

2006 RULE BOOK

Mark Lyon: 402-680-2257
Kelli Paulson: 402-374-1685



Ranch Horse Shows, Clinics & Practices

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Eligibility

Equines may be any breed or combination of breeds. A horse may compete in as few or as many events as wanted. Equines must be serviceably sound horse and in good condition as determined by the judge. Horses may be shown in Open, Amateur and Youth divisions if the rider is eligible for the division. A horse may be shown only once in each class per division.

Divisions

Open Division: Open to any horse or exhibitor.

Amateur Division: An individual is considered an Amateur when he/she has not been paid to show or judge nor has received more than 25% of annual pay from training.

Youth Division: Individuals 18 & under as of January 1st of the current show year.

Junior Horse: Any horse under 4 years of age and under. A "J" on the entry number will indicate a junior horse. Junior horses are shown with older horses. The "J" indicates a younger horse to the judge.

General Rules

General Guidelines: This is a family event – NO foul language around women or children. No whining, moaning or sniveling of any kind. There shall be a one ban on cry-babies and poor sports and a three year ban on bonafide jerks. The object is to have fun and to better our horsemanship.

Cattle Handling: Exhibitors are expected to exercise "cow sense". Exhibitors and their horses should maneuver in and around cattle in a calm, quiet manner. Cattle should be worked quietly and slowly. Speed used only when necessary. All livestock should be treated in a humane manner at all times. Excessive speed or aggressiveness is discouraged and will be penalized.

Attire: A long sleeved western shirt with collar, western hat (or helmet) and western boots with a heel are mandatory. Optional attire includes spurs, wildrag, bolo, chaps, chinks, gloves, vest or jacket. Dress should be appropriate for the weather and working ranch wear, neat and devoid of excessive ornamentation. No slinkies. The hat must be on the rider's head when the exhibitor enters the arena. 2-point deduction for losing your hat. Hat strings permitted.

Numbers: Each rider will be issued one number by the show secretary. That number must be used for each class and displayed in a visible manner. Failure to do so results in disqualification.

Prohibited Practices: Excessive silver equipment. No coloring of mane or tail. No glitter. No cosmetic surgery. No banded or braided manes or tails. No hoof polish.

Falls: 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. When an exhibitor or owner is guilty of unsportsmanlike conduct, fraudulent practices, or failure to pay due obligations exhibitor shall be suspended from showing. All points awarded to the horse shown shall be revoked.

Entries: Entries close when the class is called. 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.

Tack

Snaffle Bits: Horses may be shown 2 handed using a snaffle. Reins attached above the chinstrap.

Acceptable snaffle bits are conventional O-ring, egg-butt or D-ring with a ring no larger than 4". The mouthpiece should be round, smooth, unwrapped metal. The bars must be a minimum 5/16" in diameter, measured one 1" from the cheek with a gradual decrease to 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" (measured top to bottom) which lies flat in the horse's mouth are acceptable. Chin straps may be leather or nylon. Bit hobbles acceptable. Mecates are encourage for snaffle bits and bosals.

Bosal: Horses may be shown 2 handed using a bosal. The term "hackamore" refers to a flexible, braided rawhide, leather, or rope bosal with 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.

Curb Bits: The term bit 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.

Horses that are shown in curb bit must be ridden one handed with no more than one finger between the reins. When using a **romal** (an extension of braided material attached to closed reins) the extension should 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.

WESTERN BITS shall: 1) Have a maximum shank length of 8 1/2"; 2) bars of mouthpiece must be round, smooth and unwrapped metal 5/16" to 3/4" in diameter measured 1" from the cheek; 3) bits cannot have protrusions below the bars; 4) the mouthpiece may be of two or three pieces. If it is a three piece, a connecting ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" (measured top to bottom) with a maximum length of 2" which lies flat in the horse's mouth is acceptable; 5) The port must be no higher than 2 1/2" maximum. Rollers and covers are acceptable. Slip or gag bits, mechanical hackamores and donut and flat polo mouth pieces are NOT allowed in events.

