

SHOW

Stock Horse of Wisconsin Event Rules

SHOW Competition Divisions

Junior Youth - 10 and under

Senior Youth - 11-18

Adult - 19 and older

Equipment and Attire

Equipment - Horses shall be shown in a western or like saddle. Silver equipment will not count over good clean, working equipment. Horses, of all ages, may be shown in a snaffle, bosal, or curb bit. No more than one finger is allowed between non-romal reins with curb bit. No fingers between the reins are allowed with a romal. Curb chains or straps must be at least 1/2 inch in width and must lie flat against the horse's chin. No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under the jaws. Prohibited equipment includes tie downs, gag bits, mechanical hackamores and running martingales. A judge may prohibit the use of any equipment deemed to be inhumane or unsafe for the rider, horse or cattle.

Attire - Riders shall wear protective headgear or western hats, long-sleeved shirts and western boots. Western boot type must include a heel. The use of spurs and chaps shall be optional. Clothing should be neat and clean.

Scoring

No horse shall be disqualified except for illegal equipment or obvious lameness. A horse and rider will be given credit for what they can do subject to the rules and scoring of each class. Using two hands on a curb bit will result in a two point run content deduction per maneuver in all classes. Specific deductions are listed with each class.

Point System

The judge must place each class in its entirety. The judge should avoid ties, one-half points are permissible. Specific maneuvers will be designated by the judge to be tie breakers in a class. The tie-breaker maneuvers will be made prior to the start of the class and so noted on score sheets for the show secretary to use in breaking ties in the class. Every horse in the class is awarded one point for each horse they beat, plus one point. (Examples: In a twenty horse class, the first place horse gets twenty points and the twentieth place horse gets one point. In a ten horse class, the first place horse gets ten points and the tenth place horse gets one point. In a five horse class the winner gets five points and the last place horse gets one point.) This system will be used for any size class.

High Point - High point will be based on points accumulated at the annual ranch show by the rider/horse combination entered for the high point award. *"If a participant is entered more than once in an event, only the point from their best run will accumulate to the high-point award."* High Point ties will be broken by awarding the high point award to the horse/rider with the highest placing in the Trail class. If this doesn't break the tie, the other classes will be used in the following order, pleasure then reining.

Entry and Fees

All participants must be a member of Stock Horse of Wisconsin (if you are not you may join the day of the show). Cost of entry to the classes and any cattle charges will be according to the show bill for the day. Entries will close for each class or division at the start of that class or division.

Note – Roughing the livestock in all cattle classes will be grounds for disqualification. This judgment will be made by members judging those classes.

The following is a list of classes that may or may not be included as part of the annual ranch show.

Stock Horse of Wisconsin Classes

Stock Horse Trail

The trail class is a judged test of a horse and rider's ability to cope with situations encountered in everyday ranch work. The horse will be ridden through trail course consisting of a pattern of obstacles and tests. A contestant has 4 minutes to complete the course. For all divisions the course will consist of no less than six and no more than eight obstacles or tests. The Youth Divisions may exclude some obstacles and tests (notably the rope drag) not suitable for the safety or skill level of young riders. The trail course will not be made available to exhibitors or posted until the day of competition. On the day of competition, the course may be walked on foot, but no horses are allowed on the trail course prior to competition.

The course may be indoors or outdoors, depending on the weather and the facilities available at the hosting arena. The following is a partial list of obstacles and tests that may be included in the course: Open and close gate, walk over bridge, carry sack of feed, jump over obstacle, side pass, walk over water obstacle, ground tie or hobble, pick up feet, lead at the trot, walk through brush, swing rope, load in trailer, trot or lope over posts, step in and out of obstacle, put on slicker or coat, stand to mount, open gate on foot, rope dummy steer head, drag obstacle with rope thru obstacle, and back thru, in, or around selected areas. The horse shall be asked to walk, trot and lope in designated segments of the event course. ((Note: For future events, SHOW welcomes member's suggestions for new and different obstacles and tests that can challenge horse and rider and simulate everyday ranch work.))

