

The Foundation Quarter Horse Registry
The First and Original
2026 Rule Book



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14th Edition 2026
The Greatest Cow Horse To Ever Look Thru A Bridle

Welcome! Congratulations on your decision to join and support The Foundation Quarter Horse Registry (FQHR). Please include your I.D. number on all correspondence.

Thank you,

F.Q.H.R.

The 2026 edition of the FQHR rule book is offered to the members so as to aid in the continuing growth of the registry across the country. The last several years have been exciting, enlightening and full of growth. The Foundation Quarter Horse Registry is dedicated to preserving and promoting the type of American Quarter Horse that we all so appreciate. The FQHR was established in 1994 and as we enter into 2026 it is larger and stronger than ever.

There are several changes in this edition. They are in bold print. All input from our members was reviewed carefully and added to this rulebook as appropriate.

We hope this rulebook will be a useful guide for all our members.

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Statement of Purpose

The purpose of the Foundation Quarter Horse Registry is to preserve, protect, and perpetuate the working cow horse blood lines of the Foundation Quarter Horse by the individuals that the FQHR deems as Foundation bred. The Registry is based on blood. The American Quarter Horse Association (AQHA) was organized in 1940 with similar intent. Therefore, the Foundation Quarter Horse Registry recognizes those horses listed in the first five AQHA studbooks (first 27,000 horses registered) as Foundation bred. Most horses carrying 75% Foundation blood are eligible for registration. No registered Thoroughbred may be closer than the fourth generation. Those families known to carry H.Y.P.P are not eligible for registration, regardless of generation or testing. It is the aim of the Registry to keep regulation simple and easy. Government will be kept to a minimum, fees will be reasonable. Keeping and preserving bloodlines is and will continue to be our goal; not to overload with regulations and requirements.

Description

The Foundation Quarter Horse is easily recognized by his body shape and unique conformation. He is more horse for the height than is found in any other breed. Built low to the ground, much of the time he does not exceed fifteen hands, but due to his build will often weigh twelve hundred pounds or more. The pattern of his muscle adorns nearly every part of his body. There is his small alert ear, wide set honest bright eye that windows his great intelligence and kindness, bulging jaw, neck of moderate length joined low into his sloping shoulder, topped by a well-defined wither. A short back with strong loin, deep barrel with long underline, well sprung ribs with great heart girth. The space between the forelegs is ample to supply for a wide, well-developed chest, while the forearms, gaskins, and hindquarters carry the muscle that separates the Foundation Quarter Horse from all others. Seen from the rear the power filled stifles are wider than the croup. The bones of the Foundation Quarter Horse are trim, dense, and sturdy. His rugged frame is necessary to support the bulk that provides his strength. The cannon bones are short and flat set above strong pasterns. The foot is deep with an open

heel, well rounded with sufficient size. When under observation, the animal displays his divine design.

Disclaimer of Responsibility for Safety

FQHR does not assume responsibility for safety of participants at the shows or other events it sanctions. As between show management and FQHR, responsibility for participant safety remains with show management. Show management applies for FQHR approval on a voluntary basis, agreeing to conduct the show according to FQHR rules. Affiliates should have a non-liability statement signed by all participants.

Horse Care

It is expected that every Foundation Quarter Horse shall be treated humanely, with kindness and respect at all times. This Registry will make an earnest effort to educate and encourage breeders, owners and exhibitors for the benefit and wellbeing of these great horses. It is the desire of this Registry that these horses have the opportunity to display their great natural ability not hindered by drugs, surgical alterations or inhumane treatment. Our position is to hold to the highest standard of integrity in the treatment and care of the horse.

Horses will be treated humanely and with dignity at all times. Abuse will not be tolerated at the Round Up and Review or any affiliate level event. Abuse must be reported to the FQHR show office sponsoring the event or to the FQHR home office within 72 hours of the incident.

Showing of a horse that is obviously lame, sullen, dull, bleeding, lethargic, drawn or overly tired is to be considered abuse.

Horses are to be disqualified for blatant disobedience, bucking, rearing, kicking, biting, or any other acts that are unsafe for the rider, horse, or others in the class except in individual classes where a specific penalty is listed. The judge always has the option of disqualifying an exhibitor or stopping a class for safety reasons.

Disrespect or misconduct by an exhibitor is also cause for disqualification.

Fall of horse or rider shall be cause for disqualification. A horse is considered having fallen when it is on its side with all four feet extended in the same direction. Rider is considered fallen when he/she is not astride.

Inhumane treatment of any horse or any other animal on show grounds is strictly prohibited. Treatment of any horse will be considered inhumane if a person, educated or experienced in accepted equine training techniques, would perceive the conduct of an individual to be inhumane. Inhumane treatment includes but is not limited to:

- Placing an object in horse's mouth as to cause undue discomfort.
- Leaving a bit in a horse's mouth for extended periods of time as to cause discomfort.
- Tying a horse up or around in a stall in a manner as to cause undue discomfort.
- Lounging or riding in a manner as to cause undue discomfort
- Excessive spurring or whipping
- Excessive jerking of the reins
- Excessive fencing Excessive spinning (defined as no more than eight (8) consecutive turns in either direction.
- Exhibiting a horse which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired
- Intentional or negligent treatment which results in any bleeding
- Any violation of humane treatment rules shall be reported to show management. It is the responsibility of show management to report incidences of inhumane treatment to the FQHR. FQHR members shall be held responsible for the actions of their trainers or agents as well as their own. Violation of these treatment rules may result in suspension or disqualification for the show or permanent suspension.

BYLAWS

ARTICLE I

Section A - Name

The name of this corporation shall be the Foundation Quarter Horse Registry.

Section B - Term

The corporation shall be perpetual.

Section C - Purpose

To preserve, protect and perpetuate the working cow horse blood lines of the Foundation Quarter Horse.

Section D - Place of Business

The recorded mailing address of this Registry is: Box 165, Vicksburg, MI 49097. Its officers or members may be residents of any state or country. Business may be transacted any place or means convenient to its officers or members.

ARTICLE II

MEMBERSHIP & FEES

Members of the Registry shall be admitted, retained and expelled in accordance with such rules and regulations as the Foundation Quarter Horse Registry may, from time to time, adopt.

The annual meeting of the FQHR representatives shall be held at such a time and place as may be fixed by resolution of the Foundation Quarter Horse Registry.

The FQHR shall have the power and authority to make, amend, enforce and repeal such rules and regulations, not contrary to law or the Certificate of Corporation, of those by-laws, as they may deem expedient concerning the management, conduct and activities of the Registry, the classification, admission, qualifications, suspension and expulsion of members, removal of officers, the rules and regulations governing the procedure of such suspension and expulsion and regulations regarding the Stud Book, registration, expenditure of money, the auditing of books and records, the conducting of events, the awarding of Championships, the conduct of contests, sales, exhibitions, races and social functions and other details relating to the general purposes of the Registry.

The Secretary of the Registry shall act as secretary of all meetings of the representatives but in his/her absence the FQHR may appoint any person to act as Secretary of such meeting.

At all meetings of the Registry, "Roberts Rules of Order" shall prevail. Members shall be admitted to the Registry on written application, accompanied by initial membership fee. Membership shall not be limited to natural persons, but may include businesses such as partnerships, corporations or firms, ranches, institutions of learning, executors, administrators, and trustees. In addition, any person, as a breeder or owner of Foundation Quarter Horses, any college having an agriculture department, any representative

of such institution, or any individual who is interested in Foundation Quarter Horses may become a member of this Registry by making application, paying the required fee, and being approved by the FQHR office. Membership (cards) shall be issued upon acceptance of fees. All memberships including novice/amateur cards are valid for one year from date issued. All members, while in good standing, shall have equal rights, interests, and responsibilities with respect to the Registry, to hold office and committee assignments except as otherwise limited.

Any member who consistently exhibits, by word or action, which is detrimental to the image or effectiveness of FQHR, its members, or its officers may have their membership, along with all rights revoked.

Every member, by joining the Registry, does thereby agree that if they are unsuccessful in an attempt to overturn FQHR decisions, actions, rules, or regulations, to reimburse the FQHR for its reasonable attorney's fees, court costs and other expenses in defense of such suit.

The name under which a membership may be obtained will be limited to thirty (30) characters (letters, spaces and marks of punctuation). The applicant for membership should clearly indicate the name which the membership is to be recorded. Any registrations recorded on behalf of a member shall be recorded in the same name as that appearing on the membership card. The name of a female member may be changed in the membership records of the Registry to reflect her current marital status. Such a change shall be made upon request of said member.

All exhibitors in FQHR sanctioned classes must be current individual, joint, or youth FQHR members. Any exhibitor who does not have a current individual or joint membership, or who cannot provide proof of the same, can purchase one at the show.

All FQHR judges are required to have a current individual or joint FQHR membership.

Annual membership shall be in the following classes:

- a. Individual - Restricted to one (1) person, carried in that person's name, the privileges of which are full privileges of the Registry including open and affiliate level novice amateur show privileges.
- b. Joint - Issued in two names only of a husband and wife (domestic partners), mother and daughter or son, father and daughter or son, the privileges of which are full privileges of the Registry, including open and

affiliate level novice amateur show privileges with appropriate cards. In the event the surnames are not the same, documentation designating status shall be furnished to the Registry with the membership application.

c. Youth - Restricted to unmarried individuals eighteen (18) years and under. To show in youth classes and receive points, a youth must hold a current FQHR youth membership. Youth may show in open, amateur, or novice amateur classes under an individual or joint membership with the appropriate cards (an individual membership for open; an individual and amateur card for Amateur Division and Individual and Novice for Novice classes at the World Round-Up and Review and affiliate events. Age is determined as of January 1.

d. Partnership - Two or more individuals, all of whom must be in good standing with the Registry. No individual or joint privileges (such as showing or judging) are included in this membership.

e. Ranch, Farm, Corporation - Issued in business name. No individual or joint privileges are included in this membership.

f. Institutions of Learning, Executors, Administrators and Trustees - No individual or joint privileges are included in this membership.

g. Amateur - Must also hold an individual or joint membership. Individuals desiring an amateur card must make application to the Registry by completing the amateur application form. This card allows the individual holder to show in amateur classes. No other privileges of the Registry are afforded with this card.

h. Novice Amateur - Must also hold an individual or joint membership. Individuals desiring a novice amateur card must make application to the Registry by completing the novice amateur application form. This card allows the individual holder to show in novice amateur classes at the World Round Up and Review. No other privileges of the Registry are afforded the holder of this card. Novice Riders may show in the Amateur Division as long as they hold an Amateur Card as well.

Membership Fees

Lifetime \$250.00

Lifetime Canada \$300.00

Lifetime International \$350.00

Annual/Renewable \$35.00

Annual Renewable Canada \$40.00

Annual Renewable International \$50.00

Youth Lifetime \$50.00 (thru age 18)

Youth Annual \$20.00

Amateur (card) \$20.00

Novice Amateur (card) \$20.00

Lifetime membership in the Registry is non-transferable. A lifetime membership may be recorded jointly in the names of husband and wife, or when recorded in a single person's name by amendment, a spouse may be added. In the event of a spouse's death, the survivor retains that lifetime membership.

In the event of divorce the membership shall be retained in the name of the person as agreed to by the parties or as ordered by the court. All changes must be approved by the FQHR office and require a \$15.00 fee.

Youth Lifetime memberships are valid thru their 18th birthday. Youth may transfer their Lifetime Youth Membership to a regular Lifetime membership for a fee of \$200.

Article III

REGISTRATION OF HORSES

The aim of this Registry is to encourage and give incentive to the breeding and perpetuation of the working cow horse blood lines of the Foundation Quarter Horse.

Section A: Requirements for Registration

Anyone applying for registration of horses must conform to all requirements, rules, and regulations of this Registry.

Section B: No horse shall be registered in this Registry unless the owner of the horse is a member of the Foundation Quarter Horse Registry in good standing.

Section C: Registration fees are \$20.00 each for stallions, geldings, mares, and foals with exception; when a breeder qualifies for herd fees after more than ten head are registered in a calendar year. The fee is reduced to \$15.00 per horse thereafter, for that calendar year. Payment of all necessary fees must accompany application for Registry.

Section D: Application for registration must include an eight (8) generation pedigree with registration numbers

or pay an additional \$20.00 research fee. A record of all brands and markings on the FQHR registration application, along with clear photocopy of current AQHA Registration certificate (both sides). Pictures are not required but may have benefit for registering.

False statements concerning registration will exclude that person from this Registry, and all past registrations made by that person with this Registry may be canceled.

Section E: Horse's age determined from January 1st to December 31.

Section F: Definition of Foundation Blood

The registration of horses by this Registry is based on Foundation Quarter Horse blood. No registered Thoroughbred may be in the pedigree closer than the fourth generation (The individual being registered is considered the first generation.) The Foundation Quarter Horse Registry recognizes those 27,000 horses listed in the first five stud books of the AQHA as Foundation blood. Each horse registered by pedigree must show 75% or more Foundation blood. Final decisions are by registration committee.

Section G:

Foals may be registered by the breeder or owner.

Section H: Standard colors are acceptable (bay, black, brown, sorrel, chestnut, dun red dun, grullo, buckskin, palomino, gray, red roan, blue 7 roan, bay roan, cremello, perlino) with the exception of: Pinto, Paint, Spotted, Albino, and Appaloosa.

Section I: Name files start with those already issued to the horse by AQHA. Name changes are not allowed after registration unless changed with AQHA. Fee for name change is \$10.

Section J: Those families known to carry H.Y.P.P. are not eligible for registration, regardless of generation or testing. Horses with the condition of parrot mouth and stallions that are cryptorchid will not be recognized as breeding stock. The owner, upon discovery, shall immediately notify this Registry of such condition, to declare such condition on the registration certificate. Owner is subject to penalty when failing to report these conditions. The owner, by signing the breeding report,

certifies that the stallion is free from such conditions. Horses affected with these conditions may be shown in all events with the exception of conformation classes.

Section K:

It is expected that all breeders and individuals will keep accurate records. This is necessary and beneficial to all. When death occurs to an animal registered with this Registry, the certificate is to be surrendered to the Registry immediately. Certificate will be returned to owner if requested after it has been stamped. When a stallion has been castrated, or any stallion or mare becomes a non-breeder, or an animal is sold without registration certificate, the certificate of registration must be returned to this Registry within sixty days so that the change can be declared on the certificate.

Section L:

A member who fails to keep adequate records or refuses to furnish this Registry information that is needed or requested concerning the business of the Registry, concerning registration certificates, transfers of ownership, breeder's certificates, applications for registry, or other matters involving said person or persons may be subject to disciplinary action. Rulings by the FQHR office are final. Note: The mailing of fraudulent applications, transfers, registration certificates, or pedigrees by US mail with intention to defraud is a federal offense subject to prosecution by the US government.

Section M: In order to compete in the Roundup, an event, or show, a horse must be registered or pending registration with the FQHR. A horse may be shown, pending registration, only when the appropriate forms and fees are on file with the Registry office, upon which a pending report will be issued. Owners must present a pending report to the show office secretary at the time of entry. The pending report is intended to be used primarily in situations when the owner is awaiting official registration with AQHA on weanlings.

TRANSFER OF HORSES

Section A:

Transfer of ownership must be made on the records of this Registry. It is required of the seller/buyer of a horse to forward immediately the registration certificate, the transfer and fee of \$15.00 to this Registry. The seller is responsible for date of sale, and name and address of buyer, all in ink. Each space of the transfer of ownership must be filled out to make the transfer complete and acceptable. The buyer is responsible for obtaining a current membership if not already a member. Registration certificates will be held at the FQHR office until membership payment has been received if not a current member.

Section B:

Individuals who neglect or refuse to issue a transfer, sign blank transfers, or make false statements are subject to penalty and may be expelled from this Registry.

LEASE OF HORSES

FQHR registered horses may be leased to another individual. The form is available on the website or by contacting the FQHR office. Lease may be for 1 to 3 years.

REGISTRATION - GENERAL RULES

Section A: Any certificates, applications, transfers, or forms showing unauthorized alterations are subject to cancellation.

Section B: If a horse registered with this Registry changes colors or when an error is made in the original certificate or registration of said animal, upon application and satisfactory proof, changes will be made or errors corrected in the records of this Registry. Note: Errors made by this Registry will be corrected at no charge. A \$10.00 fee will be charged to correct errors made by applicants. A fee of \$15.00 will be charged for issuing duplicate certificates.

WHITE LINE RULE

Breeders should be aware that the American Quarter Horse, while long recognized, identified and promoted

as a solid-colored horse, can and does occasionally produce offspring with white coat patterning. Such markings are uncharacteristic of the breed and are considered to be undesirable traits. The following notification shall be placed in the FQHR registration record. "This horse has white markings designated under FQHR rules as an undesirable trait and uncharacteristic of the breed." The following diagram is an approximate illustration of white markings that are not considered undesirable or uncharacteristic of the breed. The actual provisions of the rule take precedence in its' effect on a particular registration matter, as conformation of a particular horse does not, in each case, coincide with the dimensions of this diagram.

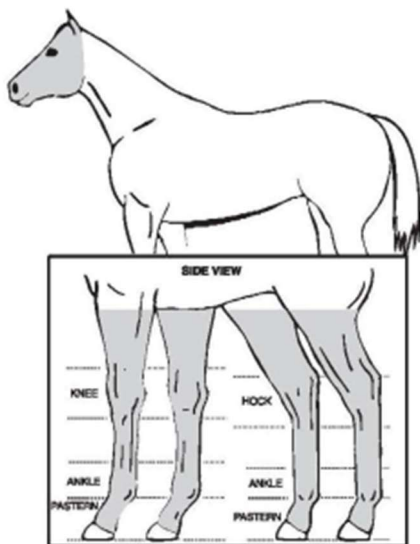
A line parallel with the ground drawn around the front leg at the point halfway between the point of the elbow (the center of the olecranon tuberosity or proximal epiphysis of the ulna) and the protrusion on the back of the knee (the accessory carpal bone or lateral styloid process).

A line parallel with the ground at the center of the gaskin on the hind legs. (The center of the gaskin shall be defined as an imaginary point on the front of the gaskin equidistant between the stifle joint and the center of the hock.) The top point of reference to be the bony protrusion on the inside (medial) of the stifle region (technically known as the medial condyle of the tibia) and the most prominent bony protrusion at the top and inside of the hock (technically known as the medial malleolus of the tibia).

A line around the horse's neck immediately behind the poll and through the midpoint of the neck.

Additionally, there is allowed a single area of white marking with underlying light skin, such that it can be completely covered with a disk one inch in diameter, either free standing on the horse's body or being a portion of white marking extending past the above proscribed lines.

The registration certificate of any animal having white markings beyond the prescribed lines, excessive white markings, or spot shall be subject to cancellation where the registration application fails to indicate or misrepresents the animal's actual markings.



