

2016 FCA Ranch Horse Competition Rules and Regulations

Mandatory Competitor meeting 8:30 am October 1, 2016 by the Horse Entrance to the Silver Spurs Arena

The FCA Ranch Horse Competition has been developed to give an opportunity for working cowboys and cowgirls to showcase horses used in daily ranch work.

Therefore

1. All Contestants must be a member in good standing of the Florida Cattlemen's Association or Florida Cattlemen Inc.
2. No horses may be exhibited that have earned points or money in other recognized ranch horse associations.
3. Horse trainers deriving a significant portion of their income from training or showing horses that compete in other recognized ranch horse associations, may not participate in this event.
4. The FCA Ranch Horse Committee reserves the right to grant approval or deny request to participate in this event.

The 2016 Ranch Horse Competition will consist of three classes:

- 1- The Colt class will involve exhibitors showing horses three years of age and under. Exhibitor must show a registered horse and present that horse's registration papers prior to the start of the competition.
- 2- The Open class will consist of exhibitors showing horses of any age. Horses may or may not be registered.
- 3- The Youth Class will involve exhibitors 17 years old or younger on the day of the competition.

Legal Tack and Equipment

- 1- Horses may be shown in any bit and bridle combination.
- 2- All reins are considered legal and may be held in any manner
- 3- No horse may be exhibited with a tie down, training fork, running martingale or draw reins.
- 4- During the roping portion, the exhibitor may elect to dally or be tied on. Judges will give no preference to either choice.
- 5- Horses **may not** be shod with sliding plates.

Class Description

This class combines the reining ability, cow sense and roping ability of the horse and will be judged on horse's reining ability, cow sense and roping ability. Each contestant will perform individually; first by doing all of reining elements, and then releasing one cow into the arena.

Exhibitors will be allowed a maximum of five minutes to complete the class. At the four-minute mark there will be a one-minute warning whistle. When the five-minute time limit has expired, the exhibitor will be required to exit the arena.

To complete the Reining portion of the contest you must in any order:

1. Do at least two circles in each lead, changing leads when changing circle direction (at least two circles to the left in left lead and at least 2 circles to the right in the right lead)
2. Do at least 3 square, sliding stops
3. Do a rollback to the right
4. Do a rollback to the left
5. Back up at least 10 feet
6. Do two spins to the right.
7. Do two spins to the left.
8. Signal to the judges that you have completed your reining pattern

If you perform approved AQHA Working Ranch Horse pattern #1 it will fulfill all of the above requirements, however you do not have to do any set pattern.

After the exhibitor has completed his reining pattern, he will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate 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. Exhibitor must then rope the cow and bring it to a stop. There is to be no dragging. The exhibitor is allowed only two throws. In order for a catch to be legal; the loop must hold in front of the shoulders.

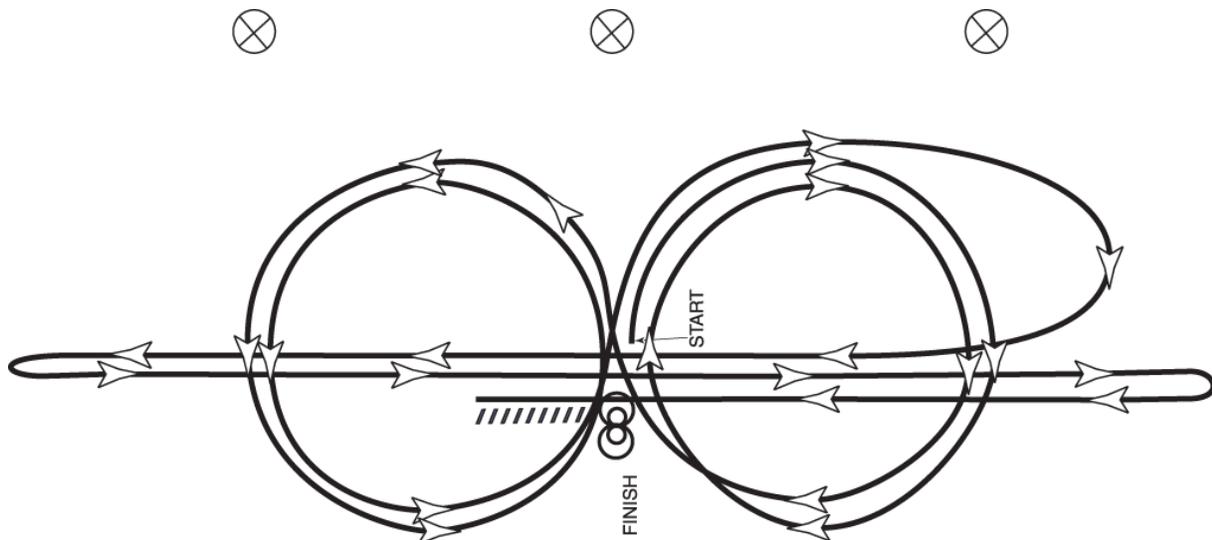
The class will be judged in three parts. The reining, the cow work and the roping portion. At the end of the performance, the scores for the three portions will be added together for the final score. **(There is the possibility that a ranch obstacle will be added in for additional scoring)**

- If the contestant fails to attempt any part of the class, he or she will receive a zero for the entire class.
- It is not necessary that the roper catch for the contestant to receive a score in the roping portion. If there is no catch, a five point penalty must be subtracted from the roping score accumulated prior to the catch (i.e., if a horse trails and rates its cow but no catch is made, the horse will receive the score it has earned up to the point of the catch minus five points).

Disqualifications

- Equipment failure
- Rope falls off the saddle
- Failure to attempt any portion of the class
- Rider falling or being thrown to ground

WORKING RANCH HORSE PATTERN 1- Fulfills all Reining portion requirements but you do not have to follow this pattern.



1. Beginning at the center, take a right lead and do two circles to the right, away from the judge, of moderate size and speed.
2. At the center of the arena, change leads and do two circles to the left both of moderate size and speed.
3. At the center of the arena, change leads.
4. Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena; run the length of the arena past marker.
5. Do a square, sliding stop, hesitate.
6. Turn left and begin a run to the opposite end of the arena; run length of arena past the marker.
7. Do a square, sliding stop, then hesitate.
8. Turn right, and begin a run down past the center marker of the arena.
9. Do a sliding stop, and back to the center of the arena or at least 10 feet (3 meters). Let horse settle in approximate area of stop.
10. Do two spins to the right.
11. Do two spins to the left.
12. Hesitate to show completion of pattern.