Saddles: In riding classes, horses must be shown in a western, stock type saddle with a horn. Saddles and other equipment should be suitable and safe for ranch work. Excessive silver will be considered a fault.

Optional Equipment:

1. Rope or riata: if used, the rope or riata must be coiled and attached to the saddle
2. Hobbles attached to the saddle
3. Tapaderos
4. Protective boots and leg wraps except in conformation
5. Spurs
6. Typical western equipment

Prohibited Equipment:

1. Wire chin straps, regardless of how well padded or covered
2. Jerk lines
3. Tack collars
4. Whips or bats
5. Running martingales and tie-downs
7. Draw reins

FAULTS

Faults to be scored according to severity:

- a) Touching horse and or saddle with free hand in classes without 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 that will result in disqualification:

- a) Fall to ground by horse or rider
- b) Two hands on reins except when ridden with a snaffle or bosal
- 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) Major equipment failure
- h) Illegal dress or equipment

Judge and show management may give the exhibitors the opportunity to correct equipment at their discretion.

AWARDS

Youth Division: Ribbons and special awards as available

Amateur Division: Ribbons and special awards as available

Open Division: 50% Payback

A **Ranch Horse Champion** will be the high point horse in each division: youth, amateur and open, at each show. Each Champion will receive a special award.

Buckle Series: Trophy Buckles will be awarded to the high point exhibitor for the five show series in each division: youth, amateur and open. Special awards will be given to the high point exhibitor in each class: Ranch Riding, Ranch Trail, Ranch Reining, Ranch Cutting, Working Cow Horse, Ranch Roping, Ranch Skills, Team Doctoring, Ranch Horse Conformation and Ultimate Ranch Horse. Awards will be presented at year-end party.

Points: Points will be given based on class placings. Each horse will be given one point for each horse they place above plus one. Example: 5 horses in class – 1st place 5 points, 2nd place 4 points, 3rd place 3 points, 4th place 2 points, 5th place 1 point.

HORSE CARE

It is expected that each horse shall be treated humanely with kindness and respect at all times. Horses should 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.

Abuse of horses cannot be tolerated. Thus a judge is compelled to disqualify any horse he/she feels is being exhibited in a manner which is cruel, abusive and inhumane. This may include exhibition of an animal that is clearly not in a fit or sound condition, the use of abusive equipment, or the use of abusive training or showing techniques by the rider. Showing of a horse that is obviously lame, sullen, dull, bleeding, lethargic, drawn or overly tired is to be considered abuse. Horses also 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.

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, Acepromize, etc.. Upon discovery of administration of such drug, medication or mechanical or artificial appliance, show management shall immediately disqualify the horse. Presence of such medication or drug in a horse participating in an approved event shall be subject to disqualification.

Surgical Procedures: Any surgical procedure which could affect the horse's performance or affect 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.

Class 1: RANCH RIDING

Horses to be shown at a ground-covering walk, trot and lope, both ways of the ring (on correct leads) with a reasonably loose rein that maintains contact with the horse. Horse to be alert, and forward moving with an attitude of "looking for more country". Extended trot may be called for. Extended trot may be ridden by sitting in the saddle, posting, or standing in the stirrups. All reverses to be performed toward the center of the arena.

Horses are to be judged at the appropriate gaits using both directions of the arena.

Credits:

- 1) Natural ground covering walk, trot and lope
- 2) Consistency at all gaits
- 3) Smooth upward and downward transitions
- 4) Working off hindquarters when turning
- 5) Work on reasonably loose rein without excessive cueing to maintain a moderate pace

A Ranch Riding horse should be "*a pleasure to ride*". The Ranch Riding class is not a speed event nor is it an exercise in slowness. Gates should be natural.

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.