Scoring - Each course obstacle and test is worth 10 points. Scoring is made on the ability of the horse to negotiate obstacles cleanly, correctly, briskly and without undue hesitation. The rider has the option of eliminating any obstacle and taking a score of "0" for the missed obstacle. A judge may ask a horse to pass, and receive "0" for that obstacle, after three refusals or for safety concerns.

Stock Horse Pleasure Class

This class serves to measure the ability of the horse to be functional and a pleasure to ride. Horses shall be shown individually at the walk, trot and lope in both directions.

Markers shall be setup to designate gait changes or called on the public address system. If the class is held inside of an arena, the pleasure course shall be setup to make approximately one circle of the arena in each direction. If open terrain is available, the class may be held outside an arena. The pattern may be started either in the left or right direction. The order of gaits shall be: 1) Walk 2) Trot 3) Extended Trot 4) Lope 5) Stop and Reverse 6) Walk 7) Lope 8) Extended Lope 9) Trot 10) Stop and Back. The extended trot may be ridden with the rider either posting or standing in the stirrups. The reverse may be executed in either direction.

Scoring - Each gait, including transitions, will be scored from 1-10. There will be 5 scores in each direction for a total of 10 scores and a maximum of 100 points for each horse's work. The scoring guide for each maneuver, including transitions, is as follows:

- 1-4 Points – Major faults such as wrong lead, broken gait, lack of control, failure to perform requested gait.
- 5-7 Points – Average quality of movement of gaits and transitions with some or no faults.
- 8-10 Points – High quality mover that is functionally correct in all gaits and transitions, well mannered and responsive, soft and cadenced in all gaits.

Stock Horse Reining

This class measures the ability of the western stock horse to perform many basic handling maneuvers. The horse should guide willingly without undue resistance. For this event SHOW adopts the Stock Horse of Texas Association's two recognized patterns one of which will be selected by the event sponsors or judge and posted on the day of competition. Pattern 1 requires a stop before beginning the spins. Pattern 2 requires a break to a walk or stop before executing the lope.

Scoring - The patterns are broken down into either 7 or 8 maneuvers to be scored 10 points each. Reduction in scores of 2 points per maneuver will be assessed for using 2 hands with a curb bit. Over or under spinning will reduce the score 2 points per maneuver. Maneuvers performed incorrectly or without any degree of difficulty will be scored accordingly. Kick out will reduce the score by 5 points per maneuver. Break of gait will reduce the score by 3 points per maneuver. Dragging our lead will reduce the score by 2 points per corner of the circle.

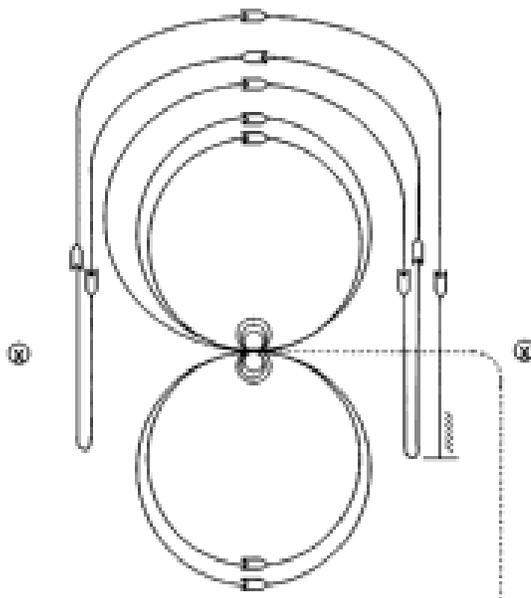
Pattern 1:

Mandatory Markers

The judge shall indicate with markers on arena fence the center of the pattern.

Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction (first left then right).
3. Begin on right lead and lope two large circles to the right, change leads.
4. Lope two large circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



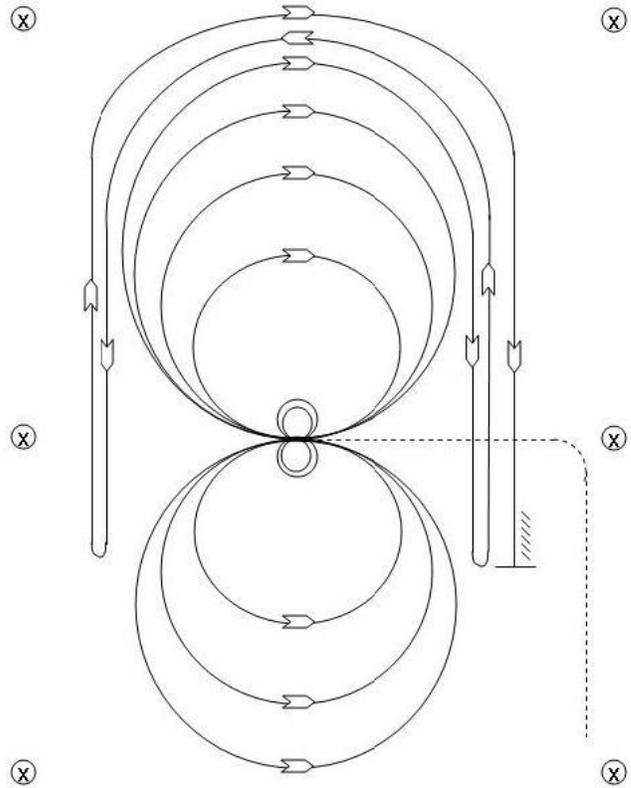
Pattern 2:

Mandatory Marker Along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do two spins to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
7. Do two spins to the inside of the circle, slight hesitation, horse to be facing left wall.
8. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
10. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence, no hesitation.
11. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



Stock Horse Boxing

This class has been designed to demonstrate and measure a horse and rider's versatility and ability to do cow work while maintaining control with softness of face and body in response to the rider's cues.

The rider will enter the arena and perform the pattern posted on the day of the show. The pattern will be a simplified reining pattern that will include loping circles, simple lead changes, side pass, turn on the haunches, stop from trot, and backing. After completing the pattern, the rider will face the cow end of the arena and call for their cow. Time will start when the cow is turned into the arena. The horse and rider will have one minute to demonstrate the horse's ability to "hold" the cow in the entry portion of the arena or along the adjacent fence. If the cow does not challenge the horse, the rider shall aggressively move in on the cow to demonstrate the horse's ability to drive and block the cow.

Scoring - The pattern and cow work shall each contribute 50% to the final score. Scoring will be based on run, rate, control, natural cow sense, degree of difficulty, and eye appeal. Higher scores will be awarded to horses that stop and turn on their haunches and those with a snappy response to the moves of the cow. Holding the saddle horn is permitted in the cow work. Each horse/rider combination may enter this class once.

Note – Roughing the livestock in all cattle classes will be grounds for disqualification. This judgment will be made by members judging those classes.

Stock Horse Sorting

This class will judge the team of two, mounted rider's ability to sort and pen a designated cow in a controlled manner. A two man combination of riders may enter only once in each division. Each contestant may enter in up to three teams in each division. Entries shall close when the cattle are drawn at the start of each division.

There will be three divisions in this class, Adult, Youth and Combined. In the combined division, the team is made up of one youth and one adult. Placings in the combined division will not be considered for adult or youth high point.

Scoring - This event will be timed and the fastest time is the winner. The time limit is 2 minutes. A team may be disqualified, at the discretion of the judge for poor stockmanship.

Note – Roughing the livestock in all cattle classes will be grounds for disqualification. This judgment will be made by members judging those classes.

Stock Horse Obstacle

This class will judge the team of three horse and riders' ability to maneuver a cow through a set obstacle course of cones and/or poles. The teams must be picked by the individual and submitted prior to drawing for cattle. Each individual may ride twice but must pay for each ride.

