

RULE BOOK

The Foundation Quarter Horse
Registry
"The First and Original"



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Ninth Edition 2013
"The Greatest Cowhorse To Ever Look Through A Bridle"

Welcome! Congratulations on your decision to join and support The Foundation Quarter Horse Registry (FQHR). Please include your I.D. number when signing the registration application and all other documents.

Thank you,

F.Q.H.R.

EDITORS FORWARD

The 2013 edition of the FQHR Rulebook is offered to the membership so as to aid in the continuing growth of the group across the country. The past three years have been exciting, enlightening and full of growth. The Foundation Quarter Horse Registry is dedicated to preserving and promoting the type of American Quarter Horse that we all so appreciate. The FQHR was established in 1994 and as we enter into 2013, it is larger and stronger than ever.

There are new classes and options in this edition. They are to be used as stepping stones for young horses and for new riders to gain experience. FQHR does not condone pushing young horses but instead believes in offering a variety of classes in order to keep their young minds fresh and eager.

We hope this rulebook will be a useful guide for all our members. Even if you have previously read it, please take the time to read it again. New items may be just what you have been wanting.

Dr. Gary Webb

Susie Walton

Mary Kahn

THE FOUNDATION QUARTER
HORSE REGISTRY

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Additions are designated by bold print.

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HORSE CARE

It is expected that each Foundation Quarter Horse shall be treated humanely, with kindness and respect at all times. This Registry will make an earnest effort to educate and encourage breeders, owners and exhibitors for the benefit and well being of these great horses. It is the desire of this Registry that these horses have the opportunity to display their great natural ability not hindered by drugs, surgical alterations or inhumane treatment. Our position is to hold to the highest standard of integrity in treatment and care of the horse.

FOUNDATION QUARTER HORSE REGISTRY STATEMENT OF PURPOSE

The purpose of the Foundation Quarter Horse Registry is to preserve, protect, and perpetuate the working cow horse bloodlines of the Foundation Quarter Horse by the individuals that the FQHR deems as Foundation bred. The Registry is based on blood. The American Quarter Horse Association (AQHA) was organized in 1940 with similar intent. Therefore the Foundation Quarter Horse Registry recognizes those horses listed in the first five AQHA studbooks (first 27,000 horses registered) as Foundation bred.

Most individuals carrying 75% Foundation blood are eligible for registration. The fourth generation is critical (great grand sires and great grand dams), of that generation 75% should descend from or run to Foundation blood. No registered Thoroughbred may be closer than the fourth generation. Those families known to carry H.Y.P.P are not eligible for registration, regardless of generation or testing.

It is the aim of the Registry to keep regulation simple and easy. Government will be kept to a minimum, fees will be reasonable. Keeping and preserving bloodlines is, and will continue to be our goal; not to overload with regulations and requirements.

DESCRIPTION

The Foundation Quarter Horse is easily recognized by his body shape and unique conformation. He is more horse for the height than is found in any other breed. Built low to the ground, much of the time he does not exceed fifteen hands, but due to his build will often weigh twelve hundred pounds or more. The pattern of his muscle adorns nearly every part of his body. There is his small alert ear, wide set honest bright eye that windows his great intelligence and kindness, bulging jaw, neck of moderate length joined low into his sloping shoulder, topped by a well defined wither. A short back with strong loin, deep barrel with long underline, well sprung ribs with great heart girth. The space between the forelegs is ample to supply for a wide, well developed chest, while the forearms, gaskins, and hindquarters carry the muscle that separates the Foundation Quarter Horse from all others. Seen from the rear the power filled stifles are wider than

the croup. The bones of the Foundation Quarter Horse are trim, dense, and sturdy. His rugged frame is necessary to support the bulk that provides his strength. The cannon bones are short and flat set above strong pasterns. The foot is deep with open heel, well rounded with sufficient size. When under observation, the animal displays his divine design.

Dillon Shook

FOUNDATION QUARTER HORSE REGISTRY CORPORATION BYLAWS

ARTICLE I

Section A Name

The name of this corporation shall be the Foundation Quarter Horse Registry.

Section B Term

The corporation shall be perpetual.

Section C Purpose

To preserve, protect and perpetuate the working cow horse bloodlines of the Foundation Quarter Horse.

Section D Place of Business

The recorded mailing address of this Registry is:
Box 165
Vicksburg, MI 49097.

Its officers or members may be residents of any state or country. Business may be transacted any place convenient to its officers or members.

ARTICLE II

MEMBERSHIP & FEES

Members of the Registry shall be admitted, retained and expelled in accordance with such rules and regulations as the Foundation Quarter Horse Registry may, from time to time, adopt.

The regular annual meeting of the FQHR representatives shall be held at such a time and place as may be fixed by resolution of the Foundation Quarter Horse Registry.

The FQHR shall have the power and authority to make, amend, enforce and repeal such rules and regulations, not contrary to law or the Certificate of Corporation, of those by-laws, as they may deem expedient concerning the management, conduct and activities of the Registry, the classification, admission, qualifications, suspension and expulsion of members, removal of officers, the rules and regulations governing the procedure of such suspension and expulsion and regulations regarding the Stud Book, registration, expenditure of money, the auditing of books and records, the

conducting of events, the awarding of Championships, the conduct of contests, sales, exhibitions, races and social functions and other details relating to the general purposes of the Registry.

The Secretary of the Registry shall act as secretary of all meetings of the representatives but in his/her absence the FQHR may appoint any person to act as Secretary of such meeting.

At all meetings of the Registry, "Roberts Rules of Order" shall prevail. Members shall be admitted to the Registry on written application, accompanied by initial membership fee. Membership shall not be limited to natural persons, but may include businesses such as partnerships, corporations or firms, ranches, institutions of learning; executors, administrators and trustees.

In addition, any person, as a breeder or owner of Foundation Quarter Horses, any college having an agriculture department, any representative of such institution, or any individual who is interested in Foundation Quarter Horses may become a member of this Registry by making application, paying the required fee, and being approved by the FQHR office.

Proper receipts and certificates of membership (cards) shall be issued upon acceptance of fees. Notice to members of fees payable shall be sent to their last known address not less than thirty (30) days prior to the expiration of their membership. All memberships including novice amateur and amateur are valid for one full year from date issued.

All members, while in good standing, shall have equal rights, interests and responsibilities with respect to the Registry, to hold office and committee assignments except as otherwise limited. Any member who consistently exhibits, by word or action, which is detrimental to the image or effectiveness of FQHR, its members, or its officers may have their membership, along with all rights of membership, revoked.

Every member, by joining the Registry, does thereby agree that if they are unsuccessful in an attempt to overturn FQHR decisions, actions, rules or regulations, to reimburse the FQHR for its reasonable attorney's fees, court costs and other expenses in defense of such suit.

The name under which a membership may be obtained will be limited to thirty (30) characters (letters, spaces and marks of punctuation).

The applicant for membership should indicate clearly the name which the membership is to be recorded. Any registrations recorded on behalf of a member shall be recorded in the same name as that appearing on the membership card.

The name of a female member may be changed in the membership records of the Registry to reflect her current marital status. Such a change shall be made upon request of said member.

All exhibitors in FQHR sanctioned classes must be current individual, joint, or youth FQHR members. Any exhibitor who does not have a current individual or joint membership, or who cannot provide proof of the same, can purchase one at the show.

All FQHR judges are required to have a current individual or joint FQHR membership.

Annual membership shall be in the following classes:

a. **Individual** - Restricted to one (1) person, carried in that person's name, the privileges of which are full privileges of the Registry including open and affiliate level novice amateur show privileges.

b. **Joint** - Issued in two names only of a husband and wife, mother and daughter or son 18 years and under, father and daughter or son 18 years and under, the privileges of which are full privileges of the Registry, including open and affiliate level novice amateur show privileges. In the event the surnames are not the same, documentation designating status shall be furnished to the Registry with the membership application.

c. **Youth** - Restricted to unmarried individuals eighteen (18) years and under. In order to show in youth classes to receive points, a youth must hold a current FQHR youth membership. Youth may show in open, amateur, or novice amateur classes under an individual or joint membership with the appropriate cards (an individual membership for open; an individual and amateur card for Amateur Division and Individual and Novice for Novice classes at the World Round-Up and Review. Age is determined as of January 1.

d. **Partnership** - Two or more individuals, all of whom must be in good standing with the Registry. No individual or joint privileges (such as showing or judging) are included in this membership.

e. **Ranch, Farm, Corporation** - Issued in business name. No individual or joint privileges are included in this membership.

f. **Institutions of Learning, Executors, Administrators and Trustees** - No individual or joint privileges are included in this membership.

g. **Amateur** - Must also hold an individual or joint membership. Individuals desiring an amateur card must make application to the Registry by completing the amateur application form. This card allows the individual holder to show in amateur classes. No other privileges of the Registry are afforded with this card.

h. **Novice Amateur** - Must also hold an individual or joint membership. Individuals desiring a novice amateur card must make application to the Registry by completing the novice amateur application form. This card allows the individual holder to

show in novice amateur classes at the World Round Up and Review. No other privileges of the Registry are afforded the holder of this card. This card is not required to enter affiliate level novice amateur classes. Novice Riders may show in the Amateur Division as long as they hold an Amateur Card as well. Novice Amateur classes are recommended at the affiliate level.

Membership Fees

Lifetime \$250.00
Lifetime Canada \$300.00
Lifetime International \$350.00
Annual/Renewable \$30.00
Annual Renewable Canada \$35.00
Annual Renewable International \$45.00
Youth Lifetime \$50.00 (thru age 18)
Youth Annual \$15.00
Amateur (card) \$15.00
Novice Amateur (card) \$15.00

Lifetime membership in the Registry is non-transferable. A lifetime membership may be recorded jointly in the names of husband and wife, or when recorded in a single person's name by amendment, a spouse may be added. In the event of a spouse's death, the survivor retains that lifetime membership. In the event of divorce the membership shall be retained in the name of the person as agreed to by the parties or as ordered by the court. All changes must be approved by the FQHR office and require a \$15.00 fee.

Youth Lifetime memberships are valid thru their 18th birthday. Youth may transfer their Lifetime Youth Membership to a regular Lifetime membership for a fee of \$200.

Article III

REGISTRATION OF HORSES

The aim of this Registry is to encourage and give incentive to the breeding and perpetuation of the working cow horse bloodlines of the Foundation Quarter Horse.

Section A: Requirements for Registration

Anyone applying for registration of horses must conform to all of the requirements, rules, and regulation of this Registry.

Section B

No horse shall be registered in this Registry unless the owner of the horse is a member of the Foundation Quarter Horse Registry in good standing.

Section C

Registration fees are \$15.00 each for stallions, geldings, mares, and foals at side with exception; when breeder qualifies for herd fees after more than ten head are registered in a calendar year. The fee is reduced to \$10.00 per horse thereafter, for that calendar year. Payment of all necessary fees must accompany application for Registry.

Section D

Application for registration must include a pedigree (eight generations) with registration numbers or pay additional \$15.00 research fee. A record of all brands and markings on the FQHR registration application, along with clear photo copy of current AQHA Registration certificate (both sides). Pictures are not required, but may have benefit for registering. False statements concerning registration will exclude that person from this Registry, and all past registrations made by that person with this Registry may be canceled.

Section E

Horse's age determined from January 1st to January 1st.

Section F: Definition of Foundation Blood

The registration of horses by this Registry is based on Foundation Quarter Horse blood. No registered Thoroughbred may be in the pedigree closer than the fourth generation (The individual being registered is considered the first generation.) The Foundation Quarter Horse Registry recognizes those 27,000 horses listed in the first five stud books of the AQHA as Foundation blood. Each horse registered by pedigree must show 75% or more Foundation blood. No less than 75% of the fourth generation must descend from or run to Foundation blood. Final decisions are by registration committee.

Section G

Foals may be registered by the breeder or owner. Note: Please contact the office for applications and details.

Section H

Standard colors are acceptable (bay, black, brown, sorrel, chestnut, dun, red dun, grullo, buckskin, palomino, gray, red roan, blue roan, bay roan, cremello, perlino) with the exception of: Pinto, Paint, Spotted, Albino, and Appaloosa.

Section I

Name files start with those already issued to the horse by AQHA. Name changes are not allowed after registration, unless changed with AQHA.

Section J

Those families known to carry H.Y.P.P. are not eligible for registration, regardless of generation or testing. Horses with the condition of parrot mouth and stallions that are Cryptorchid will not be recognized as breeding stock. The owner, upon discovery, shall immediately notify this Registry of such condition, to declare such condition on the registration certificate. Owner is subject to penalty when failing to report these conditions. The owner, by signing the breeding report, certifies that the stallion is free from such conditions. Horses affected with these conditions may be shown in all events with the exception of conformation classes.

Section K

It is expected that all breeders and individuals will keep good accurate records. This is necessary and beneficial to all. When death occurs to an animal registered with this Registry, the certificate is to be surrendered to the Registry immediately. Certificate will be returned to owner if requested after it has been stamped. When a stallion has been castrated, or any stallion or mare becomes a non-breeder, or an animal is sold without registration certificate, the certificate of registration must be returned to this Registry within sixty days so that the change can be declared on the certificate.

Section L

A member who fails to keep adequate records or refuses to furnish this Registry information that is needed or requested concerning the business of the Registry, concerning registration certificates, transfers of ownership, breeder's certificates, applications for registry, or other matters involving said person or persons may be subject to disciplinary action. Rulings by the FQHR office are final. Note: The mailing of fraudulent applications, transfers, registration certificates, or pedigrees by US mail with intention to defraud is a federal offense subject to prosecution by the US government.

Section M

In order to compete in the Roundup, an event, or show, a horse must be registered or pending registration with the FQHR. A horse may be shown, pending registration, only when the appropriate forms and fees are on file with the Registry office, upon which a pending report will be issued. Owners must present a pending report to the show office secretary at the time of entry.

The pending report is intended to be used primarily in situations when the owner is awaiting official registration with AQHA on weanlings.

TRANSFER OF HORSES

Section A

Transfer of ownership must be made on the records of this Registry. It is required of the seller of a horse to forward immediately the registration certificate, the transfer and fee of \$10.00 to the secretary of this Registry. The seller is responsible for date of sale, and name and address of buyer, all in ink. Each space of the transfer of ownership must be filled out to make the transfer complete and acceptable. **The buyer is responsible for obtaining a current membership if not already a member. Registration certificates will be held at the FQHR office until membership payment has been received if not a current member.**

Section B

Persons who neglect or refuse to issue a transfer, sign blank transfers, or make false statements are subject to penalty and may be expelled from this Registry.

REGISTRATION GENERAL RULES

Section A

Any certificates, applications, transfers, or forms showing unauthorized alterations are subject to cancellation.

Section B

If a horse registered with this Registry changes colors or when an error is made in the original certificate or registration of said animal, upon application and satisfactory proof, changes will be made or errors corrected in the records of this Registry.

Note: Errors made by this Registry will be corrected at no charge. A \$10.00 fee will be charged to correct errors made by applicants. A fee of \$10.00 will be charged for issuing duplicate certificates.

WHITE LINE RULE

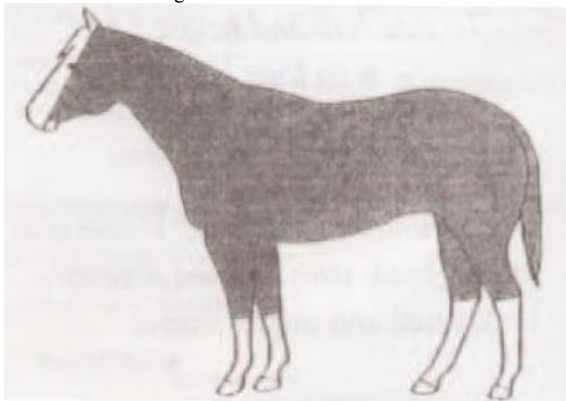
No animal having white markings with underlying light skin beyond any one of the following described lines shall be eligible for registration in the Foundation Quarter Horse Registry. The prescribed lines for white markings with underlying light skin are as follows:

White above a line around each leg at the center of the knees and point of the hocks.

White behind a line running directly from the center corner of the mouth to the base of each ear to the nearest corner of the

mouth; and, white on the lower lip above a line running from one corner of the mouth to the other corner. A diagram of these lines is shown below.

When a horse is inspected for possible excessive white markings, the owner will pay the Registry a fifty (\$50) dollar inspection fee. Payment of the fee must be received by the Registry prior to the inspection. The registration certificate of any animal having white markings beyond the prescribed lines, excessive white markings, or spot shall be subject to cancellation where the registration application fails to indicate or misrepresents the animal's actual markings.



AFFILIATE GUIDELINES

Any FQHR member having an interest in the Foundation Quarter Horse Registry may request and submit an application to start an FQHR Affiliate in their area. Upon receipt and review of said application, the FQHR office may grant or deny continuation of the affiliate process. **If permission is granted, the applicant must then select and submit to the FQHR office a meeting place, location with directions, date & time, along with two contact numbers.** FQHR will provide a list of past and current members in the designated area to the applicant so they may announce the first meeting. A nominating committee should be selected at this meeting. A second meeting should then be held to elect officers. Once officers are elected and documentation is sent to the home office, said affiliate will be recognized as an official FQHR Affiliate. Qualifying affiliates shall pay an annual fee of thirty dollars (\$30.00) which represents a membership fee, to the FQHR home office, on January 1 of each calendar year. The fee will be considered delinquent if not paid within sixty (60) days. Any new affiliate's fee will be waived for the first year. In order to retain the designation of FQHR Affiliate, each affiliate **MUST:**

- a. Pay an annual fee within 60 days of Jan 1.
- b. Provide FQHR with a copy of affiliate by-laws.
- c. Hold annual election of officers (preferably between November - March).
- d. Provide FQHR with updated list of officers. All officers must be current FQHR members. A person may serve as an officer of one FQHR affiliate only.
- e. Provide FQHR with a full list of current members, including addresses, no later than April 1 of each calendar year.
- f. Provide FQHR with copies of newsletter (if printed by affiliate).
- g. Provide FQHR with results from all approved shows or events as required.
- h. Conduct affairs in compliance with affiliate by-laws as well as the by-laws of FQHR as outlined in the Foundation Quarter Horse Registry Rulebook. Each affiliate is responsible for the affairs of its own affiliate and FQHR will not be held liable or accountable for internal differences.
- i. Any affiliate found not in compliance with all of the above rules as of April 1 of each year, will be denied membership renewal until the above rules have been satisfied.

