

WY 4-H RANCH RIDING

New for 2016

Available to Juniors, Intermediates, and Seniors
Class & judging criteria (referenced from AQHA)

Purpose: The purpose of the Ranch Riding horse should reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider.

- Light contact should be rewarded and horse shall not be shown on a full drape of reins.
- The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.
- For horses three years of age and older

Requirements:

Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance.

Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver 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.

Maneuver scores are to be determined and assessed independently of penalty points.

The required maneuvers will include the walk, trot, and lope both directions: and the extended trot and extended lope at least one direction; as well as stops, and back.

Three optional maneuvers may include a side pass, turns of 360° or more, change of lead (simple or flying), walk, jog, or lope over a pole(s); or some reasonable combination of maneuvers that would be reasonable for a ranch horse to perform.

The maneuvers may be arranged in various combinations with final approval by the judge.

The overall cadence and performance of the gaits (see ranch riding gaits descriptions below) should be as those described as natural long-stride walk, smooth jog, ground covering extended trot, rhythmical natural stride lope — with an emphasis on forward movement, free-flowing, extended lope, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.

No time limit.

One of the suggested 5 patterns may be used; however a judge may utilize a different pattern as long as all required maneuvers are included plus three or more optional maneuvers are included.

Failure to perform a required maneuver will result in a horse placing below all other horses that perform all maneuvers.

- The use of natural logs is encouraged.
- Posting at the extended trot is acceptable.
- Touching or holding the saddle horn is acceptable.

Ranch riding apparel and equipment:

- No hoof polish.
- No braided or banded manes or tail extensions.
- Trimming inside ears is discouraged
- Trimming the bridle path is allowed; also trimming of fetlocks or excessive (long) facial hair.
- Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.

Riders are required to wear western apparel: western long sleeve shirt, western riding jeans or trousers, western hat or protective head gear, and western boots. Smooth soled, heeled boots are required.

Prohibited tack: Draw reins, drop nosebands, martingales, tie down, and flash cavessons, whips, crops, bats.

Ranch riding gaits:

In all gaits, movement of the ranch riding horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse. The following terminology shall apply:

1. *Walk*- The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.
2. *Trot*- The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
3. *Extended Trot*- The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
4. *Lope*- The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
5. *Extended Lope*- The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright, attentive expression.

Penalties:

Ranch Riding Penalties. A contestant shall be penalized each time the following occur:

One (1) point penalties

Too slow/per gait
Over-bridled
Out of frame
Break of gait at walk or jog for 2 strides or less

Three (3) point penalties

Break of gait at walk or jog for more than 2 strides
Break of gait at lope
Wrong lead or out of lead
Draped reins Out of lead or cross-cantering more than two strides when changing leads trotting more than three strides when making a simple lead change
Severe disturbance of any obstacle

Five (5) point penalties

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

Placed below horses performing all maneuvers

Eliminates maneuver
Incomplete maneuver

Zero (0) score

Illegal equipment including hoof black, braided or banded manes, or tail extensions

Willfull abuse
Major disobedience or schooling

No specific penalties will be incurred for nicks/hits on logs but deduction may be made in maneuver score.

No specific penalties will be incurred for over/under spins but deduction may be made in maneuver score.

Judging ranch riding

The guidelines above are to be followed using the score sheet attached. The scoresheet can also be found online with AQHA <https://aqha.com/media/9610/ranch-riding-blank.pdf>