TROT: The Ranch Riding Horse should have a smooth easy-to ride trot on a reasonably loose rein. Emphasis should be on a comfortable trot that is a pleasure to ride. Rider should be able to 'sit' the trot 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-TROT: The Ranch Riding Horse should willingly extend the trot by increasing stride length, not by increasing speed of the strides resulting in faster short choppy strides. The trot should be a ground covering reasonably smooth gait that can cover great distances. The rider may post, stand, lean forward or sit the extended trot. The horse should willingly slow back down to the normal trot or walk when asked to.

LOPE: The Ranch Riding Horse should smoothly move into a lope in the correct lead directly from the walk or trot. The lope should be a natural ground-covering gait that is in control. 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 trot 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 un-natural.

FAULTS SCORED ACCORDING TO SEVERITY

- a) Lack of a ground-covering gait
- b) Excessive speed or slowness of gait
- c) Wrong lead
- d) Breaking gait
- 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

Class 2: RANCH TRAIL

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. The judge shall have the right to blow whistle and ask contestant to move on to next obstacle.

Each contestant will perform the required trail pattern individually. All horse will be judged immediately upon entering the arena, and judging will cease after the last maneuver. Any fault scored prior to the commencement of a pattern will be scored accordingly. The best reined horse will be willfully guided with no apparent resistance. Any movement made by the horse on it's own or deviation from the pattern must be considered a lack of control. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed. This event is intended to display the working ability of a horse suitable for ranch work.

Scoring will be on the basis of 1 to 100, maximum of 10 points per obstacle/maneuver. There should be 10 obstacles per pattern.

Failure to complete an obstacle results in a zero for that obstacle not a disqualification. An exhibitor who fails to complete an obstacle cannot be placed above an exhibitor who completes all obstacles.

10 obstacles will be used, 3 of which are mandatory and 7 that are optional. Combinations of two or more obstacles are permissible. Mandatory obstacles must be used.

MANDATORY OBSTACLES:

1. **GATE** - 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.
2. **TROTting OVER POLES** - Ride over at least four (4) logs. Laid flat and in measured distances from 2'6" to 3'6"
3. **DRAGGING OBSTACLE** – Rider shall drag an obstacle such as a tire or log. Obstacle will have a 20 – 30 foot rope attached. Rider will pick up the rope from the fence and return it to the fence for he next rider. The obstacle can be drug either in a straight line or around a set pattern.

OPTIONAL OBSTACLES:

1. **Rope the stationary steer.** This obstacle is used to show the willingness of the horse to have a rope thrown from it's back. Shying from the rope will be penalized. Catching the stationary steer is worth two points. Missing will not be penalized. A rope will be provided if contestant does not have one.
2. **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.
3. **Water hazard (ditch, tarp or shallow pond)**

4. Hobble or ground tie horse (contestant's option). Contestant will 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.)
5. Put on and remove slicker
6. 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.)
7. Back or ride thru & around brush or other obstacles such as barrels, cones or poles.
8. Side pass over a single pole.
9. Lope over a small jump.

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.

Class 3: RANCH REINING

The best--reined horse will be willfully guided with no apparent resistance. Any movement made by the horse on it's own or deviation from the pattern must be considered a lack of control. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed. More credit will be given for flying lead changes, although simple lead changes are allowed. This event is intended to display the working ability of a horse suitable for ranch work. Stops and spins are expected to be those of a working ranch horse. Ranch Reining patterns will be announced and displayed at or before the start of the show

Class 4: WORKING COW HORSE

Open the gate to receive the yearling, exhibitor must show horse's ability on cattle by: boxing cow on the end, turning back on the fence, and circling in center of arena. To be judged on horse's ability, cow sense and smoothness.

Ultimate Ranch Horse: Exhibitors must then rope the yearling and bring it to a stop. There is to be no dragging. The exhibitor is allowed only 2 throws.

4 minute time limit.

ELEMENTS OF COMPETITION AND SCORING

Open gate and receive yearling in arena. 25 points

Show horse's ability on cow by boxing cow on end. 25 points

Turning calf back on the fence each direction. 25 points

Circling the cow each direction. 25 points

A total of 100 points is possible.

