

Stettler District Agriculture Society Ranch Horse Competition and Sale

Competition Rules

- -No shoes in excess of $\frac{3}{4}$ " wide allowed
- Abuse of cattle or horses will result in disqualification from that element and the rider must move to the next element.
- 5 point deduction for riding with two hands
- 10 minute time limit to complete the pattern with a 2 minute warning buzzer. Competitor to leave the arena after time has expired.
- The pattern points are as follows:
 1. Lead the horse to the centre of the arena, remove bridle and rebridle.
10 points
 - Ground tie -walk 10 feet away.
10 points
 - Pick up all 4 feet.
10 points
 2. Large circle right with proper lead
10 points
 - Small circle to the right with proper lead.
10 points
 - Large circle left with proper lead
10 points
 - Small circle left with proper lead.
10 points
 3. -Roll back to the right
15 points
 - Roll back to the left
15 points
 - Stop and back up 10-15 feet
10 points
 4. -2 spins left
20 points
 - 2 spins right
20 points
 5. -Box cow at the end of the arena
30 points
 - Turn cow once each way (using the fence is optional)
45 points
 - Circle cow once
25 points
 6. -Rope ,track and stop cow(no dragging).Move cow 10 feet and then release dally
50 points
 7. -Drag log out into the arena(circle out),back up and put log at starting point
15 points
 8. - Pick up slicker, ride 10 feet and hang slicker back on fence
10 points
 9. - Open and close gate
15 points
 10. -Load and unload horse from trailer(back horse out for the most points)
10 points

Total points possible

350 points

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