SHOW APPROVAL

Affiliates of FQHR desiring to sponsor a Roundup or event, shall apply for approval from the FQHR show office. Show approval is a privilege, not a right, and may be granted or rejected on an annual basis at the FQHR's discretion. Evaluation to include, but not limited to: competence of show management, enforcement of FQHR rules, and service to FQHR members.

In order to obtain approval, a properly completed approval form shall be obtained and forwarded to the show office at least 11 days prior to the first date of the proposed show or contest. Approval forms may be obtained from the FQHR Show Office or the website (www.fqhr.net). If the request is less than 10 days prior, approval will not be granted.

Fee Schedule: Show Application (per show)

90 days or more \$50.00
 60 to 89 days \$75.00
 30 to 59 days \$100.00
 11 to 29 days \$250.00

If the application is satisfactory, the Show Office will issue an official approval of the proposed event/contest. If the application is not satisfactory, the Show Office will so inform the affiliate making the application, giving the particulars or reason(s) for denial.

All application fees are nonrefundable.

An event must be open to all FQHR members in good standing.

Exhibitors and owners must hold an Individual or Joint membership to compete and show horses. A Youth exhibitor must hold a Youth membership if competing for youth points. Points will not be awarded if either the owner or exhibitor is found to have an expired membership. All event fees shall be the same to all exhibitors with the exception that special consideration may be given to youth classes. Lesser fees to the youth classes are at the discretion of the individual affiliate sponsoring the event/contest. All approved events are open only to horses registered with FQHR.

The results of any approved roundup or contest must be completed in their entirety on official forms furnished by the FQHR Show Office, listing all entries that competed in the class, with the first six (6), or champion and reserve in order of placing, plus all others in the class. Results must be forwarded to the FQHR Show Office within two weeks (14) days, after completion of a show or contest. All forms necessary to report the results will be supplied by the Show Office when the show is officially approved.

Failure to mail the completed result forms to the FQHR Show Office within the two weeks (14 days), following the last show date will result in approval being revoked and the competing horses will be deprived of any points won.

No show or event may be approved on the date of another show or event if the two (2) are located within 150 (one hundred fifty) miles of each other. A show or event may be hosted by more than one affiliate, however, all expenses must be equally shared by participating affiliates. Verification of expenses will need to be submitted with show results. When shows are hosted by more than one affiliate, points will be granted to one affiliate choice only. Exhibitors must designate their affiliate preference at time of entry. It will then be the responsibility of the show secretary to submit the preferences along with the show results to the FQHR show office.

JUDGES REQUIREMENTS AND APPROVAL

The applicant must be a minimum of 25 years old, a member in good standing with FQHR, and be dedicated to the preservation and promotion of the Foundation Quarter Horse. Upon completion of the application, a written exam on the rule book will be sent to the applicant. Upon satisfactory completion of the exam (which shall be a minimum of **90%** correct, but may be raised by the committee), the applicant will be invited to attend a judges seminar. Upon completion of the judges seminar by the applicant, the Judges Committee will approve or disapprove the applicant as a recognized judge. Upon approval, the name of the applicant will be added to the judges list on the official FQHR website. No potential applicant will be allowed to accept a show to judge while his/her application is pending. Approved judges shall be required to retake the written rule book test annually and may be required to attend additional seminars at the discretion of the Judges Committee. Only judges approved by the Foundation Quarter Horse Registry shall be qualified to judge any approved

FQHR Roundup or event. All FQHR carded judges must be members of FQHR and hold current individual or joint membership. He/she will be considered delinquent if their membership is not paid within the month following expiration. A judge, delinquent in the payment of membership dues for a period of **60 days** after expiration date, will be removed from the list of approved judges and required to reapply for inclusion to the list of approved judges under the current procedure for admission of new applicants. **If a judge's membership has expired they may not judge any FQHR sanctioned event.** Designation as an FQHR approved judge is a privilege, not a right, bestowed by the Judges Committee according to procedures by it, to individuals whose equine expertise and personal character merit the honor. An individual's conduct as a member, exhibitor and judge, and his/her ability must be exemplary and is subject to continual Committee review. Any judge who fails to pay fees owed to the Registry or any of its affiliates (to include entry fees, advertisements or stall fees or any other fee associated with a FQHR activity or event) shall have their judging privileges suspended. Designation as a FQHR Judge for these reasons is revocable by the Judges Committee with or without notice and formal hearing subject only to ultimate review by the FQHR office.

While judging an approved event, it is mandatory that judges dress in appropriate and professional attire. **No attire promoting another equine organization may be worn.** No person may judge two shows within one hundred and fifty (150) miles of each other within thirty (30) days, except in emergency situations when a judge is unable to fulfill her/his duties and then only with special permission from the FQHR office and the Judges Chairperson. A judge shall not appear on the Roundup or contest ground prior to thirty (30) minutes before the show is scheduled to begin.

Patterns chosen for Reining, Working Cowhorse, and Handy Ranch Horse should be posted at least thirty (30) minutes prior to the class, or sooner if possible. A judge may not visit in the horse barns, nor with owners, nor inspect or discuss any horse entered in the Roundup or contest before judging. Neither the judge nor members of his/her family shall exhibit nor act as agents or handlers of a horse in any approved classes at a Roundup or contest at which he/she is officiating, nor may any horse be shown under a judge if that judge has been owner, trainer, agent in any capacity, or conditioner of that horse within the previous ninety (90) days. A judge may be suspended from the list of approved judges for infraction of the rules.

A judge shall have the authority to place a horse in whatever position in a class he/she thinks the merit of the horse justifies. His/her decision shall be final in all cases affecting the merits of the horse. Once a class has been judged, it shall not be re-judged, and once the judge has marked his/her record there shall be no changes. Each judge shall be responsible for tallying the correct number of entries actually exhibited in each class he/she judges. A judge may order any person or horse from competition for bad conduct of one or both. When requested by an exhibitor through the show management or ring steward, the judge is urged to give his/her opinion sincerely. Judges should bring a whistle and stop

watch to events. It is the responsibility of the judge and show committee to insure that the contest is held according to the rules outlined within this rulebook. Any and all deviations from these rules shall be reported to the FQHR office by the judge in writing within 72 hours of the completion of the show along with an explanation as to why the deviation was allowed. Intentional deviations from these rules by the show committee or judge may result in suspension of points for that class, loss of judging privileges or both.

JUDGES COMMITTEE

The FQHR office will appoint a Judges Committee consisting of at least three (3) members, which are currently on the approved judges list. It shall be the duties of the Judges Committee to administer judges' tests, conduct seminars, review any and all judging after FQHR approved shows or events, review judging performances on recommendation of show representatives or by official protest, and to conduct investigations and hearings into any inappropriate behavior by an FQHR judge. The committee shall be empowered to take all action necessary to improve the quality, integrity, and performance of the judging system.

SHOW PERSONNEL

FQHR expects show management to follow the guidelines as stated in each individual show management job description, but FQHR will not be held liable for any mismanagement of a show.

ROUNDUP SECRETARY

Any reputable FQHR member may act in the capacity of show secretary who can furnish proof that he/she is capable through ability or experience. The show secretary shall compile class entries, record event results and keep the books; therefore, he/she must be proficient at bookkeeping, handling money on site and filing reports. He/she should be knowledgeable of all current FQHR rules. The duties of the show secretary include:

- a. Inspecting all FQHR registration papers
- b. Making sure all health & negative equine infectious anemia test results are current if required**
- c. Inspecting all entry forms
- d. Accepting entry fees
- e. Issuing entry numbers and insuring that the number is assigned to the horse and only one number is assigned per horse**
- f. Marking entry numbers of horses five (5) years and younger for easy identification to the judge
- g. Keeping records of each entry and exhibitor in each class
- h. Supplying class information to judges, announcer, stewards and gate personnel
- i. Supplying flags & barrier string

- j. Supplying time keepers with 3 stop watches that have been checked and are functioning, and whistle or other audible device
- k. Forwarding class results to FQHR Show Office
- l. Provide a judges evaluation to FQHR Show Office**
- m. Maintain current rule book for reference at show office
- n. Verification of all current memberships
- o. Additional duties as requested by Roundup management

SHOW MANAGER

Any reputable FQHR member may act in the capacity of show manager who can furnish proof that he/she is capable through ability or experience. It shall be the responsibility of the show manager to insure a qualified judge (or judges) and a ring steward (or stewards) depending on show size is obtained. A backup judge should be chosen and on call in case of an unforeseen emergency. The show manager shall at all times extend every effort to satisfy the comfort of the horses, the exhibitors, the spectators, and the officials. He/she should also make every effort to ensure that FQHR rules are followed while the show is being conducted. He/she shall be responsible for the maintenance of clean and orderly conditions throughout the show or contest. He/she will be in charge of posting all patterns, points, and draws, and keeping show moving in a timely manner.

RING STEWARD

The steward shall be familiar with Roundup and contest rules, procedures and etiquette. It should be born in mind that a good Steward makes the work of the judge much easier by relieving the judge of unnecessary details. By assembling the class promptly, he/she will be able to keep the judging program on schedule and eliminate long delays between classes. The steward shall notify the judge when all horses are present for each class and call his/her attention to those horses which are absent. This information will be placed on the record which the Steward marks after each class has been judged. The Steward must bear in mind that he/she has been selected to help the judge, not advise him/her. He/she shall refrain from discussion or seeming to discuss, the horses or the exhibitors with the judge. Stewards shall not take part or seem to take part in any of the judging. When he/she is not actively engaged in his/her duties, he/she shall place himself/herself in a position so as not to interfere with the judging and view of the spectators. The Steward shall endeavor to keep the possibilities of an accident to a minimum.

The Steward has charge of the activity in the ring or the arena. He/she should act as mediator between the judge and exhibitor. The judge should request the Steward to move and place horses as he/she advises. When the ring or arena size is small and the class entries are large, he/she should survey the situation and take every precaution to keep the horses moving until the judge is ready for them to be judged. He/she has the authority to ask an exhibitor to

remove his/her horse for the safety of the other horses or the spectators.

It is necessary that only a competent ring Steward be used, one who can control the conduct of the exhibitors and horses in the ring; who can competently keep classes progressing and who is familiar with the rules and regulations of the FQHR.

It is important that the Steward be familiar with the procedure of sifting, when the classes are large and the judge requests that he/she line them up as the first sift, as the second sift and so on until the judge has his/her class ready. The ring steward along with the judge will supervise time keepers.

GATE STEWARD

The gate steward supervises those who enter the arena before, during and after competition. They are responsible for getting the correct people in the arena at the right time. The most important duty of gate people is to control traffic, thus avoiding confusion by exhibitors. They are responsible to inform the Roundup secretary and ring stewards about no shows and changes in the classes occurring at the gate (i.e.: late entry, incorrect entry, etc.). The gate steward is also responsible for checking the arena fence for any needed maintenance and making sure all gates and openings are secured prior to show. He/she will also make sure gates are securely closed after each individual or class enters the arena. One gate should be kept clear at all times for emergency purposes. The gate steward should be knowledgeable of FQHR rules and regulations and have a rule book on hand to answer any exhibitor questions before exhibitors enter arena for judging.

TIME KEEPERS

Time keepers are supervised by ring stewards and the judge. It is necessary for the time keeper to understand horse show procedure in the specific timed events and be well versed in FQHR rules governing those classes. When electronic timers are used, a stop watch should be used as a backup. If electronic timers are not available two stop watches shall be used and the average of the two times taken as the official time, unless listed otherwise for a specific class. Three fully checked and functioning stop watches and a whistle or other audible device shall be supplied by show secretary for timekeepers use.

DRUGS

No person shall cause to be administered internally or externally to a horse, either before or during an approved event, any medication, drug or mechanical device, or artificial appliance which is of such character as could affect its performance or appearance at the event. Such drugs include but are not limited to: Butazolidin, Acepromizen, etc. Upon discovery of administration of such drug, medication or mechanical or artificial appliance, show management shall immediately disqualify the horse and report the matter to FQHR. Any action or substance administered internally

or externally, whether drugs or otherwise which may interfere with testing procedures or mask or screen the presence of such drug is forbidden. Presence of such medication or drug in a horse participating in an FQHR approved event shall, in addition to its disqualification by show management, be grounds for the FQHR office to bar the horse and/or person or persons who administered from participation in future FQHR approved events, or shows for such period as determined appropriate.

SURGICAL ALTERATIONS

Any surgical procedure which could affect the horse's performance or effect its natural conformation or appearance is prohibited, except for those surgical procedures performed by a duly licensed veterinarian for the sole purpose of protecting the health of the horse. Upon discovery of the administration of prohibited surgical procedures, the show management shall immediately disqualify the horse and report the matter to FQHR.

MISCELLANEOUS REGULATIONS

When an exhibitor or owner is guilty of unsportsmanlike conduct, fraudulent practices, or failure to pay due obligations to FQHR or show sponsoring organizations, FQHR shall suspend such person's rights to participate in approved shows and deny all privileges of FQHR plus their name will be published on the suspended list. All points awarded to the horse shown shall be revoked.

It shall be the responsibility of the show management to forward to the Secretary of the Foundation Quarter Horse Show Office information in writing concerning such an incident.

A horse entered in the wrong class may be transferred to its correct class but no entries may be made after the class has started. Any horse shown in a class but not entered shall not be judged or counted. General rules to be followed for all classes unless listed differently under an explicit class.

The FQHR allows “helpers” in the arena at all events to accommodate those individuals with special needs. The helper is there for safety precautions only. The helper may not give advice or assist with the “exhibiting” of the horse in any manner.

PROTESTS

A protest may be made to a Show Committee by an exhibitor, owner, or trainer for a violation of FQHR rules. It must be:

- a. In writing
- b. Signed by the protester
- c. Addressed to the Secretary of the show at which the violation occurred
- d. Accompanied by a deposit of fifty (\$50.00) dollars

- e. Received by a member of the Show committee, the Show Manager or the Show Secretary within 72 hours of the alleged violation.

A show committee receiving a protest shall promptly hold a hearing and obtain from witnesses, entry forms and other sources, all necessary information and evidence; all persons directly concerned shall be notified and given the opportunity to appear. If the protest is sustained, the deposit shall be returned to the protester; if the protest is not sustained the deposit shall be forfeited to the show. In the event a Show Committee cannot reach a decision in regard to a protest, the protest must be referred to the FQHR office and accompanied by the (\$50.00) fifty dollar deposit. If the FQHR office sustains the protest, the deposit shall be returned to the protester; if the protest is not sustained, the fee shall then accrue to the Registry.

A protest may be made directly to the FQHR office by an official of a show or by a FQHR office member for violation of FQHR rules. It must be:

- a. In writing
- b. Signed by the person submitting the protest
- c. Addressed to the FQHR office and mailed within 72 hours of the alleged violation.

A protest must state the full name and address of the accused and contain a complete and definite statement of the acts which constitute the alleged violation. Precise details regarding a violation of the rules are necessary. The protester must be prepared to substantiate the protest by personal testimony or by sworn statement, witnesses or other evidence. The FQHR may investigate any protest or charge; may intervene in any protest and present evidence concerning any protest or alleged violation at its discretion. Protests are reviewed by the Show Committee and/or FQHR office for evaluation and decision.

F.Q.H.R. POINTS

Points earned are kept at the national level. Points won at the affiliate events and the World Round Up and Review will be accumulated for the lifetime of the horse. No points earned in group conformation classes shall go toward any awards such as high point, versatility, or any championship, but may count toward year-end awards at the affiliate level. Points shall be awarded only to qualifying horses entered in approved FQHR Conformation and Performance classes. No performance points awarded to horses under age three (3). No points will be awarded to any gelding showing in an approved event which is still registered as a stallion. A record of points may be purchased from the FQHR for a fee of **\$5.00** per horse/per request. Those requesting point records should submit the recorded name and FQHR registration number of the horse to the FQHR home office. Also include if the horse was shown in Open, Amateur, Novice Amateur, or

Youth events. Multi-judged shows will not be recognized. All points are final at the end of calendar year earned.

No class of less than three (3) shall receive points, but all classes, regardless of number shall be judged.

Points will be awarded on the following basis:

No. of Horses In class	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
3	1	0	0	0	0	0				
4-7	2	1	0	0	0	0				
8-11	3	2	1	0	0	0				
12-15	4	3	2	1	0	0				
16-19	5	4	3	2	1	0				
20-24	6	5	4	3	2	1				
25-29	7	6	5	4	3	2	1			
30-34	8	7	6	5	4	3	2	1		
35-39	9	8	7	6	5	4	3	2	1	
40 & over	10	9	8	7	6	5	4	3	2	1

GRAND/RESERVE CHAMPION POINTS

Grand/Reserve Champion mare, stallion, and gelding will be awarded points on the following basis:

- a. The grand champion of each sex will receive two (2) points.
- b. The reserve champion of each sex will receive one (1) point.

RIBBONS

The following schedule of ribbons is recommended for both conformation and performance classes. Each class should be placed through sixth (6th) horse, or whatever number is present if fewer than six (6), even if ribbons are not given to all six (6) horses.

The show committee can elect to award ribbons to 7-10th place at large shows even though no points are awarded for placing lower than 6th.

United States	Canada
1st place blue	1st place red
2nd place red	2nd place blue
3rd place yellow	
4th place white	
5th place pink	
6th place green	

Champion stallion, mare, gelding: show management choice of color. Reserve Champion stallion, mare, gelding: show management choice of color.

NOVICE AMATEUR DIVISION

A person is considered Novice Amateur when he/she has not shown, judged, trained, or assisted in training a horse for remuneration, either directly or indirectly, nor received compensation for instructing another person in riding, training, or showing a horse in competition for five (5) previous years.

Any approved horse show judge is ineligible. In addition, the following conditions apply: **Rider** may not have won \$250.00 lifetime earnings in any event, may not have earned a combined total of ten (10) or more points in recognized associations (AQHA, APHA, FQHR, NBHA, NRHA, USTRA, etc.) in any event prior to January 1 of calendar year. When a rider becomes ineligible he/she will be moved out of the Novice Amateur division as of December 31 of that year and must surrender his/her novice amateur card to FQHR within 30 days of notification. No horse may be shown by more than one exhibitor in any one class. In individual events, one exhibitor may show two (2) horses.

Classes are open to both youth and adults when meeting the criteria above and having the appropriate individual and novice amateur cards. No youth (under age 18) may show stallions. Points earned in the Novice Amateur Division shall not count toward a Certificate of Performance award or any other championship.

The Novice/Amateur Division will use the same rules for ownership as described below in the Amateur Division.

