

Show and Performance Proposed Rule Changes

Page 9 Rule 1.3 heading - insert the word “conduct” after the word Prohibited

Page 42 Rule 41 h) delete in its entirety and replace with: “Scores in go-rounds or eliminations will not be counted towards placing’s – only the scoring in the final will be accepted.

Page 45 Rule 43.3 delete and replace with:

Yearlings can only be shown in a maximum of 4 performance classes at the same show.

Page 46 Rule 44.1 after the words “sex divisions” add “and age groups must be as per Rules 46.2 a) and 46.3 e)

Page 46 and Page 96 Rules 44.2 and 84.8 Performance halter – delete and replace with: minimum number of classes to be held are:

Gelding 3 & under
Gelding 4 & over
Filly 3 & under
Mare 4 & over
Colt 3 & under
Stallion 4 & over

Page 46 Rule 44.3 add: Arena Sorting: All age Horse, Amateur and Youth TPA

Page 47 Rule 44.3 Team Penning: Change to read: All age Horse, Amateur and Youth

Page 47 Rule 44.4c Recognised Classes Add Arena Sorting: TPA

Page 49 Rule 46.3 c) add to end of this rule “Exception: Northern Territory and Tasmania are geographically disadvantage and therefore must have a minimum of 14 registered quarter horses exhibited in approved classes throughout the whole show”

Page 50 Rule 46.4 Open Group – delete the first 2 lines add replace with:

AQHA Sporting: All age class only

Ranch Riding and Hunter Hack: if one class held must be All Age, if 2 classes held must be Junior Horse and Senior Horse

Hack: Horse (any height over 14hh)

Page 51 Rule 46.6 b) AQHA Affiliates will be allowed to run an unlimited number of Multi Judged Shows per show season.

A Non AQHA Affiliate seeking show approval can apply to run no more than 2 Multi Judged shows per show season.

Page 51 Rule 46.6 b) add to end of existing rule: iii) 2 X “AA” class shows

Page 52 Rule 46.6 includes a one (1) day show limited to a maximum of 60 classes

Proposed new rule: Page 52 Rule 46.6 c) Delete and replace with: Beginner, improver/green rider, rookie or walk/jog type classes can be run at any Multi Judge approved show or program.

Page 52 Rule 46.7 Delete in its entirety

Page 53 Rule 47 change first sentence to read: An AQHA Affiliate can run an unlimited number of Special Events per show season and single “A” points apply.

Page 53 Rule 47 add to this rule f) Ranch Show

Page 55 Rule 50 a) Change 14 to 30

Page 55 Rule 50 a) after the words “a late fee will be imposed” add the words “upon the Club/Association running the show”

Page 55 Rule 50 a) Add after the word “denied” the words “Exception: Any shows held in the month of July each year, the results MUST be received by the 14th of August in that year or the points will not be counted towards end of year awards but will be recorded towards ROM’s etc.”

Page 55 Rule 50 e) Delete the wording from “NB:” to “allocated” and replace with ““Exception: Any shows held in the month of July each year, the results MUST be received by the 14th of August in that year or the points will not be counted towards end of year awards but will be recorded towards ROM’s etc

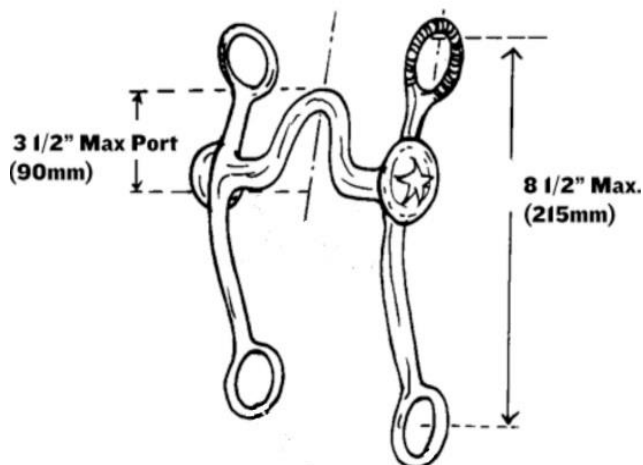
Page 72 Rule 63.1 delete the words “of preceding year” and replace with “current show year”

