

## Stock Horse of Wisconsin

### Event Rules

SHOW Competition Divisions (as of Jan. 1 of the current year)

Adult- 17 and up.

Youth- 16 & under

Green as Grass – Any age.

### Equipment and attire

Equipment - Horses shall be shown in a western or like saddle. Silver equipment will not count over good clean, working equipment. Horses, of all ages, may be shown in a snaffle, bosal, or curb bit. No fingers between the reins are allowed with a romel. Curb chains or straps must be at least ½ inch in width and must lie flat against the horse's chin. Prohibited equipment includes tie downs, gag bits, mechanical hackamores and running martingales. A judge may prohibit the use of any equipment deemed to be inhumane.

Attire - Riders shall wear protective headgear or western hats, long-sleeved shirts and western boots. Western boot type must include a heel. The use of spurs and chaps shall be optional. Clothing should be neat and clean.

### SCORING

No horse shall be disqualified except for illegal equipment, obvious lameness, or if the judge deems safety as a concern or appropriate based on the rules of the class. A horse and rider will be given credit for what they can do subject to the rules and scoring of each class.

POINT SYSTEM - The judge must place each class in its entirety. The judge should avoid ties; one-half points are permissible. Specific maneuvers will be designated by the judge to be tie breakers in a class. The tie breaker maneuvers will be made prior to the start of the class and so noted on score sheets for the show secretary to use in breaking ties in the class. Every horse in the class is awarded one point for each horse they beat, plus one point. (Examples: In a twenty horse class, the first place horse gets twenty points and the twentieth place horse gets one point. In a ten horse class, the first place horse gets ten points and the tenth place horse gets one point. In a five horse class the winner gets five points and the last place horse gets one point.) This system will be used for any size class.

High Point – High point will be based on points accumulated at the annual ranch show by the rider/horse combination entered for the high point award. "If a participant is entered more than once in an event, only the point from their best run will accumulate to the high-point award."

High Point ties will be broken by awarding the high point award to the horse/rider with the highest placing in the Trail class. If this doesn't break the tie, the other classes will be used in the following order, boxing then reining.

### ENTRY AND FEES

All participants must be members of Stock Horse of Wisconsin (if you are not, you may join the day of the show). Cost of entry to the classes and any cattle charges will be according to the show bill for the day. Entries will close for each class or division at the posted time. No cross entering between Green as Grass (walk, trot only) and Youth or Adult (classes that require loping). Exhibitors that enter and scratch a class for any reason after a draw has been posted will be liable for any and all fees incurred in

connection to entering that class. The same horse may not be shown by more than one (1) exhibitor, nor more than one (1) time in a class, including individual working classes.

## STOCK HORSE OF WISCONSIN CLASSES

### RANCH RIDING

This class serves to measure the ability of the horse to be functional and a pleasure to ride. Horses shall be shown individually at the walk, trot and lope in both directions.

Markers shall be setup to designate gait changes or called on the public address system. The order of gaits shall be: 1) Walk 2) Trot 3) Extended Trot 4) Lope 5) Stop and Reverse 6) Walk 7) Lope 8) Extended Lope 9) Trot 10) Stop and Back. The extended trot may be ridden with the rider either posting or standing in the stirrups. The reverse may be executed in either direction.

Scoring -

Faults to be scored according to severity:

- Excessive speed or excessive slowness at any gait.
- Being on the wrong lead.
- Breaking gait (including not walking when called for).
- Excessive slowness in any gait, loss of forward momentum
- Failure to take the appropriate gait when called for
- Excessive ringing of tail.

Credits:

- Natural ground covering gaits.
- Consistency at all gaits.
- Smooth upward and downward transitions.
- Work on reasonably loose rein without excessive cueing
- Giving the appearance of being able to do a days work .
- Athletic Ability/Agile.
- Softness of horses' chin, poll, neck, shoulder, body, hip

### RANCH TRAIL

The trail class, as the name implies, tests the horse's ability to cope with many situations encountered in everyday ranch work. The horse will be ridden through trail course consisting of a pattern or obstacles and tests. The following is a partial list of obstacles and tests that may be included in the course: Open and close gate, walk over bridge, jump over obstacle, side pass, walk over water obstacle, ground tie or hobble, pick-up feet, lead at the trot, walk through brush, swing rope, load in trailer, trot or lope over posts, step in and out of obstacle, put on slicker or coat, stand to mount, open gate on foot, rope dummy steer head, drag obstacle, and back through, in, or around selected areas. The horse shall be asked to walk, trot and lope in designated segments of the event course. A judge may ask a horse to pass and receive a minus 1 ½ for that obstacle after three refusals or for safety concerns.

## SCORING AND PENALTIES

Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and each obstacle is subject to a penalty that should be subtracted.

Each obstacle 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.

Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

### 1/2 POINT PENALTY

- Each tick of log, pole cone or obstacle.