AMATEUR DIVISION

A person is considered Amateur when he/she has not shown, judged, trained, or assisted in training a horse for remuneration, either directly or indirectly, nor received compensation for instructing another person in riding, training or showing a horse in competition for five (5) previous years. Any approved Horse Show Judge shall not be eligible. Points will be awarded following the same point system used in the open division. Classes are open to both youth and adults when meeting the criteria above and having the appropriate individual and amateur cards. No youth (under age 18) may show stallions. In order to compete in the Amateur division, an exhibitor must present at the time of entry an amateur card which shall be obtained from the Registry prior to the time of entry. In order to receive the card the application along with the appropriate fees should be submitted to the Registry at least thirty (30) days prior to the date of entry. No horse may be shown by more than one exhibitor in any class. In individual events, one exhibitor may show two (2) horses. Any points or awards earned in the Amateur Division at any show (Roundup or Affiliate), when said points are earned by an Amateur competing under false pretenses, shall be revoked. In the

amateur division a horse shown in Amateur competition must be solely and completely owned by one of the following:

- a. The Amateur
- b. A current member or members of the amateur's immediate family:
 - Mother/Father
 - Grandparents
 - Brothers/Sisters
 - In-Laws or legal guardian
- c. A corporation, partnership, or other business entity (w/a current membership) provided that the Amateur and/or a member or members of his/her immediate family are the sole and only owners of that business entity and the ownership of that business entity does not change to include non immediate family members or entities. Ownership will be evidenced by the FQHR registration certificate.

3 to 5 YEAR OLD PROGRAM

The purpose of this program is to promote sound, better minded young horses while giving the owners of those horses a place to participate where they are not in competition with seasoned horses and a vehicle to promote breeding programs, etc. The 3-5 yr old program can be implemented in either the Open, Amateur or both divisions at the affiliate's discretion. The points earned in this program will carry over to the Open/Amateur divisions as a horse moves out of this program into the Open and Amateur division. If 3-5 Year Old classes are not offered, those horses may show in the Open, Amateur, Youth Divisions, etc.

Those horses entering the 3-5 year old classes cannot enter any other riding classes other than those listed below. They may enter the Limited Horse Working Cow and the Limited Horse Working Ranch classes and conformation specific to their age/gender. In Limited Working Cow/Ranch Horse there will be separate classes at the World Round Up and Review. At the affiliate level they will compete with all Limited Horse Working Cow/Horse entries.

A horse entered in this division may only compete at this level. It may not compete at any other level or class (i.e.: open, amateur, youth). If the horse is shown in another division or class they are no longer eligible to be shown in this program.

The 3-5 Year Old Division will be governed by the FQHR open/amateur division rules as far as ownership of horse, etc.

The owner of the horse must be a current FQHR member and the exhibitor must be a current FQHR member.

The 3-5 year old horses will earn FQHR points as set forth in the FQHR rule book. These points will be transferred/added to the appropriate open/amateur division class when they turn 6 years old or at the time the horse moves to the open/amateur division (which ever happens first).

It is not required that the affiliates offer these classes. If an affiliate offers a 3-5 yr old division, it is up to each affiliate if they want to award high point or versatility awards. If high point is awarded the calculation for high point will be based upon the method outlined for high point in the FQHR rule book. Versatility points will be calculated as outlined in the FQHR rule book.

The following classes apply to the 3-5 year old program:

3-5 Yr Old Herd Work

3-5 Yr Old Ranch Pleasure

3-5 Yr Old Ranch Reining

Limited Horse Working Ranch Horse (currently offered) The 3-5 yr olds will show with all Limited Horse Working Ranch Horse exhibitors

Limited Horse Working Cow Horse (currently offered) The 3-5 yr olds will show with all Limited Horse Working Cow Horse exhibitors

3-5 Yr Old Handy Ranch Horse

Conformation specific to age/gender (no special 3-5 year class)

3-5 YEAR OLD VERSATILITY

The 3-5 year old versatility program will consist of entering and showing the following:

Conformation (appropriate to age and gender of the horse)

One Show class - They may enter both but only one can be designated for Versatility (3-5 Yr Old Ranch Pleasure or 3-5 Yr Old Ranch Reining)

One Cow class - They may enter both but only one can be designated for Versatility (3-5 Yr old Herd Work or 3-5 yr old LTMD Horse Working Cow Horse)

One Ranch class - They may enter all but only one can be designated for Versatility (3-5 Yr old LMTD Horse Working Ranch Horse or 3-5 Yr Old Handy Ranch Horse)

CERTIFICATE OF CONFORMATION

The purpose of the Certificate of Conformation (COC) is to establish a record of conformation performance. Horses are advanced to the Certificate of Conformation when they have won 15 points in conformation classes, not including group classes, as outlined in the scale of points of contest. Points are accumulated throughout the lifetime of the horse. To qualify for a Certificate of Conformation, horses must be entered in approved FQHR Roundups or events. Multi-judged shows will not be recognized.

CERTIFICATE OF PERFORMANCE Amateur/Open/3-5 Yr Old Division

The purpose of the Certificate of Performance (COP) is to establish a record of performance. Horses are advanced to the Certificate of Performance when they have won 15 points in any one (1) event as outlined in the scale of points for contest. Conformation points do not count toward this award. Points are accumulated throughout the lifetime of the horse. To qualify for a Certificate of Performance, horses must be entered in approved FQHR Roundups and events. Multi-judged shows will not be recognized.

RANCH/COW/SHOW/SPEED HORSE CHAMPION Amateur/Open/3-5 Yr Old Division

Shall be awarded by category for the following categories: Ranch, Cow, Speed, Show, excluding Conformation and Team Timed Event categories. To be eligible horses must achieve three COP's in 3 events in the same category for a total of 45 points, with 15 points from each event. Points are accumulated throughout the lifetime of the horse. To qualify for this championship, horses must be entered in approved FQHR Roundups and events.

PERFORMANCE CHAMPION Amateur/Open 3-5 Yr Old Division

The Performance Champion shall be awarded when a horse has earned a total of 50 points, by achieving 3 COP's (15 pt. each) from three separate categories plus 5 conformation points. No more than 5 of the 50 points may come from the Conformation category. Points for this award may be earned at the Roundup & Review or Affiliate level. Points are accumulated throughout the lifetime of the horse. To qualify for this championship, horses must be entered in approved FQHR Roundups and events.

VERSATILITY CHAMPION Open/Amateur Division

The purpose of the Versatility Champion is to establish a record of performance for the versatile horse. Horses are advanced to the Versatility Champion when they have won a COP. in the Ranch Horse, Cow Horse, Speed Horse, Show and Conformation category for a total of 75 points; 15 points from each category. Points toward the Versatility Champion can be earned at either the Roundup & Review or Affiliate level. Points are accumulated throughout the lifetime of the horse. To qualify for this championship, horses must be entered in approved FQHR Roundup and events.

SHOW CATEGORIES

1. Conformation - not including group classes
2. Ranch Horse - Ranch Cutting, Working Ranch Horse, LTD Working Ranch Horse, Team Doctoring, Ranch Roping, Handy Ranch Horse, **Ranch Horse Challenge**
3. Cow Horse - Working Cow Horse, Ltd Working Cowhorse, Team Roping, Calf Roping, Cutting, Herd Work, Breakaway Roping, Steer Stopping
4. Speed - Barrel Racing, Pole Bending, Stake Race, Keyhole, **Down and Back**
5. Show - Ranch Reining, Ranch Pleasure, Western Riding
6. Team Timed Events - Team Sorting, Team Penning, Two Man Feed Lot Sorting (Points for these events will count toward Certificate of Performance only. No points awarded for Versatility, High-Point, or any other championship).

Points for Ranch Horse Challenge, Limited Working Ranch Horse and Limited Working Cowhorse can count toward High Point but not Versatility (except 3-5 yr old program horses).

VERSATILITY HORSE AWARDS

Versatility awards may be offered in the different divisions (**Open /Amateur /Novice Amateur /3-5 Yr Old**) at the discretion of the show management. When versatility awards are given, the following criteria must be met (**3-5 Yr Old Program horse requirements can be found in the 3-5 Yr Old Versatility section**):

- a. One horse and rider combination however if an exhibitor is to show more than one horse in versatility, they can designate another exhibitor to show one of the horses in the conformation class only if the two horses are in the same age and gender class.
- b. No extra entry fee required
- c. Must enter and show in the following classes for Open and Amateur.
 1. One (1) conformation for age
 2. One (1) cow horse

3. One (1) show class
4. One (1) speed event
5. Two (2) ranch horse classes
- d. All classes must be declared at the time of entry
- e. Eligibility excludes fun/exhibition and team timed event classes
- f. Horses under age three (3) are not eligible
- g. Grand/Reserve points do not count for this award
- h. If a versatility class is scratched or the horse is a no show at the gate, the horse/rider is removed from that versatility show and no points are earned**

POINTS FOR VERSATILITY

Classes must be designated by the competitor prior to the competition. Points for versatility awards will be awarded only to qualifying horses entered in the versatility competition as follows:

1st	6 points
2nd	5 points
3rd	4 points
4th	3 points
5th	2 points
6th	1 point

No class of less than two entries shall receive versatility points.

HIGH POINT HORSE AWARDS

High point awards may be offered in the different divisions (open, **3-5 Year Old**, amateur, novice amateur, or youth) at the discretion of the show management. Horses under age three (3) are not eligible for this award. For high point purposes, a horse may be ridden by any rider within the **two** open divisions; however, in amateur, novice amateur and youth, it shall be one rider one horse. Points received for grand/reserve champion will not count toward this award. A horse may receive conformation points in one class only. When high point awards are given, the following criteria shall be used to determine the winner(s): Count all horses entered in a class and multiply by five, awarding points as follows; example: 10 horses in a class, 1st place horse placed over 9 other horses so take $9 \times 5 = 45$, 2nd place horse placed over 8 other horses $8 \times 5 = 40$, 3rd place horse placed over 7 other horses $7 \times 5 = 35$. Continue through 6th place when possible. If only three horses are in a class, only the 1st and 2nd place would receive points.

Example:

No. of horses	In class								
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
2	5	0	0	0	0	0			
3	10	5	0	0	0	0			
4	15	10	5	0	0	0			
5	20	15	10	5	0	0			
6	25	20	15	10	5	0			

7	30	25	20	15	10	5	0	
8	35	30	25	20	15	10	5	0
9	40	35	30	25	20	15	10	5
10	45	40	35	30	25	20	15	10

Continue following according to number of horses in class. No class of less than two (2) shall receive points toward high point. **If entered in more than one conformation class (broodmare if offered and a mare class for age), the exhibitor must pick the conformation class to use prior to the event starting. When High Point awards are given, the exhibitor must designate whether the Conformation points will be used in the Open or Amateur Division. This must be done prior to the show starting. If a horse is entered in both Limited Horse and Limited Rider Working Cow and/or Limited Horse and Limited Rider Working Ranch the exhibitor must designate which class (horse or rider) is to be used for high point. Both classes cannot be used.**

TIE BREAKERS VERSATILITY / HIGH POINT

All ties for versatility or high point will be broken as follows:

- a. Adding up the number of classes each horse placed in, the horse placing in the most classes will be the winner.
- b. If a tie still remains, the horse winning the most blue ribbons will be declared the winner. If neither horse won blue ribbons, then go to red, etc.
- c. If the tie still has not been broken, the horse placing the highest in the largest class will be the winner
- d. *Versatility tie breakers are determined by the versatility classes only.*

CONFORMATION CLASSES

The primary purpose of these classes is to evaluate the condition and physical characteristics of a working Foundation Quarter Horse. A Foundation Quarter Horse carries enough flesh and muscle to perform the work that is required of him. Conformation should be such that it lends itself to performing under saddle and putting in a good days work on the ranch.

Conformation classes may be offered in the Open and Amateur Divisions. *Horses are to be shown in good working halter; rope, braided, nylon, or plain leather with NO silver.* The use of whips, any hoof coloration or dyes and banding or braiding of manes or tails shall result in automatic disqualification. Feet may be inspected at the discretion of the judge. Horses should be groomed naturally. Excessive use of the hands to place the horse's feet will be considered a fault and could result in disqualification. All horses should be quiet and attentive. Any horse exhibiting unruly behavior may be dismissed for safety purposes. FQHR recommends the following complete break-down of con-

formation classes, (split sexes required) but may be broken down by age at show management's discretion:

- a. Weanling - fillies, colts,
- b. Yearling - fillies, colts, geldings
- c. 2 & 3 year old - fillies, colts, geldings
- d. 4 - 10 years - mares, studs, geldings
- e. 11 & up - mares, studs, geldings
- f. Broodmares - all ages

Grand Champion Mare, Stallion and Gelding are chosen from first (1st) place winners in above classes. Reserve Champion Mare, Stallion and Gelding is chosen from the first (1st) and second (2nd) place winners in the Grand Champion Mares, Stallions and Geldings classes. Weanlings and group conformation class winners are not eligible for Grand and Reserve awards.

Prior to September 1 of a calendar year, it is required that mare and foal classes be offered instead of weanling classes.

Weanlings or foals in mare and foal class must be haltered when shown.

Geldings must be shown in gelding classes. Prior to entry, the registration certificate must be returned to the Registry along with the date of castration for correction. Geldings may be exhibited with a facsimile copy of the corrected certificate for a period of 30 days.

GROUP CONFORMATION CLASSES

The following are additional classes that are recommended if interest or entries justify them, but no points will be awarded toward versatility, high point, a Certificate of Performance or any other championship. Horses shown in a group conformation class must be eligible to show in their individual conformation class at the show.

- a. Produce of Dam - Two (2) or three (3) produce (either sex can be shown). Dam must be registered with the FQHR, but need not be shown nor need produce be owned by the owner of the dam. The entry must be made by the mare owner or mare owner's agent. Horses actually shown in the produce of dam may be of any age. This class is based upon the offspring of two or three animals (any sex) from the same mare, but not necessarily by the same sire. Each individual animal is judged as an independent unit and then compared as a pair. The prime factors are their foundation quarter horse conformation first, and their likeness second.
- b. Get of Sire - Two (2) or three (3) get (either sex can be shown). Sire must be registered with the FQHR, but need not be shown nor need produce be owned by the owner of the sire. The entry must be made by the sire owner or sire's owner's agent. Horses actually shown in the Get of Sire may be of any age. This class is

based upon the offspring of two or three animals (any sex) from the same sire, but not necessarily out the same dam. Each individual animal is judged as an independent unit and then compared as a pair. The prime factors are their foundation quarter horse conformation first, and their likeness second.

- c. Mare and Foal - Mare with one (1) of her foals to be shown. Foals must have been foaled within the current calendar year. Mare and foals do not have to be owned by the same owner. Entry must be made by mare owner. The primary purpose of this class is to determine the ability of the mare as a broodmare. Often the foal will be a better specimen than the mare. The condition and physical characteristics which the colt possesses at the time of judging are the important factors. The judge must ask himself/herself:
1. Does the foal carry any of the mare's qualities?
 2. Has the mare passed on any of her undesirable characteristics?
 3. Has the mare passed on any of her desirable characteristics?
 4. Has the mare provided adequate sustenance for the foal?

Certain qualities do not change in the development of a horse. The frame and bone length usually grow in proportion. Muscular development is uncertain. Environment and care are the determining factors, so it is more important that the muscle be there and properly tie in. The judge must remember - Is this a mare you would take home if you had your choice of all the mares in the class? Is she a true broodmare?

- d. Sire and Get - Sire with two (2) get to be shown. Sire and get do not have to be owned by the same owner. Horses shown as the get in this class may be of any age. Entry must be made by sire owner. In the sire and get class, the sire is shown with his progeny to show which characteristics passed on to his get.

Judging Horses of Immaturity

The basic fundamentals in judging foals, yearlings, and two year olds are the same as aged horses. The foal must be judged on its conformation as of that day. No "will be's" or "might-be's" are to be considered. Many times judges overlook a foal because of size. It must be remembered that a horse's age begins with the first month of that calendar year and there can be as much as six (6) months difference in colts/fillies within a given class. These six (6) months can mean a great deal to the development of the colt. Nevertheless; the class must be judged as one and the same.

AGE DIVISIONS FOR PERFORMANCE CLASSES

Classes may be offered for horses that are 3-5 years old (Jr.) and 6 & older (Sr.) or all ages. **Classes which are restricted to 3-5 year old horses only shall be limited to Ranch Reining, Ranch Pleasure, Herd Work, Handy Ranch, Limited Horse Working Ranch Horse and Limited Horse Working Cowhorse. Horses less than six may be shown in any bit legal (snaffle, bosal or curb) for that event. Horses six and older must be shown in curb bits in judged events.** At the affiliate level, performance classes restricted to age ranges other than those listed here may be offered. However no performance points will be awarded in those classes. No 2 year old shall earn performance points in any class other than conformation or In Hand Trail.

GENERAL RULES FOR PERFORMANCE CLASSES

In all classes, it is mandatory to wear appropriate attire, including a long sleeved western shirt with collar, western hat and western boots with a heel. Dress should be appropriate for working ranch wear. Show management/judge may alter the dress requirement in extreme weather conditions. The hat must be on the rider's head when the exhibitor enters the arena. Spurs and chaps are optional. It is optional that an exhibitor may wear a hard hat with harness in all classes.

It is mandatory that show management issue each horse one and only one exhibit number regardless of the number of classes entered. Show management shall either designate a certain sequence of numbers or appropriately mark entry numbers of horses five years and younger for easy identification by judge. Failure by exhibitor to display correct number in a visible manner shall result in disqualification.

Horses that have been disqualified in a class shall not be placed.

Horses 5 years old and younger may be shown 2 handed using a snaffle bit or hackamore (bosal). Horses 6 years old and older must be shown in curb bit and must be ridden one handed (except where otherwise stated in this rule book for a specific class.

Whenever this rule book refers to "hackamore" it means the use only of a flexible, braided rawhide, leather, or rope bosal. This bosal must have a maximum diameter of 3/4" or a minimum of 1/4" at the cheek. Absolutely no rigid material will be permitted under the jaws regardless of how padded or covered. This paragraph does not refer to a "mechanical" hackamore. Whenever this rulebook refers to a bit, it means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. All curb bits must have a functional curb strap or curb chain. Chin straps, leather or chain must be 1/2" minimum in width and lay flat.

Acceptable snaffle bits are conventional O-ring, egg-butt or D-ring with a ring no larger than 4". **If a hobble or keeper strap is used on snaffle bits it must be leather, nylon or similar mate-**

rial and the reins must be attached above this strap. Curb chains are not acceptable for this purpose.

