180-degree turn following the stop, where the horse turns and leaves in one motion. Short, choppy rundowns will be penalized, as will bouncy, forced stops and rollbacks that come out at less than 180 degrees.

Stop and Back: To receive maximum credit, a horse should approach the stop: A) loping or galloping freely, B) willingly moving forward in a straight line and C) gradually increasing his speed. The stop should be straight and square and give the appearance of stopping because he is trained to stop, no because he is forced to stop. Maximum credit will be given to the horse that approaches the stop running straight, gradually increasing speed, stops straight and square, and hesitates momentarily. Maximum cred will be given to the horse that backs willingly in a straight line for at least 15 feet.

COW WORK

Maneuvers: the cow work will consist of two segments – boxing and fence turns

Boxing: Throughout the cow work, it must be remembered that the name of the game is controlling the cow. Judges must take into consideration what kind of cow each contestant draws to accurately judge the degree of difficulty in each credit- earning situation. When a contestant is holding a cow at the end of the arena, maximum credit will be given to the horse that is obviously watching a cow and making counter moves to hold the cow at the end of the arena without the help of the rider. The more a horse is trying to do on his own, the more credit he should receive.

Fence Turns: Maximum credit should only be given when the horse is in control of the cow and allows the cow to go down the fence. Again, the difficulty of the cow should always be considered when deducting from maximum credit. When the cow is allowed to go down the fence, maximum credit will be given to the horse that tuns the cow at least once each direction on the same fence that the cow originally went down.

CIRCLING (optional, if opting out of roping)

Circling: Following the completion of fence turn, the contestant should take the cow to an open part of the arena and maneuver the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit earning situation. The circles should be completed before the cow is exhausted.

ROPING

Rating and tracking: Maximum credit will be given to the horse that shows ample speed going to cattle, tracks/rates well to allow the rider to rope from a good position. The loop must go over the cow's head i.e., the cow must look through the loop. The cow may end up being caught by the neck, body or hind leg. If the cow is not roped within two loops, the scoring will cease at this point, a 5-point penalty will apply as well as an "OP". The roper may only carry one rope and, if that rope is lost, time will stop and the run is considered completed. Contestants may not receive any ropes from outside the arena to complete their run. Contestants may not retrieve their rope from the cow if it comes loose from the horn. If contestant drops their rope prior to the roping the animal, they may dismount and retrieve the rope to complete the run if time allows. When roping, contestants are permitted to hole reins as romal reins.

Stopping: Maximum credit will be given to the horse that stops square and hard in a straight line with the cow, hindquarters underneath him, alert and paying attention, holding the stop when the rope comes tight and leans back slightly to absorb the jerk. The loop must go over the cow's head and, therefore, any part of the body that is caught may be used to stop the animal. The contestant may tie the ropes on or dally.

Pulling: Maximum credit will be given to the horse that turns crisply, when asked by the rider, drops his neck to pull, leans into the breast collar, drives from behind and pulls from the horn in a straight line for at least 15 feet. Cattle must be standing to be drug when roped around the neck. Pulling a cow the required distance will end the run regardless of the time remaining. No choking of a down animal is allowed and the judges will disqualify a contestant for dragging by the neck on the ground, tripping or any other behavior they deem abusive.

Legal Catches: The loop must go over the cow's head, i.e., the cow must look through the loop. The cow may end up being caught by the neck, body, or hind leg.