

Ranch Division

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Agenda:

- Overview
- Ranch Rail Pleasure
- Ranch Riding
- Ranch Trail
- Appendix: Tack & Attire



Ranch Division Overview





The Ranch Division: Highlight the ability of the horse to be a pleasure to ride during ranch tasks, and should reflect the versatility, attitude and movement of a working horse.

Ranch Classes:

- Ranch Rail Pleasure
- Ranch Riding
- Ranch Trail



Ranch Rail Pleasure





Ranch Rail Pleasure

Purpose: measure the ability of the horse to be a pleasure to ride during ranch tasks. The horse should be well-trained, relaxed, quiet, soft, and cadenced at all gaits.

- Rail work only class. (Working off the rail will not be penalized)
- Gaits: walk, extended walk, trot, extended trot, lope, extended lope

Judging criteria:

- Primary considerations: The overall **manners** and **responsiveness** of the ranch horse to make **timely transitions** in a **smooth and correct manner**, as well as the quality of the movement.
- The horse should be responsive to the rider and should make timely, smooth, & correct transitions.
- The ideal ranch horse should carry his/her head in a natural position comfortable to the individual at each gait.
- Overall cadence and performance of the gaits should be free-flowing and ground covering.
- Riders may stand in the stirrups or post at extended trot or stand in the stirrups at extended lope.
- Riders may touch or hold the saddle horn during extended trot & extended lope.



Ranch Rail Pleasure Penalties

Minor Penalties:

- Too slow at any gait
- Over-bridled/behind the bit
- Break of gait
- Wrong lead
- Out of Frame
- Wrong Lead or cross-cantering
- Draped Reins
- Trotting more than two (2) strides when taking lead

Major Penalties:

- Blatant disobedience
- Kick out, buck, rear
- Major disobedience or schooling by rider
- Failure to flat walk or halt
- Schooling
- Spurring in front of cinch



Ranch Riding





Ranch Riding

Purpose: measure the ability of the horse to be a pleasure to ride while performing ranch tasks.

- A pattern will be utilized to simulate ranch tasks and transitions from one task to another.
- Pattern only. No rail work.
- Judges may select an existing Saddlebred Ranch Riding Pattern, or they may create their own pattern using similar elements.
- [Ranch Riding Patterns](#)
- The horse should be well-trained, relaxed, quiet, soft, and cadenced at all gaits.
- Primary considerations: The overall **manners** and **responsiveness** of the ranch horse to make **timely transitions** in a **smooth and correct manner**, as well as the quality of the movement.





Ranch Riding Patterns

Required Maneuvers:

- Walk, trot, and lope both directions
- Extended trot in at least one maneuver
- Extended lope in at least one maneuver
- Stop & Back

Optional Maneuvers:

- Side pass
- Turns of 360 degrees or more
- Change of lead (simple or flying)
- Walk, trot, or lope over a pole(s)
- Some other combination of maneuvers that would be reasonable for a ranch horse to perform.

Judging criteria:

- Overall cadence and performance of the gaits should be free-flowing and ground covering.
- Emphasis on forward movement during and in between maneuvers.
- Transitions should be performed where designated, with smoothness & responsiveness.
- Riders may stand in the stirrups or post at extended trot.
- Riders may stand in the stirrups at extended lope.
- Riders may touch or hold the saddle horn during extended trot & extended lope.