Page 77 Rule 64.6 Remove the word “Superior” and change 50 to 20 and change 25 to 15. Correct the spelling of the word “must”

Page 84 Rule 78.2 g) add after the word “equipment” “or of any piece of apparel”

Page 85 Rule 80.4 – First sentence insert after the word “Standards” the following “Helmets need to comply with AS/NZS 3838 (AU) and ARB HS 2012; PAS 015 (UK); ASTM F 1163 (USA; VGI (Europe)”

Page 90 Replace diagram 1 with the following:



Page 91 Rule 83.2 d) add Ranch Riding

Page 91 Rule 83.3 j) delete and replace with “Twisted mouthpieces”

Page 94 Rule 84.4 Halter Equipment Delete first sentence and add new a) and b)

a) The halter must be of leather and may be adorned with silver accents. The lead must be made of leather with a chain for attachment to halter. The chain on the lead may be under the chin, or over the nose.

b) Lip Chains – Lip chains of any type are not permitted

Re-number rest of 84.4

Page 96 Rule 84.8 Add “A horse is not eligible to compete in this class unless they have a ROM in a performance class.”

Page 99 Rule 88 add to beginning of existing rule Hunter in Hand is a class designed to assess the suitability of a horse for Hunter Under Saddle classes. A desirable horse will demonstrate a quality of movement.

Page 100 Rule 88.5 Scoring System- change from 60%, 30% 10% to 70% 20% and 10%

Page 100 Rule 88.5(c) delete entire rule and replace with: “If a horse is off pattern, the entry will be disqualified.”

Page 100 Rule 88.5 e) after the word “gait” add “up to 2 strides”

Rule 104.4 w) delete and add to rule 104.4 b) at end of the sentence, Rearing and excessive schooling

Page 105 Rule 91 Heading delete the word “only” after the word “youth”

Page 105 Rule 91 - Add to end of first sentence “The chain on the halter cannot be under the chin or over the nose; it has to come straight off the halter ring. No two (2) or three (3) year old horses can be used in this class.”

Page 105 Rule 91 g) add to end of this rule, See Rule 80.4 b) re Safety helmets.

Rule 105.7 – add the word “arena” after the words “prescribed end of _____

Page 113 Rule 95 delete in its entirety and replace with:

Rule 95 Versatility Ranch Horse Challenges

The versatility ranch horse division demonstrates the performance, versatility and conformation of the Australian Quarter Horse as a working horse. The intent is to reward an exhibitor and/or horse based on their level of expertise.

a) A Ranch Challenge with “A” Approval is to be held as a standalone event and must complete an AQHA Approval form and pay the appropriate fee.

b) A Ranch Challenge is defined as an event with a minimum of a Youth (2 age groups can be offered) Amateur (Select Amateur can also be offered) and an All Age Horse class from 3 of the following Ranch Categories

Category 1 Ranch Riding, Ranch Trail

Category 2 Ranch Reining

Category 3 Ranch Cutting, Ranch Cow Work, Limited Ranch Cow Work

Category 4 Ranch Conformation

c) For “A” approval a AQHA or a AmQHA Ranch accredited judge must be used.

- d) **Class Participation:** for all Ranch Classes
 - i) No horses less than 3 years of age may be exhibited.
 - ii) No hoof polish.
 - iii) No braided or banded manes/tails or tail extensions.
 - iv) Trimming inside ears is discouraged. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
 - v) Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.
 - vi) Holding the saddle horn with either hand will not be penalised in any ranch class.
 - vii) Posting or standing in Stirrups at Extended Trot is acceptable
- e) Tie Breaker for all ranch classes

Specific manoeuvres and/or obstacles will be selected by judge prior to start of the class and so noted on score sheets, these manoeuvres will be ranked as 1st tie breaker, second, third etc.

Rule 95.1 Ranch Riding

The purpose of the ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one property horse task to another. The horse should reflect the versatility, attitude and movement of a working stock horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse should have a natural head carriage at each gait.