AFFILIATE GUIDELINES

Any FQHR member having an interest in the Foundation Quarter Horse Registry may request and submit an application to start an FQHR Affiliate in their area. Upon receipt and review of said application, the FQHR office may grant or deny continuation of the affiliate process. If permission is granted, the applicant must then select and submit to the FQHR office a meeting place, location with directions, date and time, along with two contact numbers. FQHR will provide a list of past and current members in the designated area to the applicant so they may announce the first meeting. A nominating committee should be selected at this meeting. A second meeting should then be held to elect officers. Once officers are elected and documentation is sent to the home office, said affiliate will be recognized as an official FQHR Affiliate. Qualifying affiliates shall pay an annual fee of fifty dollars (\$50.00) which represents a membership fee, to the FQHR home office, on January 1 of each calendar year. The fee will be considered delinquent if not paid within sixty (60) days. Any new affiliate's fee will be waived for the first year. In order to retain the designation of FQHR Affiliate, each affiliate MUST:

- Pay an annual fee within 60 days of Jan 1 (\$50.00). -
- Provide FQHR with a copy of affiliate by-laws.
- Hold annual election of officers (preferably between November - March).
- Provide FQHR with an updated list of officers. All officers must be current FQHR members. A person may serve as an officer of one FQHR affiliate only.
- Provide FQHR with copies of newsletter (if printed by affiliate).
- Provide FQHR with results from all approved shows or events as required.
- Conduct affairs in compliance with affiliate by-laws as well as the by-laws of FQHR as outlined in the Foundation Quarter Horse Registry Rulebook.
- Each affiliate is responsible for the affairs of its own affiliate and FQHR will not be held liable or accountable for internal differences.
- Any affiliate found not in compliance with all of the above rules as of April 1 of each year, will be denied membership renewal until the above rules have been satisfied.

SHOW APPROVAL

Affiliates of FQHR desiring to sponsor a Roundup or event, shall apply for approval from the FQHR show office. Show approval is a privilege, not a right, and may be granted or rejected on an annual basis at the FQHR's discretion. Evaluation to include, but not limited to: competence of show management, enforcement of FQHR rules, and service to FQHR members. To obtain approval, a properly completed approval form shall be obtained and forwarded to the show office at least 11 days prior to the first date of the proposed show or contest. Approval forms may be obtained from the FQHR Show Office or the website (www.fqhr.net). If the request is less than 10 days prior, approval will not be granted.

Fee Schedule: Show Application (per show)

90 days or more \$50.00

60 to 89 days \$75.00

30 to 59 days \$100.00

11 to 29 days \$250.00

If the application is satisfactory, the Show Office will issue an official approval of the proposed event - contest. If the application is not satisfactory, the Show Office will inform the affiliate making the application, giving the particulars or reason(s) for denial.

All application fees are nonrefundable.

An event must be open to all FQHR members in good standing. Exhibitors and owners must hold an Individual or Joint membership to compete and show horses. A Youth exhibitor must hold a Youth membership if competing for youth points. Points will not be awarded if either the owner or exhibitor is found to have an expired membership. All event fees shall be the same to all exhibitors with the exception that special consideration may be given to youth classes. Lesser fees to the youth classes are at the discretion of the individual affiliate sponsoring the event/contest. All approved events are open only to horses registered with FQHR – unless FQHR authorizes a waiver. The results of any approved roundup or contest must be completed in their entirety on official forms furnished by the FQHR Show Office or other media deemed appropriate by FQHR listing all entries that competed in the class, with the first six (6), or champion and reserve in order of placing, plus all others in the class.

Results must be forwarded to the FQHR Show Office within two weeks (14) days, after completion of a show or contest. Failure to mail the completed result forms to the FQHR Show Office within the two weeks (14 days), following the last show date will result in approval being revoked and the competing horses will be deprived of any points won.

No show or event may be approved on the date of another show or event if the two (2) are located within 150 (one hundred fifty) miles of each other. A show or event may be hosted by more than one affiliate; however, all expenses must be equally shared by participating affiliates. Verification of expenses will need to be submitted with show results.

JUDGES REQUIREMENTS AND APPROVAL

Designation as an FQHR approved judge is a privilege, not a right, bestowed by the Judges Committee according to procedures by it, to individuals whose equine expertise and personal character merit the honor. An individual's conduct as a member, exhibitor or judge, and his/her ability must be exemplary and is subject to continual Committee review. The applicant must be a minimum of 25 years old, a member in good standing with FQHR, and be dedicated to the preservation and promotion of the Foundation Quarter Horse. Upon completion of the application, a written

exam on the rule book will be sent to the applicant. Upon satisfactory completion of the exam (which shall be a minimum of 90% correct, but may be raised by the committee), the applicant will be placed on the appropriate judge's list. No potential applicant will be allowed to accept a show to judge while his/her application is pending. Approved judges shall be required to retake the written rule book test every two years and may be required to attend additional seminars at the discretion of the Judges Committee. A new judge may be required to scribe with a member of the Judges Committee at the Judge's Committee discretion. Only judges approved by the Foundation Quarter Horse Registry shall be qualified to judge any approved FQHR Roundup or event.

All FQHR carded judges must hold current individual or joint membership. He/she will be considered delinquent if their membership is not paid within the month following expiration. A judge, delinquent in the payment of membership dues for a period of 60 days after expiration date, will be removed from the list of approved judges and required to reapply for inclusion to the list of approved judges under the current procedure for admission of new applicants. If a judge's membership has expired, they may not judge any FQHR sanctioned event. Any judge who fails to pay fees owed to the Registry or any of its affiliates (to include entry fees, advertisements or stall fees or any other fee associated with a FQHR activity or event) shall have their judging privileges suspended. Designation as a FQHR Judge for these reasons is revocable by the Judges Committee with or without notice and formal hearing subject only to ultimate review by the FQHR office.

While judging an approved event, it is mandatory that judges dress in appropriate and professional western attire. No attire promoting another equine organization may be worn. No person may judge two shows within one hundred and fifty (150) miles of each other within thirty (30) days, except in emergency situations when a judge is unable to fulfill her/his duties and then only with special permission from the FQHR office and the Judges Chairperson. Patterns chosen for Reining, Working Cowhorse, Handy Ranch Horse, Western Riding and Ranch Riding should be posted at least thirty (30) minutes prior to the class, or sooner if possible. A judge may not visit in the horse barns, nor with owners, nor inspect or discuss any horse entered

in the Roundup or contest before judging (including the day prior to the event). Neither the judge nor members of his/her family shall exhibit nor act as agents or handlers of a horse in any approved classes at a Round up or contest at which he/she is officiating, nor may any horse be shown under a judge if that judge has been owner, trainer, agent in any capacity, or conditioner of that horse within the previous ninety (90) days. A judge may be suspended from the list of approved judges for infraction of the rules.

A judge shall have the authority to place a horse in whatever position in a class he/she thinks the merit of the horse justifies. His/her decision shall be final in all cases affecting the merits of the horse. Once a class has been judged, it shall not be re-judged, and once the judge has marked his/her record there shall be no changes. Each judge shall be responsible for tallying the correct number of entries actually exhibited in each class judged. A judge may order any person or horse from competition for bad conduct of one or both. When requested by an exhibitor through the show management or ring steward, the judge is urged to give his/her opinion sincerely. Judges should bring a whistle and stopwatch to events. It is the responsibility of the judge and show committee to insure that the contest is held according to the rules outlined within this rulebook. Any and all deviations from these rules shall be reported to the FQHR office by the judge in writing within 72 hours of the completion of the show along with an explanation as to why the deviation was allowed. Intentional deviations from these rules by the show committee or judge may result in suspension of points for that class, loss of judging privileges or both.

JUDGES COMMITTEE

The FQHR office will appoint a Judges Committee consisting of at least three (3) members, which are currently on the approved judges list. It shall be the duties of the Judges Committee to administer judges' tests, conduct seminars, review any and all judging after FQHR approved shows or events, review judging performances on recommendation of show representatives or by official protest, and to conduct investigations and hearings into any inappropriate behavior by an FQHR judge. The committee shall be empowered to take all action necessary to improve the quality, integrity, and performance of the judging system.

SHOW PERSONNEL

FQHR expects show management to follow the guidelines as stated in each individual show management job description (if those duties are assigned), but FQHR will not be held liable for any mismanagement of a show.

ROUNDUP SECRETARY

Any reputable FQHR member may act in the capacity of show secretary who can furnish proof that he/she is capable through ability or experience. The show secretary shall compile class entries, record event results and keep the books; therefore, he/she must be proficient at bookkeeping, handling money on site and filing reports. He/she should be knowledgeable of all current FQHR rules. The duties of the show secretary include:

- Inspecting all FQHR registration papers
- Making sure all health & negative equine infectious anemia test results are current if required
- Inspecting all entry forms
- Accepting entry fees
- Issuing entry numbers and insuring that the number is assigned to the horse and only one number is assigned per horse (At the affiliate level, they may assign numbers as best works for their record keeping).
- Marking entry numbers of horses five (5) years and younger for easy identification by the judge
- Keeping records of each entry and exhibitor in each class
- Supplying class information to judges, announcer, stewards, and gate personnel
- Supplying flags & barrier string
- Supplying timekeepers with 3 stop watches that have been checked and are functioning, and whistle or other audible device
- Forwarding class results to FQHR Show Office within 14 days of the event.
- Provide a judges evaluation to FQHR Show Office
- Maintain current rule book for reference at show office
- Verification of all current memberships
- Additional duties as requested by the Roundup Management.

SHOW MANAGER

Any reputable FQHR member may act in the capacity of show manager who can furnish proof that he/she is capable through ability or experience. It shall be the responsibility of the show manager to insure a qualified judge (or judges) and a ring steward (or stewards) depending on show size is obtained. A backup judge should be chosen and on call in case of an unforeseen emergency. The show manager shall at all times extend every effort to satisfy the comfort of the horses, the exhibitors, the spectators, and the officials. He/she should also make every effort to ensure that FQHR rules are followed while the show is being conducted. He/she shall be responsible for the maintenance of clean and orderly conditions throughout the show or contest. He/she will be in charge of posting all patterns, points, and draws, and keeping show moving in a timely manner.

RING STEWARD

The steward shall be familiar with Roundup and contest rules, procedures and etiquette. It should be kept in mind that a good steward makes the work of the judge much easier by relieving the judge of unnecessary details. By assembling the class promptly, he/she will be able to keep the judging program on schedule and eliminate long delays between classes. The steward shall notify the judge when all horses are present for each class and call his/her attention to those horses which are absent. This information will be placed on the record which the steward marks after each class has been judged. The steward must bear in mind that he/she has been selected to help the judge, not advise him/her. He/she shall refrain from discussion or seeming to discuss the horses or the exhibitors with the judge. Stewards shall not take part or seem to take part in any of the judging. When he/she is not actively engaged in his/her duties, he/she shall place himself/herself in a position so as not to interfere with the judging and view of the spectators. The Steward shall endeavor to keep the possibility of an accident to a minimum. The Steward has charge of the activity in the ring or the arena. He/she should act as mediator between the judge and exhibitor. The judge should request the Steward to move and place horses as he/she advises. When the ring or arena size is small and the class entries are

large, he/she should survey the situation and take every precaution to keep the horses moving until the judge is ready for them to be judged. He/she has the authority to ask an exhibitor to remove his/her horse for the safety of the other horses or the spectators. It is necessary that only a competent ring Steward be used, one who can control the conduct of the exhibitors and horses in the ring; who can competently keep classes progressing and who is familiar with the rules and regulations of the FQHR. It is important that the Steward be familiar with the procedure of sifting, when the classes are large and the judge requests that he/she line them up as the first sift, as the second sift and so on until the judge has his/her class ready. The ring steward along with the judge will supervise timekeepers.

GATE STEWARD

The gate steward supervises those who enter the arena before, during and after competition. They are responsible for getting the correct people in the arena at the right time. The most important duty of gate people is to control traffic, thus avoiding confusion by exhibitors. They are responsible to inform the Roundup secretary and ring stewards about no shows and changes in the classes occurring at the gate (i.e.: late entry, incorrect entry, etc.). The gate steward is also responsible for checking the arena fence for any needed maintenance and making sure all gates and openings are secured prior to show. He/she will also make sure gates are securely closed after each individual or class enters the arena. One gate should be kept clear at all times for emergency purposes. The gate steward should be knowledgeable of FQHR rules and regulations and have a rule book on hand to answer any exhibitor questions before exhibitors enter arena for judging.

TIMEKEEPERS

Timekeepers are supervised by ring stewards and the judge. It is necessary for the timekeeper to understand horse show procedure in the specific timed events and be well versed in FQHR rules governing those classes. When electronic timers are used, a stopwatch should be used as a backup. If electronic timers are not available two stop watches shall be used and the average of the two times taken as the official time,

unless listed otherwise for a specific class. Three fully checked and functioning stop watches, and a whistle or other audible device shall be supplied by show secretary for timekeepers use.

DRUGS

No person shall cause to be administered internally or externally to a horse, either before or during an approved event, any medication, drug or mechanical device, or artificial appliance which is of such character as could affect its performance/appearance at the event. Such drugs include but are not limited to: Phenylbutazone, Acepromazine, etc. Upon discovery of administration of such drug, medication or mechanical or artificial appliance, show management shall immediately disqualify the horse and report the matter to FQHR. Any action or substance administered internally or externally, whether drugs or otherwise which may interfere with testing procedures or mask or screen the presence of such drug is forbidden. Presence of such medication or drug in a horse participating in an FQHR approved event shall, in addition to its disqualification by show management, be grounds for the FQHR office to bar the horse and/or person or persons who administered from participation in future FQHR approved events or shows for such period as determined appropriate.

SURGICAL ALTERATIONS

Any surgical procedure which could affect the horse's performance or effect its natural conformation or appearance is prohibited, except for those surgical procedures performed by a duly licensed veterinarian for the sole purpose of protecting the health of the horse. Upon discovery of the administration of prohibited surgical procedures, the show management shall immediately disqualify the horse and report the matter to FQHR.

MISCELLANEOUS REGULATIONS

When an exhibitor or owner is guilty of unsportsmanlike conduct, fraudulent practices, inhumane treatment of animals or failure to pay due obligations to FQHR or show sponsoring organizations, FQHR shall suspend such person's rights to participate in approved shows and deny all privileges of FQHR plus their name will be published

on the suspended list. All points awarded to the horse shown shall be revoked. It shall be the responsibility of the show management to forward to the Secretary of the Foundation Quarter Horse Show Office information in writing concerning such an incident.

Only FQHR registered horses may be on the show grounds, in the show arena/make up arenas at any given time during the show weekend (from the time the show office first opens until the last horse exits the arena for the last class of the show). No horses or exhibitors other than FQHR registered horses may be used for turnback, herd holders etc. Infractions may result in the exhibitor being DQ'd or suspended or the entire class being invalidated. A waiver may be requested from FQHR.

A horse entered in the wrong class may be transferred to its correct class, but no entries may be made after the class has started. Any horse shown in a class but not entered shall not be judged or counted. General rules to be followed for all classes unless listed differently under an explicit class.

The FQHR allows "helpers" in the arena at all events to accommodate those individuals with special needs. The helper is there for safety precautions only. The helper may not give advice or assist with the "exhibiting" of the horse in any manner.

PROTESTS

A protest may be made to a Show Committee by an exhibitor, owner, or trainer for a violation of FQHR rules. It must be:

- In writing
- Signed by the protester
- Addressed to the Secretary of the show at which the violation occurred.
- Accompanied by a deposit of one hundred (\$100.00) dollars
- Received by a member of the Show committee, the Show Manager or the Show Secretary within 72 hours of the alleged violation.

A show committee receiving a protest shall promptly hold a hearing and obtain from witnesses, entry forms and other sources, all necessary information and evidence; all persons directly concerned shall be notified and given the opportunity to appear. If the protest is sustained, the deposit shall be returned to the protester; if the protest is not sustained the deposit

shall be forfeited to the show. In the event a Show Committee cannot reach a decision in regard to a protest, the protest must be referred to the FQHR office and accompanied by the (\$100.00) one hundred dollar deposit. If the FQHR office sustains the protest, the deposit shall be returned to the protester; if the protest is not sustained, the fee shall then accrue to the Registry.

A protest may be made directly to the FQHR office by an official of a show or by a FQHR office member for violation of FQHR rules. It must be:

- In writing
- Signed by the person submitting the protest
- Addressed to the FQHR office and mailed within 72 hours of the alleged violation.

A protest must state the full name and address of the accused and contain a complete and definite statement of the acts which constitute the alleged violation. Precise details regarding a violation of the rules are necessary. The protester must be prepared to substantiate the protest by personal testimony or by sworn statement, witnesses, or other evidence. The FQHR may investigate any protest or charge; may intervene in any protest and present evidence concerning any protest or alleged violation at its discretion. Protests are reviewed by the Show Committee and/or FQHR office for evaluation and decision.

F.Q.H.R. POINTS

Points earned are kept at the national level. Points won at the affiliate events and the World Round Up and Review will be accumulated for the lifetime of the horse. No points earned in group conformation classes shall go toward any awards such as high point, versatility, or any championship, but may count toward year-end awards at the affiliate level. Points shall be awarded only to qualifying horses entered in approved FQHR Conformation and Performance classes. No performance points awarded to horses under age three (3) except for in-hand trail. No points will be awarded to a gelding showing in an approved event which is still registered as a stallion. A record of points may be purchased from the FQHR for a fee of \$5.00 per horse/per request. Those requesting point records should submit the recorded name and FQHR registration number of the horse to the FQHR home office. Include the division the horse was shown in Open, Amateur, 3 -5 division, Novice Amateur, or Youth. All

points are final at the end of calendar year earned. No class of less than three (3) shall receive points, but all classes, regardless of number shall be judged. Points will be awarded on the following basis:

No. of horses in class

	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10
3	1									
4-7	2	1								
8-11	3	2	1							
12-15	4	3	2	1						
16-19	5	4	3	2	1					
20-24	6	5	4	3	2	1				
25-29	7	6	5	4	3	2	1			
30-34	8	7	6	5	4	3	2	1		
35-39	9	8	7	6	5	4	3	2	1	
40+	10	9	8	7	6	5	4	3	2	1

GRAND/RESERVE CHAMPION POINTS (conformation)

Grand/Reserve Champion mare, stallion, and gelding will be awarded points on the following basis:

- The Grand Champion of each sex will receive two points
- The Reserve Champion of each sex will receive one point.

RIBBONS

The following schedule of ribbons is recommended for both conformation and performance classes. Each class should be placed through sixth (6th) horse or more depending on the size of the class. The show committee can elect to award ribbons to 7-10th place at large shows.

United States

1st Blue

2nd Red

3rd Yellow

4th White

5th Pink

6th Green

Canada

1st Red

2nd Blue

Champion stallion, mare, gelding: show management choice of color. Reserve Champion stallion, mare, gelding: show management choice of color.

NOVICE AMATEUR DIVISION

A person is considered Novice Amateur when he/she has not shown, judged, trained, or assisted in training a horse for remuneration, either directly or indirectly, nor received compensation for instructing another person in riding, training, or showing a horse in competition for five (5) previous years.

Any approved horse show judge is ineligible. In addition, the following conditions apply: Rider may not have won \$250.00 lifetime earnings in any event, may not have earned a combined total of ten (10) or more points in recognized associations (AQHA, NCHA, NRHA, APHA, FQHR, NBHA, USTRA, etc.) in any event prior to January 1 of calendar year. When a rider becomes ineligible he/she will be moved out of the Novice Amateur division as of December 31 of that year and must surrender his/her novice amateur card to FQHR within 30 days of notification. No horse may be shown by more than one exhibitor in any one class. In individual events, exhibitors may show two (2) horses. Classes are open to both youth and adults when meeting the criteria above and having the appropriate individual and novice amateur cards. No youth (under age 18) may show stallions. Points earned in the Novice Amateur Division shall not count toward a Certificate of Performance award or any other championship. The Novice/Amateur Division will use the same rules for ownership as described below in the Amateur Division.