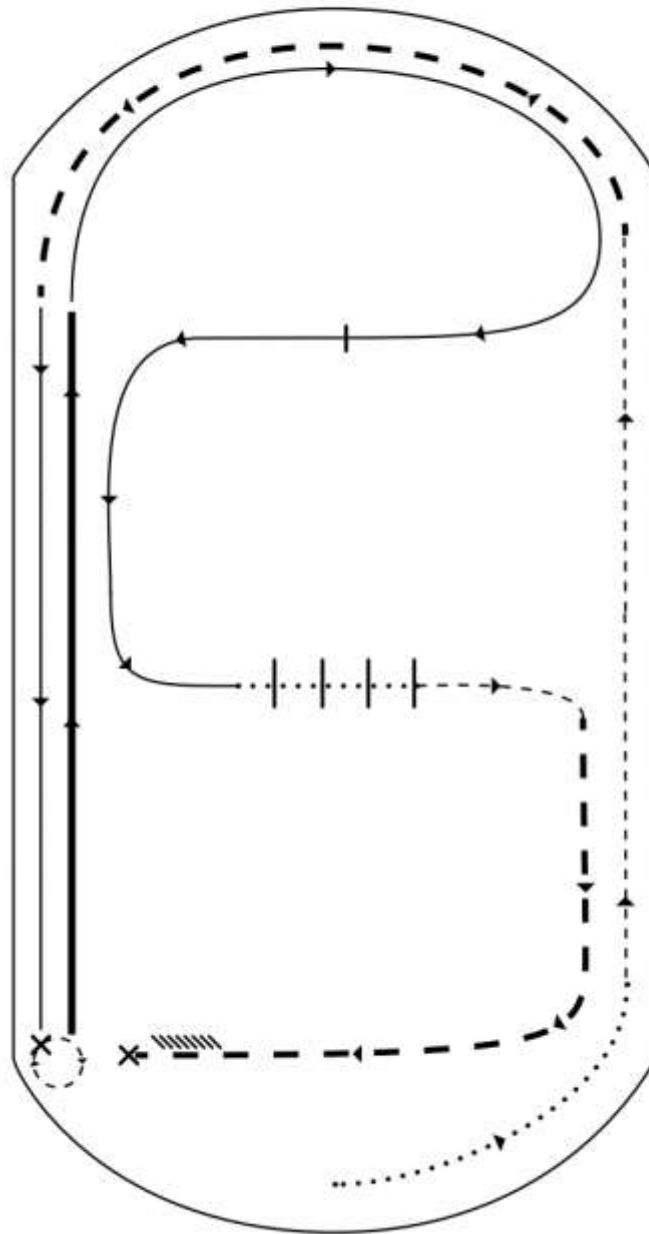


Ranch Riding Pattern

[Suggested Patterns](#) can be found online.

Show management may create their own pattern using required & optional maneuvers.

RANCH RIDING PATTERN #2



- | = Lead Change
- X = Stop
- = Walk
- - - - = Trot
- = Lope
- — — = Ext. Lope
- - - - = Ext. Trot
- //// = Back

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



Ranch Riding Score Sheet



Ranch Riding Pattern 2 Score Sheet

Available online to be
printed for officials.

RANCH RIDING PATTERN 2

Class: _____

Judge: _____



1 Point Penalties:

- Too slow per gait
- Over-Bridled
- Out of Frame
- Break of gait at walk or trot for 2 strides or less
- Splitting rail at lope

3 Point Penalties:

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope; wrong lead or out of lead
- Excessive draped reins
- Severe disturbance of any obstacle
- Out of lead for more than 2 leads when changing leads
- Trotting more than 3 strides when making a simple lead change.

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal


Off Pattern: OP entries cannot place above entries who completed the pattern correctly. Continue scoring all maneuvers, but entry receives an OP designation for each OP infraction.


- Eliminates or adds maneuver
- Incomplete maneuver
- Use of two hands on reins (except junior horse in snaffle bit or hackamore)
- More than 1 finger between split reins, or any fingers between romal reins.

Disqualification (DQ): A DQ entry cannot be placed in the class.

- Illegal equipment, braiding or banding of mane, tail extension
- Willful abuse
- Major disobedience or schooling
- Lameness

MANEUVER SCORES: - 1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

		MANEUVER DESCRIPTION	W	T	ET	LL	S, 1 1/2 R	Ext. RL	Collect RL	CL	W	WOP	T	ET	S&B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13		
DRAW	EXHB #	PENALTY															
		SCORE															
SCORE																	

DRAW	EXHB #	PENALTY															
		SCORE															
SCORE																	



Ranch Riding Scoring

Scoring:

When scoring technical performance maneuvers, utilizing this scoring method brings fairness and objectivity to the results. Example: A horse out of frame always carries a -1 penalty, which impacts the score in the same way for every rider.