- a) Horses shall be shown individually and the class may be conducted inside or outside of an arena. The pattern may be started either to the right or left direction. Show management has the option to set markers to designate gait changes. If the class is held inside an arena, the course shall be set up to make approximately one pass of the arena in each direction. Any one of the four AQHA ranch riding patterns may be used or Judge can provide another pattern as long as all elements of the class are fulfilled as follows: - Horses will be shown individually at three gaits; walk, trot and lope in each direction of the arena. - Horses will also be asked to reverse, stop and back. - The judge must ask for an extended trot and extended lope at least one direction of the ring.
- b) **Credits and Penalties** Part of the evaluation of this class is on smoothness of transitions. A horse may be collected from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that attempt to stop or do stop prior to trotting will be penalized. Judges expect to see horses that have been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit-earning situation.

Penalties will be assessed as follows: -

- i) 1 Point: Over-bridled, out of frame, too slow, gapping mouth, break of gait at walk or trot for two (2) strides or less.
- ii) 3 Point: Wrong lead or out of lead, draped reins, break of gait at lope, break of gait at walk or trot for more than two (2) strides.
- iii) 5 Point: Spurring in front of cinch, blatant disobedience, use of either hand to instil fear/praise, use of two hands per manoeuvrer, 1st or 2nd cumulative refusal, more than one finger between split reins or any fingers between reins (except two rein) per manoeuvrer.
- iv) Cannot place above others who complete pattern correctly. (OP) Off-Pattern: Breaking pattern, leaving working area before pattern is complete, repeated disobedience. Cannot place above others who complete pattern correctly.

- v) Disqualification (DQ): Lameness, abuse, illegal equipment, disrespect or misconduct, improper western attire. fall of horse/rider

Rule 95.2 RANCH TRAIL.

The ranch trail class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday property work. The horse/rider team is judged on correctness, efficiency and pattern accuracy with which the obstacles are negotiated and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well-broke, responsive and well-mannered horse which can correctly navigate and negotiate the course.

95.2.1 Course

- a) The ranch trail course will include no less than six and no more than nine obstacles. It is mandatory that the horse be asked to walk, trot and lope during the course. Walk can be part of obstacle score or be scored with the approaching obstacle. Trot must be at least 12 metres (35 feet) and score with approaching obstacle. Lope must be lead-specific, at least 17 metres (50 feet) and score with approaching obstacle. Care must be exercised to avoid set-ting up any obstacles that may be hazardous to the horse or rider.
- b) When setting courses, judge/management will be mindful that the idea is not to trap a horse/rider team or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to reduce the risk for accidents. Show committee/judge shall have the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if appropriate terrain is available. Each single-performance event can be time consuming, especially with large classes, so it is imperative that time restrictions are placed on this class. The show committee/judge, either through a pilot run or estimation, shall select a course that has a continuous and positive flow that can be negotiated in four minutes or less.
- c) Judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacles they deem unsafe, non-negotiable or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If the course cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous draws in that class.

95.2.2

The course must be designed using the mandatory obstacles and manoeuvres plus optional obstacles. Combining two or more of the obstacles is acceptable.

a) Mandatory Obstacles/Manoeuvres

- i) Ride over obstacles on the ground (usually logs).
- ii) Walk, trot or lope may be used but only one gait is required. - Walk-overs: Walk over no more than five logs no more than 10 inches high and spacing between 26 – 30 inches. The formation may be straight, curved, zig-zagged or raised. –
- iii) Trot-overs: Trot over no more than five logs no more than 10 inches high. The space between logs or poles should be 36-42 inches. The formation can also be straight, curved, zigzagged or raised. –
- iv) Lope-overs: Lope over no more than five logs no more than 10 inches high. The space between logs should be 6 to 7 feet. The formation can also be straight, curved, zigzagged or raised.
- v) Opening, passing through and closing gate: Use gate that will not endanger horse or rider and requires minimum side-passing.
- vi) Ride over wooden bridge: Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.

- vii) Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30 inch spacing is required. Back through and around at least three markers. Back through L, V, U or straight or similarly shaped course which may be elevated no more than 24 inches.
- viii) Side-pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches.
- ix) Drag an object: For open, and amateur classes ONLY. The drag is not to be used in youth classes. Drag may be a complete figure eight and may begin in either direction. The exhibitor must have the rope dallyed on the saddle horn (half or full dally) for the duration of the drag.

b) OPTIONAL OBSTACLES.

Optional obstacles may be used provided the obstacles can be found in everyday ranch work.