RANCH RIDING SCORE SHEET



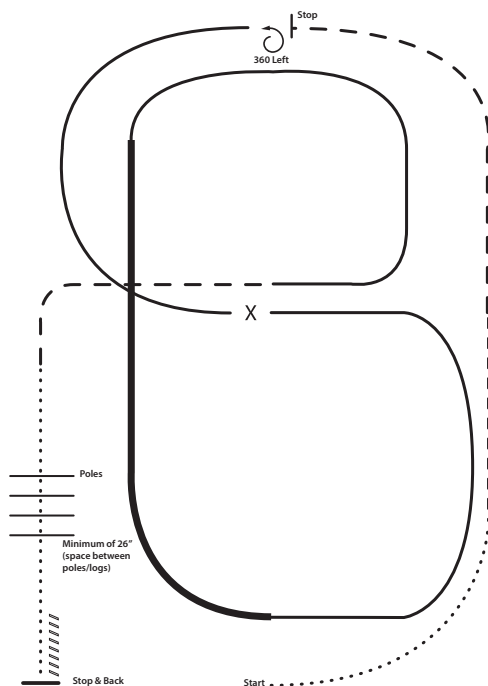
JUDGE _____
 CLASS _____
 DATE _____

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																	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15			
DRAW	EXHB #	PENALTY																	→	
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SCORE																				
DRAW	EXHB #	PENALTY																	→	
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JUDGES SIGNATURE _____

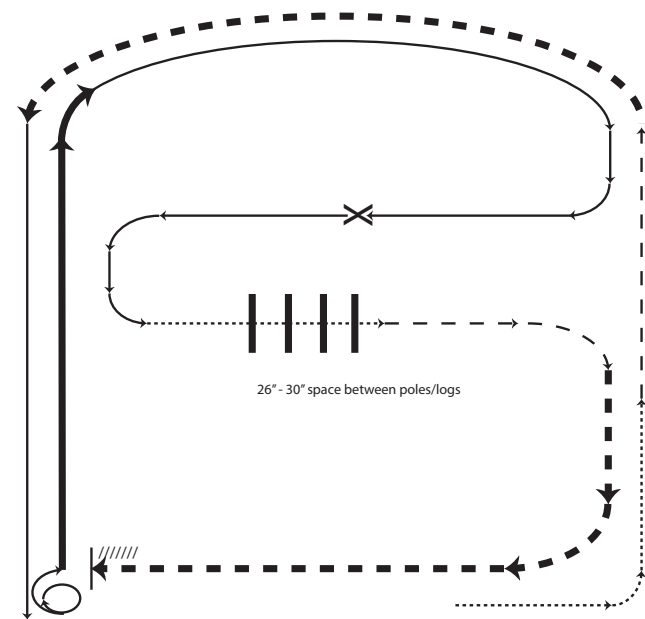
RANCH RIDING – PATTERN I



- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- — — — — Lope
- Ext Lope
- //////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

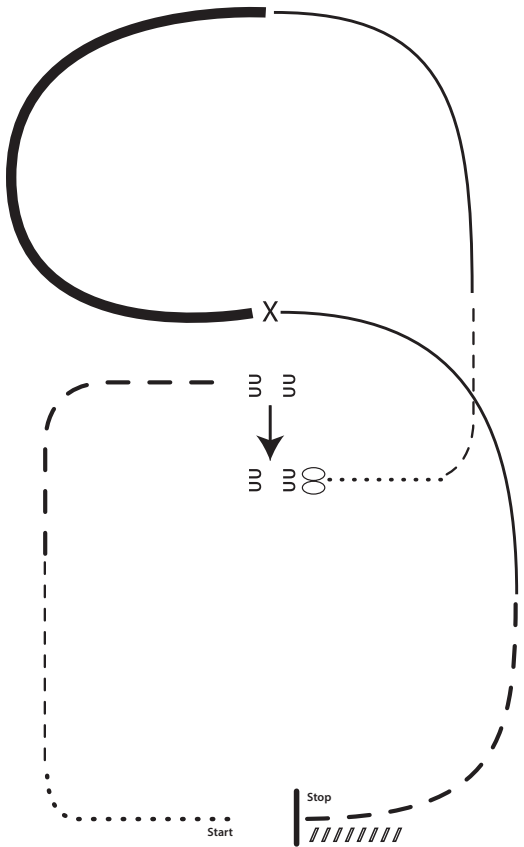
RANCH RIDING – PATTERN 2



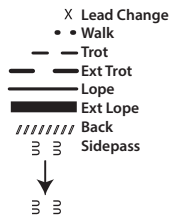
- X Lead Change
- • Walk
- - Trot
- — Ext Trot
- — Lope
- — Ext Lope
- //// //// Back