The mouthpiece **must** be round, smooth, unwrapped metal. The bars of all bits must be a minimum 5/16" in diameter, measured one 1" from the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two (2) or three (3) pieces. If it is a three (3) piece, a connection ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4 " of similar diameter as the rest of the mouthpiece (measured top to bottom) which lies flat in the horse's mouth are acceptable. **Twisted wire snaffles are not allowed in judged classes.**

GENERAL RULES FOR WESTERN BITS/EQUIPMENT

- a. Bits with a maximum shank length of 8 1/2"
- b. Bits cannot have protrusions below the bars
- c. The port must be no higher than 2 1/2" maximum. Rollers and covers are acceptable.
- d. Gag bit mouth pieces are not allowed in judged or cattle events, except for roping. They are allowed in speed events, if not severe.
- e. Bits with a minimal amount of movement in the mouthpiece are allowed.
- f. Donut and flat polo mouth pieces are NOT allowed in any event
- g. When a curb bit is used in judged events, one (1) hand only is allowed with the index finger only or no finger(s) only between split reins. Violation of these rules is an automatic disqualification.
- h. Whenever this rule book refers to romal, it means an extension of braided material attached to closed reins. This extension is allowed to be carried in the free hand with a 16" spacing between the reining hand and the free hand holding the romal. The romal shall not be used forward of the cinch or used to signal or cue the horse in any way. Any infraction will be penalized severely by the judge.
- i. In all riding classes, horses must be shown in a western, stock type saddle with a horn. Saddles and other equipment should be suitable for ranch work. Excessive silver will be considered a major fault and can be grounds for disqualification. **It is traditional that western equipment and dress include some silver as buckles, conchos, bits, etc. However, excessive silver or other decoration such as metal decorations on headstalls, rhinestones, animal print equipment, etc. should be discouraged and may be grounds for disqualification.**
- j. In roping and speed or other timed events such as team penning or feedlot sorting, use of a hackamore (including mechanical hackamores) or other types of bridles

is the optional choice of the exhibitor, however, the judge may prohibit the use of bits or equipment that he/she may consider severe. Two hands will be allowed on curb bits in these classes. Neck ropes are required and a loop to run the rope through may be attached to the tie down, but not the bridle.

- k. Twisted wire bits may be used in timed or speed events if the other measurements meet the same specifications as those for bits in the judged events.

OPTIONAL EQUIPMENT

- a. Rope or riata: if used, the rope or riata must be coiled and attached to the saddle
- b. Hobbles attached to the saddle
- c. Tapaderos
- d. Protective boots and leg wraps except in conformation
- e. Spurs
- f. Loop on nose band of tie down for rope to run through in calf roping.
- g. Roping reins are allowed in all roping events including Ranch Roping.
- h. Special equipment required by “special needs” exhibitors

REQUIRED EQUIPMENT

- a. Neck rope in Calf Roping

PROHIBITED EQUIPMENT

- a. Wire chin straps, regardless of how well padded/covered
- b. Jerk lines, Tack collars, Whips or bats
- c. Running martingales and tie-downs except in team roping, breakaway roping, calf roping, and speed events or other timed events
- d. Tie downs with bare metal in contact with the horse’s head
- e. Draw reins are not allowed in any event
- f. Coloring, braiding or banding of mane or tail
- g. Tail extensions
- h. Hoof polish
- i. Riding in a curb bit without a properly adjusted curb strap/chain is not allowed
- j. Wire or solid-metal curb straps no matter how padded are not allowed
- k. Wire cavessons wire or cable tie-downs, bumper bits, metal bosals, no matter how padded; chambons; headstalls made of metal (even if encased in protective material); twisted rawhide or rope are not allowed
- l. Slip bit (gag) is allowed, with 3/8-inch rope over the poll in specific classes as indicated

- m. **Running martingales are prohibited in the show arena. They are allowed in the practice arena with rein stops (they are not allowed in the practice arena without rein stops)**
- n. **Draw Reins are prohibited in the show arena. Draw reins are allowed in the practice arena (with snaffle or curb bit) when attached no lower than the elbow of the horse (not allowed when attached between or around the front legs)**

When illegal equipment is used in the warm up arena, it is the duty of show management to require the exhibitor to remove/replace the equipment. It is also the duty of the judge to point out violations to the show management, however show management or the ring steward shall inform the contestant. Failure to comply will result in disqualification from the entire show.

PROHIBITED IN CONFORMATION

- a. Silver equipment
- b. Whips
- c. Protective boots and leg wraps
- d. Stud chains over the nose of any stallion less than 1 year of age
- e. **Lip chains or chains in the mouth of any horse regardless of age or sex.**

Horses will be treated humanely and with dignity at all times. Abuse will not be tolerated at the Round Up and Review or any affiliate level event. Abuse must be reported to the FQHR show office sponsoring the event or to the FQHR home office within 72 hours of the incident.

Showing of a horse that is obviously lame, sullen, dull, bleeding, lethargic, drawn or overly tired is to be considered abuse.

Horses are to be disqualified for blatant disobedience, bucking, rearing, kicking, biting, or any other acts that are unsafe for the rider, horse or others in the class except in individual classes where a specific penalty is listed. The judge always has the option of disqualifying an exhibitor or stopping a class for safety reasons.

Disrespect or misconduct by exhibitor is also cause for disqualification. Fall of horse or rider shall be cause for disqualification. A horse is considered having fallen when it is on its side with all four feet extended in the same direction. Rider is considered fallen when he/she is not astride.

FAULTS TO BE SCORED ACCORDING TO SEVERITY

- a. Touching horse and or saddle with free hand in judged classes except in the cattle portion of classes in which the horse is being shown on cattle

- b. Excessive nosing out
- c. Opening mouth excessively
- d. Stumbling
- e. Losing stirrups
- f. Anticipating signals
- g. Any unnecessary aid given by rider
- h. Spurring in front of cinch
- i. Use of free hand to instill fear.

FAULTS WHICH WILL RESULT IN DISQUALIFICATION

- a. Fall to ground by horse or rider
- b. Two hands on reins except when ridden with a snaffle, bosal or in cutting, herd work, **timed** or speed events
- c. Failure to display proper number
- d. Abuse of horse or cattle
- e. Obviously lame or overly tired horse
- f. Misconduct by exhibitor, family member or trainer
- g. Equipment failure
- h. Excessive silver
- i. Illegal dress or equipment

Judge and show management may give the exhibitors the opportunity to correct equipment at affiliate level shows.

HANDY RANCH HORSE

Open/Amateur/Novice Amateur/Youth/3-5 Yr Old

This class will be judged on the performance of the horse at three gaits, performance over obstacles, response to the rider, and intelligence. Judges may also establish a time limit or add or take away points for efficiently working the pattern or taking too long to work the pattern. Patterns should be designed such that at least once in the pattern horses will be required to demonstrate a walk (minimum 30 feet), jog or extended trot (minimum 30 feet) and lope for at least (50 feet).

In the event of a tie when points are involved a judge may call back tied horses and ask for additional work of the same nature as is required for the class.

A minimum of six (6) obstacles and a maximum of eight (8) will be used; three (3) of which are mandatory/required to be in the pattern. Combinations of two or more obstacles are permissible. However, the course should be set up such that it can be completed in a maximum of 6 minutes. All obstacles must meet the approval of the judge. In the event that an obstacle is damaged and can no longer be used, that obstacle shall be removed from the course and all previous scores on that obstacle will be deducted from the judge's score card. All obstacles must be approved and deemed safe by the judge. **Once a horse has refused an obstacle 3 times, the judge shall whistle that person on and score that obstacle a zero (0).**

Mandatory Obstacles

- a. Opening, passing through and closing the gate. Use a gate which will not endanger horse or rider. The rein hand may be changed to work the gate without penalty if the change is made prior to and after the gate has been worked.
- b. Rope the stationary steer. This obstacle is used to show the willingness of the horse to have a rope thrown from its back. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rope will be supplied by show management if contestant does not have one.
- c. Loading into a stock trailer. Horses must be willing to load without hesitation into a stock trailer. Exhibitor must open the door of the trailer fully for the safety of the horse. Undue hesitation will be penalized as well as not loading. A stock trailer may be open or fully enclosed and must have a compartment at least 6'x7' in size, with no ramps or center dividers. A trailer with a single gate is preferred. **Trailers which are at least 6'6" in height (7' recommended) and with mats or other safe flooring must be used. Slick or metal floors are prohibited. If the trailer gate will not stay open and still while the horse is being loaded the gate should be tied back and not opened or closed.**

Optional Obstacles

- a. Water hazard (ditch or shallow pond), no obstacles with slick or artificial bottoms are allowed. Water obstacles must be natural with a soil or shallow mud bottom
- b. Hobble or ground tie horse (contestant's option). Contestant may be required to perform a duty that a cowboy might have to do while dismounted. Horse is to remain ground tied willingly while duty is performed. (Pickup and move hay bales, pound in a fence staple, carry a rail, etc.)
- c. Put on and remove slicker
- d. Remove, carry and replace item, (something a cowboy might be asked to convey on a ranch, mail, something from the cookhouse to the main house, etc.)
- e. Jump horse while mounted over obstacles no more than 18" in height.
- f. Ride over at least four (4) logs. Walking only if laid at odd angles. Laid flat and in measured distances, the measuring point should be at the path the horse would be expected to take.

1. Trot overs - 2'6" to 3'6"
2. Lope overs - 6' to 7'

- g. Log drag. Horse must be willing to drag a log for a short distance, either in a straight line or around a set pattern.

Additional obstacles may be used but should be similar to what would be encountered on the trail or in normal ranch work. The judge has the right and duty to alter the course in any manner or remove any obstacle deemed unsafe. All courses and obstacles are to be constructed with safety in mind so as to eliminate any possible accidents. It is permissible to change rein hand to work with an obstacle. Obstacles with a potential slick surface should be negotiated at the walk only.

Obstacles start with a maximum of 10 points and faults are subtracted from the ten. After deducting all faults from a maneuver, the judge should evaluate the execution of the pattern and the horse's overall performance; credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers.

Faults:

5 points: Blatant disobedience (bucking, kicking or rearing), failure to ever take correct lead when a specific lead is called for, releasing gate or dropping an obstacle (slicker) stepping outside or off of an obstacle with two or more feet.

3 points: 1st refusal on an obstacle, 2nd refusal on the same obstacle, (total -6 points), break of gait at the lope except to fix wrong lead, wrong lead at lope (corrected), stepping outside of or off of an obstacle with one foot.

1 point: hitting an obstacle such as a log in a trot or lope over, sidepass or backthrough, break of gait at walk/jog.

0 points: failure to attempt an obstacle, 3rd refusal on the same obstacle, in either case should not place over a horse that completes all obstacles.

Working an obstacle from the wrong direction, turning the wrong way, etc., shall not necessarily result in a 0 score for that obstacle but should be penalized according to the severity and the judge's discretion but should receive at least a 5 point deduction.

DQ: Head carried with tips of ears below the withers for more than 3 strides will result in a disqualification at any gait.

IN HAND TRAIL

This class is available to yearlings and two-year-olds only and must be divided into the two age groups. This class allows the opportunity for exhibitors and owners to promote their young stock in such a manner as to prepare them for a performance

career without undue mental and physical stress. Five (5) points earned in this class may be applied to the Handy Ranch Horse requirements.

Required Equipment

The exhibitor may use a plain leather, rope, or nylon halter. There is no silver allowed. Stud chains not allowed. The exhibitor's dress shall be in accordance with rulebook.

Course Requirements

There shall be 6 maneuvers/obstacles in each class. It is recommended that safety of the handler and horse is taken into consideration at all times. Show management is responsible for designing a challenging course that can be completed within three minutes or less. The course must be tested and timed, and must be posted at least 30 minutes prior to the first call of the class.

- a. Obstacles should be designed with safety in mind.
- b. The course should be designed so there is a natural progression from one obstacle to the next
- c. In the event that an obstacle is damaged and can no longer be used, that obstacle shall be removed from the course and all previous scores on that obstacle will be deducted from the score cards
- d. Measurements between poles and markers are to remain constant with every exhibitor. Show management is responsible for overseeing that spacing is maintained. Poles are to be spaced 15-20" apart for walkovers and 20-30" apart for trot overs. When measuring distance between obstacles, measure from the inside base to the inside base of each obstacle. Obstacles or backing must be spaced a minimum of 28" apart for Yearlings and 32" for Two-year olds. They can be 'L', 'V', 'U', or straight.

Suggested Obstacles

The following list is a suggestion of the types of maneuvers and obstacles:

- a. Trot into arena and one time between obstacles.
- b. Backing.
- c. Allow the handler to "sack" with a flag or slicker.
- d. Walk over poles.
- e. Opening and shutting a mailbox.
- f. Pick up one to all four feet.
- g. Pass in or around a natural obstacle such as a mock camp site, object you might encounter on the trail (water, box, mountain bike, big rock, etc). No live animals.
- h. Move away from pressure as in haunch turn, forehand turn or side pass.
- i. Open, pass through and close gate while the handler maintains contact with the gate.

- j. Loading and unloading into a stock or horse trailer, is NOT recommended.**

Added Level of Difficulty for Two Year Olds

- a. Backing a "Figure 8"
- b. Trotting across poles
- c. Carrying a saddle (light saddle)
- d. A water obstacle (outdoor arena only), no slick bottoms

Judging for In Hand Trail

The judge must approve the course design prior to the show management posting it. The course design shall be posted no less than 30 minutes prior to the start of the class. In judging this event, the judge is looking for a horse that can proceed through the course with the least amount of handler's influence and still be correct with a willing and trusting attitude. The horse shall walk or trot beside the handler freely and with confidence.

- a. Each maneuver/obstacle will be scored from 0 to 10 points.
- b. Each exhibitor shall have three minutes to complete the course. A 30-second warning shall be announced. There will be a 5-point deduction for each 15 seconds over the time limit.
- c. In the case of a refusal (horse moving away from the obstacle, backing up, turning, sidestepping) the exhibitor may attempt the obstacle a second time. After the second refusal, the horse must move on. A horse that is stopping and looking (with interest) is not considered a refusal provided the horse continues and completes the obstacle.
- d. Handler may touch the horse to cue it.

Credits

- a. Horse should display willing attitude
- b. Horse should display trust and obedience to handler
- c. Horse should exhibit free and natural gaits
- d. When negotiating gate, keep hand on gate

Faults

- a. Attempting to run off or pulling away from the handler
- b. Delays in approaching and completing an obstacle
- c. Display of aggression or resentment toward the handler
- d. Handler losing control of the gate

Penalties for In Hand Trail

-5 points: blatant disobedience (bucking, kicking or rearing), releasing gate or dropping an obstacle (slicker) stepping outside or off of an obstacle with two or more feet.

-3 points: 1st refusal on an obstacle, 2nd refusal on the same obstacle, (total -6 points), stepping outside of or off of an obstacle with one foot.

-1 point: hitting an obstacle such as a log in a trot or lope over, sidepass or backthrough, break of gait at walk/jog.

0 points: failure to attempt an obstacle, 3rd refusal on the same obstacle, in either case should not place over a horse that completes all obstacles. Working an obstacle from the wrong direction, turning the wrong way, etc., shall not necessarily result in a 0 score for that obstacle but should be penalized according to the severity and the judge's discretion but should receive at least a 5 point deduction.

RANCH CUTTING **Open/Amateur/Novice Amateur/Youth**

To be judged on a horse's smoothness, cow sense and natural ability to read and work a cow. Horse should display lightness of handle and quietness in the herd. Settling of the herd is permissible but not by the first exhibitor in the class.

- a. Minimum number of cattle in the herd will be ten (10) to be located at one end of the arena
- b. A pen with gate and wing located on the fence line, size and degree of difficulty option of judge
- c. All cattle should be clearly marked with numbers. However it is permissible to use more than one cow with the same number if the cattle are obviously different (red vs. black). This may be done in situations where an odd number of entries are in the class (11 vs. 10). In extenuating circumstances only non-numbered cattle may be used however, the judge should make every effort to insure that no rider is given an advantage or disadvantage due to the way cattle are identified
- d. There is a 3 minute time limit starting from the time the cow's number is called. A time line at the middle of the arena should be designated. The cow number (or other identification) should be called when the rider crosses the line. The object will be to cut one cow from the herd and work cow with the assistance of two turn back riders. (Two herd holders may be used but only for the purpose of keeping the cattle centered in the arena. Once the cow is separated from the herd they should not assist the rider being judged other than verbally. Noise directed at the cattle by the herd holders is not allowed.
- e. Once the cow is clearly separated from the herd a 5 pt penalty will be charged if the cow re-enters the herd (lost). On the second occurrence, a 2nd 5 pt. penalty will be assessed and the judge will signal the rider to stop work. This will not be cause for disqualification

but a rider that loses a cow twice should not place over a rider that does not. The rider must drive the cow into the pen and close the gate. Failure to do so will also result in a 5 pt. penalty and the rider cannot place over one that does pen the cow.

- f. A signal whistle will be blown at 90 seconds and at conclusion of 3 minutes
- g. Scoring will be on a basis of 0-80

Penalties

- a. Excessive help by herd holders or turn back riders - 5 pts per incident
- b. Allowing cow to return to the herd after it is clearly cut - 5 pts per incident
- c. Failure to pen the cow within the time limit - 5 pts
- d. Excessive spurring - 3 pts
- e. Biting, striking, or kicking a cow - 3 pts
- f. Loss of working advantage by more than 1 horse length - 1 pt. per incident
- g. Gaping mouth when reined - 1pt

Credits

- a. Quiet in the herd and smoothness of cut
- b. Degree of difficulty
- c. Time spent working
- d. Driving and controlling cow

Horse will not be penalized for reining during cutting portion but should display horse's natural cow ability in controlling and driving the cow.

The judge will use and post the FQHR judges score sheet.

All helping horses must be FQHR registered and all helpers must be FQHR members in Ranch Cutting.

The show committee should provide a pen with a 6 to 8 foot closeable gate and a wing of no more than 12 feet. If so desired, the fence can serve as the wing. If the show committee is unable to provide this type of pen the class may be held but the points will not count. It is the judge's responsibility to report this situation to the FQHR.

WORKING RANCH HORSE

Open/Amateur/Novice Amateur/Senior Youth

Each exhibitor will be allowed a maximum of 6 minutes to complete the prescribed pattern. At the 4 minute mark there will be at two minute warning whistle. When the 6 minute time limit has expired, the exhibitor will be required to exit the arena.