Optional obstacles from which selections can be made include, but are not limited to: -

- 1) A jump obstacle whose centre height is not less than 14 inches high or more than 25 inches high. Holding the saddle horn is permissible for this obstacle.
- 2) Live cattle or stuffed animals which would normally be encountered in an outdoor setting may be used but not to be used in an attempt to spook a horse.
- 3) Carry object from one part of the arena to another.
- 4) remove and replace materials from a mailbox.
- 5) Trot through cones spaced a minimum of 6 feet apart.
- 6) Cross natural ditches or ride up embankments.
- 7) Swing rope or throw rope at a dummy steer head.
- 8) Step in and out of obstacle.
- 9) Put on slicker or coat.
- 10) Stand to mount with mounting block.
- 11) Walk through water obstacle.
- 12) Open gate on foot.
- 13) Pick up feet.
- 14) Walk through brush.
- 15) Ground tie. (Hobbles are allowed)
- 16) Lead at the trot.

c) PROHIBITED OBSTACLES:

- a) Tarps,
- b) water obstacles with slick bottoms,
- c) PVC pipe used as a jump or walk over,
- d) tyres,
- e) rocking or moving bridges,
- f) logs elevated in a manner that permits such to roll in a dangerous manner.

Patterns must be posted at least one hour prior to competition. Printed handouts for exhibitors are helpful and encouraged.

95.2.4 CREDITS AND PENALTIES.

All runs begin upon entering the pen and any infractions are subject to penalty at that time (such as two hands on the reins, using either hand to instil fear or praise, etc.). The rider has the option of eliminating any obstacle, however this will result in being "off pattern" (OP) and the horse/rider team may not place above others who have completed the pattern correctly. A judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns.

Credit is given to horse/rider teams who negotiate the obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course when the obstacles warrant it while willingly responding to rider's cues on more difficult obstacles. Quality of movement and cadence should be considered part of the manoeuvre score for the obstacle.

Penalties are assessed as follows: -

1 Point Penalties: Each hit, bite or stepping on a log, cone plant or any component of the obstacle, incorrect or break of gait at walk or trot for two (2) strides or less; both front or hind feet in a single-stride slot or space at a walk or trot; skipping over or failing to step into required space; split pole in lope-over; incorrect number of strides, if specified; one step on dismount or ground tie except shifting to balance. –

3 Point Penalties: Wrong lead or out of lead; draped reins; break of gait at lope; break of gait at walk or trot for more than two (2) strides; two to three steps on dismount on ground tie. –

5 Point Penalties: Spurring in front of cinch; blatant disobedience; use of either hand to instil fear/praise; use of two hands per manoeuvre; more than one finger between split reins or any fingers between romal reins per manoeuvre (except two rein); knocking over, stepping out of or falling off an obstacle; dropping an object required to be carried; 1st or 2nd cumulative refusal; letting go of gate, four or more steps on dismount or ground tie.

Off-Pattern (OP): Breaking pattern; leaving working area before pattern is complete; 3rd refusal; repeated blatant disobedience. Exhibitors cannot place above others who complete pattern correctly. –

Disqualification (DQ): Lameness, abuse, illegal equipment, disrespect or misconduct, improper western attire; fall of horse/rider.

95.3 RANCH REINING

The ranch reining class measures the ability of the ranch horse to perform basic handling manoeuvres with a natural head carriage in a forward looking manner. Patterns may be chosen from any of the ranch reining patterns or approved by the show management and judge.

95.3.1 CREDITS AND PENALTIES. All runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins, using either hand to instil fear or praise, etc.

To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. 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 severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various manoeuvres while using controlled speed which raises the degree of difficulty and makes the horse/rider team more exciting a pleasing to watch.

95.3.2 PENALTIES:

- a) ½ point Penalties: Starting a circle or exiting a roll-back at a trot for up to two (2) strides; delayed change of lead by one stride where the lead change is required by the pattern description; failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or roll-back; over-spin or under-spin up to 1/8 turn. –
- b) 1 Point Penalties: Out of lead in the circles, figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); Over or under spinning 1/8 to 1/4 turn. Slip-ping rein –
- c) 2 Point Penalties: Break of gait; freeze up in spins or roll-backs; failure to stop or walk before executing a lope departure on trot-in patterns; failure to be in a lope prior to the first marker on run-in patterns; failure to completely pass the specified marker before initiating a stop position, trotting beyond strides, but less than 1/2 circle or 1/2 length of the arena. –
- d) 5 Point Penalties:

Spurring in front of cinch;

Blatant dis-obedience; use of either hand to instil fear/praise;

Use of two hands per manoeuvre; more than one finger between split reins or any fingers between romal reins per manoeuvre (except two rein).

Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from the bridle to the rein hand is considered use of two hands and a penalty score of – 5 will be applied.

Off-Pattern (OP): breaking pattern; inclusion of manoeuvre (e.g. over or under-spinning, backing more than two (2) strides, etc.);

Leaving arena before pattern is complete; repeated blatant disobedience; Exhibitors cannot place above others who complete the pattern correctly. - Disqualification (DQ):

Lameness; abuse; illegal equipment; disrespect or misconduct; improper western attire; fall of horse/rider.

95.4 RANCH CUTTING

This class is judged on the ability of the horse to work a cow by separating it from the herd and holding it to demonstrate the horse's ability to work the cow. A single cow is cut from the herd and the horse must demonstrate its ability to work the cow.

95.4.1 Objective will be to cut one or two cows, based on the division, from the herd and work the cow(s) with the assistance of two turn-back riders and two herd holders. Show management may supply two herd holders and two turn back riders, or exhibitors may supply their own helpers. If an exhibitor is a herd holder or turn back rider, he or she may use the horse that they are competing on, or use a different horse.

95.4.2

- a) For open and amateur division competition, there will be a two minute time limit. Each exhibitor must work two head and has the option of ending their run before the two minute limit or working the full two minutes.
- b) For youth competition, there will be a one and one-half minute time limit.

Each exhibitor may work one or two cows and has the option of ending their run before the one and one-half minute time limit or working the full one and one-half minutes. Working two cows does not assure extra credit to the run.

Time will begin when a rider crosses a time line just prior to entering the herd. Time should not start until contestant crosses a pre-determined and marked timeline. The rider will then quietly separate his/her cow from the herd.

Unnecessary roughness or disturbing the herd excessively could result in disqualification.

Ultimate credit will be given to the horses demonstrating excellence in the herd work by committing to, driving, set-ting up and working a cow in the centre of the arena with minimal disturbance to the herd.

Horses will not be penalized for reining during the cutting portion, but should display natural ability.

The hot quit shall be considered in the run content.

Scoring 100 percent will be judged by the horse's performance and natural ability.

Penalties should be assessed as follows:

- a) 1 point losing working advantage: Toe, foot, or stirrup on the shoulder working out of position –
- b) Three (3) points cattle picked up or scattered spur ring on shoulder pawing or biting cattle back fence –
- c) Five (5) points Horse quitting cow losing cow –

- d) Score - 0 illegal equipment; excessive disturbance of herd to the point that exhibitor is asked to leave the arena fall of horse/rider

95.5 RANCH COW WORK. The ideal Ranch horse must also be a cow horse and this class demonstrates and measures the horse's ability to do cow work. Holding the saddle horn is permitted. There is a time limit per horse/rider team to perform the work depending on the division and the time begins when the cow is turned into the arena. If the time has not elapsed and the judge is satisfied that all requirements of the class have been met, the judge should blow the whistle for the exhibitor to cease work. The judge may blow a whistle at any time for the exhibitor to cease work for safety reasons. Judges will give credit for what they have seen. Only the judge may award a new cow to a contestant to replace a cow that will not honour a horse. If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work. If the exhibitor accepts the new cow, the time for working the cow will start over. If the exhibitor intends to accept the new cow, the exhibitor must pull up immediately. When multiple judges are scoring, any one of the judges may terminate the work or signal for a new cow.

CONTENT. Exhibitors in the open, amateur and youth divisions are allotted three minutes to complete the work. When there is one minute left, the announcer will announce, one minute remaining. At three minutes, the announcer will call for time.