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

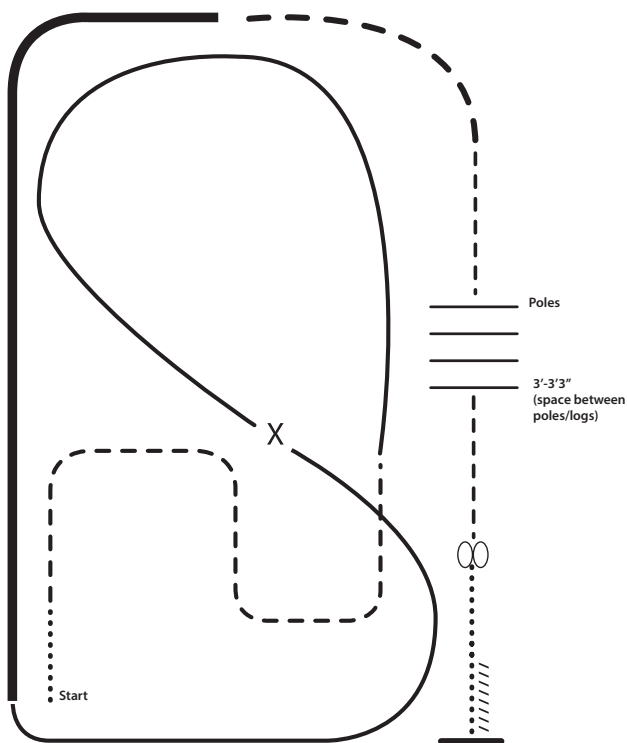
RANCH RIDING – PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lobe
10. Change leads (simple or flying)
11. Collect to the lobe
12. Extend Trot
13. Stop and back



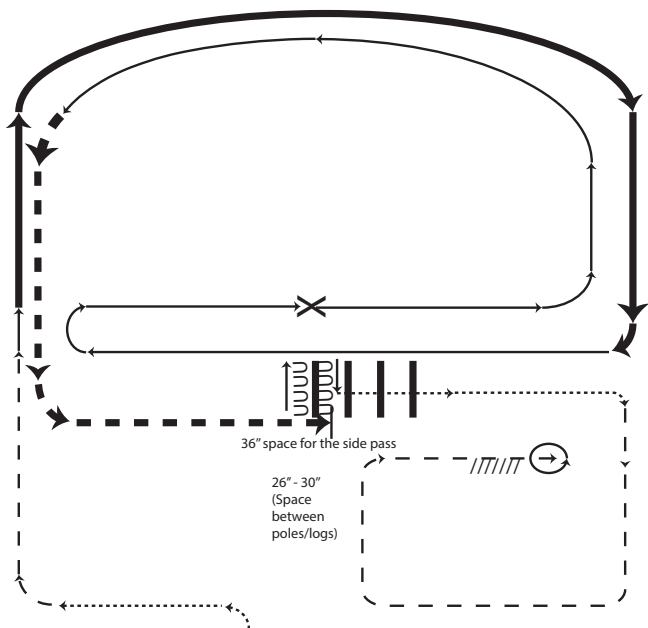
RANCH RIDING – PATTERN 4



- X Lead Change
- • Walk
- - - Trot
- - - Ext trot
- — — Lope
- Ext Lope
- //// //// Back

- 1.** Walk
- 2.** Trot serpentine
- 3.** Lope left lead around the end of the arena and then diagonally across the arena
- 4.** Change leads (simple or flying) and
- 5.** Lope on the right lead around end of the arena
- 6.** Extend lope on the straight away and around corner to the center of the arena
- 7.** Extend trot around corner of the arena
- 8.** Collect to a trot
- 9.** Trot over poles
- 10.** Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- 11.** Walk, stop and back

RANCH RIDING - PATTERN 5



- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- — — Lope
- — — — Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads(simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back