

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 more than one finger is allowed between non-romel reins with 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. No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under the jaws. 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 or obvious lameness. 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, pleasure 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. Green as Grass walk, trot only.

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. If the class is held inside of an arena, the pleasure course shall be setup to make approximately one circle of the arena in each direction. If open terrain is available, the class may be held outside an arena. The pattern may be started either in the left or right direction. 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 - Each gait, including transitions, will be scored from 1 to 10. There will be 5 scores in each direction for a total of 10 scores and a maximum of 100 points for each horse's work. The scoring guide for each maneuver, including transitions, is as follows:

- 1 to 4 Points – Major faults such as wrong lead, broken gait, lack of control, failure to perform requested gait.
- 5 to 7 Points – Average quality of movement of gaits and transitions with some or no faults.
- 8 to 10 Points – High quality mover that is functionally correct in all gaits and transitions, well-mannered and responsive, soft and cadenced in all gaits.

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. For all divisions the course will consist of no less than six and no more than eight obstacles or tests. The Youth Divisions may exclude some obstacles and tests (notably the rope drag) not suitable for the safety or skill level of young riders. The trail course will not be made available to exhibitors or posted until the day of competition. On the day of competition, the course may be walked on foot, but no horses are allowed on the trail course prior to competition.

The course may be indoors or outdoors, depending on the weather and the facilities available at the hosting arena. The following is a partial list of obstacles and tests that may be included in the course: Open and close gate, walk over bridge, carry sack of feed, 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 with rope through 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. (Note: For future events, SHOW welcomes member's suggestions for new and different obstacles and tests that can challenge horse and rider and simulate everyday ranch work.)

Scoring - Each obstacle and test is worth 10 points, and the possible score for each obstacle shall be the same. Scoring is made on the ability of the horse to negotiate obstacles cleanly,

correctly, briskly and without undue hesitation. The rider has the option of eliminating any obstacle and taking a score of "0" for the missed obstacle. A judge may ask a horse to pass and receive "0" for that obstacle after three refusals or for safety concerns.

RANCH RAIL

Ranch Rail is a relatively new 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.

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. For this event SHOW adopts the Stock Horse of Texas Association's two recognized patterns. Pattern 1 requires a stop before beginning the spins. Pattern 2 requires a break to a walk or stop before executing the lope.

Scoring - The patterns are broken down into either 7 or 8 maneuvers to be scored 10 points each. Reduction in scores of 2 points per maneuver will be assessed for using 2 hands with a curb bit. Over or under spinning will reduce the score 2 points per maneuver. Maneuvers performed incorrectly or without any degree of difficulty will be scored accordingly. Kick out will reduce the score by 5 points per maneuver. Break of gait will reduce the score by 3 points per maneuver. Dragging our lead will reduce the score by 2 points per corner of the circle.

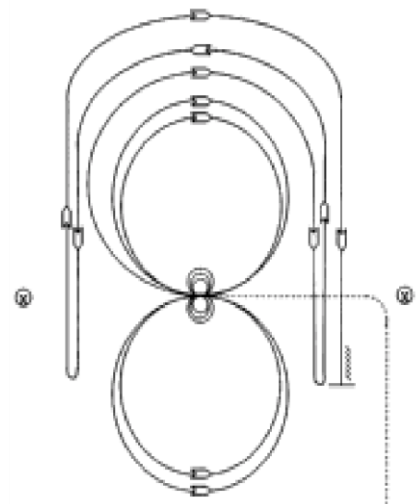
Pattern 1:

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.



RANCH DRIVING

This class will judge the team of two, mounted rider's ability to sort and pen a designated cow in a controlled manner.

Scoring - This event will be timed and the fastest time is the winner. The time limit is 2 minutes. A team may be disqualified, at the discretion of the judge, for poor stockmanship.

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

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 rider will enter the arena and perform the pattern posted on the day of the show. The pattern will be a simplified reining pattern that will include loping circles, simple lead changes, side pass, turn on the haunches, stop from trot, and backing. After completing the pattern, the rider will face the cow end of the arena and call for their cow. Time will start when the cow is turned into the arena. The horse and rider will have 50 seconds to demonstrate the horse's ability to "hold" the cow in the entry portion of the arena or along the adjacent fence. If the cow does not challenge the horse, the rider shall aggressively move in on the cow to demonstrate the horse's ability to drive and block the cow.