There are three parts to the class: boxing, fence work and roping or circling. –

- I. **Boxing the Cow:** The rider shall ride into the arena, face the cattle entry gate and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to hold the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.
- II. **Fence Work:** After the cow has been controlled on the entry end of the arena, the rider shall set the cow up and drive it down either side of the arena. The cow should be turned on the fence at least once in each direction. The first run out for a turn shall be past the half-way mark of the arena. All turns down the side shall be completed before reaching the end fence. –
- III. **Roping or Circling:** The amateur and youth exhibitor has the option of circling the cow in the middle of the arena in both directions in lieu of roping. An amateur or youth exhibitor may circle or rope the cow but cannot combine the two to get credit for this portion of the run. Open and cowboy exhibitors must rope the cow. To rope the cow, the exhibitor must be carrying a rope when the run starts. The exhibitor may pull up after the fence work, take down the rope and proceed to rope and stop the cow. The exhibitor must then rope the cow and bring it to a stop. In the roping portion of the class, two throws are permitted and the horse will be judged on two manoeuvres: tracking/rating and stopping the cow. It is not necessary that the exhibitor catch to receive a score in the roping portion. The catch is legal as long as the cow looks through the loop and the rope pulls tight on any part of the animal's body except the tail. The rope may be tied on or dallied. If the exhibitor does not catch, the horse will be given credit for rating and tracking and will be assessed a 2 point penalty To circle the cow, the exhibitor will manoeuvre the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle's size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted. Once an exhibitor has committed to circling a cow, if the cow falls no new cow will be awarded. The exhibitor will complete the run by riding around the fallen cow to fulfil circling requirements. In the circling portion of the judging, one whistle will terminate the work and two whistles will award a new cow.

95.5.1 CREDITS AND PENALTIES. All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instil fear or praise, etc.) are subject to penalty at that time.

- I. During "Boxing", credit will be given for the horse's expression and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work.
- II. Credit will be given during "Fence Work" for making the first run past the centre of the arena; making turns right on the cow; and controlling a difficult cow.

- III. If “Roping”, credit will be given for rating and following cow to allow rider the optimal roping position; stopping hard; and staying in the ground during the hold. Credits for each element of Roping range from – 1 1/2 to +1 1/2 points.
- IV. If “Circling”, credit will be given when the horse works willingly; acknowledges the cow; and gets close enough to the cow to control the circles. Credits for Circling range from -1 1/2 to +1 1/2 points for each direction.

95.5.2 Penalties will be assessed as follows: -

- a) 1 Point Penalties: Loss of working advantage ; Using the corner or the end of the arena to turn the cow when going down the fence; changing sides of arena to turn cow; for each length horse runs past cow; working out of position; slipping rein; failure to drive cow past middle marker on first turn. –
- b) 2 Point Penalties: Going around the corner of the arena before turning cow; when working an animal in the open field (at least 20’ from the side of arena) and the animal gets within 3 feet from the end fence before being turned; failure to catch if roping. –
- c) 3 Point Penalties: Exhausting or overworking the cow before circling or roping; hanging up on the fence (refusing to turn); knocking down the cow without having a working advantage. –
- d) 5 Point Penalties: Failure to turn the cow both directions on the fence; spurring in front of cinch; Blatant disobedience; use of either hand to instil fear/praise; use of two hands (except in snaffle bit or hackamore) per manoeuvre; more than one finger between split reins or any fingers between romal reins (except two rein) per manoeuvre. –
- e) Off-Pattern (OP): Turning tail; failure to attempt any part of the class; leaving arena before run is complete; repeated blatant disobedience; schooling after entering the arena prior to calling for cow; schooling horse between cows, if new cow is awarded; cannot place above others who complete pattern correctly. –
- f) Disqualification (DQ): lameness, abuse, illegal equipment, disrespect or misconduct, improper western attire; fall of horse/rider If the open rider runs out of time to rope, there will be no credit for the stop/hold manoeuvre and a 2 point penalty for failure to catch. Riders may still earn credit for tracking/rating/control/position and speed/ degree of difficulty.

95.6 LIMITED RANCH COW WORK AMATEUR/ YOUTH.

Content. Exhibitors in the limited ranch cow work cannot compete in both the ranch cow work and limited cow work class, at the same show with the same horse. Any amateur or select rider may fall back one time to the limited ranch cow work. Limited ranch cow work exhibitors are allotted one minute and forty-five seconds to complete the work. When there is one minute left, the announcer will announce, one minute remaining. At one minute and forty-five seconds, the announcer will call for time.

There are three parts to the work: boxing the cow; setting up the cow and driving it down the fence to the opposite end of the arena; and boxing it at the opposite end of the arena. There is no expectation that the exhibitor will make a ‘fence turn’, rather the drive down the fence demonstrates correct position and control around the corner.