AMATEUR DIVISION

A person is considered Amateur when he/she has not shown, judged, trained, or assisted in training a horse for remuneration, either directly or indirectly, nor received compensation for instructing another person in riding, training or showing a horse in competition for five (5) previous years. Any approved Horse Show Judge shall not be eligible. Points will be awarded following the same point system used in the open division. Classes are open to both youth and adults when meeting the criteria above and having the appropriate individual membership and amateur cards. No youth (under age 18) may show stallions. In order to compete in the Amateur division, an exhibitor must present at the time of entry an amateur card which shall be obtained from the Registry prior to the time of entry. In order to receive the card, the application

along with the appropriate fees should be submitted to the Registry at least thirty (30) days prior to the date of entry. No horse may be shown by more than one exhibitor in any class. In individual events, one exhibitor may show two (2) horses. Any points or awards earned in the Amateur Division at any show (Roundup or Affiliate), when said points are earned by an Amateur competing under false pretenses, shall be revoked. In the amateur division a horse shown in Amateur competition must be solely and completely owned by one of the following:

- The Amateur
- A current member or members of the amateur's immediate family: Mother/Father/Spouse/Child Grandparents Brothers/Sisters In-Laws or legal guardian
- A corporation, partnership, or other business entity (w/a current membership) provided that the Amateur and/or a member or members of his/her immediate family are the sole and only owners of that business entity, and the ownership of that business entity does not change to include non-immediate family members or entities. Ownership will be evidenced by the FQHR registration certificate.

PRIME EXHIBITORS

This division is for those exhibitors 60 years and older. No special card is required other than the individual membership and amateur card (if eligible). These exhibitors may be open or amateur riders and are eligible for all sanctioned Open/Amateur classes offered at an event. It is the responsibility of the exhibitor to provide proof eligibility for the prime division and to show management at time of entry (driver's license, birth certificate, etc.,) or prior to the show starting. Upon proof show management shall mark the exhibitor's number with an X after the numerals' (100X). It is the exhibitor's responsibility to make sure the back number is properly altered to designate eligibility for the prime division prior to entering the ring. The affiliate may offer separate classes for the Prime Division or incorporate them into the "regular" open/amateur classes being offered. If they are incorporated with the regular classes, there will be separate judge's score cards for them. Calculation of high point awards shall be on the horse, however, only those classes in which prime eligible riders exhibit the horse shall count in determining the

prime high point. In classes which the horse is exhibited by a rider which is not eligible for the prime division the judge and ring steward should be notified at the beginning of the class by the exhibitor. Failure to do so shall result in disqualification for that class.

3 - 5 YEAR OLD PROGRAM

The purpose of this program is to promote sound, better minded young horses while giving the owners of those horses a place to participate where they are not in competition with seasoned horses and a vehicle to promote breeding programs, etc. The 3-5 yr old program may be implemented in either the Open, Amateur or both divisions at the affiliate's discretion. The points earned in this program will carry over to the Open/Amateur divisions as a horse moves out of this program into the Open and Amateur division. If 3-5 Yr Old classes are not offered, those horses may show in the Open, Amateur, Youth Divisions, etc.

Those horses entering the 3-5 yr old classes cannot enter any other riding classes other than those listed below. They may enter the Level 1/Level 2 Working Cow/ Working Ranch classes and conformation class specific to their age/gender. Level 1 /Level 2 Working Cow/Ranch Horse will be separate classes at the World Round Up and Review. At the affiliate level they may compete with all Level 1/ Level 2 Horse Working Cow/Horse entries unless a separate class is offered for them.

A horse entered in this division may only compete at this level. It may not compete at any other level or class (i.e.: open, amateur, youth). If the horse is shown in another division or class, they are no longer eligible to be shown in this program.

The 3-5 Yr Old Division will be governed by the FQHR open/amateur division rules as far as ownership of horse, etc. The owner of the horse must be a current FQHR member, and the exhibitor must be a current FQHR member. The 3-5 yr old horses will earn FQHR points as set forth in the FQHR rule book. These points will be transferred/added to the appropriate open/amateur division class when they turn 6 years old or at the time the horse moves to the open/amateur division (which ever happens first).

It is not required that the affiliates offer these classes. If an affiliate offers a 3-5 yr old division, it is up to each affiliate if they want to award high point or versatility awards. If high point is awarded the calculation for

high point will be based upon the method outlined for high point in the FQHR rule book. Versatility points will be calculated as outlined in the FQHR rule book. The following classes apply to the 3-5 year old program:

- 3-5 Yr Handy Ranch
- 3-5 Ranch Cutting
- 3-5 Yr Old Herd Work
- 3-5 Yr Herd Roping
- 3-5 Yr Old Ranch Pleasure
- 3-5 Yr Old Ranch Reining (Simple or flying lead changes allowed without penalty or credit for either)
- 3-5 Ranch Riding
- Level 1/Level 2 Working Ranch Horse The 3-5 yr olds may show with all Level 1 / Level 2 Working Ranch Horse exhibitors or separate.
- Level 1 /Level 2 Working Cow Horse. The 3-5 yr olds may show with all Level 1/Level 2 Horse Working Cow Horse exhibitors or separate
- Conformation specific to age/gender (no special 3-5 yr class)

3-5 YR OLD VERSATILITY (Open / Amateur)

The 3-5 yr old versatility program will consist of entering and showing in the following:

- Versatility Conformation Class plus age specific conformation
- One Show Class - may enter all but only one can be designated for Versatility (3-5 Yr Old Ranch Pleasure, Ranch Riding or Ranch Reining)
- One Cow Class - may enter all but only one can be designated for Versatility (3-5 Yr old Herd Work, 3-5 Herd Roping or Level 1/Level 2 Working Cow Horse)
- One Ranch Class - may enter all but only one can be designated for Versatility (3-5 Yr old Level 1/ Level 2 Working Ranch Horse, Ranch Cutting, or Handy Ranch Horse)

CERTIFICATE OF CONFORMATION

The purpose of the Certificate of Conformation (CoC) is to establish a record of conformation performance. Horses are advanced to the CoC when they have won 15 points in conformation classes, not including group classes, as outlined in the scale of points. Points are accumulated throughout the lifetime of the horse. To qualify for a CoC, horses must be entered in approved

FQHR Roundup events. Multi-judged shows will not be recognized.

CERTIFICATE OF PERFORMANCE

Amateur/Open/3-5 Yr Old - The purpose of the Certificate of Performance (CoP) is to establish a record of performance. Horses are advanced to the CoP when they have won 15 points in any- one (1) event as outlined in the scale of points for contest. Conformation points do not count toward this award. Points are accumulated throughout the lifetime of the horse. To qualify for a CoP, horses must be entered in approved FQHR Roundups and events. Multi-judged shows will not be recognized.

RANCH/COW/SHOW/SPEED HORSE CHAMPION

Open/Amateur/3-5 Yr Old Division. Shall be awarded by category for the following categories: Ranch, Cow, Speed, or Show, excluding Conformation and Team Timed Event categories. To be eligible horses must achieve three CoP's in 3 events in the same category for a total of 45 points, with 15 points from each event. Points are accumulated throughout the lifetime of the horse. To qualify for this championship, horses must be entered in approved FQHR Roundups and events.

PERFORMANCE CHAMPION

Open/Amateur/3-5 Division. The Performance Champion shall be awarded when a horse has earned a total of 50 points, by achieving 3 CoP's (15 pt. each) from three separate categories plus 5 conformation points. No more than 5 of the 50 points may come from the Conformation category. Points for this award may be earned at the Roundup & Review or Affiliate level. Points are accumulated throughout the lifetime of the horse. To qualify for this championship, horses must be entered in approved FQHR Roundup events.

VERSATILITY CHAMPION

Open/Amateur Division. The purpose of the Versatility Champion is to establish a record of performance for the versatile horse. Horses are advanced to the Versatility Champion when they have won a CoP in the Ranch Horse, Cow Horse, Speed Horse, Show and Conformation category for a total of 75 points; 15 points from each category. Points toward the Versatility

Champion can be earned at either the Roundup & Review or Affiliate level. Points are accumulated throughout the lifetime of the horse. To qualify for this championship, horses must be entered in approved FQHR Roundup events.

SUPERIOR CHAMPION

The purpose of the Superior Champion is to establish a record for those horses earning 100 points in an event. Points are accumulated throughout the lifetime of the horse. To qualify, horses must be entered in approved FQHR Roundup and events.

SUPREME CHAMPION

The purpose of the Supreme Champion award is to recognize those horses who have earned 300 points in total throughout their lifetime in a division. To qualify, horses must be entered in approved FQHR Round Up events.

CLASS CATEGORIES

1. Conformation - not including group classes
2. Ranch Horse - Ranch Cutting, Working Ranch Horse, Level 1/Level 2 Working Ranch Horse, Ranch Doctoring, Ranch Roping, Handy Ranch Horse, Ranch Horse Challenge
3. Cow Horse - Working Cow Horse, Level 1/Level 2 Working Cow Horse, Team Roping, Calf Roping, Cutting, Herd Work, Breakaway Roping, Steer Stopping, Herd Roping
4. Speed - Barrel Racing, Pole Bending, Stake Race, Keyhole, Down and Back
5. Show - Ranch Reining, Ranch Pleasure, Ranch Riding, Western Riding
6. Team Timed Events - Team Sorting, Team Penning, Two Man Feed Lot Sorting (Points for these events will count toward Certificate of Performance only. No points awarded for Versatility, High-Point, or any other championship).
Level 1/Level 2 Working Cow Horse/Working Ranch Horse can be used for high point in all divisions but only for versatility in the 3-5 Yr Old Divisions.

VERSATILITY HORSE AWARDS

Versatility awards may be offered in the different divisions (Open /Amateur /Novice Amateur /3-5 Yr Old) at the discretion of the show management. When versatility awards are given, the following criteria must be met (3-5 Yr Old Program horse requirements can be found in the 3-5 Yr Old Versatility section). Level 1 and Level 2 classes in Working Cow/Working Ranch cannot be used for Versatility (except as noted for the 3-5 division).

- One horse and rider combination. However, if an exhibitor shows more than one horse in versatility, they can designate another exhibitor to show one of the horses in the conformation class.

- No extra entry fee required

- Must enter and show in the following classes for Open and Amateur.

- Conformation (there will be a separate conformation class for versatility horses (Open, Amateur, 3-5, youth). All horses regardless of sex will show together. The judge should insure that stallions line up in a separate line from mares/geldings but all horses will be judged as one. The placings will count towards versatility only and there will be no entry fee for this class. The horse is required to exhibit in the appropriate conformation class based on sex and age.

- One (1) cow horse

- One (1) show class

- One (1) speed event

- Two (2) ranch horse classes

- All classes must be declared at the time of entry - Eligibility excludes fun/exhibition and team timed event classes

- Horses under age three (3) are not eligible

- Grand/Reserve points do not count for this award

- If a versatility class is scratched or the horse is a no show at the gate, the horse/rider is removed from that versatility show and no points are earned

- Points for Ranch Horse Challenge, Limited Working Ranch Horse, and Limited Working Cow Horse can count toward High Point but not Versatility (except 3 5 yr old program horses)

POINTS FOR VERSATILITY

Classes must be declared by the competitor prior to the competition. Points for versatility awards will be

awarded only to qualifying horses entered in the versatility competition as follows:

# horses	1 st	2 nd	3 rd	4 th	5 th	6 th
2	6	5				
3	6	5	4			
4	6	5	4	3	2	
5	6	5	4	3	2	
6	6	5	4	3	2	1

No class of less than two entries shall receive versatility points.

HIGH POINT HORSE AWARDS

High point awards may be offered in the different divisions (open, 3-5 Yr Old, amateur, novice, prime, or youth) at the discretion of the show management. Horses under age three (3) are not eligible for this award. For high point purposes, a horse may be ridden by any rider within the two open divisions; however, in amateur, novice, and youth, it shall be one rider/one horse. Points received for grand/reserve champion will not count toward this award. A horse may receive conformation points in one class only. When high point awards are given, the following criteria shall be used to determine the winner(s): Count all horses entered in a class and multiply by five, awarding points as follow: example: 10 horses in a class, 1st place horse placed over 9 other horses so take $9 \times 5 = 45$, 2nd place horse placed over 8 other horses $8 \times 5 = 40$, 3rd place horse placed over 7 other horses $7 \times 5 = 35$. Continue through 10th place when possible. If only three horses are in a class, only the 1st and 2nd place would receive points. The Level 1 / Level 2 classes will be calculated as follows (except for 3-5 which are calculated as above): 2 points per horse placed over instead of the usual 5 per horse placed over. No class of less than two (2) shall receive points. If entered in more than one conformation class (broodmare if offered and a mare class for age), the exhibitor must pick the conformation class to use prior to the event starting. When High Point awards are given, the exhibitor must designate whether the Conformation points will be used in the Open or Amateur Division. This must be done prior to the show starting.

Example:

of horses in the class

	1st	2nd	3rd	4th	5 th	6th	7th	8	9
2	5								
3	10	5							
4	15	10	5						
5	20	15	10	5					
6	25	20	15	10	5				
7	30	25	20	15		5			
8	35	30	25	20			5		
9	40	35	30	25				5	
10	45	40	35	30					5

Continue following according to number of horses in class.

TIE BREAKERS VERSATILITY / HIGH POINT

All ties for versatility or high point will be broken as follows:

- Adding up the number of classes each horse placed in, the horse placing in the most classes is the the winner.
- If a tie remains, the horse winning the most first places will be declared the winner. If neither horse won 1st place, then go to 2nd, etc.
- If the tie still has not been broken, the horse placing the highest in the largest class will be the winner
- Versatility tie breakers are determined by the versatility classes only.

CONFORMATION CLASSES

The primary purpose is to evaluate the condition and physical characteristics of a working Foundation Quarter Horse. A Foundation Quarter Horse carries enough flesh and muscle to perform the work that is required of him. Conformation should be such that it lends itself to performing under saddle and putting in a good days work on the ranch. Conformation classes may be offered in the Open, Amateur and Youth Divisions. Horses are to be shown in good working halter; rope, nylon, or plain leather with NO silver. The use of whips, any hoof coloration or dyes and banding or braiding of manes or tails shall result in automatic disqualification. Feet may be inspected at the discretion of the judge. Horses should be groomed naturally. Excessive use of the hands to place the horse's feet will be considered a fault and could result in disqualification. All horses should be quiet and attentive. Any horse exhibiting unruly behavior may be dismissed for safety purposes. FQHR recommends the following breakdown of conformation classes, (split sexes required) but may be broken down by age at show management's discretion:

- Weanling - fillies, colts
- Yearling - fillies, colts, geldings
- 2yr old - fillies, colts, geldings
- 3-5 yr old - mares, studs, geldings
- 6-10 yr old – mares, studs, geldings
- 11 and over – mares studs, geldings
- Broodmares all ages

The judge shall select the Grand Champion Mare, Stallion and Gelding from first (1st) place winners in above classes. If the first place horse does not return for any reason, the second place horse will move up to the first place line and be considered for Grand and Reserve. The ring steward shall take the second place horse in the class from which the Grand Champion had been selected and place it in the line with the first place class winners to be judged for the title of Reserve Champion Mare, Stallion and Gelding. Weanlings and group conformation class winners are not eligible for Grand and Reserve awards.

Prior to September 1 of a calendar year, it is required that mare and foal classes be offered instead of weanling classes. Weanlings or foals in mare and foal class must be haltered when shown.

Geldings must be shown in gelding classes. Prior to entry, the registration certificate must be returned to the Registry along with the date of castration for correction. Geldings may be exhibited with a facsimile copy of the corrected certificate for a period of 30 days.

GROUP CONFORMATION CLASSES

The following are additional classes that are recommended if interest or entries justify them, but no points will be awarded toward versatility, high point, a Certificate of Performance or any other championship. Horses shown in a group conformation class must be eligible to show in their individual conformation class at the show.

- Produce of Dam - Two (2) or three (3) produce (either sex can be shown). Dam must be registered with the FQHR, but need not be shown, nor need produce be owned by the owner of the dam. The entry must be made by the mare owner or mare owner's agent. Horses shown in Produce of Dam may be of any age. This class is based upon the offspring (2 or 3 animals) (any sex) from the same mare, but not necessarily by the same sire. Each individual animal is

judged as an independent unit and then compared as a pair. The prime factors are their foundation quarter horse conformation first, and their likeness second.

- Get of Sire - Two (2) or three (3) get (either sex can be shown). Sire must be registered with the FQHR, but need not be shown, nor need produce be owned by the owner of the sire. The entry must be made by the sire owner or sire owner's agent. Horses shown in the Get of Sire may be of any age. This class is based upon the offspring of 2 or 3 animals (any sex) from the same sire, but not necessarily out the same dam. Each individual animal is judged as an independent unit and then compared as a pair. The prime factors are their foundation quarter horse conformation first, and their likeness second.

- Mare and Foal - Mare with one (1) of her foals to be shown. Foals must have been foaled within the current calendar year. Mare and foals do not have to be owned by the same owner. Entry must be made by mare owner. The primary purpose of this class is to determine the ability of the mare as a broodmare. Often the foal will be a better specimen than the mare. The condition and physical characteristics which the foal possesses at the time of judging are the important factors. The judge must ask himself/herself:

- Does the foal carry any of the mare's qualities?
- Has the mare passed on any of her undesirable characteristics?
- Has the mare passed on any of her desirable characteristics?
- Has the mare provided adequate sustenance for the foal?

- Certain qualities do not change in the development of a horse. The frame and bone length usually grow in proportion. Muscular development is uncertain. Environment and care are the determining factors, so it is more important that the muscle be there and properly tie in. The judge must remember:

- Is this a mare you would take home if you had your choice of all the mares in the class?

- Is she a true broodmare?

- Sire and Get - Sire with two (2) get to be shown. Sire and get do not have to be owned by the same owner. Horses shown as the get in this class may be of any age. Entry must be made by sire owner. In the sire and get class, the sire is shown with his progeny to show which characteristics passed on to his get.

JUDGING HORSES OF IMMATURITY

The basic fundamentals in judging foals, yearlings, and two year olds are the same as aged horses. The foal must be judged on its conformation as of that day. No "will be's" or "might-be's" are to be considered. Many times judges overlook a foal because of size. It must be remembered that a horse's age begins with the first month of that calendar year and there can be as much as six (6) months difference in colts/fillies within a given class. These six (6) months can mean a great deal to the development of the colt. Nevertheless, the class must be judged as one and the same.

PROHIBITED IN CONFORMATION

- Silver equipment
- Whips Protective boots and leg wraps
- Stud chains over the nose of any stallion less than 1 year of age
- Lip chains or chains in the mouth of any horse regard less of age or sex.

