

LIGHT HORSE – COUNTY ONLY

Entry Guidelines - All horse/s shown must be ID'd and ID's may be checked. A horse may not be entered in the same event by two exhibitors in the same division but may be shown in both the junior and senior division.

ALL AROUND HORSE AWARD

An All-Around Award will be presented to the exhibitor accumulating the most points in Horsemanship, Showmanship and the top 4 other class placings; except for confirmation halter and 2- & 3-year-old snaffle. Ties will be broken by the Showmanship Score.

Conformation Halter Classes and 2- & 3-Year-Old Snaffle Bit Pleasure Class will not count for points.

Purples will be 4 points; blues 3 points; reds 2 points, and whites 1 point. Champions will be worth an additional 2 points, Reserves 1 extra point.

All Around Award - Senior (No premium - award only)

- Z-910-001

All Around Award - Junior (No premium - award only)

- Z-910-003

JUNIOR SHOWMANSHIP -

SENIOR SHOWMANSHIP -

Age 8-12

Age 13-19 or over

as of JAN 1

CLASSES	JUNIOR	SENIOR
HALTER		
WEANLING FILLIES	Z-900-030	Z-909-030
1 YR OLD FILLIES	Z-900-031	Z-909-031
2 YR OLD FILLIES	Z-900-032	Z-909-032
3 YR OLD FILLIES	Z-900-033	Z-909-033
MARES 4 & OVER	Z-900-034	Z-909-034
WEANLING GELDINGS	Z-900-035	Z-909-035
1 YR OLD GELDINGS	Z-900-036	Z-909-036
2 YR OLD GELDINGS	Z-900-037	Z-909-037
3 YR OLD GELDINGS	Z-900-038	Z-909-038
GELDINGS 4 & OVER	Z-900-039	Z-909-039
SHOWMANSHIP	Z-900-300	Z-909-300
WESTERN PLEASURE	Z-901-040	Z-901-041
RANCH HORSE PLEASURE	Z-901-052	Z-901-053
HORSEMANSHIP	Z-901-042	Z-901-043
RANCH RIDING	Z-901-054	Z-901-055
REINING	Z-901-044	Z-901-045
POLE BENDING	Z-901-046	Z-901-047

BARREL RACING	Z-901-048	Z-901-049	
TRAIL	Z-901-050	Z-901-051	
TWO- & THREE-YEAR-OLD WESTERN PLEASURE – must bring completed 2/3 Year Old Western Pleasure affidavits to show			
Classes	JUNIOR AGE 8-9	INTERMEDIATE AGE 10-13	SENIOR AGE 14 & OVER
WORKING RANCH	Z985-900	Z985-901	Z985-902
DUMMY ROPING ON FOOT	CLOVERKIDS ONLY	CANNOT COMPETE	CANNOT COMPETE
DUMMY ROPING ON HORSE	Z984-903	Z983-904	CANNOT COMPETE
BREAKAWAY ROPING	Z983-905	Z983-906	Z983-907
TIE DOWN ROPING	CANNOT COMPETE	CANNOT COMPETE	Z986-908
TEAM ROPING HEADER	CANNOT COMPETE	Z987-909	Z987-910
TEAM ROPING HEELER	CANNOT COMPETE	Z988-911	Z988-912

HORSE SHOW

RANCH RIDING: PURPOSE OF CLASS:

Pg 78 (ignore the level 3 at the top)

RANCH HORSE PLEASURE: Pg 85 (ignore level 2 at the top)

FOR ROPING:

Level III must have been passed for ALL 4-Hers using live cattle.

1. Juniors and Intermediates may participate in Dummy Roping OR Break-Away Roping, but NOT both.
2. (14 and over) may enter both Break-Away Roping and Tie-Down Calf Roping.
3. Members of the same immediate family will be allowed to use the same horse in all Day 1.

All other classes will run according to the Nebraska 4-H Horse Show and Judging Guide, 4H373.

4. A stock charge not to exceed \$10/event if necessary is to be paid at time of entry. Make checks payable to BKR 4-H Council
5. The contest will be scored according to Nebraska 4-H Horse Show Rules, taking both the roper's time and horse's score into account for final placing.
6. Top score automatically wins the top awards provided for the event.
7. To discourage mishandling of calves, contestants can be disqualified if calves are unduly dragged by horses, over stressed, etc.
8. If the barrier is at fault and causes a foul at the gate, the roper gets a retry. If the rider or horse is judged at fault, a retry will not be granted.

Senior Division Breakaway, Calf Roping and Heading will use a barrier.

In team roping (heeling), if the header puts the head loop on in the chute, and then accidentally loses his dally before the heeler gets to throw his loop, the heeler will be given a rerun.