Scoring – The pattern and cow work shall each contribute 50% to the final score. Scoring will be based on run, rate, control, natural cow sense, degree of difficulty and eye appeal. Higher scores will be awarded to horses that stop and turn on their haunches and those with a snappy response to the moves of the cow. Holding the saddle horn is permitted in the cow work. Each horse/rider combination may enter this class once.

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

OBSTACLE

This class will judge the team of three horses and riders' ability to maneuver a cow through a set obstacle course of cones and/or poles. The teams must be picked by the individual at time of registration and submitted. Your second run will be a computer generated and posted draw.

Cattle will be drawn per team out of a hat.

Green as Grass will have partners designated by Ranch Show officials, for the day of the show.

Scoring: This event will be timed and the shortest time is the winner. The time is 4 minutes. As team may be disqualified at the discretion of the judge for poor stockmanship.

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

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. Riders are permitted to hold romels and tail in one hand while holding horn with other hand. If rider chooses to show this way they must enter the arena with reins in one hand and are not allowed to touch rein be with off hand at any time during the class. If rider comes in with both hands on the romel they are required to keep both hands on the reins, the way they entered the pen.

1. 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.
2. 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.
3. 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.
4. Contestant 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.
5. After the cut is made the horse should display natural cutting ability. Contestant may handle the horse with reins; if the horse shows no resistance to the rider's cues, no penalty will be given. Horses must respond in a positive manner and be responsive to the rider. The horse should stop using its haunches and be free on the front end when moving across themselves. Entry shall get off the cow as close to the middle of the arena as possible to show control of the cow.

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. How tough or easy the cow is working or attempting to go back to the herd. The style or how easy or how hard it is for the horse to show its natural cutting ability. A horse showing softness in the mouth and body when handled will be credited in eye appeal. The actual time spent working the cattle. The horse's ability to challenge the cow. Horses that do the job on a loose rein, and are not consistently being helped will be credited. If the herd holders keep the cow from going back to the herd or turn back help is stopping the cow for the contestant. Entry will not be penalized if turn back is pressuring a cow that does not move or is having to direct noise towards the cow to make it move or keep it in working area of the arena.

PENALTY POINTS

1 POINT PENALTIES

1. (Miss) Loss of working advantage. - When a horse goes by or 3 misses to the degree that the loses his position to maintain control of cow.
2. Noise directed by contestant towards cattle. Any noise directed at cattle will be penalized one (1) point for each occurrence.
3. Working out of position. The position of the horse in relation to the cow being worked, whether too short or too long while working to control the cow.
4. Toe, foot or stirrup on the shoulder. A one (1) point penalty will be charged for each time the toe, foot or stirrup actually touches the horse's shoulder.

3 POINT PENALTIES

1. Hot Quit. A contestant may quit an animal when it is obviously stopped, obviously turned away or is obviously behind the turn back horses. A 3 point penalty will be assessed if the animal is quit under any other circumstances.
2. Cattle picked-up/running into or scattered the herd. Each time a horse runs into the herd or scatters herd while working or picking up cattle through fault of horse.
3. Failure to make a deep cut. Each horse is required to enter the herd sufficiently to show their ability to make a cut. One such cut will satisfy this rule.
4. Back Fence. The horse will be penalized each time the back fence is used to stop or turn the cow.

5 POINT PENALTIES

- A. Horse Quitting Cow. When the horse refuses to stop or turn the cow.
- B. Losing the cow. When the horse lets the animal that is being worked get back to the herd.
- C. Changing cattle after a specific commitment. When rider changes cattle after visibly committing to a specific cow.
- D. Failure to separate a single animal after leaving the herd. When horse clears the herd with 2 or more cattle and fails to separate a single animal before quitting. No penalty if time expires. This rule only applies when making a cut.
- E. Blatant disobedience. Kicking, biting, bucking, rearing, striking or obvious insubordination.
- F. Spurring or hitting in front of the cinch. Spurs or reins of rider must actually make contact with horse in front of the cinch for this rule to apply.

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