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 (example: repeated crashing into the fence, running over cattle, etc.) The judge will use and post a judges score sheet.

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 sufficient 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 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 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. When enough cows are available the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable.

Cones or markers shall be set at the turn points on the long side of the arena

Boxing

Working 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. During the turn the horse should use himself in a controlled athletic manner, using his hocks to stop and drive out of the turn, while using his front end to balance and turn.

The contestant must get at 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 circle 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. The cow should be driven in a circle.

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.

Cattle Work - Penalty Points

5 points

Not getting one turn each way
Spur in or hit front of the cinch

3 points

Biting or striking the cow.
Hanging up on the fence.
Exhausting or overworking the cow before circling
Knocking down the cow without having a working advantage.

2 points

Using the corner to turn the cow

1 point

Loss of working advantage - 1 pt. for each horse length
Changing sides of the arena to turn the cow
Turning cow before passing the center marker on the first turn

0 score

Turn tail to the cow or balk
Fingers between the reins with a romal or more than the index finger between split reins, two hands on reins when not using snaffle or bosal
Fall of horse or rider
Out of control or running over cow
Intentionally crashing the cow into the fence to control it
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.

Class 5: RANCH CUTTING

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 an exhibitor.

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.

- a) Minimum number of cattle in the herd will be ten (10).
 - b) Cattle to be located at one end of the arena.
 - c) A gate or opening and a wing, size and degree of difficulty option of judge.
 - d) There is a 3 minute time limit starting from the time line. A time line near the middle of the arena should be designated.
- Judging will begin at the time line. The contestant will enter the herd with no hesitation, weaving or reluctance

- e) Object will be to cut one cow from the herd and work cow with the assistance of two turn back riders.
- f) Once the cow is cut from the herd, the cow should not be allowed to re-enter the original herd.
- g) The rider must drive the cow into the pen or through opening.
- h) A signal whistle will be blown at 90 seconds and at conclusion of 3 minutes.

Scoring will be on a basis of 0-100

Penalties:

1 point penalties:

Noise directed by contestant or turnback help toward cattle
 Loss of working advantage by more than 1 horse length
 Gaping mouth when reined

3 point penalties:

Hot quit
 Cattle picked up or scattering the herd by running into it while working
 Failure to make one deep cut in 2 1/2 minutes
 Excessive spurring
 Biting, striking, or kicking a cow
 Spur in front of cinch

5 point penalties

Excessive help by turnback riders
 Loss of cow
 Failure to separate a single animal when attempting a cut

Credits:

Quiet in the herd and smoothness of cut
 Degree of difficulty
 Time spent working
 Driving and controlling cow
 Setting up the cow in the middle of the arena

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 a judges score sheet.

Class 6: RANCH ROPING

Exhibitors will start behind a start line designated by a marker located on the fence. Time shall start when the roper crosses the start line and the contestant is given the cow's number.

After the steer is roped it shall be guided between two cones set about 20' apart which represent a gate. If the horse knocks over a cone while the steer is being guided an automatic 10 point penalty will be assessed.

Legal catches shall be both horns, half head, around the neck, but no more than one front foot. If cattle weighing less than 400 lbs. are used a legal catch shall be one or both hind feet. 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, but will be given a three minute time limit. Work should be done at a walk. Trotting accepted but discouraged. No loping except for a situation that requires loping for safety.

Breakaway hondas allowed but will not receive points for gate.

Throw points

Overhand	25 points
Back hand or houlihan	40 points
Scoop loop or Turnover shots	50 points
Misses	-5 points

Each coil thrown with loop	5 points
Guiding through cones	20 points

Horsemanship	10 points
Cow handling	10 points

Class 7: TEAM DOCTORING

This class demonstrates the quiet manner of the ranch 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.

