

## General Rules

Event rules came from various places including the 4-H rulebook, FQHR (Foundation QH Registry) and KWHA.

**No rider with a 5-second penalty will place above another rider with a clean run.**

### JUDGED EVENTS

**Bareback Tandem: (KWHA rule book)** Two contestants mounted on a bareback horse. Entries in this class shall enter the arena at a walk and ride with reins in one hand only (two hands may be used if riding a junior horse). Contestants shall not use hands to hold on to each other. Riders to be judged on ability to show horse at walk, trot, and canter; keep proper leads; ease of handling and control of horse; and ability of each rider to keep seat erect and balanced. Percentages shall be horsemanship 70% and appearance of horse and riders 30%. Contestants will not be asked to mount or dismount horse.

**Ranch Pleasure: (FQHR rules)** Horses to be shown at a walk, jog and lope. Extended jog/trot may be called for. Exhibitor may hold the horn at the extended jog/trot. All reverses to be performed toward the center. Horses are not to be reversed at a lope. At all gaits, horses should have the appearance of "Looking for More Country".

#### **CREDITS:**

- A. Natural ground covering walk, jog and lope    B. Consistency at all gaits    C. Smooth upward and downward transitions  
D. Working off hindquarters when turning    E. Work on reasonably loose rein without excessive cueing to maintain a moderate pace

Judges and exhibitors are asked to keep in mind that the Ranch Pleasure horse should be "a pleasure to ride" whether coming home from a hard day's work or just touring the country on a Sunday afternoon. Excessive speed at any gait other than extended trot should be penalized the same as excessive slowness.

**WALK:** The Ranch Pleasure Horse should have a ground covering flatfooted walk accomplished on a reasonably loose rein. The head should be carried in a natural position-never behind vertical or stuck straight out. It should not be in an exceptionally high or low position but should look relaxed and natural for that particular horse.

**JOG:** The Ranch Pleasure Horse should have a smooth easy-to ride jog on a reasonably loose rein. Emphasis should be on a comfortable jog that is a pleasure to ride. Rider should be able to "sit" the jog and not have to post or stand in the stirrups to ride distances. The head may be carried slightly higher than at the walk, should never be behind vertical or stuck straight out and the horse should not throw his head up during transitions.

**EXTENDED JOG OR TROT:** The Ranch Pleasure Horse should willingly extend the jog by increasing stride length, not by increasing speed of the strides resulting in faster short choppy strides. The jog should be a ground covering reasonably smooth gait that can cover great distances. The rider may post, stand, lean forward or sit the extended jog. The horse should willingly slow back down to the normal jog or walk when asked to. Judges are not to ask exhibitors to go from the extended trot to the lope.

**LOPE:** The Ranch Pleasure Horse should smoothly move into a lope, in the correct lead, directly from the walk or jog. The lope should be slow enough and smooth enough to be a pleasure to ride. It should be accomplished on a reasonably loose rein with the horse willing to adjust to the speed the rider wants. The horse should be "gathered up" enough and have his hindquarters underneath him sufficiently to be able to stop or turn and should not be "strung-out" or 4-beating. He should be able to drop down to a walk or jog with no resistance. His head should be steady and not be carried excessively high, low or behind vertical. This gait should not be artificially slow or look unnatural.

#### **FAULTS TO BE SCORED ACCORDING:**

- A. Lack of ground covering gait    B. Excessive speed or slowness of gait    C. Wrong lead    D. Breaking gait  
E. Failure to make upward or downward transitions when called for    F. Excessive nosing out and lack of response to rein cues  
G. Opening mouth excessively    H. Stumbling    I. Head carried with tips of ears below the withers for more than 3 strides

**Ranch Horse Challenge: (FQHR rule book)** This is a judged event. And is designed to promote horsemanship and sportsmanship in an environment that emulates obstacles encountered on the ranch, pastures, etc.

All exhibitors should ride at the speed they feel safe, for their level of skill or experience. Any rider that feels any obstacle is beyond their skill level, or their horses' skill level, may pass on that obstacle and receive a no score for that obstacle, but still receive a score for obstacles completed. There will be 6 obstacles in the course and the pattern will be posted on fergusonangus.com and on facebook.

The Judge will be looking for those horses who can maneuver quickly through the course but not at the expense of safety for the horse or exhibitor or the expense of good horsemanship.

The judge may walk the course with the participants prior to the class starting and answer any questions the participants may have immediately after the course has been walked.

Exhibitors may ride either one or two handed in snaffle or shank bits. Tie downs, martingales, cavessons, are not allowed.

Each obstacle will be judged separately. Up to two (2) points will be given for the approach, up to six (6) points for the navigation of the obstacle and up to two (2) points for the departure. Points given in ¼ or ½ or ¾ increments are permissible.

A missed obstacle will be assessed a 60 second penalty. If an obstacle is missed it may be picked up providing the next obstacle has not been started. If the exhibitor goes back to pick up the missed obstacle after starting the next obstacle the run will be considered a DQ disqualification. Any exhibitor who "loses" their horse due to falling or the horse leaves the ground tie has 1 minute to catch their horse and an additional 30 seconds to mount. No one may help catch the horse, except for the two youngest classes who may have an adult assist them. Should the horse leave the arena, it will result in a disqualification.

Ties to be broken by the time

**Bareback Horsemanship: (From the KWHA rule book)** Horses shall be shown at a walk, trot, and canter. They shall be judged on manners, conformation, and suitability for use as a bareback horse. The rider is to be judged on his/her ability to keep horse in designated gait and proper leads, and his handling and control of horse. The reins will be held in one hand only (two hands may be used if riding a junior horse; the seat shall be erect and balanced. Percentages shall be horsemanship 70%, conformation and suitability of horse 30%.