- Each pattern is scored on the basis of 0 to 100, with each pattern starting at 70.
- **Each individual pattern element will receive BOTH a Maneuver Score and a Penalty Score**, even if there is no penalty incurred.
- A penalty score of zero "0" means that the maneuver was correct and performed without penalty. The goal is to earn no penalty.
 - When there is no penalty for the maneuver, leave the penalty box blank on score sheet.
- Maneuver scores range from +1.5 to -1.5, and should be added (if positive) or subtracted (if negative) from the score of 70.
- Penalty scores range from 0 to -10, and should be subtracted from the score of 70.
- When writing scores on score sheets, scribes should always use fractions, instead of decimal points. Example: 0.5 is easily confused with -5 when handwritten.

Maneuver Scores: To be determined and assessed independently of penalty points. Example: +0.5 maneuver score that is also assessed a penalty of -1.

- -1.5 extremely poor
- -1 very poor
- -0.5 poor
- 0 correct
- +0.5 good
- +1 very good
- +1.5 excellent



Ranch Riding Penalties

- No specific penalties will be incurred for nicks/hits on logs or rails, but deduction may be made in maneuver score.
- No specific penalties will be incurred for over/under spin, but deduction may be made in maneuver score.

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less
- Splitting log or rail at lope (one front hoof over log instead of both front feet simultaneously)

3 Point Penalties:

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope
- Wrong lead or out of lead (cross-canter)
- Excessive draped reins
- Severe disturbance of any obstacle
- Out of lead for more than 2 strides when changing leads
- Trotting more than 3 strides when making a simple lead change

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc) for EACH refusal



Ranch Riding Penalties

Off Pattern: (OP)

- **Exhibitors with an Off-Pattern designation CANNOT place above exhibitors who complete the pattern correctly**
- Continue scoring all maneuvers, but entry receives an OP designation for each off-pattern infraction in penalty box.

Off Pattern Infractions:

- Eliminates or adds maneuver
- Incomplete maneuver
- Use of two hands on reins (except for junior horse in snaffle bit or hackamore)
- More than 1 finger between split reins, or any fingers between romal reins

Disqualification: (DQ)