GENERAL RULES FOR EQUIPMENT

- Bits with shanks. The shanks cannot exceed 8 ½ in. from the headstall to rein.
- Bits cannot have protrusions below the bars
- The port must be no higher than 2 1/2" maximum. Rollers and covers are acceptable.
- Gag bit mouth pieces are not allowed in judged or cattle events, except for roping. They are allowed in speed events, if not severe.
- Bits with a minimal amount of movement in the mouthpiece are allowed.
- Donut and flat polo mouth pieces are NOT allowed in any event
- When a curb bit is used in judged events, one (1) hand only is allowed with the index finger only or no finger(s) between split reins. Violation of these rules is an automatic disqualification.
- Whenever this rule book refers to romal, it means an extension of material attached to closed reins. This extension is allowed to be carried in the free hand with a 16" spacing between the reining hand and the free hand holding the romal. The romal shall not be used to signal or cue the horse in any way. Any infraction will be penalized severely by the judge.
- In all riding classes, horses must be shown in a western, stock type saddle with a horn. Saddles and other

equipment should be suitable for ranch work. **“The FQHR strongly discourages silver plating on any tack”. What is considered excessive silver that could possibly result in disqualification would be left up to the discretion of the judge for that show.** It is traditional that western equipment and dress include some silver as buckles, conchos, bits, etc. However, excessive silver (silver that does not perform a functional need), or other decoration such as metal decorations on headstalls, rhinestones, beads, animal print equipment, etc. should be discouraged and may be grounds for disqualification.

- In roping and speed or other timed events such as team penning or feedlot sorting, use of a hackamore (including mechanical hackamores) or other types of bridles is the optional choice of the exhibitor, however, the judge may prohibit the use of bits or equipment that he/she may consider severe. Two hands will be allowed on curb bits in these classes. Neck ropes are required and a loop to run the rope through may be attached to the tie down, but not the bridle.

- Twisted wire bits may be used in timed or speed events if the other measurements meet the same specifications as those for bits in the judged events.

- The use of a two rein setup will be allowed for horses that are 5-6 years old being trained with the vaquero method. Only 5 and 6 yr old horses may be shown in two rein gear, defined as: Bridle with approved curb bit, minimum 1/2 inch flat leather curb strap, and romal reins with or without chains, over an approved bosal with an appropriate mecate rein. Only one hand on reins and hand may not be changed (except to work an obstacle). Any number of fingers between reins is permitted. It is the exhibitor's responsibility to notify the show secretary if they are using that setup and have their back tag annotated appropriately. This would be whatever the show office uses to identify the snaffle bit horses.

OPTIONAL EQUIPMENT

- Rope or riata: if used, the rope or riata must be coiled and attached to the saddle
- Hobbles attached to the saddle
- Tapaderos
- Protective boots and leg wraps except in conformation
- Spurs

- Loop on nose band of tie down for rope to run through in calf roping.
- Roping reins are allowed in all roping events including Ranch Roping
- Special equipment required by "special needs" exhibitor.

PROHIBITED EQUIPMENT

- Wire chin straps, regardless of how well padded or covered
- Jerk lines, Tack collars, Whips or bats
- Running martingales and tie-downs except in team roping, breakaway roping, calf roping, and speed events or other timed events
- Tie downs with bare metal in contact with the horse's head
- Draw reins are not allowed in any event
- Coloring, braiding or banding of mane or tail (braided manes are allowed in the roping classes).
- Tail extensions
- Hoof polish
- Riding in a curb/shank bit without a properly adjusted curb strap/chain is not allowed
- Wire or solid-metal curb straps no matter how padded are not allowed
- Wire cavesons, wire or cable tie-downs, bumper bits, metal bosals, no matter how padded; chambons; headstalls made of metal (even if encased in protective material); twisted rawhide or rope are not allowed
- Slip bit (gag) is allowed, with 3/8-inch rope over the poll in specific classes as indicated
- Running martingales are prohibited in the show arena. They are allowed in the practice arena with rein stops (they are not allowed in the practice arena without rein stops)
- Draw Reins are prohibited in the show arena. Draw reins are allowed in the practice arena (with snaffle or curb bit) when attached no lower than the elbow of the horse (not allowed when attached between or around the front legs)
- Stud chains are not allowed on any mare/gelding or studs 1 yr and under anywhere on the show grounds.
- Due to safety concerns no free lunging on the show grounds or lunging on a line unless in a closed or confined area that has gates/safe fences.
- No whips are allowed for any reason.

When illegal equipment is used in the warmup arena, it is the duty of show management to require the

exhibitor to remove/replace the equipment. It is also the duty of the judge to point out violations to the show management; however, show management or the ring steward shall inform the contestant. Failure to comply will result in disqualification from the entire show.

AGE DIVISIONS FOR PERFORMANCE CLASSES

Classes may be offered for horses that are 3-5 years old (Jr.) and 6 & older (Sr.) or all ages. Classes which are restricted to 3-5 Yr Old horses only shall be limited to Ranch Reining, Ranch Riding, Ranch Pleasure, Herd Work, Herd Roping, Handy Ranch, Ranch Cutting, Level 1 and 2 Horse Working Ranch Horse and Level 1 and 2 Horse Working Cowhorse. Horses less than six may be shown in any bit legal (snaffle, bosal, or curb) for that event. Horses six and older must be shown in curb bits in judged events. At the affiliate level, performance classes restricted to age ranges other than those listed here may be offered. However, no performance points will be awarded in those classes. No 2 year old shall earn performance points in any class other than conformation or In Hand Trail.

GENERAL RULES FOR PERFORMANCE CLASSES

In all classes, it is mandatory to wear appropriate attire, including a long sleeve western shirt with collar, western hat and western boots with a heel. Dress should be appropriate for working ranch wear. Show management/judge may alter the dress requirement in extreme weather conditions. The hat must be on the rider's head when the exhibitor enters the arena. Spurs and chaps are optional. It is optional that an exhibitor may wear a hard hat with harness in all classes.

It is mandatory that show management issue each horse one and only one exhibit number regardless of the number of classes entered. Show management shall either designate a certain sequence of numbers or appropriately mark entry numbers of horses five years and younger for easy identification by judge. Failure by exhibitor to display correct number in a visible manner shall result in disqualification.

Horses that have been disqualified in a class shall not be placed.

Horses 5 years old and younger may be shown 2 handed using a snaffle bit or hackamore (bosal).

Horses 6 years old and older must be shown in curb bit and must be ridden one handed (except where otherwise stated in this rule book for a specific class.

Whenever this rule book refers to "hackamore" it means the use only of a flexible, braided rawhide, leather, or rope bosal. This bosal must have a maximum diameter of 3/4" or a minimum of 1/4" at the cheek. Absolutely no rigid material will be permitted under the jaws regardless of how padded or covered. This paragraph does not refer to a "mechanical" hackamore. Whenever this rulebook refers to a bit, it means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. All curb bits must have a functional curb strap or curb chain. Chin straps, leather or chain must be 1/2" minimum in width and lay flat.

Acceptable snaffle bits are conventional O-ring, egg-butt or D ring with a ring no larger than 4". If a hobble or keeper strap is used on snaffle bits it must be leather, nylon or similar material and the reins must be attached above this strap. Curb chains are not acceptable for this purpose.

The mouthpiece must be round, smooth, unwrapped metal. The bars of all bits must be a minimum 5/16" in diameter, measured one 1" from the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two (2) or three (3) pieces. If it is a three (3) piece, a connection ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" of similar diameter as the rest of the mouthpiece (measured top to bottom) which lies flat in the horse's mouth are acceptable. Twisted wire snaffles are not allowed in judged classes.

Any horse that carries the tips of the ears below the withers for more than 3 strides at any gait will be a DQ. Unless it is working an obstacle.

FAULTS SCORED ACCORDING TO SEVERITY

- Touching horse and or saddle with free hand in judged classes except in the cattle portion of classes in which the horse is being shown on cattle and extended trot.
- Excessive nosing out
- Opening mouth excessively
- Stumbling
- Losing stirrups

- Anticipating signals
- Any unnecessary aid given by rider
- Spurring in front of cinch
- Use of free hand to instill fear

FAULTS RESULTING IN DISQUALIFICATION

- Fall to ground by horse or rider, except if a rider falls during the cattle portion of Working Cowhorse or Working Ranch Horse, the rider will be scored on that portion of the class which has been completed. However, the rider cannot place over a rider that is able to complete the class.

- Two hands on the reins except when ridden with a snaffle bit, bosal or in cutting, herd work, timed or speed events

- Failure to display proper number

- Abuse of horse or cattle

- Obviously lame or overly tired horse

- Misconduct by exhibitor, family member or trainer

- Equipment failure

- Excessive silver

- Illegal dress or equipment

Judge/show management may give the exhibitor the opportunity to correct equipment at affiliate level shows.

HANDY RANCH HORSE

Open/Amateur/Novice/Youth/3-5 Yr Old/Prime

The judge may not give verbal instructions to anyone unless all class participants are given the same opportunity. When classes are being run at will, it is inappropriate to address any exhibitor. All changes to patterns must be posted prior to the start of the class and continuously announced during the class.

This class will be judged on the performance of the horse at three gaits, performance over obstacles, response to the rider, and intelligence. Judges may also establish a time limit or add or take away points for efficiently working the pattern or taking too long to work the pattern. Judge will select two tie breakers. The scoring system will use the + - system with 70 as being the average. Patterns should be designed such that at least once in the pattern horses will be required to demonstrate a walk (minimum 30 feet), jog or extended trot (minimum 30 feet) and lope for at least (50 feet).

In the event of a tie when points are involved a judge

may call back tied horses if the tie breakers are not sufficient and ask for additional work of the same nature as is required for the class.

A minimum of six (6) obstacles and a maximum of eight (8) will be used; three (3) of which are mandatory/required to be in the pattern. Combinations of two or more obstacles are permissible. All obstacles must meet the approval of the judge. In the event an obstacle is damaged and can no longer be used, that obstacle shall be removed from the course and all previous scores on that obstacle will be deducted from the judge's score card. All obstacles must be approved and deemed safe by the judge. Once a horse has refused an obstacle 3 times, the judge shall whistle that person off and score that obstacle a zero (0). The judge shall select a 1st and 2nd tie breaker.

Mandatory Obstacles

- Opening, passing through and closing the gate. Use a gate which will not endanger horse or rider. The rein hand may be changed to work the gate without penalty if the change is made prior to and after the gate has been worked.

- Rope the stationary steer. This obstacle is used to show the willingness of the horse to have a rope thrown from its back. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rope will be supplied by show management if contestant does not have one

- Loading into a stock trailer. Horses must be willing to load without hesitation into a stock trailer. Exhibitor must open the door of the trailer fully for the safety of the horse if the door is not open. Undue hesitation will be penalized as well as not loading. A stock trailer may be open or fully enclosed and must have a compartment at least 6'x7' in size, with no ramps or center dividers. A trailer with a single gate is preferred. Trailers which are at least 6'6" in height (7' recommended) and with mats or other safe flooring must be used. Slick or metal floors are prohibited. If the trailer gate will not stay open and still while the horse is being loaded the gate should be tied back and not opened or closed.

Optional Obstacles

- Water hazard (ditch/shallow pond), no obstacles with slick or artificial bottoms are allowed. Obstacles must be natural with a soil or shallow mud bottom

- Hobble or ground tie horse (contestant's option).

Contestant may be required to perform a duty that a cowboy might have to do while dismounted. Horse is to remain ground tied willingly while duty is performed. (Pickup and move hay bales, pound in a fence staple, carry a rail, etc.)

- Put on and remove slicker
- Remove, carry, and replace item, (something a cow boy might be asked to convey on a ranch, mail, some thing from the cookhouse to the main house, etc.)
- Jump horse while mounted over obstacles no more than 18" in height.
- Ride over at several logs. Walking only if laid at odd angles. Laid flat and in measured distances, the measuring point should be at the path the horse would be expected to take. Walk overs – 2'-2'6" Trot overs – 3' to 3'6" Lope overs - 6' to 7'
- Log drag. Horse must be willing to drag a log for a short distance, either in a straight line or around a set pattern.

Additional obstacles may be used but should be similar to what would be encountered on the trail or in normal ranch work. The judge has the right and duty to alter the course in any manner or remove any obstacle deemed unsafe. All courses and obstacles are to be constructed with safety in mind so as to eliminate any possible accidents. It is permissible to change rein hand to work with an obstacle. Obstacles with a potential slick surface should be negotiated at the walk

The pattern starts with a base of 70 points using the + & - system. After deducting all faults from a maneuver, the judge should evaluate the execution of the pattern and the horse's overall performance; credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers.

Penalties

Penalties should be deducted from the obstacle score. But in no case can the sum of the penalties and the quality score be less than zero.

-5 points: Blatant disobedience (bucking, kicking or rearing), failure to ever take correct lead when a specific lead is called for, releasing gate or dropping an obstacle (slicker) stepping outside or off of an obstacle with two or more feet, failure to attempt an obstacle, working an obstacle from the wrong direction, turning the wrong way, 3rd refusal on the same obstacle.

-3 points: 1st refusal on an obstacle, 2nd refusal on the same obstacle, (total -6 points), break of gait at the lope except to fix wrong lead, wrong lead at lope (corrected), stepping outside of or off an obstacle with one foot.

-1 point: hitting & moving an obstacle such as a log in a trot or lope over, sidepass or backthrough, break of gait at walk/jog.

- 1/2 point: hitting/ticking an obstacle but not moving it.

DQ:

- Head carried with tips of ears below the withers for more than 3 strides will result in a disqualification at any gait unless working an obstacle.

- Going off course

- Attempting an obstacle in the arena not called for in the pattern

LIMITED JUNIOR YOUTH HANDY RANCH HORSE
Junior Youth 13 and under may only show in
Limited Junior Youth Handy Ranch and Limited
Junior Youth Ranch Pleasure

The judge may not give verbal instructions to anyone unless all class participants are given the same opportunity. When classes are being run at will, it is inappropriate to address any exhibitor. All changes to patterns must be posted prior to the start of the class and continuously announced during the class.

This class will be judged on the performance of the horse at the walk and trot only, performance navigating obstacles, response to the rider, and intelligence. Judges may also establish a time limit or add or take away points for efficiently working the pattern or taking too long to work the pattern. Judge will select two tie breakers. The scoring system will use the + - system with 70 being the average. Patterns should be designed such that at least once in the pattern horses will be required to demonstrate a walk (minimum 30 ft.) jog (minimum 30 ft).

A minimum of three (3) obstacles and a maximum of five (5) will be used; combinations of two or more obstacles are permissible. All obstacles must meet the approval of the judge. In the event an obstacle is damaged and can no longer be used, that obstacle shall be removed from the course and all previous scores on that obstacle will be deducted from the judge's score sheets.

Once a horse has refused an obstacle 3 times, the judge shall whistle that person off and score that obstacle a zero (0). The judge shall select a 1st and 2nd tie breaker.

There will be no mandatory obstacles for the Limited exhibitors. Limited exhibitors will NOT work the gate, load into a trailer, drag a log or jump obstacles. They may rope the stationary steer, hobble or ground tie, go over brush, logs, convey items from one point to another.

Additional obstacles may be used but should be similar to what would be encountered on the trail or in normal ranch work. The judges has the right and duty to alter the course in any manner or remove any obstacle deemed unsafe. All courses and obstacles are to be constructed with safety in mind so as to eliminate any possible accidents. It is permissible to change the rein hand to work an obstacle. Obstacles with a potential slick surface should be negotiated at the walk only.

The pattern starts with a base of 70 points using the + - system. After deducting all faults from a maneuver, the judge should evaluate the execution of the pattern and the horse's overall performance; credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers.

Penalties

Penalties should be deducted from the obstacle score. But in no case can the sum of the penalties and the quality score be less than zero.

- 5 Points: Blatant Disobedience (bucking, kicking, rearing), failure to change gaits when required or dropping an obstacle (slicker), stepping outside or off of an obstacle with two or more feet, failure to attempt an obstacle, working an obstacle from the wrong direction, turning the wrong way, 3rd refusal on the same obstacle.

- 3 points: 1st refusal on an obstacle, 2nd refusal on the same obstacle (total -6 points), break of gait at walk/jog, stepping outside of or off an obstacle with one foot.

- 1 point: Hitting or moving an obstacle such as a log in a trot, sidepass or back through, break of gait at walk/jog.

- 1/2 point: Hitting/ticking an obstacle but not moving it.

DQ

- **Head carried with tips of ears below the withers for more than 3 strides at any gait unless working an obstacle.**
- **Going off course**
- **Attempting an obstacle in the arena not called for in the pattern**

IN HAND TRAIL

This class is available to yearlings and two-year-olds only and must be divided into the two age groups. This class allows the opportunity for exhibitors and owners to promote their young stock in such a manner as to prepare them for a performance career without undue mental and physical stress. Five (5) points earned in this class may be applied to the Handy Ranch Horse requirements.

Course Requirements

There shall be 6 maneuvers/obstacles in each class. It is recommended that safety of the handler and horse is taken into consideration at all times. Show management is responsible for designing a challenging course that can be completed within three minutes or less. The course must be posted at least 30 minutes prior to the first call of the class.

- Obstacles should be designed with safety in mind.
- The course should be designed so there is a natural progression from one obstacle to the next
- In the event that an obstacle is damaged and can no longer be used, that obstacle shall be removed from the course and all previous scores on that obstacle will be deducted from the score cards
- Measurements between poles and markers are to remain constant with every exhibitor. Show management is responsible for overseeing that spacing is maintained. Poles are to be spaced 2'-2'6" apart for walkovers and 3'-3'6" apart for trot overs. When measuring distance between obstacles, measure from the inside base to the inside base of each obstacle. Obstacles or backing must be spaced a minimum of 28" apart for Yearlings and 32" for Two-year olds. They can be 'L', 'V', 'U', or straight.

Following list is a suggestion of the types of maneuvers and obstacles:

- Trot into arena and one time between obstacles
- Backing
- Allow the handler to "sack" with a flag or slicker

- Walk over poles
 - Opening and shutting a mailbox
 - Pick up one to all four feet
 - Pass in or around a natural obstacle (mock camp site, object you might encounter on the trail (water, box, mountain bike, big rock, etc). No live animals
 - Move away from pressure as in haunch turn, forehand turn or side pass
 - Open, pass through and close gate while the handler maintains contact with the gate
 - Loading and unloading into trailer
- Added Level of Difficulty for Two Year Olds*
- Backing a "Figure 8"
 - Trotting across poles
 - Carrying a saddle (light saddle)
 - A water obstacle (no slick bottom)

Judging for In Hand Trail

The judge should approve the course design prior to posting it. In judging this event, the judge is looking for a horse that can proceed through the course with the least amount of handler's influence and still be correct with a willing and trusting attitude. The horse shall walk or trot beside the handler freely and with confidence. The judge must declare a 1st and 2nd tie breaker.

In the case of a refusal (horse moving away from the obstacle, backing up, turning, sidestepping) the exhibitor may attempt the obstacle a second time. After the second refusal, the horse must move on. A horse that is stopping and looking (with interest) is not considered a refusal provided the horse continues and completes the obstacle. Handler may touch the horse to cue it.

Credits

- Horse should display willing attitude
- Horse should display trust and obedience to handler
- Horse should exhibit free and natural gaits
- When negotiating gate, keep hand on gate

Faults

- Attempting to run off or pulling away from the handler
- Delays in approaching and completing an obstacle
- Display of aggression or resentment toward the handler
- Handler losing control of the gate

Penalties for In Hand Trail

Penalties should be deducted from the obstacle score. But in no case can the sum of the penalties and the quality score be less than zero.

-5 points: blatant disobedience (bucking, kicking or rearing), releasing gate or dropping an obstacle (slicker) stepping outside or off of an obstacle with two or more feet, failure to attempt an obstacle, 2nd refusal on obstacle, working an obstacle from the wrong direction, turning the wrong way,

-3 points: 1st refusal on an obstacle, 2nd refusal on the same obstacle, (total -6 points), stepping outside or off of an obstacle with one foot.

