

Working Ranch Horse

This is a brief description of our Working Ranch Horse class. This class combines three functions. The reining ability, cow sense and positioning in order to rope and stop a cow.

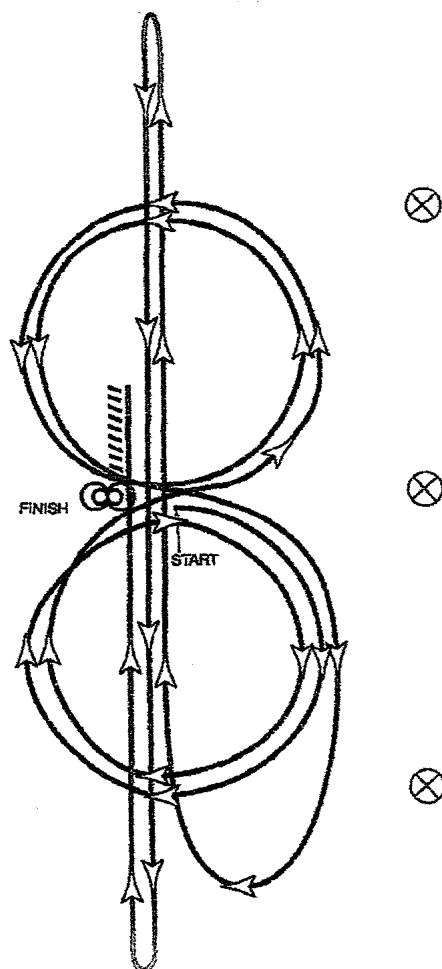
Reining – There are three approved patterns for this class. Maneuvers include at least one circle in both directions, changing leads in each direction, at least one 360-degree turn in each direction, a rollback in each direction, stop and back. See below for Patterns 1, 2 and 3.

Working the cow – After the rider completes the reining pattern, he will call for the cow. Be sure you are very clear to the cattle handlers as to when you are ready for your cow. One cow will be turned out into the arena. Upon receiving the cow, you will exhibit your horse's ability to work the cow in the designated end of the arena for a sufficient amount of time. Then you will take the cow down the fence making at least one turn each way. Make sure on your first turn you have passed the center marker before making that turn, otherwise, there is a penalty. **Note:** For safety reasons, Youth and Novice will only box the cow. They will not go down the fence or rope.

Roping – The rider is judged on how he/she handles their rope. The horse/rider team must then rope and bring the cow to a stop. The horse is judged on its ability to rate, track and stop the cow. You are allowed two loops to be thrown in catching the cow. The rider's rope cannot be tied hard to the saddle horn. It is not necessary for the rider to make a catch. However, if there is no catch, you will receive a -7 maneuver score, a -5 no catch penalty and a -5 for not stopping the cow. If using a breakaway, and you make the catch, you are only penalized a -5 for not stopping the cow.

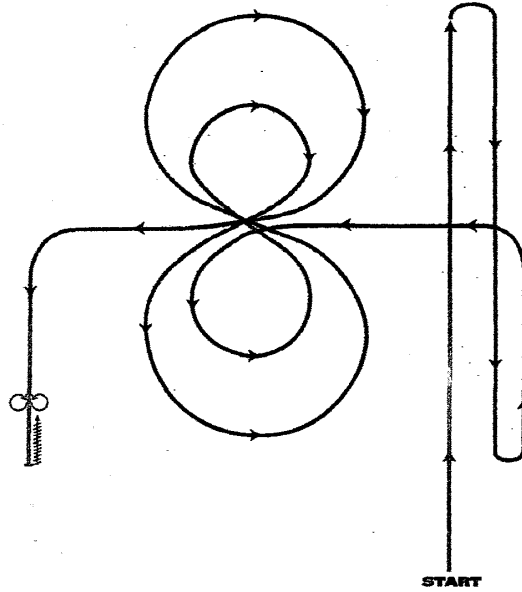
See the NVRHA's score sheets for all 5 classes for the scoring system. The pluses and minuses as well as major and minor penalties are clearly described. Also, for further information on this category, please refer to the current Handbook of-Rules & Regulations or, contact us for any clarification of this event www.nvrha.org.