WORKING RANCH HORSE

PURPOSE OF CLASS

1. Develop Life Skills, such as leadership, initiative, self-reliance, sportsmanship, respect, responsibility, appreciation, patience, understanding, and safety, a love for animals, a humane attitude toward them, and other desirable character traits.
2. Provide opportunities for youth to learn and receive recognition for horsemanship skills developed through ranch work.
3. Challenge youth to do additional activities with their horse.
4. Allow youth to exhibit those horses whose strengths are more suited for ranch work and other activities that involve cattle handling.
5. Teach youth the proper ways to handle cattle with minimal stress and to eliminate injuries, bruising, etc. of cattle. This will promote Quality Assurance of the final product that goes to the consumer.
6. Enhance the career possibilities for youth, wishing to work in a cattle handling position.
7. Challenge the participants to learn new life skills. These might include quick thinking, decision making, patience, understanding cattle and horse behavior, reaction times, proper attitude, anger management, sportsmanship, etc.
8. Teach participants to develop an attitude of teamwork between horse and rider.
9. Provide an avenue for participants to have fun, while training, preparing, and exhibiting their horses.

Tack and Attire:

Any tack or attire allowed in a Western performance or timed event is allowed in this class except the following:

- A. Unorthodox or severe mouthpiece.
- B. Martingales, draw reins, cavesson nosebands.
- C. Crops, whips, bats or over and under ropes on the saddle horn.
- D. No ropes can be carried or used during the class. Either split reins or closed roping reins are allowed. Two hands can be used on the reins, no matter what type of bit or reins are used. At the judge's discretion, more credit may be given for the use of split reins and no tie-down.

Class Procedure

Exhibitors will work individually. A course involving obstacles will be designed and a diagram of the course will be posted well in advance of the class. The exhibitor must move an animal through the obstacles as directed in the course pattern. If the exhibitor cannot complete an obstacle, they must move to the next obstacle in the pattern and may not return to the previously attempted obstacle. Exhibitors will be scored a maximum of 30 points for each obstacle completed. Animals will be drawn for the exhibitor. Animal will be sorted into the arena, and time will start when the animal enters the arena, or when the horse begins sorting the designated animal out of a group. Time will stop when the final obstacle has been completed. Scoring is based on the rider's skill, the horse's ability, and degree of difficulty of the animal drawn for the contestant. Although there is a maximum time limit imposed, these classes are NOT timed events!

Scoring will not be based on time used to complete the pattern.

Obstacles may include:

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| *Sorting a designated animal out of a group | *Driving the animal through an alleyway |
| *Penning the animal | *Circling the animal around a marker or panel |
| *Holding the animal at a designated location in the arena. | *Circling the animal in the middle of the arena |
| *Turning the animal back along a fence | *Weaving the animal through markers or barrels |
| *Putting the animal back into the catch pen | |
- *Suggested time limit of 3-5 minutes, depending on pattern course obstacles of seven or less. An announcement can be made to alert the exhibitor when time is nearing completion. Participants can accumulate points until the time limit runs out. The time limit is critical for the well-being of the cattle. This is NOT to be judged as a timed event. The judge has the discretion of blowing the whistle at any time if he believes the horse or the cattle are being mistreated.

Scoring System

The entry will be judged on:

1. The horsemanship ability of the rider (how they sit the saddle, how they handle the reins, the horse, and the animal, their ability to out-think the animal, their position in relation to the animal they are working, and their decision-making ability at each obstacle).

2. The horse's athletic ability, cow sense, responsiveness to the rider's commands, and overall temperament, behavior, and performance.
3. The degree of difficulty (disposition) of the animal to be handled through the course.

Scoring emphasis should be based on the horse maintaining control of the animal at all times, responsiveness to the rider's commands, exhibiting superior cow sense and natural cow-working ability without excessive yelling, reining, or spurring.

Scoring Point System - The judge will assign a score of 1-10 points in each of the 3 categories for each obstacle or maneuver. (Rider, Horse, Animal). The exhibitor with the highest total score will be determined the winner. In the event of a tie, the entry with the highest animal degree of difficulty score will be declared the winner.

The characteristics of a good working ranch horse are:

- Good manners and temperament
- Agile, athletic, smooth, always having its feet under it
- A soft mouth, responding to a light rein, especially when turning
- Head should be maintained in its natural position
- Horse should show expression (appear to be interested and enjoying what he's doing)
- Horse showing willingness to work
- Ability to move cow in a precise pattern with little wasted motion.
- Work at a reasonable speed and be under control of the rider.