-1 point: hitting and moving an obstacle such as a log in a walk/trot, sidepass or backthrough, break of gait at walk/jog.

-1/2 point: hitting/ticking an obstacle but not moving it

CALLING FOR NEW COW IN RANCH CUT - TING/WORKING RANCH /WORKING COW HORSE

In the event a cow is deemed unworkable either due to lack of respect or honor for the horse or due to lack of willingness to challenge the ability of the horse such that the judge cannot evaluate the ability of the horse and if adequate cattle are available a new cow can be awarded. The judge has the responsibility of awarding the new cow. The exhibitor has the option of not taking the new cow; however, once the offer of a new cow is refused the exhibitor must work the original cow. Prior to a new cow being awarded, the exhibitor must attempt to work the assigned cow until the judge whistles the exhibitor off.

RANCH CUTTING (3 min. – 90 sec warning)

Open/Amateur/3-5/Novice/Youth/Prime.

To be judged on a horse's smoothness, cow sense and natural ability to read and work a cow. Horse should display lightness of handle and quietness in the herd. Settling the herd is permitted but not by the first exhibitor in the class.

- Minimum number of cattle in the herd will be ten (10) to be located at one end of the arena

- A pen with gate (when available) and wing located on the fence line, size and degree of difficulty option of judge

- All cattle should be clearly marked with numbers.

However, it is permissible to use more than one cow

with the same number if the cattle are different (red vs. black). This may be done in situations where an odd number of entries are in the class (11 vs. 10). In extenuating circumstances only non-numbered cattle may be used however, the judge should make every effort to insure that no rider is given an advantage or disadvantage due to the way cattle are identified.

- There is a 3-minute time limit starting from the time the cow's number is called. A timeline at the middle of the arena should be designated. The cow number (or other identification) should be called when the rider crosses the line. The object will be to cut one cow from the herd and work it with the assistance of two turn-back riders. (Two herd holders may be used but only for the purpose of keeping the cattle centered in the arena. Once the cow is separated from the herd they should not assist the rider being judged other than verbally. Noise directed at the cattle by the herd holders is not allowed.

- Once the cow is clearly separated from the herd a 5 pt penalty will be charged if the cow re-enters the herd (lost). On the second occurrence, a 2nd 5 pt. penalty will be assessed and the judge will signal the rider via whistle to stop work. This will not be cause for disqualification but a rider that loses a cow twice should not place over a rider that does not. The rider must drive the cow into the pen - close the gate if there is one. Failure to will also result in a 5 pt. penalty and the rider cannot place over one that does pen the cow.

- A signal whistle will be blown at 90 seconds and at conclusion of 3 minutes

- Scoring will be on a basis of 0-80

Penalties

- Excessive help by herd holders or turn back riders -5 pts per incident

- Allowing cow to return to the herd after it is clearly cut - 5 pts per incident

- Failure to pen the cow within the time limit - 5 pts

- Blatant disobedience Excessive spurring - 3 pts

- Biting, striking, or kicking a cow - 3 pts

- Loss of working advantage by more than 1 horse length - 1 pt. per incident

- Gaping mouth when reined - 1pt

- DQ Turn tail to cow, fall to ground of horse, rider or additional cattle in the pen,

Credits

- Quiet in the herd and smoothness of cut
- Degree of difficulty
- Time spent working
- Driving and controlling cow

Horse will not be penalized for reining during cutting portion but should display horse's natural cow ability in controlling and driving the cow.

The judge will use and post the FQHR judges score sheet.

All helping horses must be FQHR registered and all helpers must be FQHR members in Ranch Cutting. A waiver may be requested from FQHR.

The show committee should provide a pen with a 6 to 8 foot closeable gate or a wing of no more than 12 feet. If so desired, the fence can serve as the wing

WORKING RANCH HORSE (6 min. - w/4 min. warning) Open/Amateur/Novice/Senior Youth/Prime

Each exhibitor must carry a rope with a breakaway honda upon entering the arena except when no exhibitor will be allowed to rope because of cattle restrictions. Exhibitors will be allowed a maximum of 6 minutes to complete the prescribed pattern. At the 4 minute mark there will be a two minute warning whistle. When the 6 minute time limit has expired, the exhibitor will be required to exit the arena.

Each horse will be ridden (jog or lope) to the center of the arena in a position such that the horse is facing the judge. Time will begin when the rider dismounts. The exhibitor must remove bridle completely from the horse's mouth and re-bridle. Exhibitor must then ground tie (hobbles allowed) the horse and pick up two of the horse's feet as per judge's call prior to the class. Exhibitor will then mount the horse and demonstrate that it will stand quietly for at least 5 seconds and then begin the reining portion of the class.

- Failure to complete all parts of the groundwork or dry work shall not be cause for disqualification but shall be judged accordingly. Likewise additional maneuvers such as rollbacks, etc, shall not be given credit.

- The cow work portion of the working ranch horse will be judged using guidelines similar to the cow work portion of the working cowhorse. Credit will be given to horses that demonstrate the ability to control a cow while boxing and turning the cow on the fence. Loss of working advantage, using the corners to turn the cow,

hanging up on the fence, etc., are considered faults. Likewise, credit should be given for rating the cow down the fence, quality of turns, display of cow sense and degree of difficulty.

- After the rider takes down his/her rope penalties for 2 hands on the reins or swapping hands on the reins do not apply. Credit will be given to the horse that puts the rider in position to make an easy throw. If the rider fails to catch, the maximum number of points awarded for the roping portion will be 10 of the 15 points possible.

- After the exhibitor has completed the reining pattern he/she will accept the cow and show the horse's ability on cattle by: boxing the cow on the end and turning back on the fence. This portion of the class is to be judged on horse's ability to control the cow, cow sense and smoothness. Exhibitor must then attempt to rope the cow. The exhibitor shall use a breakaway honda. The exhibitor is allowed only 2 throws. They must stop the horse in a manner that the breakaway honda releases.

- The judge may call for the rider to rope the cow once he/she has seen sufficient work by the horse to evaluate the horse's ability. Judges should remember that the purpose of this class is to identify horses which are skilled at controlling cattle and aiding the rider in completing ranch work.

Elements of the Competition and Scoring for the Working Ranch Horse Class (100 pts)

1) Ground Work (20 pts)

- Remove and replace bridle (5 pts)
- Ground tie (5 pts)
- Pick up feet (5 pts)
- Mount horse and stand quietly (5 pts)

2) Reined Work (24 pts)

- Figure eights (changing leads) (8 pts)
- Lope to end & stop & back (8 pts)
- 1 or 2, 360° turns in both directions (8 pts)

3) Cow Work (41 pts)

- Receive cow in arena
- Rider shows horse's ability on cow by boxing cow on the end, and turning the cow on the fence.

4) Roping Work (15 pts)

- Rope cow with a breakaway honda
- Only 2 throws allowed

The judge shall stop the cattle or roping work due to exhibitor or horse being unsafe, out of control, or in situations when cattle are being abused (examples: repeated crashing into the fence, running over cattle, etc.). The judge will use and post the FQHR judges score sheet.

If the cattle situation requires it, show management has the option of not allowing any rider to rope. In that case, all exhibitors will be required to circle their cow. No rider will be allowed to carry a rope into the arena. In the event roping is not allowed, it must be announced on the show bill or prior to the start of the show. In the latter case, riders will have the option of scratching the class, receiving a refund for that class and changing the class on their versatility entry if originally designated as a versatility class. Riders that did not originally designate the class as a versatility class will not have the option of adding the class as a versatility class.

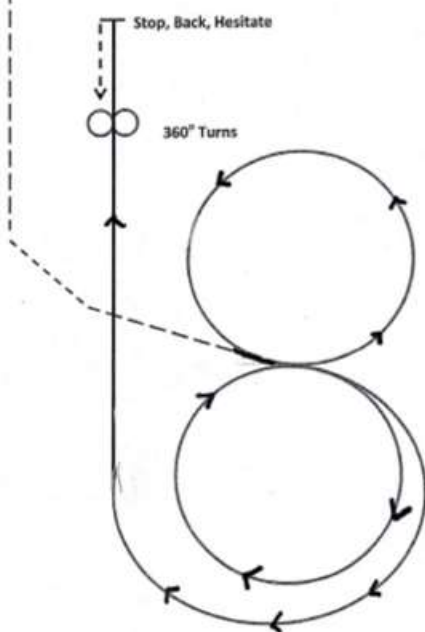
It is suggested that the first circle in the figure 8 be run on the end of the arena opposite from the end that the cattle will be released, however, this is not a requirement. All dry work may be run in any order as long as all 4 elements are completed (circles, stop, back, 360's). The entry point for the pattern may need to be adjusted depending on where the gate is located within an arena.

Suggested order of the reined work:

- Run a figure eight executed at a lope and of sufficient size to avoid short, choppy turns and in a manner that will demonstrate the horses ability to change leads (once in each direction)
- After completion of the second lead change, the exhibitor can start a 3rd circle in the same direction as the first circle. However, instead of completing this circle the exhibitor can run down the center of the arena (or off to the side) to execute the stop and back at least 10 feet.
- After hesitating for 5 seconds, the exhibitor will have his horse do one or two 360° turns in each direction. Failure to run the pattern in this order shall not be penalized.

Suggested Pattern for Working Ranch Horse
when the cattle are released from this end

Upon entering ride to the center
of the arena at a trot or lope



**LEVEL 1/LEVEL 2 WORKING RANCH HORSE/
WORKING COW HORSE**
(3-5/OPEN/AMATEUR/NOVICE/ YOUTH/PRIME)

If show management offers regular open or amateur working ranch horse / working cow horse class, they must offer the Level 1 and Level 2 classes. Level 1 consists of boxing only. Level 2 consists of boxing, down the fence and boxing at the opposite end of the arena. A horse may only show in 1 section of Working Ranch Horse/Working Cow Horse per division (ex trainer shows in Open Working Cow Horse and the owner shows in Amateur Working Cow Horse).

LEVEL 1 WORKING RANCH HORSE
(4 minutes total-cow work 45 seconds)
Judging for Level 1 Working Ranch Horse

Riders will complete the ground and reined work portion of the Working Ranch Horse Class. The time limit will be a maximum of 4 minutes total and only 45 seconds after the cow is released. The judge will blow the whistle to indicate completion of cow work which is only boxing (no down the fence or circling). Rules for judging the cow portion of this class will be the same as for the Level 1 Working Cow Horse class (see page 62). In the Level 1 classes, horses may perform a simple or flying lead change, there is no penalty or advantage for either. However, failure to change leads will be penalized as per the rules for reining on page 56 but with a maximum penalty of 4 points per circle.

**Judging for Level 2 Working Ranch Horse /
Working Cow Horse** (cow portion 1 1/2 min.)

Riders will complete the ground and dry work portion of the Working Ranch Horse Class. Riders will complete the dry work for Working Cow Horse.

- Part One- Boxing the Cow- The rider will face the cow entry gate. When the cow enters the arena the rider will box the cow on the original end to demonstrate control of the cow.

- Part Two - Release the Cow and Drive it to the Opposite End of the Arena - Once the rider has held the cow for sufficient time to demonstrate control of the cow on the original end (approximately one minute) the rider will drive the cow down the fence toward the opposite end of the arena. The position of the horse on the cow should be off the hip, far enough back so that the cow is not inclined to return to the original end of

the arena but close enough such that the cow remains on the fence and is driven down the arena. The rider should be close enough to the cow to demonstrate control of the cow. At a point approximately $\frac{3}{4}$'s of the distance down the arena but no less than 60 feet from the end of the arena the rider will release the cow and prepare to box it on the opposite (from the cow release end) of the arena.

- Part Three - Boxing the Cow on the Opposite End of the Arena – The exhibitor will box the cow on the opposite end of the arena and continue until time is called. Credit will be given for demonstrating control of the cow. Cow portion time max 1 $\frac{1}{2}$ minutes.

- Scoring

- Part One (2-20 points)

- 1-10 Credit for control of cow, position on cow and correctness of turns (on hind quarters)

- 1-10 Degree of difficulty and amount of work done

Credits

- Expression, cow sense of horse, stopping and turning with cow with minimal cues by the rider

- Holding and control the cow

- Amount of work done

Deductions

- Loss of working advantage when stopping and turning with cow

- Loss of cow on the boxing ends

- Horse requiring excessive handling to control cow

Part Two (2-10 points)

- 1-5 control, position and initiative

- 1-5 degree of difficulty and amount of work done

Credits

- Rating the cow

- Controlling the cow out of the corner

- Driving the cow down the fence in control

Deductions

- Unable to drive cow to the opposite end

- Not in position to control the cow when driving the cow down the fence

- Failure to rate when driving the cow

Part Three (2-20 points)

- 1-10 Credit for control of cow, position on cow and correctness of turns (on hind quarters)

- 1-10 Degree of difficulty and amount of work done

Credits

- Expression, cow sense of horse, stopping and turning with cow with minimal cues by the rider
- Holding and control the cow
- Amount of work done

Deductions

- Loss of working advantage when stopping/turning with the cow
- Loss of cow on the boxing ends
- Horse requiring excessive handling to control cow

Scoring Eye Appeal & Cow Sense (1-10 points)

Credits

- Staying engaged with cow
- Quality of stops and turns

Deductions

- Throwing head, stiffness, lack of engagement with cow requires excessive handling by rider

WORKING COWHORSE

Open/Amateur/Novice/Senior Youth/Prime

An FQHR affiliate may choose to offer the traditional Working Cow Horse class consisting of reined work (flat work/dry work) and cattle work, or they may offer the Revised Working Cow Horse where only the cow working portion is completed (boxing, fence work, circling). Whichever version the affiliate begins the year with must be the only one used for that year. In case of unsafe arena conditions, due to inclement weather, the class routine may be altered. Exhibitor has the option of requesting a refund before the class starts.

Scoring – General

The traditional reined cow horse class must consist of reined work and cattle work. The required cattle work is boxing, fence work, and circling. Contestants shall be judged on a basis of 0 to 80 points. Half points may be used. Performance only is to be counted. Points scored for the reined work and the cattle work(s) are to be totaled. There shall be no ties for the first place horse. In the event of such a tie, the entry with the highest cattle work score shall be placed first. If there is a tie between the entries in the cattle work scores, such tie shall be broken additional cattle work of a length appropriate under the existing show conditions.

The revised Working Cow Horse (part 2) will consist of cow work only.

RULES FOR JUDGING RANCH REINING AND REINED WORK FOR WORKING COW HORSE

The judge will use/post FQHR judges score sheet. When possible, the judge will sit on the left side of the arena as determined by the entry gate. Judges will continue to score the exhibitor whether or not the exhibitor DQ's or the run results in a 0.

All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to the severity of deviation. After deducting all faults, set here within, against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.

When performing the stop the horse should round the back into a collected frame, bring the hind legs underneath and cease forward motion so that it allows the horse to change directions to head a cow in a timely and efficiently manner or to control a roped cow. Sliding excessive distances as to preclude heading the cow in a timely fashion will be considered a fault. Once the hind legs assume the stop position, they should remain underneath the horse with the horse's weight on them and should not be repositioned until the horse ceases forward motion. During the run down the horse should increase speed as it nears the stop. However, footing and arena conditions should be taken into consideration and credit will not be given for excessive speed. Gaping the mouth, bouncing on the front end, stopping on the front end, and repositioning the hind legs once the stop position is assumed will be considered faults.

RANCH REINING RULES IN SUMMARY

-5 points

- Spurring in front of cinch
- Use of free hand to instill fear
- Holding saddle with free hand
- Kicking out. Bucking or Rearing (or other blatant disobedience).

-2 points

- Break of Gait
- Jogging beyond 2 strides but less than half (1/2) circle or half (1/2) the length of the arena
- Failure to go beyond the markers
- Freezing up in spins or rollbacks
- Over or under spinning between ¼ and a full turn (example 2 spins instead of 3 or 4 spins instead)
- Coming to a stop within the first ¼ of a circle in a lead depart is considered a break of gait and not an inclusion of a maneuver

-1 point

- Delaying change of lead from start to one-fourth (1/4) circle
- 1 pt for out of lead in each part of a ¼ of a circle or run around the end of the arena

- Over or under spinning by one-fourth (1/4) turn

- ½ point

- Failing to remain more than 20 feet from fence when stopping or performing a rollback
- In run to end, failure to change leads by 1 stride
- Starting a lope departure at a jog or exiting rollbacks up to two (2) strides
- Over or under spinning by one-eighth (1/8) turn

The following will result in a score of 0

- Failure to complete pattern except for over/under spin
- Performing maneuvers in unspecified order
- Inclusion of additional maneuvers (except stop in the first ¼ of the first circle)
- Equipment failures causing delays
- Balking or running away
- Jogging more than half (1/2) circle or half (1/2) arena length while starting a circle, circling or executing rollback
- Fall to ground by horse or rider
- More than one finger between reins
- More than one hand on reins except with snaffle or hackamore.

Faults not to be considered disqualification but should be scored according to severity

- Crooked stops and backs
 - Anticipating stops
 - Uncontrollable speed
 - Wringing tail, kicking out when cued
 - Opening mouth, raising head on stops and turns
- Knocking over markers

- Failure to run pattern within markers may not be considered a fault depending on arena size
- Failure to go past markers when pattern calls for it, is considered a fault

RULES FOR JUDGING CATTLE WORK IN WORKING COW HORSE AND WORKING RANCH HORSE

Judging begins when the contestant enters the arena. At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end.

After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one (1) turn away each way on the fence. Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. The contestant shall show his horse to the best of his ability upon the judge's instruction, or at his own discretion. The fore going is basically the ideal type of cattle work.

However, the judge should take into consideration the size of the arena, condition of the ground and disposition of the cattle in scoring each work. If ground, arena and/or weather conditions are deemed unfavorable by the exhibitors, they may elect to alter the required cattle work for safety reasons. The judge will blow the whistle when the cow work is completed.

If the judge decides to award a new cow because the cow is too lethargic or will not honor the horse (too wild), the judge will signal for a new cow by blowing the whistle twice. It is the judge's responsibility to award a new cow. The contestant must attempt to work a cow until signaled to stop by the judge. The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed of the cow, the stubbornness of the cow (i.e. not respecting the horse), or the cow's reluctance to move, provided the job is accomplished. When all else balances out equal, the more pleasing or exciting cow work should be marked the highest.

Markers such as brightly colored cones or tape shall be set at the half point mark on the long side of the arena fence in each corner (see diagram). Markers should be placed so as not to cause a safety problem during the cow work.

Boxing

Work the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

Turning on the Fence

A good turn on the fence may be defined as which the cow, while being run down the fence on one side of the arena, is turned in the other direction and held near the same fence while being run in a new direction. Open field turns shall be considered a legal turn and may be rewarded for degree of difficulty dependent upon the disposition of the cow being worked. During the turn, the horse should use himself in a controlled athletic manner (display the ability to rate the cow), using his hocks to stop and drive out of the turn, while using his front end to balance and turn. The ideal Cowhorse should display the ability to rate the cow before attempting to turn the cow.

The contestant must get a least one (1) turn in each direction. To be considered a turn, the contestant must be close enough to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling to the fence. More than two (2) good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to turn correctly. One (1) turn each way may not necessarily result in extra credit if the horse and/or cow is out of control.