Working Ranch Horse Pattern I



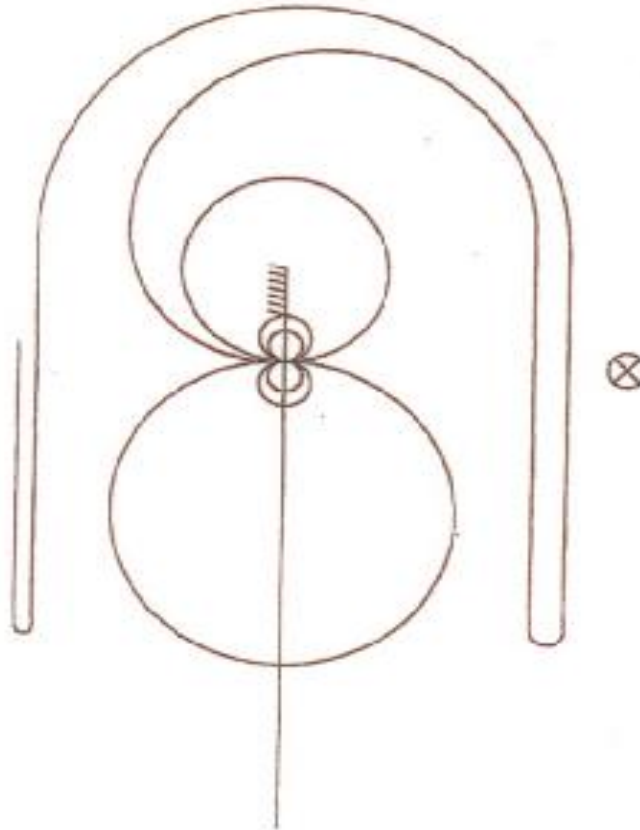
1. Beginning at the center of the arena, take a right lead and complete two circles to the right, away from the judge, of moderate size and speed.
2. At the center of the arena, change leads, and do two circles to the left, both of moderate size and speed.
3. At the center of the arena, change leads.
4. Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena. Run the length of the arena past the marker.
5. Do a square, sliding stop, then hesitate.
6. Turn left and begin a run to the opposite end of the arena. Run the length of the arena past the marker.
7. Do a square, sliding stop, then hesitate.
8. Turn right, and begin a rundown past the center marker of the arena.
9. Do a square, sliding stop, and back to the center of the arena or at least 10 feet. Let the horse settle in the area of the stop.
10. Do two spins to the right.
11. Do two spins to the left.
12. Hesitate to show completion of the pattern.

Working Ranch Horse Pattern II



1. Start on the right side of the arena and lope to the far end of the arena.
2. Stop and rollback to the right. Continue to the other end of the arena.
3. Stop and roll back to the left. Continue to the center of the arena.
4. Lope a small, slow circle to the left. Change leads.
5. Lope a small, medium speed circle to the right. Change leads.
6. Lope a large, fast circle to the left. Change leads.
7. Lope a large, fast circle to the right. Change leads.
8. Continue down the arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin right or left.
11. Do a 360 degree spin in the opposite direction.
12. Hesitate to show completion of the pattern.

Working Ranch Horse Pattern III



Mandatory marker along Fence or Wall. Ride Pattern Follows

1. Start at end of arena. Run past the center marker and do a square, sliding stop.
 2. Back approximately 10 to 15 feet to center.
 3. Do 2 spins to the right
 4. Do 2 $\frac{1}{4}$ spins to the left
 5. Begin on right lead and complete one right circle, small and slow. Change leads in the center of arena.
 6. Complete one large, fast circle to the left. Change leads in the center of arena.
 7. Continue loping around the end of the arena without breaking gait. Run straight down the right side of arena past the center marker. Stop and do a LEFT roll back.
 8. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker. Stop and do a right roll back.
 9. Continue past the center marker and do a square, sliding stop.
 10. Hesitate to complete the pattern.
-