The cow work portion of the working ranch horse will be judged using guidelines similar to the cow work portion of the working cowhorse. Credit will be given to horses that demonstrate the ability to control a cow while boxing and turning the cow on the

fence. Circling is optional. Loss of working advantage, using the corners to turn the cow, hanging up on the fence, etc., are considered faults. Likewise, credit should be given for rating the cow down the fence, quality of turns, display of cow sense and degree of difficulty.

After the rider takes down his/her rope penalties for 2 hands on the reins or swapping hands on the reins do not apply. Credit will be given to the horse that puts the rider in position to make an easy throw. If the rider fails to catch, the maximum number of points awarded for the roping portion will be 10 of the 15 points possible.

Each horse will ridden (jog or lope) to the center of the arena in a position such that the horse is facing the judge. Time will begin when the rider dismounts. The exhibitor must remove bit completely from the horse's mouth and re-bridle. Exhibitor must then ground tie (**hobbles allowed**) the horse and pick up two of the horse's feet as per judge's call prior to the class. Exhibitor will then mount the horse and demonstrate that it will stand quietly for at least 5 seconds and then begin the reined work.

Failure to complete all parts of the ground work or dry work shall not be cause for disqualification but shall be judged accordingly. Likewise additional maneuvers such as rollbacks, etc, shall not be given credit.

After the exhibitor has completed the reining pattern he/she will accept the cow and show the horse's ability on cattle by: boxing cow on the end and turning back on the fence, circling in center of arena is optional. This portion of the class is to be judged on horse's ability to control the cow, cow sense and smoothness. Exhibitor must then attempt to rope the yearling and bring it to a stop. There is to be no dragging. The exhibitor is allowed only 2 throws.

The judge may call for the rider to rope the cow once he/she has seen sufficient work by the horse to evaluate the horse's ability. Judges should remember that the purpose of this class is to identify horses which are skilled at controlling cattle and aiding the rider in completing ranch work.

Elements of the Competition and Scoring for the Working Ranch Horse Class (100 pts)

- | | |
|--|-----------------|
| 1) Ground Work | (20 pts) |
| Remove and replace bridle | (5 pts) |
| Ground tie | (5 pts.) |
| Pick up feet | (5 pts.) |
| Mount horse and stand quietly | (5 pts.) |
| 2) Reined Work | (24 pts) |
| Figure eights (changing leads) | (8 pts) |
| Lope to end & stop & back | (8 pts) |
| 1 or 2, 360° turns in both directions | (8 pts) |
| 3) Cow Work | (41 pts) |
| Receive yearling in arena | |
| Rider shows horse's ability on cow by boxing cow on the end, and turning the cow on the fence. Circling is optional | |

4) Roping Work

(15 pts)

Rope yearling and bring to a stop (no dragging)

Only 2 throws allowed

The judge shall stop the cattle or roping work due to exhibitor or horse being unsafe, out of control, or in situations when cattle are being abused (examples: repeated crashing into the fence, running over cattle, etc.). The judge will use and post the FQHR judges score sheet.

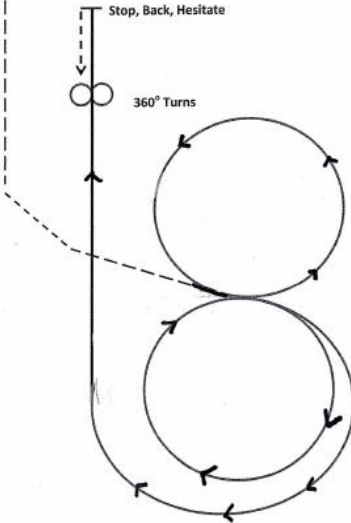
It is suggested that the first circle in the figure 8 be run on the end of the arena opposite from the end that the cattle will be released however this is not a requirement. All of the dry work may be run in any order as long as all 4 elements are completed (circles, stop, back, 360's). The entry point for the pattern may need to be adjusted depending on where the gate is located within an arena.

Suggested order of the reined work:

1. Run a figure eight executed at a lope and of sufficient size to avoid short, choppy turns and in a manner that will demonstrate the horses ability to change leads (once in each direction)
2. After completion of the second lead change, the exhibitor can start a 3rd circle in the same direction as the first circle. However, instead of completing this circle the exhibitor can run down the center of the arena (or off to the side) to execute the stop and back at least 10 feet.
3. After hesitating for 5 seconds, the exhibitor will have his horse do one or two 360° turns in each direction.

Suggested Pattern for Working Ranch Horse
when the cattle are released from this end

Upon entering ride to the center
of the arena at a trot or lope



Failure to run the pattern in this order shall not be penalized.

**OPEN/AMATEUR/NOVICE AMATEUR/YOUTH
LIMITED WORKING RANCH HORSE**

Rider cannot show in Working Cowhorse or Working Ranch Horse after Jul 1, 2011. Once the rider does so, he/she is immediately no longer eligible for the Limited Working Cowhorse including the same show. Riders may regain eligibility by not showing in any event in any organization in which the horse is shown down the fence examples (AQHA, NRCHA, NVRHA, ARHA, ASHOT, etc.) for 2 complete calendar years. No rider may compete in both classes at the same show. If show management offers a regular open or amateur working ranch horse class, they must offer the Limited Rider Working Ranch Horse class.

Exhibitors showing in both Limited Rider and Limited Horse must declare prior to the show starting which class to use for high point. Only one may be used.

LIMITED HORSE WORKING RANCH HORSE

Open to any horse that has not been shown down the fence by any rider after Jul 1, 2011. **This class may also be offered in the 3-5 year old division.** Once the horse is shown down the fence by any rider in any event or organization (AQHA, NRCHA, NVRHA, ARHA, ASHOT, WRCHA, etc.) it is immediately no longer eligible for the Limited Horse Working Cowhorse or Limited Horse Working Ranch. Horses cannot regain eligibility for the Limited Horse Division. No horse can enter both classes at the same show. *It is not mandatory that the Limited Horse Working Ranch Horse Class be offered if the Open Working Ranch Horse Class is offered.*

Judging for Limited Working Ranch Horse

Riders will complete the ground and reined work portion of the Working Ranch Horse Class. The time limit will be a maximum of 4 minutes total and only 45 seconds after the cow is released. **The judge will blow the whistle to indicate completion of cow work which is only boxing (no down the fence or circling.** Rules for judging the cow portion of this class will be the same as for the Limited Working Cowhorse class (see page 49). **In the Limited Rider and Limited Horse classes, horses may perform a simple or flying lead change there is no penalty or advantage for either. However failure to change leads will be penalized as per the rules for reining on page 44 but with a maximum penalty of 4 points per circle.**

WORKING COWHORSE

Open/Amateur/ Novice Amateur/ Senior Youth

Scoring – General

The reined cow horse class must consist of reined work and cattle work. The required cattle work is boxing, fence work, and circling. Contestants shall be judged on a basis of 0 to 80 points. Half points may be used. Performance only is to be counted. Points scored for the reined work and the cattle work(s) are to be totaled. There shall be no ties for the first place horse. In the event of such a tie, the entry with the highest cattle work score shall be placed first. If there is a tie between the entries in the cattle work scores, such tie shall be broken by the use of additional cattle work of a length appropriate under the existing show conditions.

RULES FOR JUDGING RANCH REINING AND REINED WORK FOR WORKING COW HORSE AND WORKING RANCH HORSE

The judge will use/post FQHR judges score sheet. When possible the judge will sit on the left side of the arena as determined by the entry gate. Judges will continue to score the exhibitor whether or not the exhibitor DQ's or the run results in a 0.

All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to the severity of deviation. After deducting all faults, set here within, against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.

When performing the stop the horse should round the back into a collected frame, bring the hind legs underneath and cease forward motion so that it allows the horse to change directions to head a cow in a timely and efficiently manner or to control a roped cow. Sliding excessive distances as to preclude heading the cow in a timely fashion will be considered a fault. Once the hind legs assume the stop position, they should remain underneath the horse with the horse's weight on them and should not be repositioned until the horse ceases forward motion. During the run down the horse should increase speed as it nears the stop. However, footing and arena conditions should be taken into consideration and credit will not be given for excessive speed. Gaping the mouth, bouncing on the front end, stopping on the front end, and repositioning the hind legs once the stop position is assumed will be considered faults.

RANCH REINING RULES IN SUMMARY

-5 points

- a. Spurring in front of cinch
- b. Use of free hand to instill fear
- c. Holding saddle with free hand
- d. Kicking out. Bucking or Rearing (or other blatant disobedience).

-2 points

- a. Break of gait
- b. Jogging beyond 2 strides but less than half (1/2) circle or half (1/2) the length of the arena
- c. Failure to go beyond the markers
- d. Freezing up in spins or rollbacks
- e. Over or under spinning between 1/4 and a full turn (example 2 spins instead of 3 or 4 spins instead of 3)

- f. Coming to a stop within the first $\frac{1}{4}$ of a circle in a lead depart is considered a break of gait and not a inclusion of a maneuver

-1 point

- a. Delaying change of lead from start to one-fourth ($\frac{1}{4}$) circle
- b. 1 pt for out of lead in each part of a $\frac{1}{4}$ of a circle or run around the end of the arena
- c. Over or under spinning by one-fourth ($\frac{1}{4}$) turn

-1/2 point

- a. Failing to remain more than 20 feet from fence when stopping or performing a rollback
- b. In run to end, failure to change leads by 1 stride
- c. Starting a canter departure at a jog or exiting rollbacks up to two (2) strides

Over or under spinning by one-eighth ($\frac{1}{8}$) turn

The following will result in a score of 0

- a. Failure to complete pattern except for over/under spin
- b. Performing maneuvers in unspecified order
- c. Inclusion of additional maneuvers (except stop in the first $\frac{1}{4}$ of the first circle)
- d. Equipment failures causing delays
- e. Balking or running away
- f. Jogging more than half ($\frac{1}{2}$) circle or half ($\frac{1}{2}$) arena length while starting a circle, circling or executing rollback
- g. Fall to ground by horse or rider
- h. More than one finger between reins
- i. More than one hand on reins except with snaffle or hackamore.

Faults not to be considered disqualification but should be scored according to severity:

- a. Crooked stops and backs
- b. Anticipating stops
- c. Uncontrollable speed
- d. Wringing tail, kicking out when cued
- e. Opening mouth, raising head on stops and turns
- f. Knocking over markers
- g. Failure to run pattern within markers may not be considered a fault depending on arena size
- h. Failure to go past markers when pattern calls for it, is considered a fault

RULES FOR JUDGING CATTLE WORK IN WORKING COW HORSE AND WORKING RANCH HORSE

Judging begins when the contestant enters the arena. At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a suffi-

cient time to demonstrate the ability of the horse to contain the cow at that end.

After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one (1) turn away each way on the fence. Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. The contestant shall show his horse to the best of his ability upon the judge's instruction, or at his own discretion. The foregoing is basically the ideal type of cattle work.

However, the judge should take into consideration the size of the arena, condition of the ground and disposition of the cattle in scoring each work. If ground, arena and/or weather conditions are deemed unfavorable by the exhibitors, they may elect to alter the required cattle work for safety reasons. The **judge will** blow the whistle when the cow work is completed.

If the judge decides to award a new cow because the cow is too lethargic or will not honor the horse (too wild), the judge will signal for a new cow by blowing the whistle twice. It is the judge's responsibility to award a new cow. The contestant must attempt to work a cow until signaled to stop by the judge. The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed of the cow, the stubbornness of the cow (i.e. not respecting the horse), or the cow's reluctance to move, provided the job is accomplished. When all else balances out equal, the more pleasing or exciting cow work should be marked the highest.

Markers such as brightly colored cones **or** **tape** shall be set at the half point mark on the long side of the arena fence in each corner (see diagram). **Markers should be placed so as not to cause a safety problem during the cow work.**

Boxing

Work the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

Turning on the Fence

A good turn on the fence may be defined as which the cow, while being run down the fence on one side of the arena, is turned in the other direction and held near the same fence while being run in a new direction. **Open field turns shall be considered a legal turn and may be rewarded for degree of difficulty dependent upon the disposition of the cow being worked.** During the turn, the horse should use himself in a controlled athletic manner (display the ability to rate the cow), using his hocks to stop and drive out of the turn, while using his front end to balance and turn. **The ideal Cowhorse should display the ability to rate the cow before attempting to turn the cow.**

The contestant must get a least one (1) turn in each direction. To be considered a turn, the contestant must be close enough to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling to the fence. More than two (2) good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to turn correctly. One (1) turn each way may not necessarily result in extra credit if the horse and/or cow is out of control.

Circling

After turning the cow on the fence, the rider should drive the cow off the fence and circle it once in each direction. Ideally the horse should be between the horse's hip and shoulder. **The judge will signal the contestant to stop work once the horse has completed a circle in each direction.**

Cattle Work- Credits

- a. Maintaining control of the cow at all times
- b. Exhibiting superior cow sense and natural ability without excessive reining or spurring
- c. Degree of difficulty
- d. Eye appeal of the entire run including rating the cow down the fence
- e. Correctness and quality of the turns

Cattle Work - Penalty Points

-5 points

- a. Not getting one turn each way
- b. Spur in or hit the horse in front of the cinch

-3 points

- a. Biting or striking the cow
- b. Hanging up on the fence (stopping lateral motion of the shoulders during a turn)
- c. Exhausting or overworking the cow before circling
- d. Knocking down the cow without having a working advantage

-2 points

- a. **Turning the cow past the second corner marker (16-24 feet past the corner).**
- b. On turn in the middle of the arena, if the cow does not turn before coming within 3 feet of the fence a 2 point penalty will be assessed

-1 point

- a. Loss of working advantage 1 pt. for each horse length
- b. Loss of control of the cow (more than 35 feet from the cow except immediately after a turn)
- c. Using the corner of the arena to turn the cow (turning the cow inside or between the corner markers)
- d. Changing sides of the arena to turn the cow
- e. Turning cow before passing the center marker on the first turn

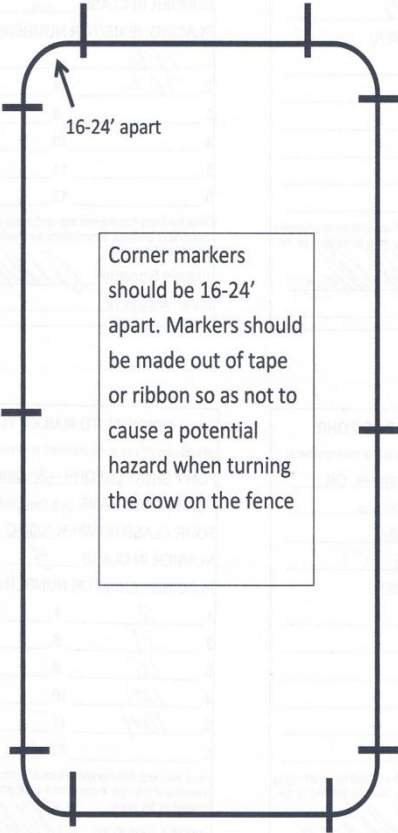
- f. When turning the cow going by the cow after the cow turns 1 pt. for each horse length past the cow

0 score

- a. Turn tail to the cow or balk
- b. Fingers between the reins with a romal or more than the index finger between split reins, or two hands on the reins when not legal
- c. Illegal equipment
- d. Fall of horse or rider
- e. Out of control or running over cow
- f. Intentionally crashing the cow into the fence to control it
- g. Leaving working arena before signal by the judge

The judge may blow the whistle at any time to terminate the work when he/she is satisfied that an accurate assessment of the horse's cow working ability can be made.

Position of Penalty Markers for Working Cowhorse



OPEN/AMATEUR/NOVICE AMATEUR/YOUTH LIMITED WORKING COWHORSE

Rider cannot show in Working Cowhorse or Working Ranch Horse after Jul 1, 2011. Once the rider does so, he/she is immediately no longer eligible for the Amateur Limited Working Cowhorse including classes at the same show. Riders may regain eligibility by not showing in any event in any organization (AQHA, NRCHA, NVRHA, ARHA, ASHOT, etc.) in which the horse is shown down the fence for 2 complete calendar years.

The Show committees must offer the Limited Amateur class if the Regular Working Cowhorse class is offered. No rider can enter both classes at the same show. **Exhibitors showing in both Limited Rider and Limited Horse must declare prior to the show starting which class to use for high point. Only one may be used.**

LIMITED HORSE WORKING COWHORSE

Open to any horse that has not been shown down the fence by any rider after Jul 1, 2011. Once the horse is shown down the fence by any rider in any event or organization (AQHA, NRCHA, NVRHA, ARHA, ASHOT, WRCHA, etc.,) it is immediately no longer eligible for the Limited Horse Working Cowhorse or Limited Horse Working Ranch. Horses cannot regain eligibility for the Limited Horse Division. It is not mandatory that the show management offer the Limited Horse Working Cowhorse if the regular Working Cowhorse is offered.

Limited Working Cowhorse Class Description

Horse will perform one of the reining patterns listed in the rule-book. Judging for the reined portion will be the same as far the regular working cowhorse. Upon completion of the pattern, the rider will call for the cow and box it on the same end of the arena for a maximum time. In Limited Rider and Limited Horse classes, either simple or flying lead changes are allowed and there shall be no penalty or advantage given for either.

Credits for Boxing portion of Ltd. Working Cowhorse and Ltd. Working Ranch Horse

Maintaining control of the cow
Maintaining proper position on the cow
Degree of difficulty
Eye Appeal

Penalties for Limited Working Cowhorse

-3 points

- a. Loss of cow - after second occurrence cow work will be stopped and a score for the cow portion will be given
- b. Biting, kicking or striking the cow

-1 point

- a. Loss of working advantage 1 pt. for each horse length
- b. Loss of control of the cow (more than 35 feet from the cow except immediately after a turn)

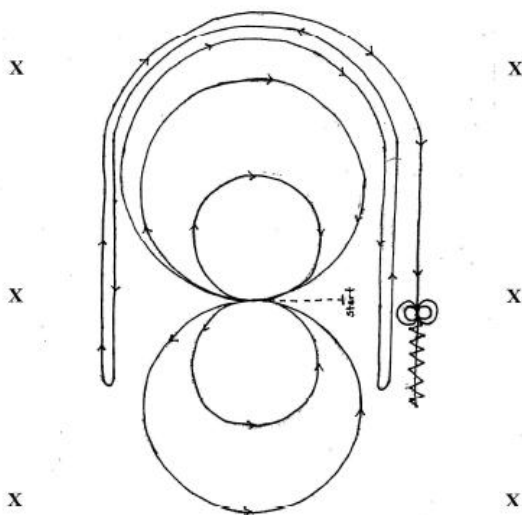
0 score

- a. Turn tail to the cow or balk
- b. Fingers between the reins with a romal or more than the index finger between split reins, or two hands on the reins when not legal
- c. Illegal equipment
- d. Fall of horse or rider
- e. Out of control or running over cow
- f. Intentionally crashing the cow into the fence to control it
- g. Leaving working arena before signal by the judge

The judge will blow the whistle to indicate completion of cow work which is only boxing (no down the fence or circling). In the Limited Rider and Limited Horse classes, horses may perform a simple or flying lead change there is no penalty or advantage for either. However failure to change leads will be penalized as per the rules for reining on page 44 but with a maximum penalty of 4 points per circle.