Circling

After turning the cow on the fence, the rider should drive the cow off the fence and circle it once in each direction. Ideally the horse should be between the horse's hip and shoulder. The judge will signal the contestant to stop work once the horse has completed a circle in each direction.

Cattle Work Credits

- Maintaining control of the cow at all times.
- Exhibiting superior cow sense and natural ability without excessive reining or spurring

- Degree of difficulty
- Eye appeal of the entire run including rating the cow down the fence
- Correctness and quality of turns

Cattle Work Penalty Points

- 5 points

- Not getting one turn each way
- Spur in shoulder or hitting the horse in front of the cinch

-3 points

- Biting or striking the cow
- Hanging up on the fence (stopping Lateral motion of the shoulders during a turn)
- Exhausting or overworking the cow before circling
- Knocking down the cow without having a working advantage

- 2 points

- Turning the cow past the second corner marker (16-24 feet past the corner)
- On turn in the middle of the arena, if the cow does not turn before coming within 3 ft of the fence

- 1 point

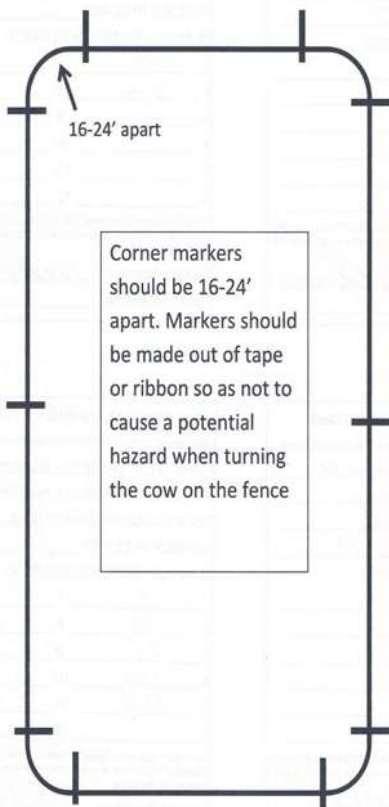
- Loss of working advantage 1 pt for each horse length
- Loss of control of the cow (more than 35 ft from the cow except immediately after a turn)
- Using the corner of the arena to turn the cow (turning the cow inside or between the corner markers)
- Changing sides of the arena to turn the cow
- Turning the cow before passing the center marker on the first turn
- When turning the cow going by the cow after after turns 1 pt for each horse length past the cow

DQ

- Turn tail to the cow or balk
- Fingers between the reins with a romal or more than the index finger between split reins or two hands on the reins when not legal
- Illegal equipment
- Fall of horse or rider
- Out of control or running over cow
- Intentionally crashing the cow into the fence to control it
- Leaving working area before signaled by the judge
- Bloody mouth
- Abuse of cattle

The judge may blow the whistle at any time to terminate the work when he/she is satisfied that an accurate assessment of the horse's working ability can be made.

Position of Penalty Markers for Working Cowhorse



LEVEL 1 WORKING COW/WORKING RANCH HORSE (45 sec cow portion) Open/Amateur/Senior-JuniorYouth/3-5 Yr Old/Novice

Level 1 Working Cowhorse Class Description

The Level 1 Working Cow classes will use the pattern described below. This is the only authorized pattern. The dry work pattern is to be performed so as to prepare the horse to receive and control the cow.

Two cones will be placed 60-70 feet apart and a minimum of 20 ft. from the fence.

The rider shall trot into the arena, trot to first cone and start pattern. The pattern shall be done on the same side of the cones as the cow is to be released so that all turns are toward that end of the arena. Each part 1-5 of the dry work will be scored on a basis of 1-8 with 4 being considered average. The average score for the cattle work will be 40. Each of the 4 elements will be scored on a + credit or – minus basis. With a maximum of 2 points added or deducted from each maneuver such that a maximum of 8 points could be added or deducted. There will be a 45 sec time limit for the cattle portion of the class. Time will start when the cow is released and the gate is closed. In the case of a tie the contestant with the highest score in the cattle portion shall place higher. The judge shall use and post official FQHR score sheets for this class.

Pattern Working Cow Horse Level 1 / Level 2

- Extended Trot/jog to second cone; Stop; Back two steps; Roll back to right
- Extended Trot/jog back to first cone; Stop; Back two steps; Rollback to left
- Lope to second cone; Stop; Rollback to right
- Lope to first cone; Stop; Rollback to left
- Lope to center; Stop, Back two steps; Pivot 90 degrees toward cattle and call for the cow to be worked.

Boxing the Cow

The rider shall signal for the cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.

Credits for Boxing portion of Level 1 & 2 Working
Cowhorse / Working Ranch Horse

- Maintaining control of the cow
- Degree of Difficulty
- Maintaining proper position on the cow
- Cow Sense/Natural Ability
- Eye Appeal
- Correctness and Quality of Turns

Penalties for Working Cowhorse Level 1 / 2

-5 points - Spur or hit in front of the cinch

-3 points

- Loss of cow - after second occurrence cow work will be stopped and score for the cow portion will be given

- Biting, kicking or striking the cow
- Hanging on the Fence

- Knocking down the cow w/o working advantage

- 2 points - Turning the cow inside the corner marker (within 16 ft either side of the corner).

-1 point

- Loss of working advantage 1 pt. for each horse length

- Loss of control of the cow (more than 35 feet from the cow except immediately after a turn)

- Using corner to turn the cow

- When turning the cow going past 1 horse length after the cow has turned.

DQ

- Turn tail to the cow or balk

- Fingers between the reins with a romal or more than the index finger between split reins, or two hands on the reins when not legal Illegal equipment

- Fall of horse or rider

- Out of control or running over cow Intentionally crashing the cow into the fence to control it

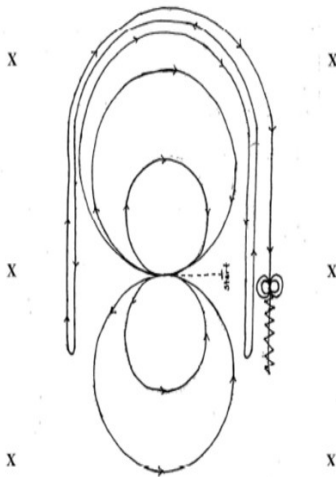
- Leaving working arena before signaled by the judge

- Bloody mouth

The judge will blow the whistle to indicate completion of cow work which is only boxing for Level 1 and Box, Drive, Box for Level 2.

REINING PATTERN 1
Begin pattern facing the judge.

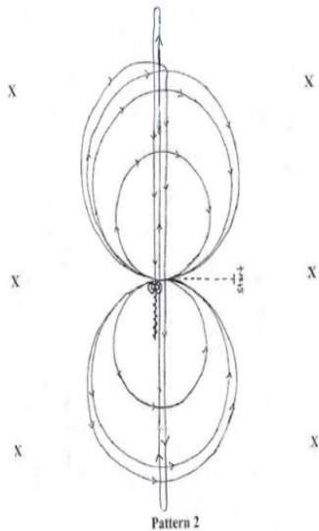
1. Trot to center of the arena facing the judge, walk or stop before beginning the pattern.
2. Run 2 circles to the right, the first small slow, the second large fast. Change leads at the center of arena.
3. Run 2 circles to the left, the first small slow, the second large fast. Change leads at the center of arena.
4. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
5. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and back at least 15 feet, hesitate.
7. Complete 2 spins either direction, hesitate.
8. Complete 2 spins in the opposite of 7 above, hesitate to show completion of the pattern.



Pattern 1

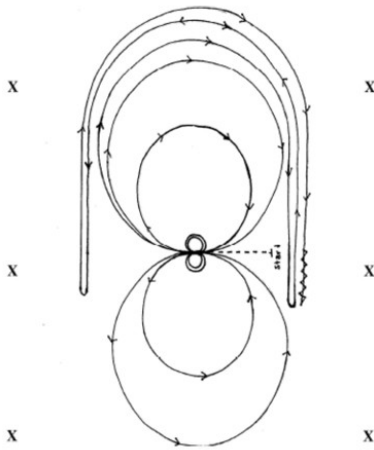
REINING PATTERN 2
Begin pattern facing the judge.

1. Trot to center of the arena facing the judge, walk or stop before beginning the pattern.
2. Run 3 circles to the right, the first large fast, the second small slow, the third large fast. Change leads at the center of the arena.
3. Run 3 circles to the left, the first large fast, the second small slow, the third large fast. Change leads at the center of the arena.
4. Begin a circle to the right, do not close the circle but run down the middle of the arena past the end marker, stop and do a right rollback.
5. Run back down the middle of the arena past the end marker, stop and do a left rollback.
6. Run back past the center marker, stop and back at least 15 feet, hesitate.
7. Complete 2 spins to the right, hesitate.
8. Complete 2 spins to the left, hesitate to show completion of the pattern.



REINING PATTERN 3
Begin pattern facing the judge

1. Trot to center of the arena facing the judge, walk or stop before beginning the pattern.
2. Complete 2 spins either direction, hesitate
3. Complete 2 spins in the opposite direction of maneuver 2. , hesitate
4. Run 2 circles to the right, the first small slow the second large fast. Change leads at the center of the arena.
5. Run 2 circles to the left, the first small slow, the second large fast. Change leads at the center of the arena.
6. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop, and rollback toward the fence.
7. Run back around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
8. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and back at least 15 feet, hesitate to show completion of pattern.

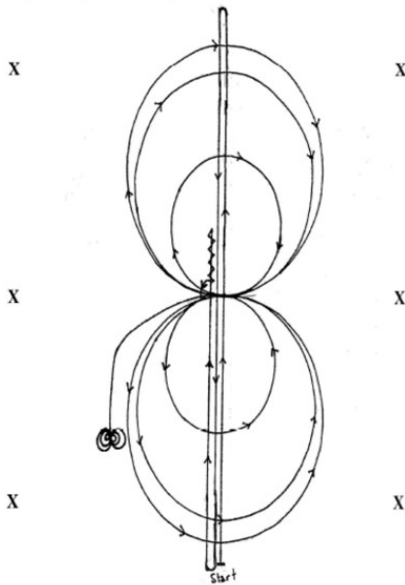


Pattern 3

REINING PATTERN 4

Run pattern as written disregard position of judge

1. Run down the middle of the arena past the end marker, stop and do a left rollback.
2. Run back down the middle of the arena past the end marker, stop and do a right rollback.
3. Run back down the middle of the arena past the center marker, stop and back at least 15 feet, hesitate.
4. Complete $\frac{1}{4}$ turn toward the left.
5. Run three circles to the left, first large fast, second small slow, third large fast. Change leads at the center of the arena.
6. Run three circles to the right, first large fast, second small slow, third large fast. Change leads at the center of the arena.
7. Begin a left circle do not complete the circle but run down the fence toward the end that you began the pattern from remaining at least 20 feet from the fence. Run past the center marker stop and hesitate.
8. Complete 4 spins either direction, hesitate
9. Complete 4 spins in the opposite direction.

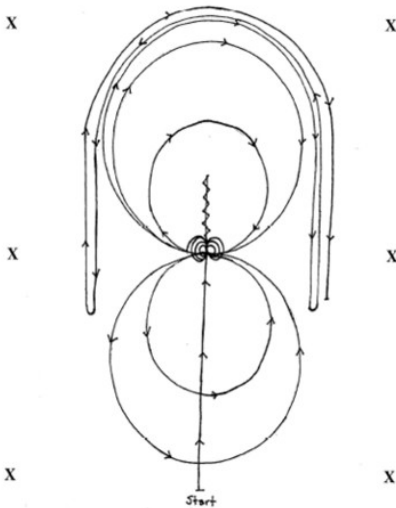


Pattern 4

REINING PATTERN 5

Run the pattern as written, disregard position of judge.

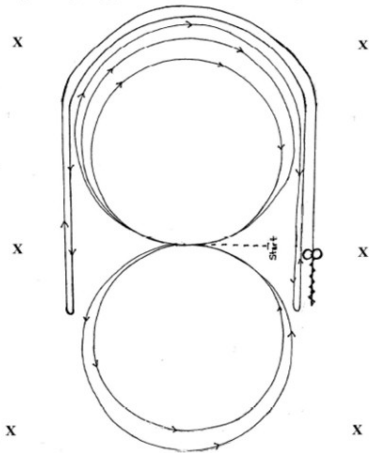
1. Run down the middle of the arena past the center marker, stop and back at least 15 feet, hesitate.
2. Complete 4 spins to the left.
3. Complete 4 spins to the right, hesitate.
4. Complete $\frac{1}{4}$ turn toward the left.
5. Run 2 circles to the right, the first small slow, the second large fast. Change leads at the center of the arena.
6. Run 2 circles to the left, the first small slow, the second large fast. Change leads at the center of the arena.
7. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker, stop and roll-back toward the fence.
8. Run back around the end of the arena, down the fence remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
9. Run back around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker, stop, hesitate to show completion of the pattern.



Pattern 5

REINING PATTERN 6
Novice Amateur/Youth/ 3-5
Begin pattern facing the judge.

1. Trot to center of arena facing the judge, walk or stop before beginning the pattern.
2. Run 2 circles of similar size to the right, the first slow, the second fast. Change leads either simple or flying lead change exhibitor's choice at the center of the arena.
3. Run 2 circles of similar size to the left, the first slow, the second fast. Change leads at the center of the arena.
4. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
5. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence remaining 20 feet from the fence. Run past the center marker, stop and back at least 15 feet, hesitate.
7. Complete 1 spin either direction, hesitate for 5 seconds.
8. Complete 1 spin opposite direction; hesitate *f*/completion.



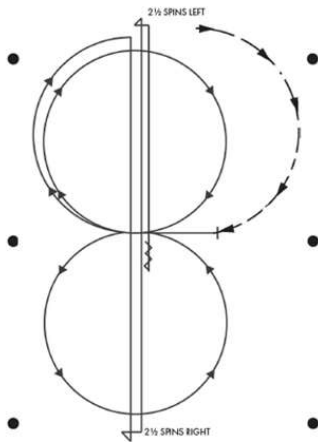
Pattern 6 & 7

REINING PATTERN 8
Novice Amateur/Youth/ 3-5
Begin pattern facing the judge

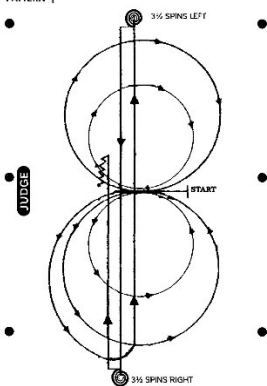
This pattern can be run with flying or simple lead changes as per show management's discretion

Trot to the center walk or stop before starting.

1. Begin on the right lead complete one circle to the right moderate speed, change leads.
2. Complete one circle to left, moderate speed, change leads.
3. Start right circle, do not complete, go to the top of the circle, run down the center of the arena & stop near the end maker
4. Complete 2 ½ spins to the right.
5. Run down the center of the arena and stop near the end maker
6. Complete 2 ½ spins to the left.
7. Run past the center marker, stop and back at least 10 feet.



PATTERN 9

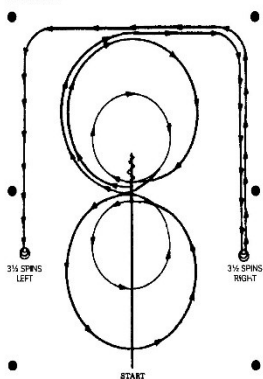


Yield to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead complete two circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete $3\frac{1}{2}$ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete $3\frac{1}{2}$ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern. Please refer to rule 20.6.

PATTERN 10



1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. $\frac{1}{4}$ turn left.
2. Beginning on the right lead, complete 2 circles to the right. The first one large and fast, the second small and slow. Change leads at the center of arena.
3. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete $3\frac{1}{2}$ spins to the right.
6. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
7. Complete $3\frac{1}{2}$ spins to the left. Hesitate to complete pattern.

RANCH DOCTORING

Open/Amateur/Novice/Senior Youth/Prime
(5 minute limit) (not offered to 3-5)

This class demonstrates the quiet manner of the Foundation Quarter Horse around stock; and its ability to work cattle with as little disturbance as possible. This class also displays doctoring methods of many working cowboys who rope and doctor cattle without causing undue trauma. Credit will be given for efficiency and smoothness of the run, quietness in the herd, setting the steer for the heeler, and rope work once the steer is caught. Disturbing the herd and rough handling of the cattle will be faulted. The herd should have 10-20 head of cattle, ranging in size from 200-700 lbs. It is preferred (when possible) that cattle with horns and that have been previously rope are used. They should be reasonably quiet and settled before class begins. Two herd holders will keep the herd bunched at one end of the arena they may assist the rider while he/she is making the cut but other than that no other assistance may be given. Horses are to be kept at a walk or trot and will be penalized for breaking to a lope. No penalty for the helping horse getting out of the trot once the cow is headed and separated from the herd. The exhibitor being judged (the header) shall enter the herd, rope a single animal and set it for helper to heel the animal. Once the animal is headed and heeled it shall be stretched and laid on the ground. The header (contestant being judged) shall dismount and remove the rope from the steer's horns while the heeler keeps the rope tight. Both the header and the heeler must dally and are not allowed to tie hard and fast. There will be no limit on the number of throws but a 5 minute time limit on getting both ends of the steer roped.

Legal catches are both horns, half head and around the neck. A front leg catch and figure eight are also acceptable and should not be considered a fault when scoring the horse. Legal catches for the heelers shall be around the flank or one or both hind legs but not by the tail only. The roper not being judged must make catches which are legal in order for the run to be scored. Equipment rules shall be the same as for the team roping events. In addition, get down ropes attached to hackamores, bosals or snaffle bits only are allowed. All helping horses must be FQHR registered and all helpers must be FQHR members in this class. A waiver may be requested from FQHR. Judges will

use and post the official FQHR score sheet for this class.

Penalties

- 5 pt Biting, striking, kicking, rough handling of cattle 5 pts per incident
- Disturbing the herd 1-5 points at the discretion of the judge
- Breaking to a lope 1-5 points at the discretion of the judge
- Excessive help by herd holders 1-5 points judge's discretion

TEAM SORTING

(Timed Event – 2 Minutes/30 second warning)
Open/Amateur/Novice/Youth/Prime (not offered to 3-5)

- In a 2-minute time limit, a team of three shall sort out and move 10 head of cattle across the foul/start line in numerical order. The fastest time with the most cattle sorted, wins. Failure to continue to sort cattle until time has expired or all cattle are sorted in order to stall or prevent disqualification due to loss of cattle will result in disqualification after failure to heed a verbal warning by the judge.

- Cattle shall be clearly numbered from 0-9 and bunched on cattle side of starting/foul line. An imaginary line between 2 colored posts or flags serves as a starting line for time and a boundary line for cattle. It shall be located 50-75 feet from the cattle end of arena, depending on width of arena.

- Three horseback contestants, forming a team, ride to starting line and wait for the announcer to call a number from 0-9. Once the number is called, the team may begin. Timing begins when first horse's nose crosses the start line. The number called out must be the first animal sorted. Sorting then continues in numerical order. If #4 is called the team must sort #4 across the line first, followed by 5, 6, 7, 8, 9, 0, 1, 2, 3. Cattle must be sorted and cross the line in proper numerical order. Disqualification is called if calves cross the line out of order, or pass back across line and retreat to the original side.

