



AZVRHA

Walk/Trot Division Supplement

This division of ranch horse competition is for Adult or Youth riders who wish to experience showing their ranch horses at an introductory level. This division will be governed by the general rules of the WSVRHA Handbook except as noted in this supplement.

TERMS OF ELIGIBILITY

1. Any adult or youth rider in their first year of showing is eligible provided they have **not** shown in any Ranch Horse competition where loping, fence work, or roping has been involved.
2. All riders must agree to become a member of AZVRHA prior to entering any AZVRHA sanctioned show. You are not required to join WSVRHA until moving out of the Walk/Trot division.
3. AzVRHA Year End Awards will be provided for this division per AzVRHA rules.
4. Riders may enter this introductory Walk/Trot division for as many show seasons as needed, However...
5. When a rider wins the year-end overall award, it is recommended that the rider move to the appropriate division above Walk/Trot. (An evaluation may be requested to determine if the rider should stay in the W/T division for another season)
6. The rider may not cross over into any other division while in the Walk/Trot division.
7. The horse may be shown in any legal Western bit or snaffle bit regardless of age.
8. The rider may use two hands while showing.
9. Riders may enter all or individual classes as described below.

RANCH CUTTING

Refer to WSVRHA Handbook VII(C) for general cutting rules and description. All WSVRHA Ranch Cutting Rules will govern this class except as define below.

The Walk Trot Rider will enter the herd, driving one or more head out, continue stepping forward to set up one cow to be separated from the herd in the center of the arena. If the rider fails to separate a cow from the herd the penalty will apply and the rider will be allowed to attempt to set up the cut one additional time. A maximum of 1 minute 45 seconds will be allowed to attempt the “set up to a cut”.

- The judges’ whistle will blow when one cow is sufficiently out of the herd and the rider indicates he/she is set up to work by stopping the horse in the working position and “Tagging off” the cow.
- “Tagging off” is indicated by first stopping the horse, the rider then places the non-rein hand at the wither while using the rein hand to slowly back and turn the horse away from the cow.
- If the cow is lost to the herd prior to the judges’ whistle, penalties will occur.
- The rider will be allowed to enter the herd to cut out a cow not more than twice to avoid disrupting the herd.

Possible credit earning situations:

- Demonstrating good herd working skill
- Shaping (setting-up) the cut
- Maintaining working advantage

Scoring

Each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- A. Loss of working advantage
- C. Working out of position
- D. Toe, foot or stirrup on the shoulder

3 POINT PENALTY

- B. Cattle picked up or scattered
- D. Back Fence
- E. Biting or striking the cow
- H. Hot Quit

5 POINT PENALTY

- A. Quitting the cow
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant disobedience
- E. Use of either hand to instill fear or praise
- F. Failure to separate a single cow after leaving the herd
- L. Losing the cow back to the herd
- S. Changing cattle after a specific commitment

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- H. Leaving the arena before the run is complete

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

RANCH TRAIL

The rider will follow the written Walk Trot Trail Pattern. The Pattern will meet the requirements as outlined in the WSVRHA Handbook except;

1. There will be walk, trot, or extended trot maneuvers with stop, back, side pass options; no loping.
2. ~~The rider will drag the log or other obstacle in a straight line, or to the "right" only.~~ No log drag element will be used in Walk Trot

3. ~~Roping the dummy must be performed from a halted position and while mounted, no dismounting for this obstacle.~~ Rope handling will be a required element but at a modified degree of difficulty.

Scoring

Each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor.

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- G. Incorrect or break of Gait at walk or jog for two strides or LESS
- H. Each hit, bite, push or stepping on a log, cone, plant, gate or any component of the obstacle. *(Ticks through brush piles or jumbles will not be penalized)*
- I. Incorrect number of strides, if specified
- K. Skipping over or failing to step into required space
- P. Split pole in lope over
- S. One step on dismount or ground tie except shifting to balance
- T. Both front and hind feet in a singled stride slot or space at a walk or trot

3 POINT PENALTY

- G. Break of Gait at walk or trot for MORE than two strides
- R. Draped reins
- S. Two to Three Steps on dismount or ground tie

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- K. Knocking over, stepping out of, or falling off of an obstacle
- L. Let go of gate
- O. Dropping an object required to be carried slicker, rope etc.
- R. First or Second refusal cumulative, (balk or evade)
- S. FOUR or more steps on dismount or ground tie

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- E. Repeated blatant disobedience
- H. Leaving Arena before pattern is complete
- N. Failure to attempt an Obstacle
- P. Missed Pattern
- R. Third refusal (Balk or evade), will be asked to move on

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

RANCH RIDING

The rider will follow the pattern of written transitions for the Walk Trot Ranch Riding class. The pattern will meet the requirements as outlined in the WSVRHA Handbook except, there will be no loping. The pattern will be made up of multiple walk, trot, and extended trot transitions; stop and turn maneuvers may be asked to be performed by the rider. If markers are provided the rider must stay within the markers (markers on the outside of the pattern or as indicated by the pattern) to avoid a major penalty.