REINING PATTERN 1
Begin pattern facing the judge.

1. Trot to center of the arena facing the judge, walk or stop before beginning the pattern. Run two circles to the right – the first small slow, the second large fast.
2. Change leads at center of arena.
3. Run two circles to the left – the first small slow, the second large fast.
4. Change leads at center of arena.
5. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback towards the fence.
7. Run back past the center marker, stop and back at least 15 feet. Hesitate.
8. Complete 2 spins to the right – hesitate.
9. Complete 2 spins to the left. Hesitate to show completion of the pattern.

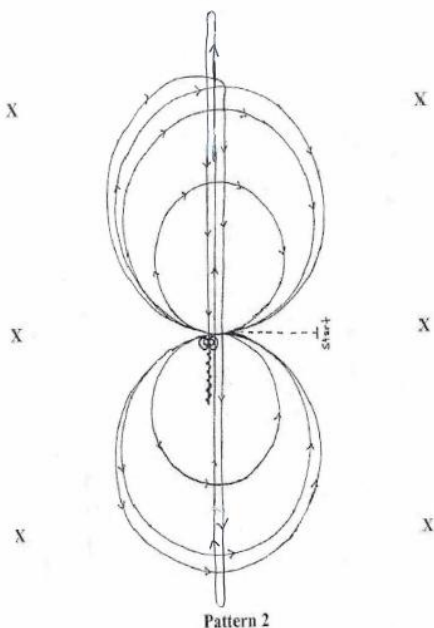


Pattern 1

REINING PATTERN 2

Begin pattern facing the judge.

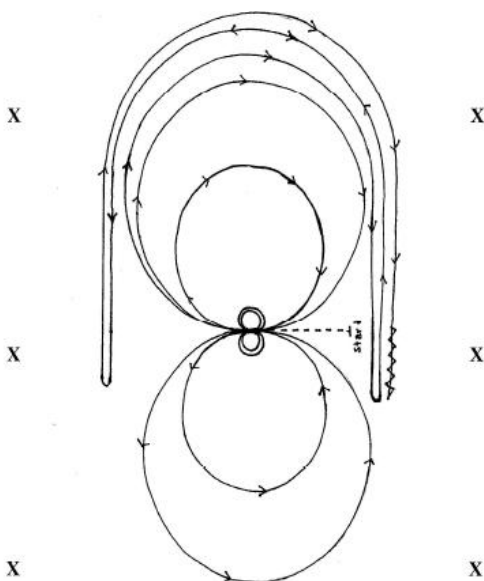
1. Trot to center of the arena facing the judge walk or stop before beginning the pattern.
2. Run three circles to the right, the first large fast, the second small slow, the third large fast.
3. Change leads in center of the arena.
4. Run three circles to the left, the first large fast, the second small slow, the third large fast.
5. Change leads at the center of the arena. Begin a circle to the right, do not close the circle but run down the middle of the arena past the end marker, stop and do a right rollback.
6. Run back down the middle of the arena past the end marker, stop and do a left rollback.
7. Run back past the center marker, Stop and back at least 15 feet – hesitate.
8. Complete 2 spins to the right – hesitate.
9. Complete 2 spins to the left. Hesitate to show completion of the pattern.



REINING PATTERN 3

Begin pattern facing the judge

1. Trot to center of the arena facing the judge, walk or stop before beginning the pattern.
2. Complete 2 spins to the right – hesitate
3. Complete 2 spins to the left - hesitate
4. Run 2 circles to the right, the first small slow the second large fast. Change leads at the center of the arena.
5. Run 2 circles to the left, the first small slow, the second large fast. Change leads at the center of the arena.
6. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop, and rollback toward the fence.
7. Run back around the end of the arena and down the fence remaining at least 20 feet from the fence, stop and rollback.
8. Run back around the end of the arena past the center marker, stop, and back at least 15 feet.
9. Hesitate to show completion of pattern.

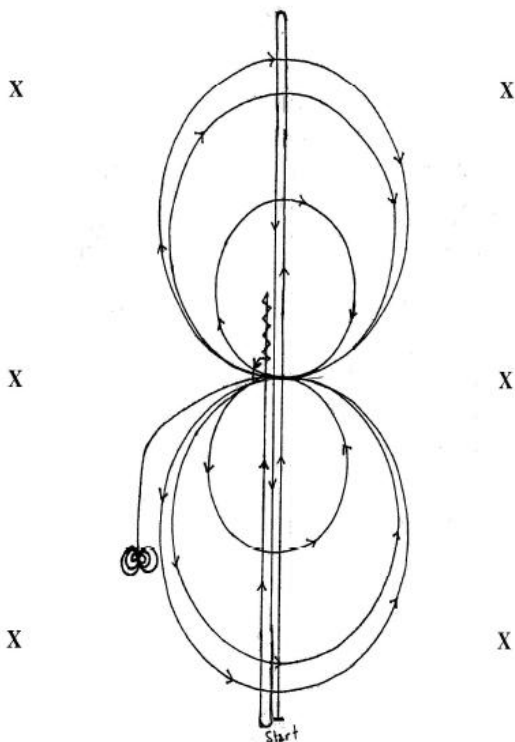


Pattern 3

REINING PATTERN 4

Run pattern as written disregard position of judge

1. Run down the middle of the arena past the end marker, stop and do a left rollback.
2. Run back down the middle of the arena past the end marker and do a right rollback.
3. Run back down the middle of the arena past the center marker, stop and back at least 15 feet, hesitate.
4. Complete $\frac{1}{4}$ turn toward the left.
5. Run three circles to the left, first large fast, second small slow, third large fast. Change leads at the center of the arena.
6. Run three circles to the right, first large fast, second small slow, third large fast. Change leads at the center of the arena.
7. Begin a left circle do not complete the circle but run down the wall toward the end that you began the pattern from remaining at least 20 feet from the wall. Run past the center marker stop and hesitate.
8. Complete 3 spins to the left, hesitate
9. Complete 3 spins to the right, hesitate to show completion.

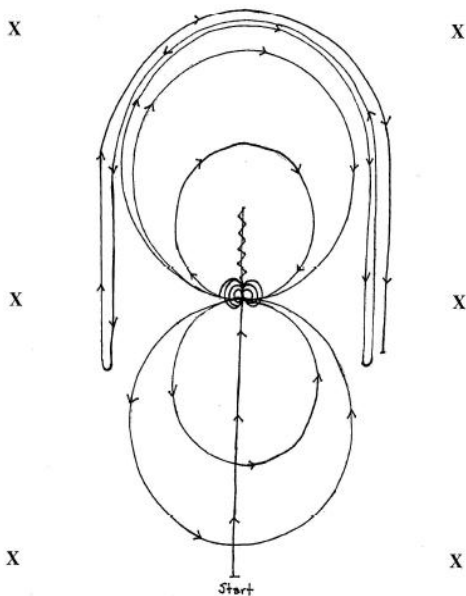


Pattern 4

REINING PATTERN 5

Run the pattern as written, disregard position of judge.

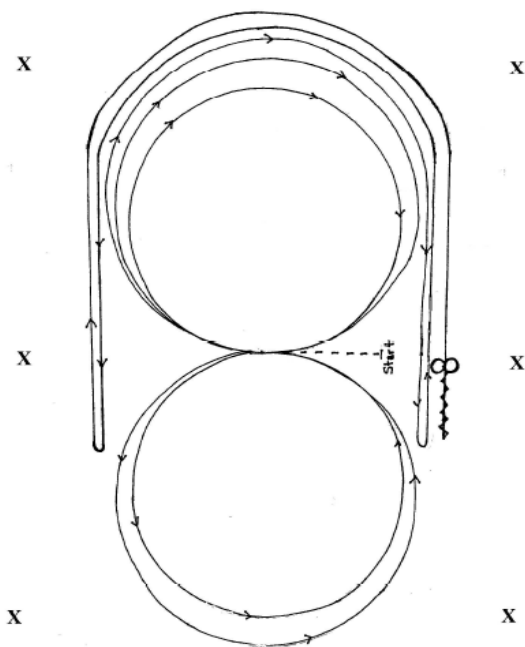
1. Run down the middle of the arena past the center marker, stop, back at least 15 feet, hesitate.
2. Complete 3 spins to the left, hesitate.
3. Complete 3 spins to the right, hesitate.
4. Complete $\frac{1}{4}$ turn toward the left.
5. Run two circles to the right, the first small slow, the second large fast. Change leads at the center of the arena.
6. Run two circles to the left the first small slow, the second large fast. Change leads at the center of the arena.
7. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence remaining at least 20 feet from the fence, past the center marker and do a rollback towards the fence.
8. Run back around the end of the arena, down the fence remaining at least 20 feet from the fence, past the center marker, stop and rollback toward the fence.
9. Run back around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker and stop.



Pattern 5

REINING PATTERN 6
Novice Amateur/ Youth
Begin pattern facing the judge.

1. Trot to center of arena facing the judge. Walk or stop before beginning the pattern.
2. Run two circles of similar size to the right – the first slow the second fast. Change leads at the center of the arena.
3. Run two circles to the left of similar size – the first slow the second fast. Change leads at the center of the arena.
4. Begin a circle to the right. Do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
5. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence past the center marker, stop and back at least 15 feet. Hesitate.
7. Complete 1 spin either direction, hesitate for 5 seconds.
8. Complete 1 spin the opposite direction; hesitate to show completion of the pattern.

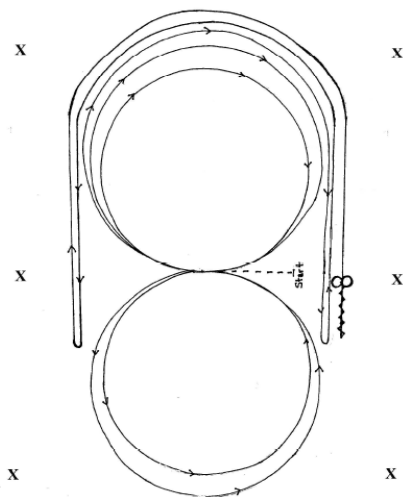


Pattern 6 & 7

REINING PATTERN 7 Novice Amateur/Youth

Same pattern as #6 but with simple lead changes instead of flying lead changes. Show management must designate which pattern (6 or 7) the two cannot be used in the same class. Other patterns (1-5) can also be used for Novice Amateur & youth.

1. Trot to center of arena facing the judge. Walk or stop before beginning the pattern.
2. Run two circles of similar size to the right – the first slow the second fast. Change leads (**simple lead change**) at the center of the arena.
3. Run two circles to the left of similar size – the first slow the second fast. Change leads (**simple lead change**) at the center of the arena.
4. Begin a circle to the right. Do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
5. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence past the center marker, stop and back at least 15 feet. Hesitate.
7. Complete 1 spin either direction, hesitate for 5 seconds.
8. Complete 1 spin the opposite direction; hesitate to show completion of the pattern.



Pattern 6 & 7

TEAM DOCTORING

Open/Amateur/Novice Amateur/Senior Youth

This class demonstrates the quiet manner of the Foundation Quarter Horse around stock, and its ability to work cattle with as little disturbance as possible. This class also displays doctoring methods of many working cowboys who rope and doctor cattle without causing undue trauma. Credit will be given for efficiency and smoothness of the run. Disturbing the herd and rough handling of the cattle will be faulted. The herd should have 10-20 head of cattle, ranging in size from 200-600 lbs. They should be reasonably quiet and settled before class begins.

Two herd holders will keep the herd bunched in one end of the arena. Horses are to be kept at a walk or trot. The calf/steer will be headed and heeled. After the steer is roped by both the header and heeler, the header will dismount and remove the rope while the heeler keeps the rope tight. There will be no limit on the number of throws but a 6 minute time limit on getting both ends of the steer roped.

TEAM SORTING

(Timed Event)

Open/Amateur/Novice Amateur/Youth

- a. In a 2 minute time limit, a team of three shall sort out and move 10 head of cattle across the foul/start line in numerical order. The fastest time with the most cattle sorted, wins. Failure to continue to sort cattle until time has expired or all cattle are sorted in order to stall or prevent disqualification due to loss of cattle will result in disqualification after failure to heed a verbal warning by the judge.
- b. Cattle shall be clearly numbered from 0-9 and bunched on cattle side of starting/foul line. An imaginary line between 2 colored posts or flags serves as a starting line for time and a boundary line for cattle. It shall be located 50-75 feet from the cattle end of arena, depending on width of arena.
- c. Three horseback contestants, forming a team, ride to starting line and wait for the announcer to draw a number from 0-9. The number is called out and the team may begin. Timing begins when first horse's nose crosses the start line. The number called out must be the first animal sorted. Sorting then continues in numerical order. If #4 is called the team must sort #4 across the line first, followed by 5, 6, 7, 8, 9, 0, 1, 2, 3. Cattle must be sorted and cross the line in proper numerical order. Disqualification is called if calves cross the line out of order, or passes back across line and retreat to the original side.
- d. Teams must be given a warning when 30 seconds remain. The judge, or judge and flagman must be seated at the foul/start line. There must be two time keepers; first timer shall be the official time, with second timer for back-up. Timekeepers must be at foul/start line unless flagman is used, then they must be in position to see flagman clearly.

The judge will determine which cattle have crossed prior to time limit and judge any disqualifications.

If animal leaves arena on its own accord, team may be given a re-run. The team can be disqualified if animal leaves arena due to unnecessary roughness. The judge may disqualify a team for unnecessary roughness to cattle or horses or any unsportsmanlike conduct. No physical contact can be made with cattle by the rider. No hazing allowed (whips, hats, ropes etc.). A horse may be entered only one time in this class. The judge's decision is final.

TWO MAN FEEDLOT SORTING
(Timed Event)
Open/Amateur/Novice Amateur/Youth

Rules for equipment, entry and judging will be the same as Team Sorting with the following exceptions:

- a. Two connected pens 50-60' in diameter and of the same size will be used.
- b. A 12 ft opening will connect the two pens.
- c. Cattle will be numbered and the herd size will be the same as in Ranch Cutting or Team Sorting.

Time will start and cattle number called when either team member rides through the gap into the cattle end of the arena. Object is to sort the cattle in order. If cattle move through the opening out of order or if sorted cattle are allowed to return through the opening then the team will be disqualified. The time limit will be 2 minutes. Up to 2 extras or unnumbered (trash) cattle can be used as part of the herd but should not be sorted.

TEAM PENNING
(Timed Event)
Open/Amateur/Novice Amateur/Youth

- a. Within a ninety (90) second time limit, a team of three must cut from a herd and pen three (3) head of cattle with the assigned identity number or colored neckband. The fastest time wins. A warning must be given to the team working the cattle at 30 seconds, prior to a final time being called. In the event a warning is not given, a rerun may be given at the request of the team. If the team requests a rerun, the cattle will be settled and a rerun will immediately be given using the same numbered or color banded cattle, with a sixty (60) second penalty.
- b. All cattle will be bunched on the cattle side of the starting line before time begins. The line flagman will raise the flag to signal when arena is ready. Contestants will be given their cattle penning number or color of neckband when the line flagman drops his flag as

the nose of the first horse crosses the starting line. Riders are committed once they enter the arena. Any delay will be a disqualification.

- c. Once committed to the cattle, the team is responsible for their animals. It is the team's responsibility, before working the cattle, to pull up and call for a judge's decision if, in their opinion, there is an injured or unusable animal in their numbered or color banded cattle. Once the cattle are worked, no excuses are accepted. If an animal leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary roughness or can be given a rerun, depending on the judge's decision. If a rerun is given, it must be at the end of the class. If no fresh cattle are available for reruns, the cattle to be used will be determined by the show management and judge. If more than one rerun is given in any class, they will be taken in order of occurrence. If cattle are to be re-used and additional fresh cattle are needed, the used cattle may be mixed with the fresh cattle and re-numbered or color banded. Every attempt must be made to insure each team works the same number of used and fresh cattle.
- d. To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and rider calls for time. All undesignated cattle must be completely on the cattle side of the starting line or there will be no time. If a team calls for their time with only one (1) or two (2) of their cattle in the pen, the remainder of their designated cattle DO NOT have to be on the cattle side of the starting line.
- e. A team may call for time with only one or two assigned cattle being penned, however; teams penning three head of cattle place higher than two, or two higher than one, regardless of time.
- f. A team calling for time with any wrong numbered or colored cattle in the pen will be judged no time.
- g. Contact with cattle by hands, hat, ropes, bats, romal or any other equipment is a disqualification. No hazing with whips, hats or ropes is allowed. Romals or reins may be swung or popped on chaps.
- h. A team will be disqualified by the judge for any action he feels to be unnecessary roughness to cattle or horses, or unsportsmanlike conduct.
- i. Fall of horse and/or rider shall not eliminate the entry; however, any attempt by a dismounted rider to work the cattle before remounting will result in an automatic disqualification.
- j. If five (5) or more cattle are across the starting line at any one time, the team will be judged no time.
- k. Disqualification of a team member will result in disqualification of the entire team.