- I. Boxing the Cow – The rider shall ride into the arena, face the cattle entry gate, and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse’s ability to “hold” the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse’s ability to drive and block the cow on the entry fence.
- II. Set Up Cow and Drive Down Fence to Opposite End of Arena – After the cow has been controlled on the entry end of the arena, the rider shall set the cow up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately 1/2 to 3/4 the length of arena. Rider will then stop and release the cow and move horse toward centre of arena to set the cow up for boxing.
- III. Boxing the Cow at Opposite End of Arena – The exhibitor will again control or “hold” the cow for the remainder of time at end of the arena to demonstrate the horse’s ability to “hold” the cow.

95.6.1 Credits

All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instil fear or praise, etc.) are subject to penalty at that time. During "Boxing", credit will be given for the horse's expression and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Credit will be given during "Set Up Cow and Drive Down Fence" for rating the cow; blocking the cow with pressure towards the end of the arena; driving the cow with con-rol down the side of the arena; and controlling a difficult cow.

95.6.2 Penalties will be assessed as follows: -

- I. 1 Point Penalties: Loss of working advantage; working out of position; slipping rein
- II. 3 Point Penalties: Knocking down the cow without having a working advantage; losing a cow while boxing.
- III. 5 Point Penalties: Spurring in front of cinch; blatant dis-obedience; use of either hand to instil fear/praise; use of two hands (except in snaffle bit or hackamore) per manoeuvre; more than one finger between split reins or any fingers between romal reins (except two rein) per manoeuvre.
- IV. Off-Pattern (OP): Turning tail; failure to attempt any part of the class; leaving arena before run is complete; repeated blatant disobedience; schooling after entering the arena prior to calling for cow; schooling horse between cows (if new cow is awarded); cannot place above others who complete pattern correctly. –
- V. Disqualification (DQ): lameness, abuse, illegal equipment, disrespect or misconduct, improper western attire, fall of horse/rider.

95.7 RANCH CONFORMATION. The purpose of ranch conformation is to preserve the Quarter Horse type by selecting well-mannered individuals in the order of their resemblance to the breed ideal and that are the most positive combination of balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling.

- I. The ranch conformation class must be held after the conclusion of the other events,
- II. To be eligible to compete in the ranch conformation class the horse must be shown in at least one class one of the other categories the day of the show.
- III. All horses will be shown together as one class: -
 - a) Open/Amateur: stallions, mares and geldings –
 - b) Youth: mares and geldings
- IV. Horses are to be shown in a good working halter: rope, braided, nylon or plain leather. Horses will walk to the judge one at a time.
- V. As the horse approaches, the judge will step to the right to enable the horse to trot straight to a cone placed 50 feet away. At the cone, the horse will continue trotting, turn to the left and trot toward the left wall or fence of the arena. After trotting, horses will be lined up head to tail for individual inspection by the judge.
- VI. The judge shall inspect each horse from both sides, front and rear and place the horses in order of preference

Page 113 Rule 95.4 add j) It is acceptable to stand in the stirrups at the extended jog/trot.

Page 114 Rule 95.8 – Insert numbering as follows:

- a) One (1) point Penalties
 - b) Three (3) point penalties
 - c) Five (5) point penalties
- Blatant disobedience (kick, bite, buck, rear etc).
Each refusal.
- d) Zero (0)
 - e) A horse must be placed below horses that:
 - i) eliminates manoeuvres; and
 - II) incomplete manoeuvres

Page 121 Rule 97.3 Delete c) and replace with: Class procedure – All exhibitors will complete an individual workout. Horses will be shown at three (3) gaits – walk, trot and extended trot. Judge can set their own patterns, or use the patterns in this rule book, but must keep in mind the limitations of the RWD riders. All exhibitors may work as a group of ten or less when competing on the rail at a walk and trot both ways.

Page 121 97.3 delete d) and e) and insert new d) as follows: d) Scoring - Exhibitors are to be scored 0 to 100. Refer to Rule 89.8.

Page 122 Rule 97.4 Delete b) and replace with: Class procedure – All exhibitors will complete an individual workout. Horses will be shown at three (3) gaits – walk, trot and canter. Judge can set their own patterns, or use the patterns in this rule book, but must keep in mind the limitations of the RWD riders. All exhibitors may work as a group of ten or less when competing on the rail at a walk, trot and canter both ways.