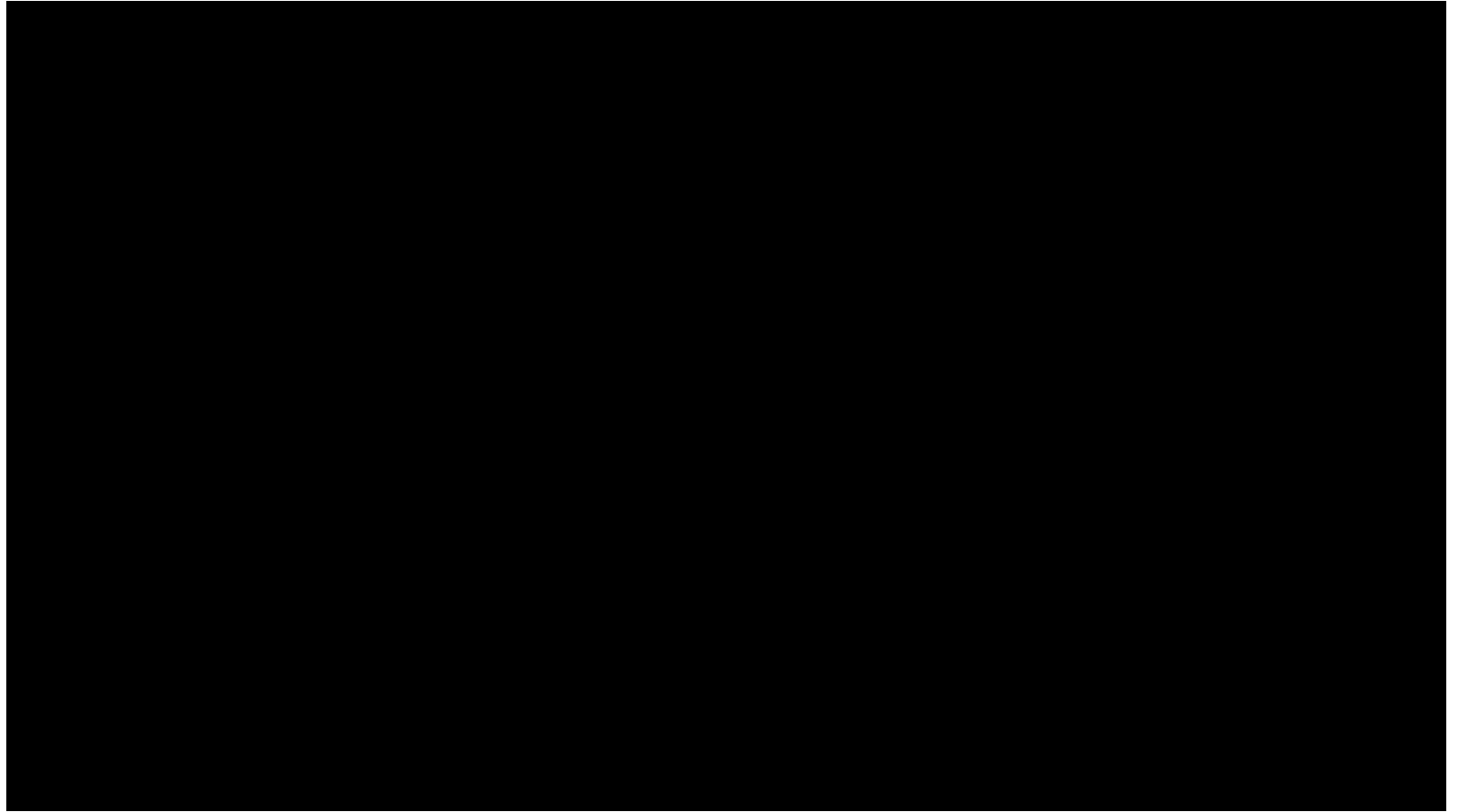
- A DQ entry cannot be placed in the class.

DQ Infractions:

- Illegal equipment
- Braiding or banding mane
- Tail extension
- Willful abuse
- Major disobedience or schooling
- Lameness



Ranch Riding Pattern 2 Example



Ranch Riding Pattern 2 Score Sheet

RANCH RIDING PATTERN 2

Class: _____

Judge: _____



1 Point Penalties:

- Too slow per gait
- Over-Bridled
- Out of Frame
- Break of gait at walk or trot for 2 strides or less
- Splitting rail at lope

3 Point Penalties:

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope; wrong lead or out of lead
- Excessive draped reins
- Severe disturbance of any obstacle
- Out of lead for more than 2 leads when changing leads
- Trotting more than 3 strides when making a simple lead change.

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Zero (0) Score:

- Willful abuse
- Major disobedience or schooling
- Prohibited equipment
- Eliminates or adds maneuver
- Incomplete Maneuver
- Lameness
- Off-pattern
- More than 1 finger between split reins, or any fingers between romal reins

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	W	T	ET	LL	S, 1 1/2 R	EL RL	Collect RL	CL	W	WOP	T	ET	S&B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13		
DRAW	EXHB #	PENALTY					-1								-1	-2	7 1/2
Sammy		SCORE	0	+1/2	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	0	0		



Ranch Trail





Ranch Trail

Purpose: test the horse's ability in a pattern of obstacles generally found during the course of everyday ranch work.