- l. In the event of a tie affecting the placing, each team will be allowed to pen one numbered or color banded animal. Fastest time breaks the tie.
- m. If for any reason a team does not participate after the order of go has been drawn, their cattle number will be drawn in the order the team would have run. The drawn number or colored band will not be used in that set of teams. This will avoid changing the order of go for the other contestants.
- n. Numbers must be a minimum of six (6) inches tall and colored neckbands must be a minimum of six (6) inches wide. Numbers must be applied to both sides of the animal, high up on its side, with the top near midline of the animal's back between the shoulder and hip. The numbers of colors and working order will be drawn for by show management before the start of the contest.
- o. If a team is given a number or colored neckband that has already been used within a given herd, a rerun must be given immediately, using the correct number or colored neckband within the same herd. Should the error be discovered after the herd has been removed from the arena, then the rerun will be given at the end of the class using the same herd.
- p. The optimum number of cattle per herd is 30, however; a maximum of 45 are allowed and a minimum of 21 per herd is required even if there are less than seven (7) teams. All cattle within a herd must be numbered in groups of three (3).
 1. There must be three (3) head of assigned (same number or colored neckbands) cattle per team in the herd as each new team begins a run.
 2. There must always be the same number of cattle in each of the herds used in a class.
 3. In the event more or less than three assigned (same number or colored neckbands) cattle are discovered within a herd, the team(s) with more or less than the three (3) assigned cattle must have a rerun at the end of the class. Times for all other teams within such a mis-numbered herd will remain the same.
 4. Cattle cannot be re-used within a class except as specified in rule (3) above for re-runs. There shall be two flagmen, one at the entrance to the pen and one at the start/foul line. The judge must be located at the start/foul line, and he/she may or may not actually flag the contestant at his/her discretion. There shall be at least two time keepers. The first timekeeper shall be the official timer and the second timekeeper shall be the back-up timer, in the event that the first timer misses the time or his/her watch fails. The starting and foul line must be designated by markers located on the arena fence, and easily viewed by the line judge and all the exhibitors.
 5. A horse may be entered only one time in this class.

CUTTING

Open/Amateur/Novice Amateur/Youth

FQHR strongly recommends approved cutting classes be held whenever possible. Judging will begin at the time line. The contestant will enter the herd with no hesitation, weaving or reluctance. Exhibitor will be given a 2 1/2 minute time to work. The amount of time actually spent working will have a positive influence on the score. The horse should enter the herd, making at least one deep cut, separate the desired animal with as little disturbance to the herd as possible.

Cutting Credits

- a. Time spent working
- b. Degree of difficulty
- c. Eye appeal
- d. Setting up cow in the middle of the arena

Cutting Penalties Points

-5 Point Penalties

- a. Loss of cow
- b. Switching cattle
- c. Failure to separate a single animal when attempting a cut

-3 Point Penalties

- a. Hot quit
- b. Cattle picked up or scattering the herd by running into it while working
- c. Pawing, kicking or biting cattle
- d. Failure to make one deep cut in 2 1/2 minutes
- e. Back fence
- f. Second hand on reins
- g. Spurring shoulder

-1 Point Penalties

- a. Loss of working advantage
- b. Noise directed by contestant or turn back help toward cattle
- c. Rein or visible cue.
- d. Holding on too long after making the cut**

0-DQ

Leaving working area before time expires, fall to ground by horse or rider, abuse of horse, horse turn tail to the cow

All helping horses must be FQHR registered and all helpers must be FQHR members in Cutting.

HERD WORK

Open/Amateur/Novice Amateur/Youth/3-5 Yr Old

To be conducted and judged using the same rules as cutting with the exception that no penalty will be assessed for reining the horse. Excessive (hard) reining to the extent that the horse gapes its mouth will be considered a fault and will be reflected in the eye appeal score. Horses 5 years old or younger which are ridden in a snaffle bit or hackamore maybe ridden with 2 hands on the reins.

Herd Work Credits

- a. Time spent working
- b. Degree of difficulty
- c. Eye appeal
- d. Setting up cow in middle of arena

Herd Work Penalties Points

-5 Point Penalties

- a. **Horse quits a cow**
- b. Loss of cow
- b. Switching cattle
- c. Failure to separate a single animal when attempting a cut

-3 Point Penalties

- a. Hot quit
- b. Cattle picked up or scattering the herd by running into it while working.
- c. Pawing, kicking or biting cattle
- d. Failure to make one deep cut in 2 1/2 minutes
- e. Back fence
- f. Second hand on the reins (**except with snaffle or bosal**)
- g. Spurring shoulder

-1 Point Penalties

- a. Loss of working advantage
- b. Noise directed by exhibitor or turn back help toward cattle

0-DQ

Leaving working area before time expires, fall to ground by horse or rider, abuse of horse, horse turn tail to the cow

All helping horses must be FQHR registered and all helpers must be FQHR members in **Herd Work**

BREAKAWAY ROPING
(Timed Event)
Open/Amateur/Novice Amateur/Youth

Basic rules of calf roping will apply. There is a maximum time of two minutes or two loops, whichever comes first.

Horses must start behind barrier or a cone as a marker.

Broken barrier is to be scored a 10 second penalty.

Rope to be attached to saddle horn or swell by a string and must also have a visible cloth or flag attached at the end of the rope tied to saddle, making it easier for flagman to see rope breaking free.

Time will be called from drop of flag at barrier to rope breaking free from saddle.

A legal catch is any loop that passes over head of calf and draws up on any part of calf.

A recoil or second rope shall be allowed.

TEAM ROPING
Open/Amateur/Novice Amateur/Senior Youth

This is a judged event. Two different kinds of steer roping are acceptable as approved events. These are: Team Roping - Heading; Team Roping - Heeling: An individual horse may be shown in one (1) or more steer roping events. All helping horses must be FQHR registered and all helpers must be FQHR members in team roping events.

A horse shall be allowed to show in Heading or Heeling, or both. It must be declared at time of entry; either Heading or Heeling or both. A marker is to be placed on the fence at a distance which shall be at the discretion of the judge or specific event coordinator. In both heading and heeling, the contestant must let the steer run past the marker before roping. Failure to follow the steer past the marker will result in disqualification. This is to demonstrate the ability of the horse to rate the steer.

A legal catch is both horns, half head and around the neck. A front leg catch and figure eight are also acceptable and should not be considered a fault when scoring the horse. Heel catch may be one or both hind legs. Legal catches for the heelers shall be around the flank or one or both hind legs but not by the tail only.

The roper not being judged must make catches which are legal in order for the run to be scored. In the heeling event, at the affiliate level shows, the head rope may be placed upon the steer's horns in the chute.

The rider must dally on the horse being judged with the exception of women or riders age 50 & over will be permitted to tie on hard and fast when heading or heeling. A complete dally is a complete wrap around the horn.

Any unnecessary whipping, jerking reins, talking or noise making, slapping, jerking rope or any unnecessary action to induce the horse to perform better, will be considered a fault and scored accordingly.

The roper may throw only two (2) loops in two (2) minutes to effectively show his/her horse.

The heading horse shall be judged on the manners in the box, speed to and rating the steer, setting and handling the steer for the heeler, and facing.

The heeling horse will be judged on manners in the box, speed to and rating the steer, and ease of manner in which he turns and prepares for heelers position to throw the loop, stretching the steer and the stop.

Faults to be considered are as follows, but not limited to:

Jerking reins to position the horse in the box, nervousness in the box, wrong lead running to the steer, setting up or scotching when running to the steer, or failure to rate when positioning the rider to rope.

When the Heading Horse is being judged penalties shall be assessed as follows:

-5 point Penalties: Refusing to enter the box, rearing in box, heading horse breaks the barrier, running into the steer, refusing to pull, blatant disobedience

-3 point Penalties: 3 loop run

-2 point Penalties: Setting up, scotching, ducking off, freeze up while facing or failure to face completely

When the Heeling Horse is being judge the penalties shall be assessed as follows:

-5 point Penalties: Refusing to enter the box, rearing in box, running into the steer, assuming a roping position on the wrong side of the steer, refusing to stop and hold the steer, blatant disobedience

-3 point Penalties: 3 loop run

-2 point penalties: Header breaks the barrier

For both Classes the DQ shall be:

Hitting the horse with the rope, loss of rope by either the header or heeler, loss of dallies, roping the steer before it passes the designated marker.

CALF ROPING

Open/Amateur/Novice Amateur/Senior Youth

This is a judged event. A calf roping contest will be held under the usual common rodeo standards and conditions. Horses must start behind a barrier. Scoring will be done on the basis of 0-100 with 70 denoting an average score. Only the performance of the horse will count. Time of the roper will not count for or against the horse. A time limit of two (2) minutes for each contestant will be allowed. The roper may throw only two (2) loops in these two (2) minutes to effectively show his/her horse. If more than one (1) loop is thrown, the roper must carry a second rope tied to the saddle which is to be used for the second loop. If two throws are allowed, the arena must be closed end as in heading and heeling.

The horse will be judged on manners behind the barrier, rating speed to the calf, rating the calf, the stop, working the rope, and his/her manners while the roper is returning to the horse after the tie has been made. The calf must remain tied 6 seconds after the roper has remounted and ridden forward, creating slack in the rope.

Unnecessary whipping with rope, spurring or jerking rope, or any unnecessary action to induce the horse to perform better will be considered a fault and scored accordingly. The horse will be judged on manners behind the barrier, rating speed to the calf, rating the calf, the stop, working the rope, and his/her manners while the roper is returning to the horse after the tie has been made. The calf must remain tied 6 seconds after the roper has remounted and ridden forward, creating slack in the rope.

Other faults shall include squatting or nervousness in the box, stopping crooked, turning head away from the calf either in the box or while working the rope and shying away from the roper while the roper dismounts or remounts.

Penalties shall be assessed as follows:

-5 point Penalties: Refusing to enter the box, rearing up in the box, broken barrier, running into the calf, slack in the rope such that the rope touches the ground, blatant disobedience

-3 point Penalties: 2 loop run

-2 point penalties Freezing up in the box, jumping the barrier, setting up during run to the calf, failure to continue backing while the calf is being flanked, slack in the rope and rubbing the rope while the calf is being tied.

-1 point penalties: 1 pt. for each 3 feet the calf is dragged while it is on the ground, up to 12 feet which shall be a DQ.

A DQ will result when: Hitting the horse with the rope, failure of the calf to stay tied, dragging the calf more than 12 feet

after it is flanked, intentionally jerking the calf down when the horse is stopping.

RANCH ROPING (Timed Event)

Open/Amateur/Novice Amateur/Senior Youth

. Exhibitor starts behind a cone or line on one end of the arena. A center line at the midpoint of the arena will be designated by a marker located on the fence. This can consist of a cone or flag on the fence. The judge shall sit on the center line on the fence or outside of the arena. A 40' by 40' square marked by 4 cones will be located between the center line and the start line. Time shall start when the steer is released from holding open on the opposite end of the arena and flagman drops the flag.

Exhibitor shall run to the opposite end of the arena and drive the steer past the center line of the arena before roping the steer. If the exhibitor misses when attempting to rope the steer and the steer crosses the center line, it must be driven back across the line before it is roped. Roping or attempting to rope the steer prior to the center line shall result in automatic disqualification and the exhibitor shall be whistled out.

After the steer is roped it shall be pulled between two of the cones set up as a 40' square. The steer may pass between any two cones. If the horse or steer knocks over a cone while the steer is being pulled, an automatic 10 second penalty will be assessed. If the steer or calf fails to pass between two cones, the contestant shall receive no time. Legal catches shall be both horns, around the neck, but no more than one front foot. If cattle weighing less than 400 lbs. are used a legal catch shall be both hind feet only. If the catch is made around the neck, a judge may whistle the contestant out for choking down the steer. Rider shall carry only one rope and shall not tie hard and fast regardless of age or sex of the rider. Rider may recoil and make as many throws as necessary within the two (2) minute time limit.

STEER STOPPING

Open/Amateur/Novice Amateur/Senior Youth

Horses are to be evaluated on manners in the box, speed to steer, position to rope and stop. Horse will start without a barrier in front of chute. A cone will be set to mark the score which will be between 10 and 20 feet depending upon arena and cattle conditions. Steer must pass cone before being roped. Legal catches are both horns, around the neck, or both heels. Rider is allowed 2 minutes or 2 throws to catch. Riders 50 & over may tie hard and fast, riders 50 and under must dally. **Steers dragged more than 12 ft. will result in a DQ.**

Faults:

-5 point penalties: Refusing to enter the box, rearing in box, running into the steer, assuming a roping position on the

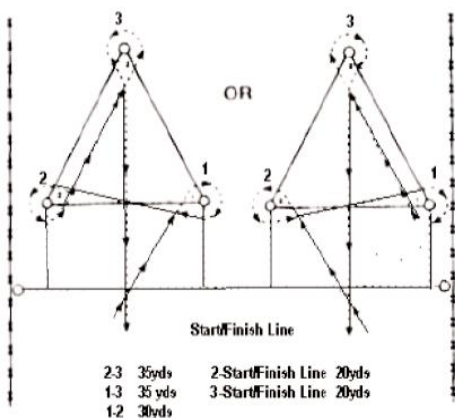
**wrong side of the steer, refusing to stop and hold the steer,
blatant disobedience.**

-3 point penalties: 2 loop run

BARREL RACING
(Timed Event)
Open/Amateur/Novice Amateur/Youth

See course diagram below. The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced five (5) yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel number three (3) to the finish need not be reduced five (5) yards at a time if there is sufficient room for the horse to stop. When measuring the arena for the barrel course, remember to leave ample room for the horses to complete their turn and to stop at the finish. Starting line markers or electric timers shall be placed, where at all possible, against the arena fence. Electric timer or at least two (2) watches shall be used, with the time indicated by the electric timer or the average time of the watches used by the official to be the official time.

The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. The barrel course may also be run to the left. Exhibitors may request to start and finish the course from an open gate, however; show management has the option of requiring a closed gate for run out and limiting the running start to the alleyway. FQHR and all show personnel will not be held liable or responsible for any accident, damages, or injury that may occur as a result of this request. Knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course will result in disqualification. A contestant may touch the barrel with his/her hands in barrel racing. In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two (2) seconds of its original time or the runoff must be held again.



POLE BENDING

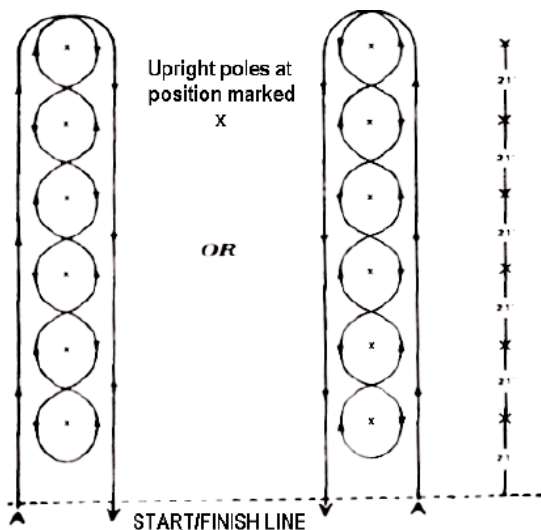
(Timed Event)

Open/Amateur/Novice Amateur/Youth

See course diagram below. The pole bending pattern is to be run around six (6) poles. Each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, six (6) feet in height, and with a base no more than 14 inches in diameter. A clearly visible starting line shall be provided. An electronic timer or two (2) stop watches shall be used, with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time.

Each contestant will begin from a running start and time shall begin and end as the horse's nose crosses the line. A horse may start either to the right or the left of the first pole and then run the remainder of the pattern accordingly. Exhibitors may request to start and finish the course from an open gate, however; show management has the option of requiring a closed gate for run out and limiting the running start to the alleyway. FQHR and all show personnel will not be held liable or responsible for any accidents, injury, or damages that may occur as a result from exhibitor's request. Knocking over a pole shall carry a five (5) second penalty. Failure to follow the course or touching a pole with rider's hand shall cause disqualification.

In the event of a tie, the horse declared the winner in the run-off must rerun the pattern within two (2) seconds of the original time or the runoff must be held again.

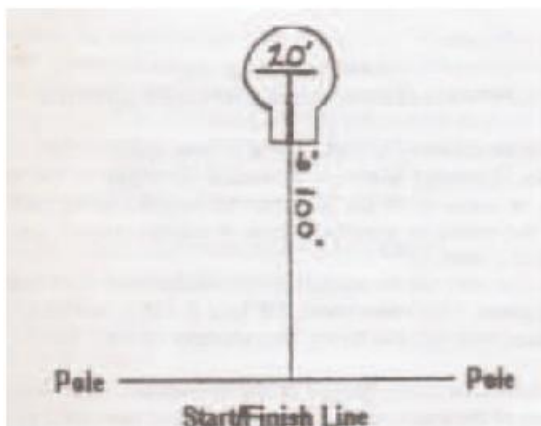


KEYHOLE
(Timed Event)
Open/Amateur/Novice Amateur/Youth

See course diagram below. The distance between the start line and the center of the circle is 100 ft., the entrance to the keyhole is 6 ft and the diameter of the circle is 20 ft. The rider crosses the start line between two markers, rides into and through the keyhole entry marked by four poles **or flour/lime** (all four of the horse's feet must be inside the circle) turns the horse and rides back out of the keyhole to the finish line.

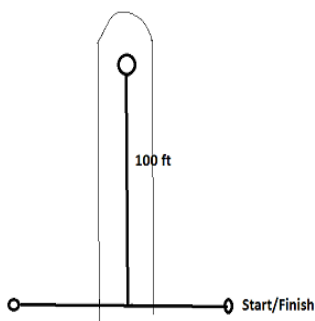
An electronic timer or two (2) stop watches shall be used, with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time. Two judges are needed for this event—one at the keyhole and one at the start/finish line. There will be a five second penalty per occurrence for knocking over a pole or stepping on or over white line. An exhibitor may be disqualified for violating general rules and for not crossing the finish line between markers.

This event may also be run as a match race, with the top six times receiving official placings 1st-6th. When run as a match race, two line judges, two start/finish line judges, and four timers, will be required. Matches will be selected by random draw. Riders will start from drop of flag. Two stop watches shall be used for each exhibitor, and the average of the two watches shall be the official time.



DOWN AND BACK
(Timed Event)
Open/Amateur/Novice Amateur/Youth

See course diagram below. The distance between the start line to the marker (which should be a barrel) is 100 ft. The rider crosses the start line between two markers, rides around the marker/barrel either direction and passes thru the markers at the finish line. An electronic timer or two (2) stop watches shall be used, with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time. Knocking over the marker/barrel will result in a DQ. The exhibitor may touch the marker/barrel with their hands but will incur a 5 second penalty. An exhibitor will be disqualified for violating general rules and for not crossing the finish line between markers. In the event of a tie, the horse declared the winner in the run-off must rerun the pattern within two (2) seconds of the original time or the runoff must be held again.