Scoring

Each maneuver will receive a Judge's Score that will be added or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1 POINT PENALTY

- A. Too slow at any gait per maneuver
- G. Incorrect or break of gait for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver
- G. Gapping mouth

3 POINT PENALTY

- G. Incorrect or break of Gait at walk or jog for MORE than two strides
- R. Draped Reins

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- D. Blatant disobedience
- F. Instill fear or praise
- R. First or Second refusal cumulative, (balk or evade)

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Missed Pattern
- D. Repeated Disobedience (Balk or evade), will be asked to move on
- H. Leaving Arena before pattern is complete

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

RANCH REINING

WSVRHA Handbook Ranch Reining rules will govern the Walk Trot Ranch Reining except no loping will be required. The rider will follow the pattern of reining maneuvers that may include walk, trot, extend the trot, stop, roll back, back, and spinning. Center and end markers will be placed as appropriate to the pattern being ridden. Emphasis will be placed on a well-controlled and symmetrical pattern with horse and rider in balance for good circles, stops, rollbacks, and spins as described in the pattern.

Scoring

Each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

In addition, each maneuver is subject to penalties, the penalties should be assessed per occurrence as follows:

1/2 POINT PENALTY

- F. Failure to remain 20' from fence on approach to stops and roll backs
- S. Over/Under spin up to 1/8

1 POINT PENALTY

- O. Over/Underspin between 1/8 & 1/4

2 POINT PENALTY

- B. Break of gait
- F. Freezing up in spin or roll back
- S. On trot in patterns failure to stop before ~~lope~~ departure

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- P. Missed Pattern
- M. Inclusion of a maneuver (over/under spin more than ¼ and backing more than 2 strides)
- H. Leaving Arena before pattern is complete
- D. Repeated blatant disobedience

DISQUALIFIED – DQ (score -0-) - See page 20

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)

RANCH COW WORK

WSVRHA Handbook Ranch Cow Work rules will be the governing rules of this class. This is the introduction to both horse and rider to begin controlling the cow for boxing and later, for fence work and roping of the cow. The use of an extended trot rather than the lope is more appropriate to this division.

Upon completing the Ranch Reining Pattern or entering the arena the rider will call for the cow. The cow is to be worked in a "tracking" position.

- Time begins when the gate closes behind the cow, the rider will stop the cow on the same end of the arena, then position behind the cow and begin demonstrating the horses and rider's ability to rate the speed of the cow and track the cow for 50 seconds
- The judge's whistle or the timer will signal completion of work.
- Loping will be allowed, without penalty, up to five (5) strides as needed for a faster cow.
- Excessive loping beyond five (5) strides will be penalized one (1) point per occurrence, up to a two (2) penalty points maximum
- Continuing to lope in this class may cause you to be assessed a maneuver score of up to – 1 ½.
- There will be no stopping or turning of the cow on the fence.
- The horse that shows cow sense in rating and tracking the cow with a light contact rein will be rewarded over a horse that is ridden with a tight rein and that is lacking in cow sense.

Scoring

Each division will have a unique score sheet and each maneuver will receive a Judge's Score that will be added to or subtracted from 70 and will be scored on the following basis, ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor.

1 POINT PENALTY

- A. Loss of working advantage
- L. Loping (6) strides or more
- P. Working out of position
- S. Slipping rein

3 POINT PENALTY

- E. Exhausting or overworking the cow
- K. Knock down cow w/out working advantage
- L. Losing a cow while boxing

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience

MAJOR PENALTY - "OP": Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- H. Leaving the arena before the run is complete
- J. Schooling between rein work and cow work or before cow work begins
- K. Schooling between cows, if new cow awarded
- N. Failure to attempt any part of the class

DISQUALIFIED – DQ (score -0-) - See page 20

A. Inhumane Treatment

B. Lameness

G. Illegal Equipment

N. Improper Western Attire

D. Disrespect or misconduct

F. Fall of horse/rider

Out of control, endangering the rider (judge blows whistle and ends the work)