- Ranch Trail pattern only. No Rail Work. The pattern will be utilized to simulate ranch tasks and transitions from one task to another.
- The Ranch Trail course will be no less than 6 obstacles and no more than 10 obstacles.
- Pattern must include walk, trot, and lope (lead must be specified for lope).
- An outdoor course is encouraged wherever possible.
- The judge(s) must walk the course and should alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacles if they are deemed unsafe or overly difficult.
- Prohibited obstacles: tarps, water obstacles with slick surface, PVC pipe, tires, rails elevated in a manner that permits the obstacle to roll in a dangerous manner.

Judging Criteria:

- Correctness, pattern accuracy, and mannerisms of the horse through the obstacles.
- Judging emphasis should be on identifying the well-broke, responsive, well-mannered horse which can correctly navigate & negotiate the course.





Ranch Trail Required Maneuvers:

- Ride over wooden rails on the ground at a walk, trot, or lope. Rails cannot be more than 10" high.
- Walk-Overs – no more than 5 rails per obstacle, with each rail spaced 28-32" apart.
- Trot-Overs – no more than 5 rails per obstacle, with each rail spaced 38-42" apart.
- Lope-Overs - Trot-Overs – no more than 5 rails per obstacle, with each rail spaced 6-7 feet apart.
- Opening, passing through, and closing a gate. A solid gate is suggested when available.
- Ride over a wooden bridge at a walk only. Bridge should be at least 36" wide and 6 feet long.
- Backing obstacle – should be spaced at a minimum of 36" and suggested back throughs include back an "L", back a "V" or back a "U".
- Side-pass obstacle – Side-pass any object that is safe. Example: side-pass over a log, or side pass in a chute between two logs.

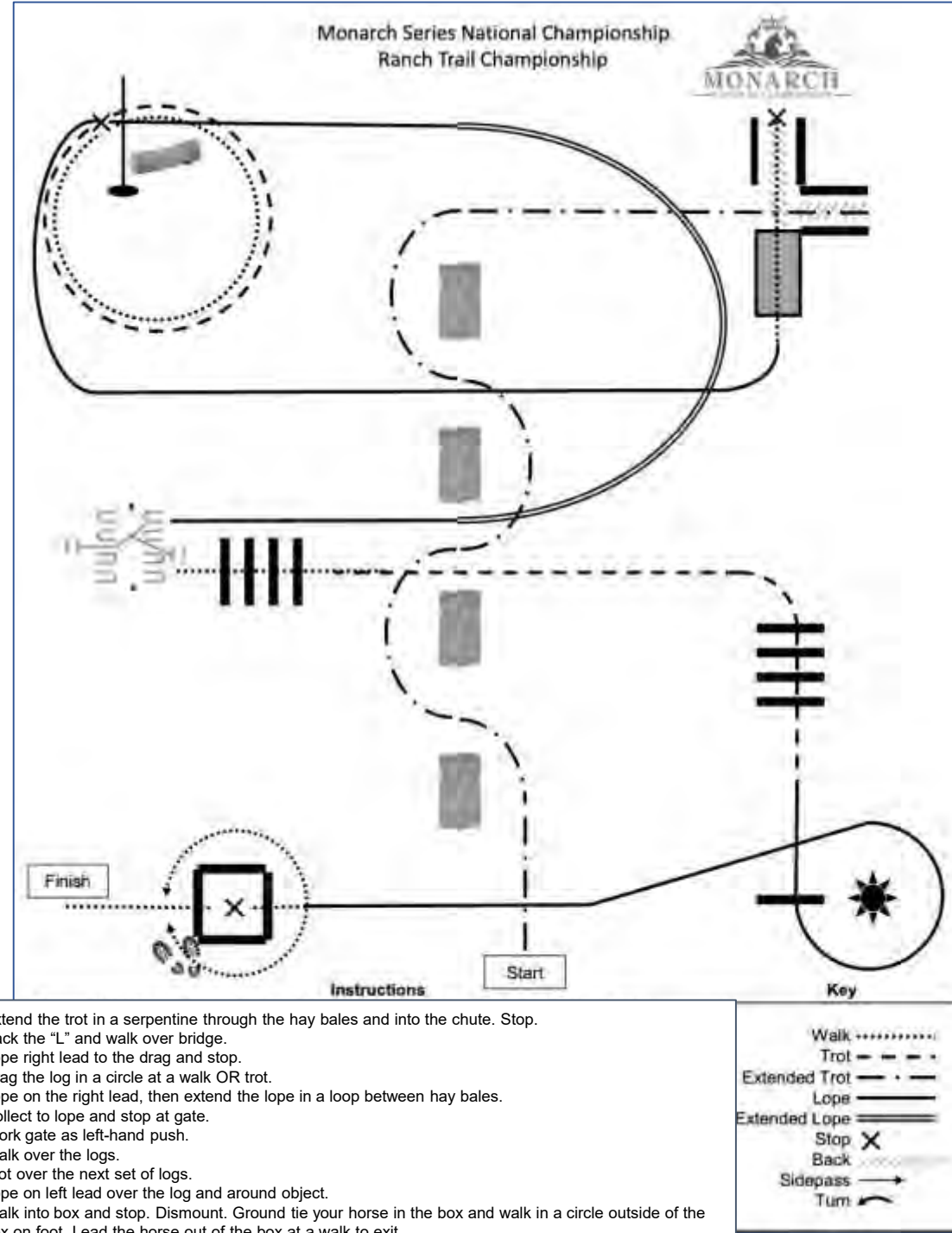
Ranch Trail Optional Obstacles:

