

# West Central 4-H Light Horse Show Regulations

## Cattle Events

### Roping Events General Rules:

1. All roping events will be timed
2. Long sleeved shirts are required.
3. One official will be designated as barrier judge and one official will be designated as official flagman.
4. All members will start from behind an automatic barrier. Breaking the barrier will result in a 10 second penalty added to the contestant's time.
5. Any unruly horse or horse considered unsafe to either the contestant or the arena help may be dismissed from the competition. Horses are expected to be able to enter the box and wait for the barrier to be set. Decisions on such matters are made by the show management personnel in charge of the roping events and are not subject to protest.
6. All claims of foul by the barrier or gateman must be declared prior to contesting the cattle.
7. All decisions of the officials are final and not subject to protest.

### Breakaway Roping:

1. Maximum time allowed is one minute.
2. Two loops will be allowed.
3. A regular rope is tied to the saddle horn or swell with a breakable string. Time starts at the signal of the barrier flag and stops when the flagman signals that the rope breaks away from the saddle as a result of a legal catch.
4. The only legal catch is a "bell collar" catch.
5. Judges will rule whether a catch is legal and whether the rope breaks away as result of a legal catch or as a result of the horse or calf stepping on the rope or similar occurrence. The contestant will be given a "no time" when something other than a legal catch causes the rope to break away.

### Team Roping:

1. This will be a timed event. Time starts with the release of the barrier and ends when the ropes are tight and the horses have faced each other.
2. Legal head catches are both horn, half-head and around the neck. A 5-second penalty will be assessed for roping only one hind foot.
3. A maximum of two loops is allowed for each team. Failure to complete requirements will result in a no time.
4. Riders must remain mounted. Loss of the rope by either header or heeler is an automatic disqualification.

### Team Penning:

1. Penning is a team event. Each team shall consist of three riders. Teams will be drawn up by the show secretary and depending on numbers entered and the experience of the members, will consist of members from different clubs with each team having at least one well experienced member.
2. Teams will be given their assigned cattle numbers at the time line. Team members must cross the time line within 30 seconds after the cattle numbers are called.
3. The starting line will be drawn across the arena 40 feet in front of the settled herd or adjusted to fit the arena.
4. The pen shall be on the opposite end of the arena from the cattle. The open end of the pen shall be 30 ft. from the arena fence or adjusted 5 ft at a time to fit the arena. The pen shall be no greater than 12ft by 24 ft with a 12 ft opening and a 12 ft wing with a slight angle toward the opening of the pen.

5. Time will begin when the first rider crossed the time line. Any or all team members may cross the time line. Any or all team members may cut. The team has 2 minutes to cut three head bearing the team's designated number, move them across the time line and pen them. Time ends when a team member signals the timekeeper while in the entrance of the pen.
6. If more than one head, other than the assigned numbers are brought across the time line, the team will be disqualified. Once a team has successfully cut one, two or three head of assigned cattle from the herd and has committed itself to working on the pen end of the arena, holding the herd at the opposite end is no longer required. Cattle that then cross the line on their own, without being caused to do so by the team are not counted.
7. If an animal not bearing the team's designated number is penned, the team will be disqualified. Any teams attempting to cut or drive cattle using hats, ropes, quirts, reins or any other equipment will be disqualified.
8. The member in the hole can call for time with only one or two assigned cattle penned. However, teams penning three head place higher than teams penning two head, regardless of time. Teams penning two head place higher than teams penning one head, regardless of time. Teams will receive a 30 second warning prior to the 2 minute time limit.
9. At the discretion of the class judge, teams who are carelessly scattering the herd, abusing or intentionally mistreating the cattle will be excluded from the arena and will receive a no time.

### **Working Cow Horse:**

1. Both the cattle working part of this event and reining part are mandatory.
2. Emphasis on the cow work scoring portion shall be based on the horse's maintaining control of the cow at all times, exhibiting superior cow sense, and natural cow-working ability without excessive reining or spurring.
3. At the start of the cow-work portion, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena for a sufficient time. This demonstrated the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Then the contestant shall take the animal to an open part of the arena and take the animal in a circle at least once in each direction. This is an ideal fence work; however, the judge should take into consideration the size of the arena, the condition of the ground, and the disposition of the cattle.
4. If time and number of cattle permit, the judge, at his or her discretion, may award new cattle because:
  - The cow will not or cannot run
  - The cow will not leave the end of the arena.
  - The cow is blind or will not yield to the horse
  - The cow leaves the arena
5. The following are considered faults:
  - Exaggerated opening of the mouth
  - Hard or heavy mouth
  - Nervous throwing of the head
  - Lugging on the bridle
  - Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up, which is the characteristic of an over-trained horse.
  - Losing a scow or being unable to finish a pattern because of a bad cow; the contestant will be penalized at the judge's discretion.
  - Touching the horse or saddle with the free hand, except during the cow-work portion of the class when the rider may hold onto the horn.
  - Turning tail
  - Any horse that runs over the cow, thus causing the fall of the horse and/or rider shall terminate the work at the time.
6. The judge may blow the whistle at any time to terminate the work.

7. The contestant should keep working until the judge blows the whistle. If the contestant quits working before the whistle or if the work is not yet complete at the whistle, the contestant will receive a 0 for the working cow portion.

### **Cutting:**

1. A horse will be given credit of the ability to quietly enter a herd of cattle, make a deep cut, separate a cow from the herd and set the cow upon the enter of the arena.
2. Credit is given to a horse that works on a loose rein without being reined while working the cow. The degree of difficulty involved while working and eye appeal are factors considered for credit.
3. Penalties are assessed when a horse loses his working advantage and when horse is reined or riding a tight rein.
4. Penalties include horse quitting a cow, changing cattle after a commitment, turning tail to cow being worked, and falling.
5. Ranch cutting will follow AQHA cutting rules, with the exception that the member may direct the horse with either one or two hand on the reins.
6. Open Cutting will follow AQHA rules.

### **Ranch Horse:**

Ranch Horse will not involve cattle, but may involve the following:

- a. Open and close a swinging gate
- b. Flying lead changes (Sr. Horses) or Simple lead changes (Jr. Horses)
- c. Dragging and object
- d. Walk over
- e. Balanced stop
- f. Roll back
- g. Back up
- h. Dismounted dummy roping, or mounted dummy roping
- i. Riders must ride with one hand (unless switching hands for gates or roping) when riding
- j. A senior horse. Riders may ride with two hands on Junior Horses.
- k. Slicker
- l. Ground tying or hobbling
- m. Trailer loading
- n. Any other maneuver at the discretion of the judge or committee