Page 122 97.4 delete c) and d) and insert new c) as follows: Scoring - Exhibitors are to be scored 0 to 100. Refer to Rule 89.8.

Page 123 Rule 97.5 Delete d) and replace with: Class Procedure. All exhibitors will complete an individual workout. Horses will be shown at two (2) gaits – walk and jog. Judge can set their own patterns, or use the patterns in this rule book, but must keep in mind the limitations of the RWD riders. All exhibitors may work as a group of ten or less when competing on the rail at a walk and jog both ways.

Page 123 Rule 97.5 delete e) and add new e) Scoring - Exhibitors are to be scored 0 to 100. Refer to Rule 89.8.

Page 123 Rule 97.6 Delete heading and replace with: Walk, Jog, Lope Western Horsemanship.

Page 123 Rule 97.6 Delete b) and replace with: Class Procedure. All exhibitors will complete an individual workout. Horses will be shown at three (3) gaits – walk, jog and lope. Judge can set their own patterns, or use the patterns in this rule book, but must keep in mind the limitations of the RWD riders. All exhibitors may work as a group of ten or less when competing on the rail at a walk, jog and lope both ways.

Page 123 Rule 97.6 Delete c) and d) and replace with new c) Scoring - Exhibitors are to be scored 0 to 100. Refer to Rule 89.8.

Page 124 Rule 97.7 c) delete the last two sentences and replace with “This class be scored according to Rule 100.

Page 124 Rule 97.7 d) delete the last sentence and replace with “Judge can set their own patterns, or use the patterns in this rule book, but must keep in mind the limitations of the RWD riders.”

Page 125 Rule 97.8 b) delete sentence 4 and 5 and replace with “Judge can set their own patterns, or use the patterns in this rule book, but must keep in mind the limitations of the RWD riders. Patterns are to be posted at least one (1) hour before the class.” Delete “No exhibitor will be disqualified except for safety reasons at the Judge’s discretion. Exhibitors going off pattern will be penalised.”

Page 128 Rule 98.6 3rd paragraph – insert a new line before the words “standing directly

Page 128 Rule 99 Equipment – delete the first three sentences and replace with:

Western type saddle and equipment must be used. Any approved bit can be used irrespective of the age of the horse, any rawhide bosal, mechanical hackamores or other types of bridles is the optional choice of the contestant. However, mechanical hackamore nosepieces must be covered in leather and cannot have visible or bare metal in contact with the horses head.

Page 132 Rule 100.2 c) add vii) biting an obstacle

Page 134 Rule 100.6 d) insert comma after 90cm delete the word wide and insert the word length

Page 135 Rule 101 – Delete Walk Jog/Trot and insert heading “Youth Walk Jog/Trot

First and 2nd paragraph to stay as is

a) and b) to remain as is

Delete c) to j) and replace with:

c) Classes: Youth Walk & Jog Western Pleasure

Youth Walk & Jog Western Horsemanship

Youth Walk & Jog Trail

Youth Walk & Trot Hunter Under Saddle

Youth Walk & Trot Hunt Seat Equitation

d) These classes can be held at “A” and “AA” shows

e) No 2 or 3 year old horses can be used in these classes

f) If the rider is riding two (2) handed then the horse must be in a snaffle (regardless of age of horse)

g) Equipment/gear and apparel must be used/worn according to type of class contested (Western or English)

(exception see f)

h) When riding in a western saddle it must have fenders of a suitable length and an english saddle stirrups are to be at a suitable length

h) It is mandatory that an approved safety helmet must be worn and buddy stirrups are accepted

i) No rider entering the above classes can enter any other ridden class on the program

Page 135 Rule 100.7 Add l) Straddling a rail

Page 138 Rule 102.3 – Delete 4th paragraph “When riding without stirrups, the exhibitor should maintain the same position as previously described “

Page 139 Rule 102.4 – Minor Faults - after the words “up to” add the words “2 strides”

Page 140 Rule 102.4 – Severe Faults – delete “Spurring in front of the shoulder” and replace with “Spurring in front of the cinch”.

Page 142 Rule 104.2 – First line change four (4) to five (5)