- A jump obstacle whose center height is between 14-24" high
- Carry object from one part of the arena to another.
- Trot through cones spaced a minimum of 6' apart.
- Drag an object. Object being dragged should be of a reasonable size and weight to challenge the horse, but not so heavy as to be unmanageable for all riders. Dally is required when dragging. Dally is defined as at least half a wrap of the drag rope around the saddle horn.
- Remove and replace materials from a mailbox.
- Swing rope or throw rope at dummy steer head.
- Put on or pick up a slicker or coat.
- Walk through a water obstacle.
- Open Gate & Lead horse through.
- Pick up horse's feet (from the ground).
- Ground tie.
- Stand to mount with mounting block



Ranch Trail Pattern

Show management should create their own pattern using required & optional obstacles.



Ranch Trail Score Sheet



Available online to be printed for officials.

Judge: _____



Ranch Trail Penalties

1 Point Penalties:

- Over-bridled per maneuver
- Out of frame per maneuver
- Each hit, bite, or stepping on a log or rail, cone, plant, or any component of the obstacle
- Incorrect or break of gait at walk or trot for 2 strides or less
- Both front feet or hind feet in a single stride slot or space at a walk or trot
- Skipping over or failing to step into required space
- Split pole in lope over
- Incorrect number of strides if specified
- 1 or 2 steps on mount, dismount, or ground tie; except shifting to balance

3 Point Penalties:

- Wrong lead or out of lead
- Draped rein
- Break of gait at lope, except when correcting an incorrect lead
- Break of gait at walk or trot for more than 2 strides
- 3-4 steps on mount, dismount, or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear or praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object to be carried
- First or second cumulative refusal
- Letting go of gate
- 5 or more steps on mount, dismount, or ground tie

10 Point Penalties:

- Unnatural ranch horse appearance
- Horse's tail is obviously and consistently carried in an unnatural manner (blocking or alteration to prevent tail movement/swishing)
- Off Pattern (skipping an obstacle, going the wrong direction, or working obstacles out of order, etc)



Ranch Trail Penalties

Zero Score: Total Pattern Score is 0

- Repeated blatant disobedience

Off Pattern:

- ****Exhibitors with an Off-Pattern designation CANNOT place above exhibitors who complete the pattern correctly****
- **Continue scoring all maneuvers, but entry receives an OP designation for each off-pattern infraction**

Off Pattern Infractions:

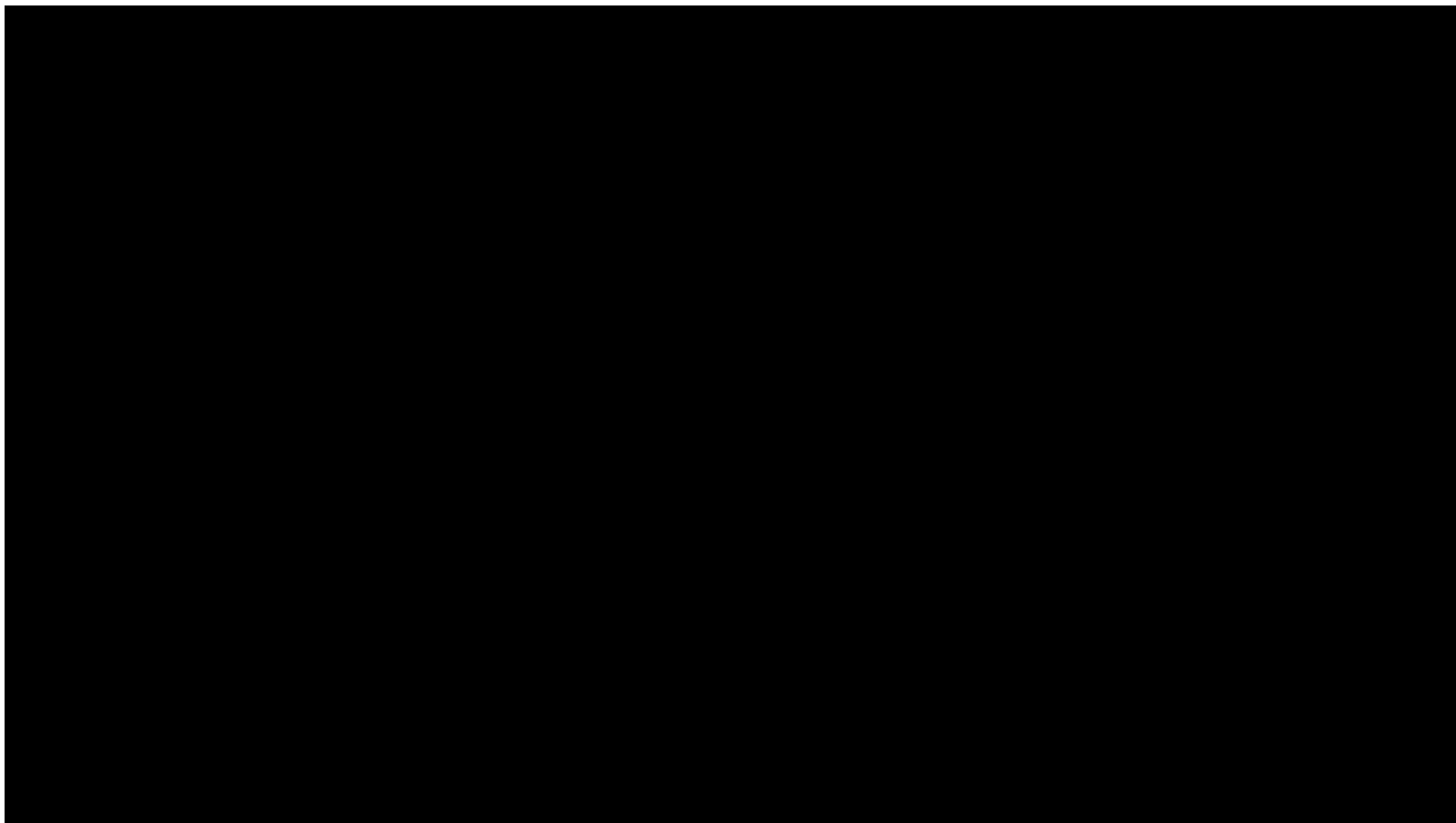
- Breaking pattern (wrong direction, skipping obstacle, addition or deletion of maneuver, etc)
- Third Refusal
- Failure to dally and remain dallied on drag obstacle
- Use of 2 hands, except for junior horses in snaffle bridle or hackamore
- More than 1 finger between split reins, or any fingers between romal reins
- Failure to open and shut gate, or failure to complete gate