- Teams must be given a warning when 30 seconds remain. The judge, or judge and flagman must be seated at the foul/start line. There should be two time keepers; first timer shall be the official time, with second timer for back-up. Timekeepers must be at foul/start line unless flagman is used, then they must

be in position to see flagman clearly. The judge will determine which cattle have crossed prior to time limit and judge any disqualifications.

- If animal leaves arena on its own accord, team may be given a re-run. The team can be disqualified if animal leaves arena due to unnecessary roughness. The judge may disqualify a team for unnecessary roughness to cattle or horses or any unsportsmanlike conduct. No physical contact can be made with cattle by the rider. No hazing allowed (whips, hats, ropes etc.). A horse may be entered only one time in this class. The judge's decision is final.

TWO MAN FEEDLOT SORTING (Timed Event – 2 minutes)

Open/Amateur/Novice/Youth/Prime (not offered to 3-5)

- Rules for equipment, entry and judging will be the same as Team Sorting with the following exceptions:
- Two connected pens 50-60' in diameter and of the same size will be used.
- A 12 ft opening will connect the two pens.
- Cattle will be numbered and the herd size will be the same as in Ranch Cutting or Team Sorting. Time will start and cattle number called when either team member rides through the gap into the cattle end of the arena. Object is to sort the cattle in order. If cattle move through the opening out of order or if sorted cattle are allowed to return through the opening then the team will be disqualified. The time limit will be 2 minutes. Up to 2 extras or unnumbered (trash) cattle can be used as part of the herd but should not be sorted.

TEAM PENNING

(Timed Event – 90 seconds/ 30 second warning)

Open/Amateur/Novice/Youth/Prime (not offered to 3-5)

- Within a ninety (90) second time limit, a team of three must cut from a herd and pen three (3) head of cattle with the assigned identity number or colored neck band. The fastest time wins. A warning must be given to the team working the cattle at 30 seconds, prior to a final time being called. In the event a warning is not given, a rerun may be given at the request of the team. If the team a requests a rerun, the cattle will be settled and a rerun will immediately be given using the same numbered or color banded cattle, with a sixty (60) second penalty.

- All cattle will be bunched on the cattle side of the starting line before time begins. The line flagman will raise the flag to signal when arena is ready. Contestants will be given their cattle penning number or color of neckband when the line flagman drops his flag as the nose of the first horse crosses the starting line. Riders are committed once they enter the arena. Any delay will be a disqualification.
- Once committed to the cattle, the team is responsible for their animals. It is the team's responsibility, before working the cattle, to pull up and call for a judge's decision if, in their opinion, there is an injured or unusable animal in their numbered or color banded cattle. Once the cattle are worked, no exception will be allowed. If an animal leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary roughness or can be given a rerun, depending on the judge's decision. If a rerun is given, it must be at the end of the class. If no fresh cattle are available for reruns, the cattle to be used will be determined by the show management and judge. If more than one rerun is given in any class, they will be taken in order of occurrence. If cattle are to be re-used and additional fresh cattle are needed, the used cattle may be mixed with the fresh cattle and re-numbered or color banded. Every attempt must be made to insure each team works the same number of used and fresh cattle.
- To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and rider calls for time. All undesignated cattle must be completely on the cattle side of the starting line or there will be no time. If a team calls for their time with only one (1) or two (2) of their cattle in the pen, the remainder of their designated cattle **DO NOT** have to be on the cattle side of the starting line.
- A team may call for time with only one or two assigned cattle being penned, however; teams penning three head of cattle place higher than two, or two higher than one, regardless of time.
- A team calling for time with any wrong numbered or colored cattle in the pen will be judged no time.
- Contact with cattle by hands, hat, ropes, bats, romal or any other equipment is a disqualification. No hazing with whips, hats or ropes is allowed. Romals or reins may be swung or popped on chaps.
- A team will be disqualified by the judge for any action

he feels to be unnecessary roughness to cattle or horses, or unsportsmanlike conduct.

- Fall of horse and/or rider shall not eliminate the entry; however, any attempt by a dismounted rider to work the cattle before remounting will result in an automatic disqualification.

- If five (5) or more cattle are across the starting line at any one time, the team will be judged no time.

- Disqualification of a team member will result in disqualification of the entire team.

- In the event of a tie affecting the placing, each team will be allowed to pen one numbered or color banded animal. Fastest time breaks the tie.

- If for any reason a team does not participate after the order of go has been drawn, their cattle number will be drawn in the order the team would have run.

The drawn number or colored band will not be used in that set of teams. This will avoid changing the order of go for the other contestants.

- Numbers must be a minimum of six (6) inches tall and colored neckbands must be a minimum of six (6) inches wide. Numbers must be applied to both sides of the animal, high up on its side, with the top near midline of the animal's back between the shoulder and hip. The numbers of colors and working order will be drawn for by show management before the start of the contest.

- If a team is given a number or colored neckband that has already been used within a given herd, a rerun must be given immediately, using the correct number or colored neckband within the same herd. Should the error be discovered after the herd has been removed from the arena, then the rerun will be given at the end of the class using the same herd.

- The optimum number of cattle per herd is 30, however; a maximum of 45 are allowed and a minimum of 21 per herd is required even if there are less than seven (7) teams. All cattle within a herd must be numbered in groups of three (3).

- There must be three (3) head of assigned (same number or colored neckbands) cattle per team in the herd as each new team begins a run.

- There must always be the same number of cattle in each of the herds used in a class.

- In the event more or less than three assigned (same number or colored neckbands) cattle are discovered within a herd, the team(s) with more or less than the three (3) assigned cattle must have a rerun at the end

of the class. Times for all other teams within such a misnumbered herd will remain the same.

- Cattle cannot be re-used within a class except as specified above for re-runs. There shall be two flagmen, one at the entrance to the pen and one at the start/foul line. The judge must be located at the start/foul line, and he/she may or may not actually flag the contestant at his/her discretion. There shall be at least two time keepers. The first timekeeper shall be the official timer and the second timekeeper shall be the back-up timer, in the event that the first timer misses the time or his/her watch fails. The starting and foul line must be designated by markers located on the arena fence, and easily viewed by the line judge and all the exhibitors.

- A horse may be entered only one time in this class.

CUTTING (2 ½ min.)

Open/Amateur/Novice/Youth/Prime

FQHR strongly recommends approved cutting classes be held whenever possible. Judging will begin at the timeline. The contestant will enter the herd with no hesitation, weaving or reluctance. Exhibitor will be given a 2 1/2 minute time to work. The amount of time actually spent working will have a positive influence on the score. The horse should enter the herd, making at least one deep cut, separate the desired animal with as little disturbance to the herd as possible.

Cutting Credits

- Time spent working
- Degree of difficulty
- Eye appeal
- Setting up cow in the middle of the arena
- Courage
- Loose Reins

Cutting Penalties

- 5 point
 - Horse quits cow
 - Loss of cow
 - Switching cattle
 - Failure to separate a single animal when making cut
- 3 point
 - Hot quit
 - Cattle picked up or scattering the herd by running into it while working
 - Pawing, kicking or biting cattle
 - Failure to make one deep cut in 2 1/2 minutes

- Back fence
- Second hand on reins
- Spurring shoulder
- Bucking/kicking out
- 1 point
- Loss of working advantage
- Noise directed by exhibitor/ turn back help toward cattle
- Toe, foot, or stirrup on shoulder
- Holding on too long after making the cut
- Working out of position
- Rein

DQ

- Leaving working area before time expires
- Fall to ground by horse or rider
- abuse of horse
- horse turns tail to the cow
- obvious training
- illegal equipment.

All helping horses must be FQHR registered and all helpers must be FQHR members in Cutting. A waiver may be requested from FQHR.

HERD WORK (2 ½ min)

Open/Amateur/Novice/Youth/3-5 Yr Old/Prime

To be conducted and judged using the same rules as cutting with the exception that no penalty will be assessed for reining the horse. Excessive (hard) reining to the extent that the horse gapes its mouth will be considered a fault and will be reflected in the eye appeal score. Horses 5 years old or younger which are ridden in a snaffle bit or hackamore maybe ridden with 2 hands on the reins.

Herd Work Credits

- Time spent working
- Degree of difficulty
- Eye appeal
- Setting up cow in the middle of the arena
- Courage
- Loose Reins
- Herd Work

Herd Work Penalties

- 5 point
- Horse quits cow
- Loss of cow
- Switching cattle
- Failure to separate a single animal when making cut

- 3 point
 - Hot quit
 - Cattle picked up or scattering the herd by running into it while working
 - Second hand on the reins (except with snaffle/bosal)
 - Pawing, kicking or biting cattle
 - Failure to make one deep cut in 2 1/2 minutes
 - Back fence
 - Spurring shoulder
 - Bucking/kicking out
- 1 point
 - Loss of working advantage
 - Noise directed by exhibitor/ turn back help toward cattle
 - Toe, foot, or stirrup on shoulder
 - Holding on too long after making the cut
 - Working out of position

DQ

- Leaving working area before time expires
- Fall to ground by horse or rider
- abuse of horse
- horse turns tail to the cow
- obvious training
- illegal equipment.

All helping horses must be FQHR registered and all helpers must be FQHR members in Cutting. A waiver may be requested from FQHR.

BREAKAWAY ROPING

(Timed Event – 2 min/2 loops)

Open/Amateur/Novice/Youth/Prime

Basic rules of calf roping will apply. Maximum time is two minutes or two loops whichever comes first.

- Horses must start behind barrier / cone as a marker.
- Broken barrier is to be scored a 10 second penalty.
- Rope to be attached to saddle horn or swell by a string and must also have a visible cloth or flag attached at the end of the rope tied to saddle, making it easier for flagman to see rope breaking free. Time will be called from drop of flag at barrier to rope breaking free from saddle. A legal catch is any loop that passes over head of calf and draws up on any part of calf. A recoil or second rope is allowed.

TEAM ROPING (90 second limit) (Heading/Heeling)
Open/Amateur/Novice/Senior Youth/Prime 3 loops per
team/2 loops per exhibitor/ (not offered to 3-5)

This is a judged event. An individual horse may be shown in Heading, Heeling or both. All helping horses must be FQHR registered, and all helpers must be FQHR members in team roping events.

A marker is to be placed on the fence at a distance which shall be at the discretion of the judge or specific event coordinator. In both heading and heeling, the contestant must let the steer run past the marker before roping. Failure to follow the steer past the marker will result in disqualification. This is to demonstrate the ability of the horse to rate the steer.

A legal catch is both horns, half head and around the neck. A front leg catch and figure eight are also acceptable and should not be considered a fault when scoring the horse. Legal catches for the heelers shall be around the flank or one or both hind legs but not by the tail only. The roper not being judged must make catches which are legal in order for the run to be scored.

- Heading: The rider must dally on the horse being judged with the exception of women or riders age 50 & over will be permitted to tie on hard and fast when heading or heeling. A complete dally is a complete wrap around the horn.

The heading horse shall be judged on the manners in the box, speed to and rating the steer, setting and handling the steer for the heeler, and facing. In order to be judged the header must catch. In the event the heeler does not catch but the header does, that run cannot be scored/placed above a run in which the heeler catches and the facing portion of the run can be evaluated.

- Heeling: In the heeling event, the head rope may be placed upon the steer's horns in the chute.

Any unnecessary whipping, jerking reins, talking or noise making, slapping, jerking rope or any unnecessary action to induce the horse to perform better, will be considered a fault and scored accordingly.

The heeling horse will be judged on manners in the box, speed to and rating the steer, and ease of manner in stretching the steer and the stop.

- Faults to be considered are as follows, but not limited to:

- Jerking the reins to position the horse in the box

- Nervousness in the box
- Wrong lead running to the steer
- Setting up or scotching when running to the steer
- Failure to rate when positioning the rider to rope

When the Heading Horse is being judged penalties shall be assessed as follows:

-5 point: Refusing to enter the box, rearing in box, running into the steer, refusing to pull, assuming a roping position on the wrong side of the steer, refusing to stop and hold the steer, blatant disobedience

-3 point: 3 loop run

-2 point: Setting up, scotching, ducking off, freeze up while facing or failure to face completely

When the Heeling Horse is being judged the penalties shall be assessed as follows:

-5 point: Refusing to enter the box, rearing in box, running into the steer, assuming a roping position on the wrong side of the steer, refusing to stop and hold the steer, blatant disobedience

-3 point: 3 loop run

For both Classes the DQ shall be: Hitting the horse with the rope, loss of rope by either the header or heeler, loss of dally, roping the steer before it passes the designated marker.

CALF ROPING (2 min)

Open/Amateur/Novice/Senior Youth/Prime (not offered to 3-5)

This is a judged event. Neck rope in Calf Roping is required. A calf roping contest will be held under the usual common rodeo standards and conditions. Horses must start behind a barrier. Scoring will be done on the basis of 0-100 with 70 denoting an average score. Only the performance of the horse will count. Time of the roper will not count for or against the horse. A time limit of two (2) minutes for each contestant will be allowed. The roper may throw only two (2) loops in these two (2) minutes to effectively show his/her horse. If more than one (1) loop is thrown, the roper must carry a second rope tied to the saddle which is to be used for the second loop. If two throws are allowed, the arena must be closed end as in heading and heeling.

The horse will be judged on manners behind the barrier, rating speed to the calf, rating the calf, the stop, working the rope, and his/her manners while the roper is returning to the horse after the tie has been made. The calf must remain tied 6 seconds after the

roper has remounted and ridden forward, creating slack in the rope.

Unnecessary whipping with rope, spurring or jerking rope, or any unnecessary action to induce the horse to perform better will be considered a fault and scored accordingly. The horse will be judged on manners behind the barrier, rating speed to the calf, rating the calf, the stop, working the rope, and his/her manners while the roper is returning to the horse after the tie has been made. The calf must remain tied 6 seconds after the roper has remounted and ridden forward, creating slack in the rope.

Other faults shall include squatting or nervousness in the box, stopping crooked, turning head away from the calf either in the box or while working the rope and shying away from the roper while the roper dismounts or remounts.

Penalties

-5 point: Refusing to enter the box, rearing up in the box, broken barrier, running into the calf, slack in the rope such that the rope touches the ground, blatant disobedience

-3 point: 2 loop run

-2 point: Freezing up in the box, jumping the barrier, setting up during run to the calf, failure to continue backing while the calf is being flanked, slack in the rope and rubbing the rope while the calf is being tied.

-1 point: 1 pt. for each 3 feet the calf is dragged while it is on the ground, up to 12 feet which shall be a DQ.

A DQ will result when: Hitting the horse with the rope, failure of the calf to stay tied, dragging the calf more than 12 feet after it is flanked, intentionally jerking the calf down when the horse is stopping.

RANCH ROPING (Timed event – 2 min.)

Open/Amateur/Novice/Senior Youth/Prime (not offered to 3-5)

Exhibitors start behind a cone or line on one end of the arena. A center line at the midpoint of the arena will be designated by a marker located on the fence. This can consist of a cone or flag on the fence. The judge shall sit on the center line on the fence or outside of the arena. A 40' by 40' square marked by 4 cones will be located between the center line and the start line. Time shall start when the steer is released from holding open on the opposite end of the arena and flagman drops the flag.

Exhibitor shall run to the opposite end of the arena and drive the steer past the center line of the arena before roping the steer. If the exhibitor misses when attempting to rope the steer and the steer crosses the center line, it must be driven back across the line before it is roped. Roping or attempting to rope the steer prior to the center line shall result in automatic disqualification and the exhibitor shall be whistled out.

After the steer is roped it shall be pulled between two of the cones set up as a 40' square. The steer may pass between any two cones. If the horse or steer knocks over a cone while the steer is being pulled, an automatic 10 second penalty will be assessed. If the steer or calf fails to pass between two cones, the contestant shall receive no time. Legal catches shall be both horns, around the neck, but no more than one front foot. If cattle weighing less than 400 lbs. are used a legal catch shall be both hind feet only. If the catch is made around the neck, a judge may whistle the contestant out for choking down the steer. Rider shall carry only one rope and shall not tie hard and fast regardless of age or sex of the rider. Rider may recoil and make as many throws as necessary within the two (2) minute time limit.

STEER STOPPING (2 Min/2 Loops)

Open/Amateur/Novice/Senior Youth/Prime (not offered to 3-5)

Horses are to be evaluated on manners in the box, speed to steer, position to rope and stop. Horse will start without a barrier in front of chute. A cone will be set to mark the score which will be between 10 and 20 feet depending upon arena and cattle conditions. Steer must pass cone before being roped. Legal catches are both horns, around the neck, or both heels. Rider is allowed 2 minutes or 2 throws to catch. Riders 50 & over may tie hard and fast, riders 49 and under must dally. Steers dragged more than 12 ft. will result in a DQ.

Penalties:

-5 point: Refusing to enter the box, rearing in box, running into the steer, assuming a roping position on the wrong side of the steer, refusing to stop and hold the steer, blatant disobedience.

-3 point: 2 loop run

GENERAL RULES FOR SPEED EVENTS

Disqualification

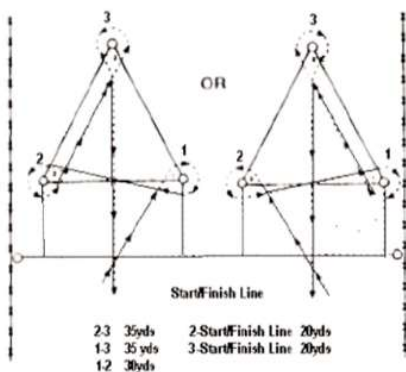
- Failure to execute patterns as specified
- Fall of horse and/or rider
- Use of bats or whips
- Failure to complete the pattern
- Loss of forward motion

BARREL RACING (Timed Event)

Open/Amateur/Novice/Youth/Prime (not offered to 3-5)

Course diagram below. The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced five (5) yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel number three (3) to the finish need not be reduced five (5) yards at a time if there is sufficient room for the horse to stop. When measuring the arena for the barrel course, remember to leave ample room for the horse to complete their turn and to stop at the finish. Starting line markers or electric timers shall be placed, when at all possible, against the arena fence. Electric timer or at least two (2) watches shall be used, with the time indicated by the electric timer or the average time of the watches used by the officials to be the official time.

The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. The barrel course may also be run to the left. Exhibitors may request to start and finish the course from an open gate; however, show management has the option of requiring a closed gate for run out and limiting the running start to the alleyway. FQHR and all show personnel will not be held liable or responsible for any accident, damages, or injury that may occur as a result of this request. Knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course will result in disqualification. A contestant may touch the barrel with his/her hands in barrel racing. In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two (2) seconds of its original time or the runoff must be held again.

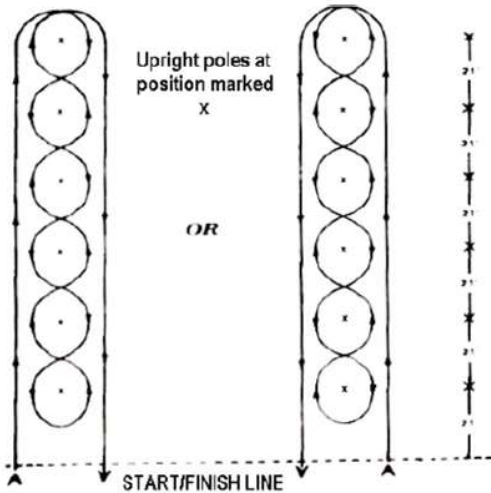


POLE BENDING (Timed Event)

Open/Amateur/Novice/Youth/Prime (not offered to 3-5)

Course diagram below. The pole bending pattern is to be run around six (6) poles. Each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, six (6) feet in height, and with a base no more than 14 inches in diameter. A clearly visible starting line shall be provided. An electronic timer or two (2) stop watches shall be used with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time.