Ten Point Penalties

The exhibitor shall be penalized for:

- Horse turning away from the cow (turning horse's tail to cow)
- Horse biting or striking animal in a severe manner
- Deliberate spurring or slapping with the reins in front of the cinch.
- Other Faults
- Hanging up or refusing to turn on the fence
- Exhausting or overworking the animal
- Running past the animal excessively, when trying to get the animal to turn
- Horse out of position
- Exaggerated opening of horse's mouth
- Hard or heavy mouth
- Lugging on the bridle
- Horse failing to watch the animal
- Nervous throwing of the head
- Halting, hesitating, setting up (scotching) in anticipation of stops or turns when being asked to move forward freely
- Dropping a rein

Disqualification (no score)

- Running over or knocking the animal down
- Excessive roughness
- Pushing the animal over or through the fence
- Fall of the exhibitor
- Fall of the horse
- Any horse that is out of control while working the animal, thus endangering the rider or the animal being worked:

(At the judge's discretion, a new animal may be awarded, based on the following criteria):

- The animal won't leave the end of the arena.
- The animal is blind, lame, or sick.
- The animal won't yield to the horse.
- The animal is unmanageable.
- The animal leaves the arena of its own free will (wild, fence-jumper, without being worked by the horse and rider).

- 2 animals or the wrong animal in the arena is cause for disqualification.

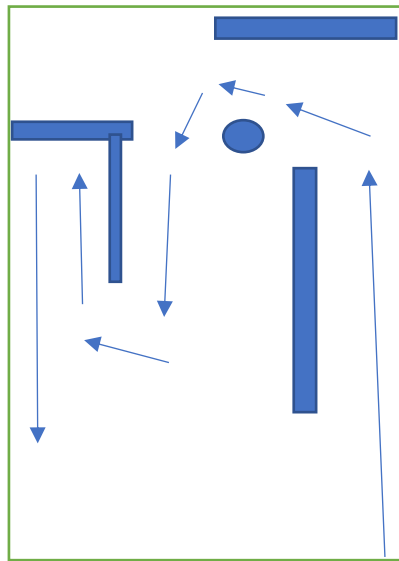
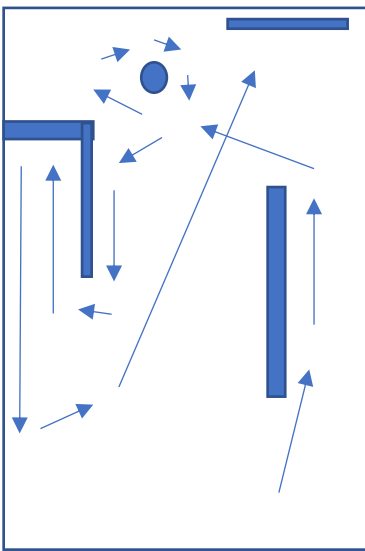
Working Ranch Horse Score Announcement

An “unofficial” score may be announced. The announcer must use the term “unofficial” when announcing the score. Announcement is at the discretion of the announcer. Timer should give a one-minute time warning to participant.

INTERMEDIATE & SENIOR WORKING RANCH HORSE

Time Limit: 3½ Minutes

- Senior & Intermediate rider starts in the arena.
- Judging and time start when the animal enters the arena.
- Exhibitor takes the calf between the fence & the panels.
- Exhibitor then takes calf around barrel in a clockwise (to the right) direction.
- Exhibitor then takes calf into pen in front stand and hold for 5 seconds.
- Exhibitor then takes calf back to other end of arena, and puts it through out gate.
- Time is completed when tail of calf crosses gateway.



JUNIOR WORKING RANCH HORSE

JUNIOR CLASS PATTERN

Time Limit: 3 Minutes

- Junior rider starts in the arena.
- Judging and time start when the animal enters the arena.
- Exhibitor is to drive calf between panels and fence.
- Exhibitor then takes calf around barrel in a counterclockwise (to the left).
- Exhibitor then takes calf into pen and hold (sits) for 5 seconds.
- Exhibitor then takes calf out the gate.
- Time is completed when tail of calf crosses gateway

ROPING CLASSES – Level II

DUMMY ROPING RULES

1. Participants will rope the stationary dummy steer from horseback. Each participant will be allowed 5 throws at the head. There will be a 3-minute time limit on Dummy Roping.
2. Participants roping the head must dally after each catch. This demonstrates the ability of the participant to dally correctly.
3. Participants will be judged on the way they use their reins and legs, the handling of their horse, and proper

position of their horse for the throw (up to 5 points possible).

4. Participants will also be judged on the way they handle the rope - coiling, building the loop, swing, dally, etc. (up to 5 points possible).
5. Participants will receive points for the catches made on the dummy head according to the following system:

POINTS:

Miss – 0 Half-head -1 Neck Catch -2 Clean Horns -3

There would be a total of 25 points possible -10 from the judging and 15 from the catch values.