Disqualification:

- **A DQ Entry cannot be placed in the class.**
- Lameness
- Abuse
- Leaving working area before pattern is complete
- Prohibited equipment
- Disrespect or misconduct
- Improper attire
- Fall of horse or exhibitor



Ranch Trail Video Example



Ranch Trail Score Sheet

Ranch Trail



1 Point Penalties:

- Over-bridled: out of frame
- Hit, bite, step on log, rail, cone, plant, obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front feet or hind feet in a single stride slot or space at walk or trot
- Skipping over or failing to step into a required space
- Split pole in lope over
- Incorrect number of strides if specified
- 1 or 2 steps on mount, dismount or ground tie

3 Point Penalties:

- Wrong lead or out of lead
- Draped rein
- Break of gait at lope; except when correcting an incorrect lead
- Break of gait at walk or trot for more than 2 strides
- 3-4 steps on mount, dismount, or ground tie

Class: _____

Judge: _____

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear or praise
- Knocking over, stepping out of, or falling off an obstacle
- Dropping an object to be carried
- Letting go of gate
- 1st or 2nd cumulative refusal
- 5 or more steps on mount, dismount, or ground tie

10 Point Penalties:

- Unnatural ranch horse appearance (horse's tail is obviously & consistently carried in an unnatural manner, such as tail blocking)
- Off Pattern (skipping obstacle, wrong direction, working obstacles out of order, etc).

Zero (0) Score: Total Pattern Score is 0

- Repeated blatant disobedience

Off Pattern (OP): OP entries cannot place above entries who completed the pattern correctly. Continue scoring all maneuvers, but entry receives an OP designation for each OP infraction.

- Breaking pattern (wrong direction, skip obstacle, add or delete obstacle)

- Third Refusal
- Failure to Dally and rein dalled on drag
- Use of 2 hands, except for junior horse in snaffle or hackamore
- More than 1 finger between split reins, or any fingers between romal reins
- Failure to open & shut gate, or failure to complete gate

Disqualification (DQ): A DQ entry cannot be placed in the class.

- Lameness: abuse: leaving the work uncorrected before pattern is complete
- Prohibited equipment, disrespect or misconduct, improper attire
- Fall of horse or exhibitor

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		MANEUVER DESCRIPTION	ET, S	BL, R	RL, S	Drag	RL, B	Collet, gate	Wop	TOP	LL	GL			
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13
DRAW	EXHB #	PENALTY						-1							
Victor		SCORE	+1	0	+1/2	-1/2	0	0	+1/2	+1/2	+1/2	+1	+1/2		
														PENALTY TOTAL	SCORE
														-1	73 1/2



Questions?



Appendix



Ranch Tack & Attire





Work Bridle



Breast Collar

Rear cinch hobble



Pulling Collar

Tack:

- Western working tack is encouraged.
- Split or romal reins are permitted.
- Attire and tack should be clean & presentable.
- Silver headstalls and saddles are discouraged.
- Tongue ties are permitted.
- Western work saddle should have a rear cinch, and rear cinch must be connected to front cinch with a 4" hobble.
 - The rear cinch hobble prevents the rear cinch from moving backwards towards the flank.
- Western breast collar or pulling collar is encouraged.
- Color coordinating western saddle pad is permitted. Metallic or shiny thread colors are discouraged.
- Hoof polish is not prohibited but is discouraged.
- No braiding or banding of manes
- Trimming of bridle path, fetlocks or whiskers is permitted. But a horse left in a natural state is not to be penalized.





Attire:

- Long-sleeved, collared shirt
- Cowboy hat or helmet
- Western boots
- Chaps or Chinks
 - Chinks are protective leg gear that come down just below the knee (shorter than chaps).
- Scarves or wild rags are permitted.
- Attire should be clean and presentable.
- Color-coordinating or matching shirt, scarf, saddle pad and other accessories are permitted.