**Horsemanship: (From the Kansas 4-H rule book)** Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the horsemanship skills of the rider. Patterns will be posted on [fergusonangus.com](http://fergusonangus.com) and on the Leap of Faith facebook page at least 2 weeks prior to the show.

- All individuals, or finalists from the individual workouts, may be asked to complete rail work at the judge's discretion.
- The judge may use any combination of maneuvers such as:
  - Walking, trotting, and/or loping a straight line.
  - Circles of varying size and speed.
  - Figure 8s at a jog, and figure 8s at a lope with either a simple change of lead or a flying lead change.
  - Stops from any gait.
  - Backing either in a straight line, an L, or a circle.
  - 360°-turn or spin.
  - Turns of 90°, 180° or 270°.
  - Rollbacks and pivots.
  - Picking up leads from a standstill, walk, or trot.
  - Simple lead changes (breaking gait to trot then switching leads) on a straightaway.
  - Sidepass.
  - Counter canter.

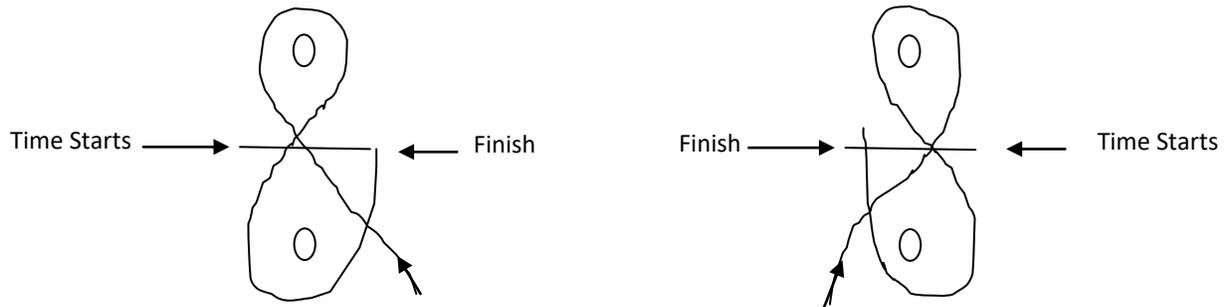
**Reining:** Each horse will be judged on the neatness, dispatch, ease, calmness and speed with which it performs the pattern. Excessive jawing, open mouth or head raising on stop, lack of smooth sliding stop on haunches, breaking gaits, refusing to change leads, anticipating signals, stumbling or falling, wringing tail, backing sideways, knocking over kegs, changing hands on reins, or losing stirrup or holding on, or two hands on reins ( except if contestant is riding a junior horse, see Rules Governing Judged Events) or any unnecessary aid given by the rider to the horse ( such as unnecessary talking, petting, spurring, using quirt, jerking on reins, etc.) to induce the horse to perform will be considered a fault and scored accordingly. Horse shall rein and handle easily, fluently, effortlessly and with reasonable speed throughout the pattern.

- **7-10 age group:** The pattern will be pattern #2 from the Kansas 4-H rule book.
- **11-14 age group:** The pattern will be pattern #6 from the FQHR rule book
- **15-18 age group:** The pattern will be pattern #6 from the FQHR rule book

## RACE EVENTS

**Cloverleaf:** In running this race start at the starting line at a standing or running start, contestant may go to either right or left barrel first but must make two left turns and one right turn, or two right turns and one left turn and back across the starting line. Rider to be assessed a five (5) second penalty for each barrel knocked over.

**Stake Race:** The start and finish line is 20 feet wide and marked by two upright markers (10 feet on each side of the center line and short enough so as to not interfere with the timer if one is used (short pylons or cones are recommended)). The first and second poles marking the center line are each 40 feet apart from the start and finish line, making them a total of 80 feet apart. The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Beginning from either the right or left side of the first pole, start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Contestants receive a "no time" if they fail to cross the start and finish line between the markers. Each time contestants cross the center line they must do so in between the markers. Failure to do so will result in no time.



**Flag Race:** The Flag will be placed in can atop barrel at opposite end. Can holding flag may be knocked down or over. There will be a (5) second penalty assessed for a barrel knocked over. Time will start when rider crosses start line and rider may turn either right or left at the barrel. Rider will pick flag from holder and time will end when rider crosses finish line with flag. Rider will be disqualified if flag is dropped or flag is used as a whip or bat.

**Half Eight Race:** First pole centered on turning line, a second pole is set 6 feet back toward start/finish line. Contestant rides between the poles before crossing turning line, makes a left or right hand turn, and races back across finish line. Disqualification if all four feet of horse crosses turning line before going between poles or for touching pole with a hand.

**Ribbon Race:** Riders start from starting line and race to opposite end of the arena to line where ribbons are fastened to ground by nail. Riders must dismount horse to secure ribbon, remount and race back to starting line.

**Two-Barrel Flag:** Contestant races to the first 30-gallon barrel, which is set 30 feet off of starting line, picks up stake with colored flag and races to second barrel on turning line. The contestant deposits the stake into the barrel on the turning line and picks up stake with a different colored flag and races back to the first barrel and deposits that stake into the barrel. Contestant needs to raise right or left hand when entering the arena to tell the arena crew what side of barrel they will pick up the stakes. Contestant will be disqualified for dropping stake or knocking over a barrel. In the event of a broken stake, the portion remaining in the barrel must be the full diameter of the stake to be considered a qualified ride.