STAKE RACE
(Timed Event)
Open/Amateur/Novice Amateur/Youth

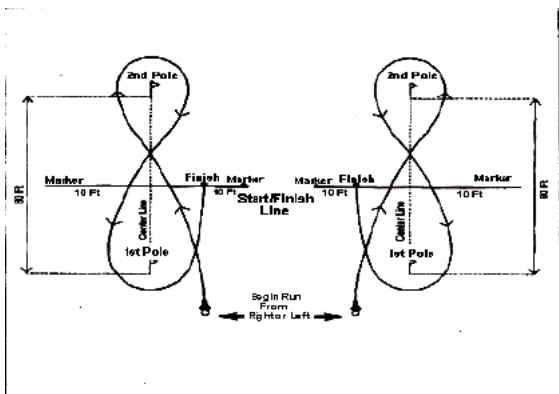
See course diagram below. The start and finish line is 20 feet wide and marked by two upright markers (10 feet on each side of the center line and short enough so as to not interfere with the timer if one is used (short pylons or cones are recommended)). The first and second poles marking the center line are each 40 feet apart from the start and finish line, making them a total of 80 feet apart. An electronic timer or two (2) stop watches shall be used, with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time.

The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Beginning from either the right or left side of the first pole, start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line.

Contestants receive a "no time" if they fail to cross the start and finish line between the markers. Each time contestants cross the center line they must do so in between the markers. Failure to do so will result in no time.

If an upright marker or pole is knocked down it shall result in no time.

In the event of a tie, the horse declared the winner in the run-off must rerun the pattern within two (2) seconds of the original time or the runoff must be held again.



RANCH PLEASURE

Open/Amateur/Novice Amateur/Youth/3-5 Yr Old

Horses are to be shown at a walk, jog, and lope. Extended jog/trot must be called for in the Open and Amateur Division and **3-5 year old division** (it is optional for the other divisions). Extended trot may be ridden by sitting in the saddle, posting, or standing in the stirrups. All reverses to be performed toward the center. Horses are not to be reversed at a lope.

Judge may ask for additional individual work from finalist or all contestants, which may consist of: lope and stop, roll back, or one 360 degree turn etc. No flying lead changes or hand gallops to be used. Horses are to be judged at the appropriate gaits using both directions of the arena. At all gaits, horses should have the appearance of "Looking for More Country".

Credits:

- a. Natural ground covering walk, jog and lope
- b. Consistency at all gaits
- c. Smooth upward and downward transitions
- d. Working off hindquarters when turning
- e. Work on reasonably loose rein without excessive cueing to maintain a moderate pace

Judges and exhibitors are asked to keep in mind that the Ranch Pleasure horse should be "*a pleasure to ride*" whether coming home from a hard day's work or just touring the country on a Sunday afternoon. The Ranch Pleasure class is not a speed event. Excessive speed at any gait other than extended trot should be penalized the same as excessive slowness.

Walk

The Ranch Pleasure Horse should have a ground covering flat-footed walk accomplished on a reasonably loose rein. The head should be carried in a natural position-never behind vertical or stuck straight out. It should not be in an exceptionally high or low position but should look relaxed and natural for that particular horse.

Jog

The Ranch Pleasure Horse should have a smooth easy-to ride jog on a reasonably loose rein. Emphasis should be on a comfortable jog that is a pleasure to ride. Rider should be able to 'sit' the jog and not have to post or stand in the stirrups to ride distances. The head may be carried slightly higher than at the walk, should never be behind vertical or stuck straight out and the horse should not throw his head up during transitions.

Extended Jog or Extended Trot

The Ranch Pleasure Horse should willingly extend the jog by increasing stride length, not by increasing speed of the strides resulting in faster short choppy strides. The jog should be a ground covering reasonably smooth gait that can cover great distances. The rider may post, stand, lean forward or sit the extended jog. The horse should willingly slow back down to the

normal jog or walk when asked to. Judges must ask for an extended jog/trot in the open and amateur classes and may ask for an extended jog/trot in the 3-5 yr old, Novice Amateur and Sr. Youth classes. (Judges are not to ask exhibitors to go from the extended trot to the lope.)

Lope

The Ranch Pleasure Horse should smoothly move into a lope, in the correct lead, directly from the walk or jog. The lope should be slow enough and smooth enough to be a pleasure to ride. It should be accomplished on a reasonably loose rein with the horse willing to adjust to the speed the rider wants. The horse should be 'gathered up' enough and have his hindquarters underneath him sufficiently to be able to stop or turn and should not be 'strung-out' or 4-beating. He should be able to drop down to a walk or jog with no resistance. His head should be steady and not be carried excessively high, low or behind vertical. This gait should not be artificially slow or look unnatural.

Faults to be scored according to severity in Ranch Pleasure:

- a. Lack of a ground covering gait
- b. Excessive speed or slowness of gait
- c. Wrong lead
- d. Breaking gait (see specific penalties for Handy Ranch)
- e. Failure to make upward or downward transitions when called for
- f. Excessive nosing out and lack of response to rein cues
- g. Opening mouth excessively
- h. Stumbling
- i. **Head carried with tips of ears below the withers for more than 3 strides will result in a disqualification at any gait.**

WESTERN RIDING

Open/Amateur/Novice Amateur/Youth

Western Riding is neither a stunt nor a race. It is a competition in the performance of a sensible, well-mannered, free and easy moving ranch horse which can get its rider around on the usual ranch chores, over the trails, or give a quiet comfortable and pleasant ride in open country through and over obstacles.

The horses in the class will be judged on riding qualities of gaits (walk, jog and lope) change of leads, response to the rider, manners, disposition and intelligence. The following pattern and routine are prescribed. It is essential that judge and exhibitors adhere to it.

- a. On the pattern, the short, triple line represents a swinging gate which the horse must put the rider in a position to open, pass through, and close without dismounting. It may be located in any part of the arena and should be one which will not endanger horse and rider.

- b. The eight (8) small circles represent pylons. These should be separated by a uniform distance not less than thirty (30) and not more than fifty (50) feet.
- c. The rectangle represents an obstacle (one small log recommended) just high enough to break the animal's stride.
- d. The long and sometimes twisting line indicates the direction to travel and the gaits at which the horse is to move. The dotted line (.....) indicates the walk, the dash line (- - -) the jog, and the solid line (_____) the lope.

The exhibitor will put his/her horse through the gate and then proceed on the routine as indicated by the pattern. Any horse not following exact pattern will be disqualified. The horse should cross the log both at the trot and the lope without breaking gait or radically changing stride. After jogging over the log, the lope should be started approximately twenty (20) feet.

The judge may require an exhibitor to repeat part of the routine. It is permissible to change hands when opening a gate, if the gate is in such a position as to justify a change of hands on the rein. Scoring will be on a basis of zero (0) to one hundred (100) with seventy (70) denoting an average performance.

- a. Scoring guidelines to be considered: points will be added or subtracted from the eight (8) maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: +1.5 excellent; +1 good; 0 average; -1 poor and -1.5, very poor.
- b. The maneuvers are as follows:

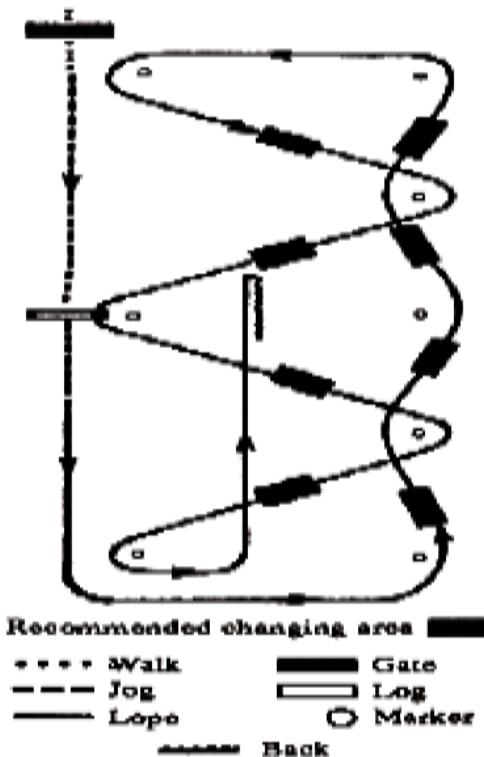
Gate/walk
 Jog/log
 Jog/transition to lope
 4 Line (side) lead changes
 (plus/minus 1 1/2 point per change)
 First 2 crossing lead changes
 (plus/minus 1 1/2 point per change)
 Log (lope)
 Second two crossing lead changes
 (plus/minus 1 1/2 point per change)
 Lope/stop/back, minimum of 10 feet

A contestant shall be penalized for:

- a. Releasing gate due to horse's disobedience, knocking over gate, unable to complete gate -5 points
- b. Use of free hand to instill fear in a horse -5 points
- c. Failure to change leads -3 points
- d. Failure to change leads behind
 1. never -5 points
 2. from 1/2 stride up to the cone -1/2 point

- e. after the cone but before next change -3 points
 - f. **Break of gait at any other place -3 points**
 - g. Additional lead changes anywhere on course -3 points
 - h. Failure to take prescribed gait where designated -2 points
 - i. Hitting log -1 point
 - j. Ticking (light touch) log -1/2 point
- Faults to be scored according to severity
- a. Excessive speed
 - b. Excessive slowness

WESTERN RIDING PATTERN 1



Western Riding Pattern 2 (suggested for small arenas)

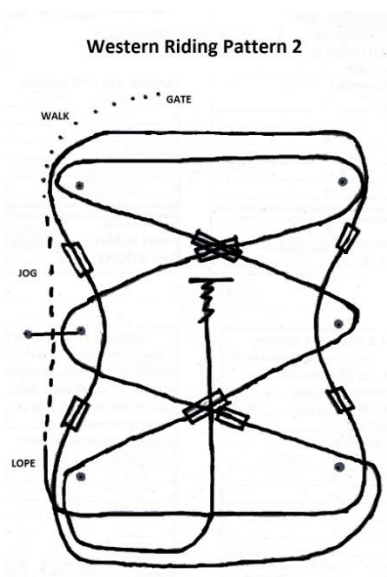
The maneuvers are similar as in pattern 1 with the exception that :

- a. Only 6 cones are used, **however they should be a minimum of 30 feet apart down the sides, 60 feet apart across the middle and at least 10 feet from the fences.**

- b. Necessary to make a complete circuit around the pattern to complete the 4 lead changes
- c. The lope over the log is made in the opposite direction from pattern 1.
- d. The maneuvers are as follows:
 1. Gate/walk
 2. Jog/log
 3. Jog/transition to lope
 4. Line (side) lead changes (plus/minus 1/2 point per change)
 5. First two crossing lead changes (plus/minus 1/2 point per change)
 6. Log (lope)
 7. Second two crossing lead changes (plus/minus 1/2 point per change)
 8. Lope/stop/back, minimum of 10 feet

WESTERN RIDING PATTERN 2

This pattern is suggested for small arenas but may be used in larger ones also.



The rectangular boxes designate the recommended change areas $\frac{1}{2}$ the distance between cones

● Designates the markers.

RANCH HORSE CHALLENGE
Open/Amateur/Novice Amateur/Youth

This is a judged event. The Cow Horse Ranch Challenge event is designed to promote horsemanship and sportsmanship in an environment that emulates obstacles encountered on the ranch, pastures, forests etc.

All exhibitors should ride at the speed they feel safe, for their level of skill or experience. Any rider that feels any obstacle is beyond their skill level, or their horses' skill level, may pass on that obstacle and receive a no score for that obstacle, but still receive a score for obstacles completed. In the open and amateur classes there will be minimum of 10 and maximum of 15 obstacles. Event show manager may determine the number of obstacles for the youth, however, a minimum of 6 should be used and youth may use the open/amateur course.

FQHR is looking for those horses who can maneuver quickly through the course but not at the expense of safety for the horse or exhibitor or the expense of good horsemanship.

The judge will inspect and approve the course prior to the start of the class. The judge will walk the course with the participants prior to the class starting and answer any questions the participants may have immediately after the course has been walked. The judge has the authority to have any obstacle removed/passed he/she feels is not safe. Only the participants may be on the course. The exception is for Junior exhibitors who may have one adult walk with them.

Exhibitors may ride either one or two handed in snaffle or shank bits, otherwise FQHR rules for bits and headgear apply. Tie downs, martingales, cavessons, are not allowed. Event coordinators may have exhibitors saddle/unsaddle horses and/or ride bareback through parts of the course.

Each obstacle will be judged separately. Up to two (2) points will be given for the approach, up to six (6) points for the navigation of the obstacle and up to two (2) points for the departure. Points given in ¼ or ½ or ¾ increments are permissible.

A missed obstacle will be assessed a 60 second penalty. If an obstacle is missed it may be picked up providing the next obstacle has not been started. If the exhibitor goes back to pick up the missed obstacle after starting the next obstacle the run will considered a DQ disqualification. Any obstacles

taken out of order (other than the example given above) will be cause for disqualification.

Any exhibitor who “loses” their horse due to falling or the horse leaves the ground tie has 1 minute to catch their horse and an additional 30 seconds to mount. No one may help catch the horse, except for junior youth riders who may have an adult assist them. Should the horse leave the arena, it will result in a disqualification.

Exhibitors may not stand up on their horse nor may they ride their horse into a trailer.

Handy Ranch Horse penalties apply. Ties to be broken by the time.

FQHR YOUTH ACTIVITY RULES AND REGULATIONS

The FQHR strongly recommends that show management provides a division for youth exhibitors, 18 years and under. The age divisions shall be junior youth exhibitors age 13 and under and senior youth 14-18. All FQHR approved classes may be offered to senior youth exhibitors, however; junior exhibitors are excluded from participating in Working Ranch Horse, Working Cowhorse, Ranch Roping, Team Roping, Steer Stopping and Calf Roping.

- a. Any contestant must not have passed his or her 19th birthday as of January 1, of the current year
- b. Youth may not exhibit stallions
- c. No married youth may exhibit in youth events
- d. Points are awarded on a one horse/one rider combination using the same criteria as the open division and they cannot be transferred or applied to any other horse/rider combination. Two youth in one family may exhibit the same horse on a one horse/one rider basis, but not in the same class
- e. Any horse exhibited by a youth in a FQHR approved youth class must be owned by the contestant or one of the contestant's parents, grandparents, brother, sister, or legal guardian as evidenced by records on file with FQHR for FQHR points to be awarded
- f. All youth must hold a current FQHR Youth Membership card to exhibit in FQHR approved youth classes for points
- g. Leased horses that are owned or leased by any person other than those listed above are ineligible for FQHR points in approved youth classes, unless the lease agreements are on file with the FQHR Registry prior to the show.
- h. No horse may be shown by more than one exhibitor in any one class.

- i. A youth exhibitor may not show more than one horse in any class other than individual working events, such as reining, barrel racing, pole bending, etc. In individual working events, a Youth exhibitor may show two horses.

AFFILIATE LEVEL NON-MEMBER YOUTH

At the affiliate level, any youth wishing to participate in a youth event may do so without an FQHR membership, as long as he/she is riding an FQHR registered horse. No points will be awarded to that individual or horse and the points will be disregarded and not moved up or down to any other placing. All other rules pertaining to showing listed in the FQHR Youth Activity Rules and Regulations should be followed. **Show secretaries are responsible for documenting all non-member youth on show results.**

YOUTH CERTIFICATE OF CONFORMATION

The purpose of the Youth Certificate of Conformation is to establish a record of conformation performance. Points toward the Youth Certificate of Conformation can be earned at the Roundup & Review or affiliate level. Horses are advanced to the Youth Certificate of Conformation when they have won 10 points in youth conformation classes, as outlined in the scale of points for contest. Points are accumulated throughout the Youth show career of the horse/exhibitor combination. To qualify for the Youth Certificate of Conformation, the horse/exhibitor Combination must be entered in approved FQHR Roundups or events.

YOUTH CERTIFICATE OF PERFORMANCE

The purpose of the Youth Certificate of Performance is to establish a record of performance. Points toward the Youth Certificate of Performance can be earned at either the Roundup & Review or Affiliate level. Horses are advanced to the Youth Certificate of Performance when they have won 10 points in any (1) event as outlined in the scale of points for contest. Conformation will not count toward this award. Points are accumulated throughout the Youth show career of the horse/exhibitor combination. To qualify for the Youth Certificate of Performance, the horse/exhibitor combination must be entered in approved FQHR Roundups or events.

YOUTH SHOW CATEGORIES

1. **Conformation** - Youth mares all ages or youth geldings all ages
2. **Ranch Horse**-Handy Ranch Horse, **In Hand Trail**, Ranch Cutting, Working Ranch Horse, Team Doctoring, Ranch Roping, **Limited Horse/Rider Working Ranch Horse**, **Ranch Horse Challenge**

3. **Cow Horse**-Working Cow Horse, **Limited Horse or Rider Working Cow Horse**, Cutting, Herd Work, Breakaway Roping, Team Roping, Calf Roping, Steer Stopping
 4. **Speed**-Barrel Racing, Pole Bending, Stake Race, Keyhole, Down and Back
 5. **Show**- Ranch Pleasure, Western Riding, Ranch Reining
 6. **Team Timed Events** - Team Sorting, Team Penning (Points for these events will not count toward the youth versatility or high-point awards.)
- Youth may show in Open Division (with an individual membership) as well, but will not count toward youth point awards.

YOUTH VERSATILITY HORSE AWARDS

To establish a guideline for this award the following criteria are to be met:

- a. One horse and rider combination
- b. No extra entry fee required
- c. Must enter the following classes:
 1. One (1) conformation for youth mares or geldings
 2. One (1) youth speed event
 3. One (1) youth cow or ranch event
 4. One (1) youth show event
- d. All classes must be declared at time of entry
- e. Eligibility excludes fun/exhibition classes/events
- f. Horses under age three (3) are not eligible
- h. Grand/Reserve points do not count for this award
- i. The point scales for Versatility and High-Point awards may be found on page 24 of this rule book. The limited classes may not be used for Versatility.

PROVISIONAL CLASSES

In addition to the events listed in this rule book, provisional classes may be offered at the affiliate level. Equipment rules shall follow those as outlined in the “general rules” section. Points will not be awarded for these classes.

We desire to especially give credit to all the Foundation Quarter Horse breeders who have kept the vision, and have not “dipped the flag.” Because the breeders in the past sowed the right seed, today we are enjoying the results and produce of their labors and sacrifice.

“To ride him and to use him is to love him.”

R.L. Underwood

“The Foundation Quarter Horse is owner bred, owner raised, owner trained and owner shown.”

Robert Denhardt

“Usability, Versatility and Dependability best describe the Foundation Quarter Horse.”

Dillon Shook