There will be three divisions in this class: adult, youth and combined. In the combined division, the team is made up of a combination of adult and youth riders. Placings in the combined division will not be considered for adult or youth high point.

Cattle will be drawn per team out of a hat.

Scoring- This event will be timed and the shortest time is the winner. The time is 4 minutes. A team may be disqualified at the discretion of the judge for poor stockmanship.

Note – Roughing the livestock in all cattle classes will be grounds for disqualification. This judgment will be made by members judging those classes.

Stock Horse Breakaway Roping

This class will judge the horse and riders ability to walk into a group of cattle, pick their designated cow and rope it while maintaining control. Ropes must be equipped with an appropriate honda that will release or break-away when the rope comes tight on the cow.

There will be two divisions in this class, Adult and Youth 18 and under. Each horse/rider combination can enter once. Entries shall close when the cattle are drawn at the start of each division.

Scoring - This event will be timed and the fastest time is the winner. A qualifying time is taken when the rope breaks away from encircling the neck or the neck and one front leg of the cow within a time limit of 2 minutes. Misses or non-qualifying catches will not stop the clock and the roper may take additional shots until a qualifying catch is made or their time runs out. A break of gait from trot to lope is a 30 second penalty, except that there is no penalty for the first time a horse lopes three strides or less.

Note – Roughing the livestock in all cattle classes will be grounds for disqualification. This judgment will be made by members judging those classes.

Stock Horse Ranch Roping

This event is a three-man ranch roping. The cow will be headed, heeled, pulled to the ground and the ropes placed on both front and hind feet by one of the team members (ground man). Each three-man team has two minutes to head (Open division only), four minutes to complete the run. Time stops when both ropes are tight, the cow controlled, and the ground man is off the cow.

There will be two divisions in this class, Open and Novice/Youth. In the Novice/Youth division, one or more team members must be a novice or youth 18 and under, and at least one novice or youth must catch either head or heels. A Novice is an adult over 18 that lacks experience and proficiency at ranch roping and has not won in an Open division ranch roping event. Novice status is to be determined by the "honor system" with each roper self-evaluating their experience and proficiency. The judge(s) may deny an adult ropers placement in the novice class, prior to the start of the event. The Open division is for all contestants, without regard to age or experience.

A three-man combination may enter as a team only once in the Open and in the Novice/Youth class. Each contestant may enter up to three times in both the Open and Novice/Youth class. Entries will close when cattle are drawn at the start of each division.

Scoring - A total score and time will be recorded for each completed run. The shots will be scored based on degree of difficulty shown below. Total score is the sum of the catching head shot score. The catching heel shot score, and any added or deleted points. Placement will be from highest to lowest total score. In the event of a tied total score(s), the time of the run will determine placement, fastest to slowest.

<u>Head Shots</u> (rope around neck or horns, and neck or horns and one front leg)		<u>Other</u>	
Del Viento/Turnover	14	Completion under 1 minute	+3
Scoop	10	Completion under 2 minutes	+2
Houlihan/Backhand	10	Step over	+2
Offside Overhand	8	Judges discretion	+ or -2
Overhand	6	<u>Deleted Points</u>	
		Missed Shots	-2
<u>Heel Shots</u>		Improper handling	-1 to -5 (example: dally on one high hock)
Contra-Viento	17	One heel	-1

Del Viento	15	Lost rope	-5
Turn Over Hip	15	Ground man's uncontrolled horse up to	-4
Backhand over hip	14	Rim Fire	DQ
Backhand Strt. Behind hip	14	Lope	DQ
Forehand over hip	13	Rope on saddle	DQ
Scoop hip	13		
Backhand hip	12		
Strt. behind hip	12		
Johnny Blocker Trap	10		
Standard hip	10		
Backhand trap	8		
Overhand trap	6		
Strung heels on downed animal	5		
Back-in	5		

Note – Roughing the livestock in all cattle classes will be grounds for disqualification. This judgment will be made by members judging those classes.

(Rev. 9-17-12)