### 1 POINT PENALTY

- Each hit of or stepping on log, pole, cone or obstacle.
- Skipping over or failing to step into required space.

### 3 POINT PENALTY

- Incorrect or break of gait at walk or trot for more than two strides.
- Out of lead or break of gait at lope .
- Knocking down an elevated pole, cone, barrel, plant, obstacle or severely disturbing an obstacle.
- Fall or jumping off or out of bridge or water box with one foot once the horse has gotten onto or into that obstacle.
- Stepping outside the confines of an obstacle with designated
- boundaries (ie: back through, 360 box, side pass) with one foot once the horse has entered the obstacle.
- Missing or evading pole that is part of a series of an obstacle.

### 5 POINT PENALTY

- First and second cumulative refusal, balk or attempting to evade an obstacle. A refusal is addressing an obstacle is taking two (2) or more steps backwards.
- Letting go of the gate or dropping the rope gate.

## RANCH RAIL

Ranch Rail is a rail class whereby horse and rider work at more natural and forward gaits which are commonly used in ranch work. This class encourages a natural headset and extended gaits are often called for such as an extended walk, trot and lope. Emphasis is placed on a forward purposeful movement. All participants of the class execute the ranch rail pattern in the arena simultaneously. Either the judge or announcer instructs participants on gates (walk, extended walk, trot, extended trot, lope, extended lope.) The overall manners and

responsiveness of the horse while performing the requirements and the horse's quality of movement are the primary considerations.

#### PENALTIES

- Too slow of gate
- Break of gate
- Wrong lead
- Trotting more than two strides when taking lead
- Blatant disobedience
- Schooling-

#### RANCH REINING

This class measures the ability of the western stock horse to perform many basic handling maneuvers. The horse should guide willingly without undue resistance. Pattern 1:

##### Mandatory Markers

The judge shall indicate with markers on arena fence the center of the pattern.

Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction (first left then right).
3. Begin on right lead and lope two large circles to the right, change leads.
4. Lope two large circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. 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 roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

## SCORING

Scoring will be on the basis of 0-Infinity, with 70 denoting an average performance. The individual maneuvers are scored in 1/2 point increments from a low of  $-1\frac{1}{2}$  to a high of  $+1\frac{1}{2}$  with a score of 0 denoting a maneuver that is correct with no degree of difficulty. It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

$-1\frac{1}{2}$  = Extremely Poor

-1 = Very Poor

$-\frac{1}{2}$  = Poor

0 = Correct

$+\frac{1}{2}$  = Good

+1 = Very Good

$+1\frac{1}{2}$  = Excellent

## PENALTY POINTS

### 5 POINT PENALTIES

- Blatant disobedience including kicking, biting, bucking, rearing and striking.

### 2 POINT PENALTIES:

- Breaking of gait.
- Freeze up in spins or rollbacks.
- On trot-in patterns, loping before reaching the center of arena, and failure to stop before executing a lope departure.
- If a horse does not completely pass the specified marker before initiating a stop position.
- Jogging beyond two (2) strides, but less than  $\frac{1}{2}$  circle or  $\frac{1}{2}$  length of arena.
- When rounding end of arena, failure to be on correct lead for more than  $\frac{1}{2}$  turn.

### 1 POINT PENALTIES:

- Over or under spinning from one-eighth to one-fourth ( $\frac{1}{8}$  to  $\frac{1}{4}$ ) turn.
- In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows:
  - For  $\frac{1}{2}$  the turn or less - (1) point penalty;
  - For more than  $\frac{1}{2}$  turn - (2) point penalty.

### $\frac{1}{2}$ POINT PENALTIES :

- Starting circle at a trot or exiting rollbacks at a trot up to two strides.
- Jogging beyond two strides, but less than  $\frac{1}{2}$  circle or  $\frac{1}{2}$  the length of arena, deduct two points.
- Over or under spinning up to one-eighth ( $\frac{1}{8}$ ) of a turn.
- Failure to remain a minimum of 20 feet (6 meters) from the wall or fence when approaching a stop and/or rollback.
- A delayed change of lead by one stride.

## BOXING

This class has been designed to demonstrate and measure a horse and rider's versatility and ability to do cow work while maintaining control with softness of face and body in response to the rider's cues. The Boxing class will consist of a single cow worked (boxing) on the end of the arena. The rider will face the cow end of the arena and call for a cow. Each exhibitor upon receiving a cow, shall hold that cow on the prescribed end of the arena for fifty (50) seconds, demonstrating the ability of the horse and rider to control the cow. If the cow does not challenge the horse, the rider shall move in on the cow to demonstrate the horse's ability to drive and block the cow. Timing will be done by the announcer or judge starting when the cow is turned into the arena. Horse will be judged when it enters the gate and time shall begin when the gate closes behind the cow after being let into the arena. At fifty (50) seconds, the announcer will call time. The judge may blow a whistle at any time for the contestant to cease work for any safety reasons.