This event requires two or three competitors; one to enter the herd, head or heel calf, and remove from the herd. The other competitor helps hold the herd and once calf is removed from the herd, heads or heels it. The third rider then dismounts and lays the calf down. He then removes the head loop and places it on the calf's front feet while the riders keep the rope tight. Time ends when each rope is holding two feet and the ropes are taunt. All work is to be done at a walk with faster gaits being penalized. Loping prohibited except to prevent rimfire or for safety. Exhibitors may recoil and make as many throws as necessary, but will be given a 6 minute time limit.

Herd should have 10-20 head of cattle, varying in size. They should be reasonably quiet and settled before class begins. Time begins when the calf number is called.

A rider maybe on more than one team if at least one team member is changed.

A rider's first entry will count towards the days high point awards and year-end awards.

Head Shots

Overhand	15 points
Back hand or houlihan	30 points
Scoop loop or Turnovers shots	40 points
Each coil thrown with loop	5 points
Misses	-5 points

Heel Shots

Normal heel trap	10 points
Back hand, houlihan, or reverse	20 points
Scoop loop	30 points
Offside set the tip and turnovers	40 points
Each coil thrown with loop	5 points
Misses	-5 points

Horsemanship	10 points
Cow handling	10 points

Class 9: RANCH SKILLS

Ranch Skills is a fun class requiring participants to perform a challenging ranch task announced as the class begins. The task will be different each time designed to challenge riders and to give spectators a glimpse into the exciting and unexpected challenges of ranch life.

Class 10: ULTIMATE RANCH HORSE

The elements of the Ultimate Ranch Horse Class are completed by performing extra tasks while competing in the day's events. Ultimate Ranch Horses and competitors are held to a higher standard and are expected to be examples of ideal ranch horses.

To be eligible for the Ultimate Ranch Horse Class a horse must enter all classes (except Ranch Horse Conformation which is optional).

It is an accumulation of points earned throughout the day plus extra tasks in each class as outlined below:

Ranch Riding: No additional requirements. Only the top 6 riders are scored.

1st place = 100 points, 2nd place = 90 points, 3rd place = 80 points, 4th place = 70 points, 5th place = 60 points, 6th place = 50 points.

Ranch Horse Trail: 2 or more additional obstacles or existing obstacles with a higher degree of difficulty will be required.

These obstacles to not count towards the regular Trail class points. The Ultimate Ranch Horse Score for the Trail Class will be

the regular score (100 possible points) plus the score for the additional requirements.

Ranch Horse Reining: Must perform the open division reining pattern.

Ranch Cutting: No Additional requirements.

Working Cow Horse: Cow will be roped at conclusion of class.

Ranch Roping: Hard honda required for all roping.

Team Doctoring: Two man team rather than a three man team.

Good Luck!

2006 Schedule

Mid States Ranch Horse Shows

Buckle Series

April 8	Ranch Horse Show Sweet Tomorrow Farm, Elkhorn, NE
May 27	Ranch Horse Show Christensen Field, Fremont, NE
July 8	Ranch Horse Show Five Star Stables, Bennington, NE
Sept. 23	Ranch Horse Show Location TBA
Oct. 29	Ranch Horse Show & Year End Awards Party Location TBA

CLINICS

March 25-26	Ranch Horse Clinic American Legacy Stable, North of Omaha
April 22-23	"Get Ready for Summer" Level 3&4 4-H Skills Youth Horsemanship Clinic Sweet Tomorrow Farms, Elkhorn, NE
May 13	Ranch Horse Clinic JM4 Arena, Crescent, IA
June 20-21	Almost Fair Time - Are you ready? Youth Horsemanship Clinic, Arlington, NE
June 24-25	Ranch Horse Clinic Sweet Tomorrow Farm, Elkhorn, NE
Oct. 26-28	Bob King Ranch Roping Clinic Location TBA

TRAIL RIDES

June 16-18	Big Elk Trail Ride, Macy, NE
Sept. 29 - Oct. 1	Big Elk Trail Ride, Macy, NE

For the most current information visit:
www.midstatesranchhorses.com