NOTE – Roughing the livestock in all cattle classes will be grounds for disqualification. This judgment will be made by the Judge.

## SCORING:

Scoring will be on the basis of 0 - 100 with 70 denoting an average performance. This class will be judged from  $-1\frac{1}{2}$  to  $+1\frac{1}{2}$  in half ( $\frac{1}{2}$ ) point increments.

## CREDITS

- Maintaining control of the cow at all times.
- Maintaining proper position.
- Degree of difficulty.
- Eye Appeal.
- Time Worked.

PENALTIES should be assessed, per occurrence as follows for the Ranch Boxing:

### 1 POINT PENALTIES

- Loss of working advantage.
- Working out of position.

### 3 POINT PENALTIES

- Loss of control of cow.
- Leaves working end of the arena/passing center marker.

### 5 POINT PENALTIES

- Blatant disobedience (kicking, biting, rearing, striking, turning or backing away from the cow or gate before the cow enters the arena).

## 0-SCORE

- Turn tail.
- Out of control.
- Fall of horse and/or rider.
- If new cow is awarded, schooling between cows.

## HERD WORK

This class will be judged on the horse's natural cutting ability and the rider can handle the horse in a ranch type atmosphere. Judging will start when the contestant crosses the time line. Horse should approach herd with no hesitation, weaving or resistance. Contestant may enter either side of herd. The horse should show a great deal of expression but no ill will towards the animal. The degree of difficulty, eye appeal, and amount of courage in staying on a tough cow will be taken into consideration. The amount of time actually spent working cattle in 2 1/2 minutes will have a positive effect on the total score. Entry must cut a minimum of 2 cows, no more than 3 head of cattle before the 2 1/2 minutes time limit the judge must whistle out the entry. Contestants must make one (1) deep cut out of the herd. The horse should work quietly, but alertly causing very little disturbance in the herd or the animal being brought out. Credit will be given for driving cattle, clearing the herd by a sufficient distance and setting up a cow while holding it in a working position as near to the center of the arena as possible. After the cut is made the horse should display natural cutting ability. Scoring - Each time a contestant enters the herd to make a cut the judge will score according to how the horse handles each cut. The horse's ability to stop and turn the cow in the middle part of the arena.

Scoring will be on the basis of 0-80, with 70 denoting an average performance. Penalties are assessed per occurrence as follows:

### One Point Penalties

- (Miss) losing working advantage.
- Noise directed to cattle.
- Toe, foot or stirrup on the shoulder of horse.
- Working out of position.
- Hold on too long on a cut.

### Three Point Penalties

- Hot quit.
- Cattle picked up or scattered.
- Pawing or biting cattle.
- Failure to make a deep cut.
- Back fence.

### Five Point Penalties

- Horse quitting a cow.
- Losing a cow.
- Changing cattle after a specific commitment.
- Failure to separate a single animal after leaving the herd.

## DISQUALIFICATIONS

An automatic disqualification score of 0 will be given for the following:

- If horse turns tail to cattle.
- If horse falls to ground.
- Illegal equipment.
- Leaving the work arena before time expires.

CREDITS: Run may receive plus (+) marks for the following:

- Herd work - driving a cow
- Controlling the cow - working in the center of the arena
- Degree of difficulty
- Eye appeal
- Time worked
- Amount of courage

### Ranch Roping

The intent of this class is to show the ability of the horse and rider skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. Entry does not have to separate their cow from herd and should not receive credit for separation from herd. The rope must be thrown and the contestant may throw only two loops. A second rope may be used, but the total number of loops thrown may not exceed two (2). If a second loop is used it must be recoiled. The Honda on the rope used must be of a factory plastic breakaway Design. Once a contestant commits to a cow, they must stick with that cow. Horse and rider must start from behind a starting line and enter the herd of cattle calmly. Each contestant may have the option of using one (1) herd holder. The herd holder may cross the starting line. The contestant must make a legal catch of the designated calf and dally up. A legal head catch is a loop that goes completely over the calf's head and honda can be broken by any part of the calf's body, but must go over the calf's head first. When the calf breaks free from honda, the Judge will signal the end of the run. This is a judged event with a 90 second time limit. 70 denotes an average score.

### CREDITS

- Quietness in the herd.
- Handling the cattle.
- Position of the horse when cattle are roped.
- Quality of loop

### PENALTIES:

#### 1 POINT PENALTIES

- Working out of position.
- Loss of working advantage.

#### 3 POINT PENALTIES



- Breaking the honda without a dally.

#### 5 POINT PENALTIES

- 2 loop run (second loop).
- Loss of cow (re-cut in the herd).
- Excessive running/scattering of herd.
- Blatant disobedience including kicking, biting, bucking, rearing or striking.
- Horse turns tail.