Each contestant will begin from a running start and time shall begin and end as the horse's nose crosses the line. A horse may start either to the right or the left of the first pole and then run the remainder of the pattern accordingly. Exhibitors may request to start and finish the course from an open gate; however, show management has the option of requiring a closed gate for run out and limiting the running start to the alleyway. FQHR and all show personnel will not be held liable or responsible for any accidents, injury, or damages that may occur as a result from exhibitor's request. Knocking over a pole shall carry a five (5) second penalty. Exhibitors may touch a pole. In the event of a tie, the horse declared the winner in the runoff must rerun the pattern within two (2) seconds of the original time or the runoff must be held again.

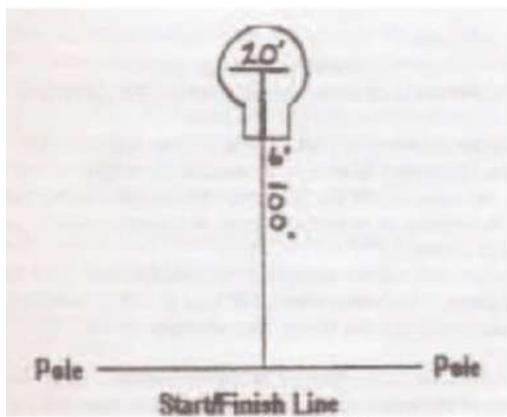


KEYHOLE (Timed Event) Open/Amateur/Novice
/Youth/Prime (not offered to 3-5)

Course diagram below. The distance between the start line and the center of the circle is 100 ft., the entrance to the keyhole is 6 ft and the diameter of the circle is 20 ft. The rider crosses the start line and rides into and through the keyhole entry marked by four poles or flour/lime (all four of the horse's feet must be inside the circle) turns the horse and rides back out of the keyhole and across the finish line.

An electronic timer or two (2) stop watches shall be used, with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time. The judge or ring steward should be at the keyhole . There will be a five second penalty per occurrence for knocking over a pole or stepping on or over white line. An exhibitor may be disqualified for violating general rules.

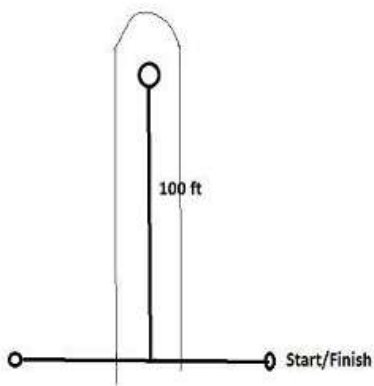
This event may also be run as a match race, with the top six times receiving official placings 1st-6th. When run as a match race, two line judges, two start/finish line judges, and four timers, will be required. Matches will be selected by random draw. Riders will start from drop of flag. Two stop watches shall be used for each exhibitor, and the average of the two watches shall be the official time.



DOWN AND BACK (Timed Event)

Open/Amateur/Novice/Youth/Prime (not offered to 3-5)

Course diagram below. The distance between the start line to the marker (which should be a barrel) is 100 ft. The rider crosses the start line between two markers, rides around the marker/barrel either direction and passes thru the markers at the finish line. An electronic timer or two (2) stop watches shall be used, with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time. Exhibitor may touch the barrel. Knocking over the marker/barrel will result in a DQ. An exhibitor will be disqualified for violating general rules and for not crossing the finish line between markers. In the event of a tie, the horse declared the winner in the run-off must rerun the pattern within two (2) seconds of the original time or the runoff must be held again.



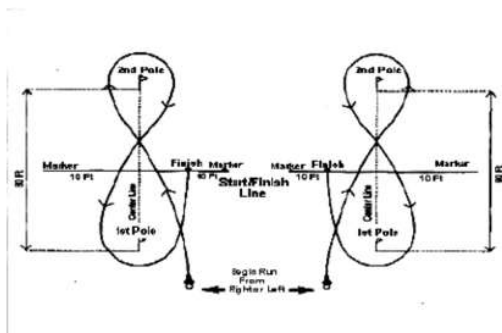
STAKE RACE (Timed Event)

Open/Amateur/Novice/Youth/Prime (not offered to 3-5)

Course diagram below. The start and finish line is 20 feet wide and marked by two upright markers (10 feet on each side of the center line and short enough so as to not interfere with the timer if one is used (short pylons or cones are recommended). The first and second poles marking the center line are each 40 feet apart from the start and finish line, making them a total of 80 feet apart. An electronic timer or two (2) stop watches shall be used, with the time indicated by the electronic timer or the average time of the two watches used by the official timers to be the official time.

The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Beginning from either the right or left side of the first pole, start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Contestants receive a "no time" if they fail to cross the start and finish line between the markers. Each time contestants cross the center line they must do so in between the markers. Failure to do so will result in no time. If an upright marker or pole is knocked down it shall result in no time. In the event of a tie, the horse declared the winner in the run-off must rerun the pattern within two

(2) seconds of the original time or the runoff must be held again.



GAIT DESCRIPTIONS - RANCH PLEASURE/ RANCH RIDING

Horses are to be shown at a walk, jog and lope. Exhibitor may hold the horn at the extended jog/trot. All reverses to be performed toward the center. Horses are not to be reversed at a lope. Judge may ask for additional individual work from finalist or all contestants which may consist of: lope and stop, roll back, or one 360 degree turn, etc. No flying lead changes or hand gallops are to be used. Horses are to be judged at the appropriate gaits using both directions of the arena. At all gaits, horses should have the appearance of "Looking for More Country".

Judges and exhibitors are asked to keep in mind that the Ranch Pleasure horse should be a pleasure to ride whether coming home from a hard day's work or just touring the country on a Sunday afternoon. The Ranch Pleasure class is not a speed event. Excessive speed at any gait other than the extended jog should be penalized the same as excessive slowness.

- Walk: The Ranch Pleasure Horse should have a ground covering flatfooted walk accomplished on a reasonably loose rein. The head should be carried in a natural position-never behind vertical or stuck straight out. It should not be in an exceptionally high or low position but should look relaxed and natural for that particular horse.

- Jog: The horse should have a smooth easy to ride jog on a reasonably loose rein. Emphasis should be on a comfortable jog that is a pleasure to ride. Rider should be able to "sit" the jog and not have to post or stand in the stirrups to ride distances. The head may

be carried slightly higher than at the walk, should never be behind vertical or stuck straight out and the horse should not throw his head up or resist rein cues during transitions.

- Extended Jog: The horse should willingly extend the jog by increasing stride length, not by increasing cadence of the strides resulting in faster short choppy strides. The rider may post, stand, lean forward or sit the extended jog. The horse should willingly slow back down to the normal jog or walk when asked. Judges must ask for an extended jog/trot in the Open and Amateur classes and may ask for an extended jog in the 3-5, Sr. youth Novice Amateur and Jr. Youth.

- Lope: The horse should smoothly move into a lope, in the correct lead, directly from the walk or jog. The lope should be slow enough and smooth enough to be a pleasure to ride. It should be accomplished on a reasonably loose rein with the horse willing to adjust to the speed the rider wants. The horse should be "gathered up" enough to have his hindquarters underneath him sufficiently to be able to stop or turn and should not be "strung out" or 4 beating. He should be able to drop down to a walk or jog with no resistance. His head should be steady and not be carried excessively high, low or behind vertical. This gait should not be artificially slow or look unnatural.

- Proper Head-set: Should be greater than 90 degrees (vertical) but less than 125 degrees (35 degrees ahead of vertical). Horses that carry the head behind the vertical (over-flexed) for more than 2 strides should be penalized or disqualified as per the score sheet for ranch riding or rules for ranch pleasure. In addition, horses that carry the head in a nosed out position can be penalized. However, when given rein cues for transitions the horse may temporarily move behind this position as it softens its face in response to the cue. This being an indication of a well broke, responsive horse. In addition to rein cues credit should be given to the horse that responds to the rider's commands in a willing and prompt manner.

Credits

- Natural ground covering walk, jog, lope
- Consistency at all gaits
- Smooth upward/downward transitions
- Working off hindquarters when turning
- Work on reasonably loose rein without excessive cueing to maintain a moderate pace

Faults scored according to severity in Ranch Pleasure

- Lack of ground covering gait
- Excessive speed/slowness of gait
- Wrong lead
- Breaking gait
- Failure to make upward/downward transitions when called for
- Excessive nosing out / lack of response to rein cues
- Opening mouth excessively
- Stumbling
- Head carried w/tips of ears below the withers for more than 3 strides at any gait will result in DQ
- Unruly horses or blatant disobedience

RANCH PLEASURE

Open/Amateur/Novice/Youth/3-5 Yr Old/Prime

Horses are to be shown at a walk, jog, and lope. Extended jog/trot must be called for in the Open, Amateur, (it is optional for the other divisions. Exhibitor may hold the horn at the extended jog/trot. All reverses to be performed toward the center. Horses are not to be reversed at a lope. Judge may ask for additional individual work from finalist or all contestants, which may consist of: lope and stop, roll back, or one 360 degree turn etc. No flying lead changes or hand gallops to be used. Horses are to be judged at the appropriate gaits using both directions of the arena. At all gaits, horses should have the appearance of "Looking for More Country".

Credits:

- Natural ground covering walk, jog and lope
- Consistency at all gaits
- Smooth upward and downward transitions
- Working off hindquarters when turning
- Work on reasonably loose rein without excessive cueing to maintain a moderate pace

Judges and exhibitors are asked to keep in mind that the Ranch Pleasure horse should be "*a pleasure to ride*" whether coming home from a hard day's work or just touring the country on a Sunday afternoon. The Ranch Pleasure class is not a speed event. Excessive speed at any gait other than extended trot should be penalized the same as excessive slowness.

Faults: to be scored according to severity

- Lack of a ground covering gait
- Excessive speed or slowness of gait
- Wrong lead

- Breaking gait
- Failure to make upward or downward transitions when called for
- Excessive nosing out and lack of response to rein cues
- Opening mouth excessively
- Stumbling
- Blatant Disobedience
- Head carried with tips of ears below the withers for more than 3 strides will result in a DQ at any gait.

LIMITED JUNIOR YOUTH RANCH PLEASURE (Junior youth 13 and under) exhibitors in the limited classes may only show in the Limited Youth Ranch Pleasure and Limited Youth Handy Ranch class

Horses are to be shown at a walk and jog only. All reverses to be performed toward the center. Judge may ask for additional individual work from finalist or all contestants. Horse are to be judged at the appropriate gaits using both directions of the arena. At all gaits, horses should have the appearance of "Looking For More Country".

Credits

- Natural ground covering walk/jog
- Consistency at all gaits
- Smooth upward / downward transitions
- Working off the hind quarters when turning
- Work on reasonably loose rein without excessive cueing or maintain a moderate pace

Judges and exhibitors are asked to keep in mind that the Ranch Pleasure horse should be a "pleasure to ride" whether coming home from a hard day's work or just touring the country on a Sunday afternoon.

Faults scored according to severity:

- Lack of ground covering gait
- Excessive speed or slowness
- Breaking gait
- Failure to make upward or downward transitions when called for
- Excessive nosing out
- Lack of response to rein cues
- Opening mouth excessively
- Stumbling
- Blatant Disobedience

- Head carried with tips of ears below the withers for more than 3 strides is a DQ at any gait.

RANCH RIDING

Open/Amateur/Novice/Youth/3-5 Yr Old/Prime

The purpose of the Ranch Riding Class is to measure the ability of the horse to be a pleasure to be used to accomplish tasks around the ranch. Horses will be shown individually at the three gaits: walk, jog, lope. The horse should be relaxed, soft and cadenced at all gaits. The horse should move forward willingly and demonstrate obvious lengthening of stride at the extended gaits.

Rules for Ranch Riding

Each horse will work individually. Judges will use one of the 5 patterns below. Horses will be scored on the basis of 0-100 with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½ : -1 ½ extremely poor, -1 very poor, -½ poor, 0 correct, + ½ good, + 1 very good, + 1 ½ excellent. Maneuver scores are to be determined and assessed independently of penalty points. The judge shall utilize and post the official FQHR score sheet.

Faults to scored according to severity in Ranch Riding (same as Ranch Pleasure with the following additions or exceptions)

- 1 point Too slow/per maneuver

- Over-bridled head carried too low per ma neuver (after 4th penalty horse is DQ'd.)

- Break of gait at walk/trot for 2 strides or less

- Hit of log or obstacle

- Missing a space when moving over multiple logs

- 3 point

- Break of gait at walk/trot for more than 2 strides

- Break of gait at lope except to fix wrong lead

- Wrong lead or out of lead

- Excessive draped reins (per maneuver)

- Out of lead or counter-cantering more than two strides when changing leads

- Trotting more than three strides when making a simple lead change

- Excessive disturbance of any obstacle

- 5 point

- Blatant Disobedience (kick, bite, buck, rear, etc.)
- For each refusal
- Spur in front of cinch

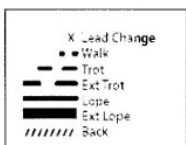
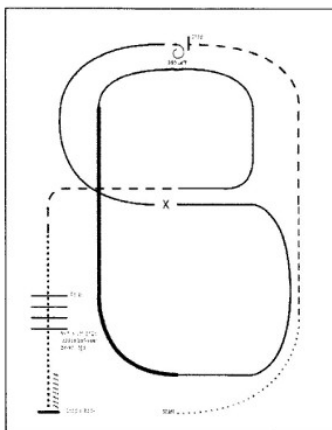
Placed below horses performing all maneuvers

- Eliminate/ Incomplete maneuver

Disqualification

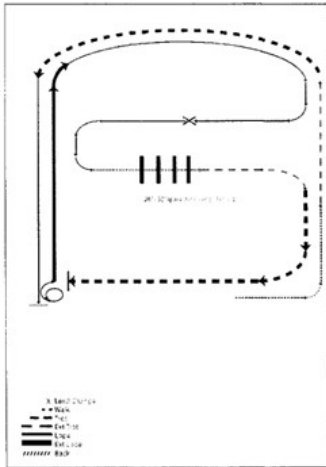
- Four or more penalties for head carried too low
- Willful abuse or schooling
- Fall to ground by horse/rider
- Illegal equipment
- Use of 2 hands (unless using a snaffle bit or bosal)
- Illegal use of romels or reins
- Off pattern

RANCH RIDING PATTERN 1



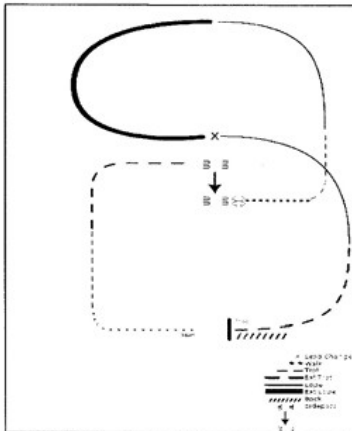
1. Walk
2. Trot
3. Extend the trot, at the top of the arena , stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

RANCH RIDING PATTERN 2



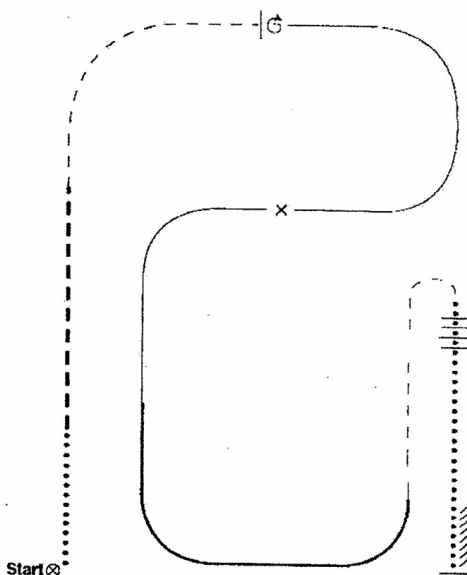
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

RANCH RIDING PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

RANCH RIDING #5



- | | |
|--------------------|---------------------------|
| 1. WALK | 7. LOPE LEFT LEAD |
| 2. EXTENDED TROT | 8. EXTENDED LOPE, COLLECT |
| 3. TROT | 9. TROT |
| 4. STOP, 360 RIGHT | 10. WALK OVER LOGS |
| 5. LOPE RIGHT LEAD | 11. WALK |
| 6. CHANGE LEADS | 12. STOP AND BACK |

WESTERN RIDING

Open/Amateur/Novice/Youth/Prime

Western Riding is neither a stunt nor a race. It is a competition in the performance of a sensible, well-mannered, free and easy moving ranch horse which can get its rider around on the usual ranch chores, over the trails, or give a quiet comfortable and pleasant ride in open country through and over obstacles.

The horses in the class will be judged on riding qualities of gaits (walk, jog and lope) change of leads (including simple lead changes), response to the rider, manners, disposition and intelligence. The following pattern and routine are prescribed. It is essential that the judge and exhibitors adhere to it.

- On the pattern, the short, triple line represents a swinging gate which the horse must put the rider in a position to open, pass through, and close without dismounting. It may be located in any part of the arena and should be one which will not endanger horse and rider.

- The eight (8) small circles represent pylons. These should be separated by a uniform distance not less than thirty (30) and not more than fifty (50) feet.

- The rectangle represents an obstacle (one small log recommended) just high enough to break the animal's stride.

- The long and sometimes twisting line indicates the direction to travel and the gaits at which the horse is to move. The dotted line (.....) indicates the walk, the dash line (- - -) the jog, and the solid line (_____) the lope.

The exhibitor will put their horse through the gate and then proceed on the routine as indicated by the. It is permissible to change hands when opening a gate, if the gate is in such a position as to justify a change of hands on the rein. pattern. Any horse not following exact pattern will be disqualified. The horse should cross the log both at the trot and the lope without breaking gait or radically changing stride. After jogging over the log, the lope should be started approximately twenty (20) feet. The judge may require an exhibitor to repeat part of the routine. Scoring will be on a basis of zero (0) to one hundred (100) with seventy (70) denoting an average performance.

- Scoring guidelines to be considered: points will be added or subtracted from the eight (8) maneuvers on the following basis, ranging from plus 1.5 to minus 1.5:

+1.5 excellent; +1 good; 0 average; -1 poor and 1.5, very poor.

- The maneuvers are as follows:

- Gate/walk
- Jog/log Jog/transition to lope
- 4 Line (side) lead changes (plus/minus 1 1/2 point per change)
- First 2 crossing lead changes (plus/minus 1 1/2 point per change) Log (lope)
- Second two crossing lead changes (plus/minus 1 1/2 point per change)
- Lope/stop/back, minimum of 10 feet

Penalties:

- 5 points

- Releasing gate due to horse's disobedience, knocking over gate, unable to complete gate
- Use of free hand to instill fear in a horse
- Failure to never change leads behind
- Failure to never change leads

- 3 points

- Failure to change leads
- Failure to change leads after the cone but before the next change
- Break of gait any other place
- Additional lead changes anywhere on course

-2 points

- Failure to take prescribed gait where designated

- 1 point hitting log

- 1/2 point

- Ticking (light touch) log
- Failure to change lead from 1/2 stride up to the cone

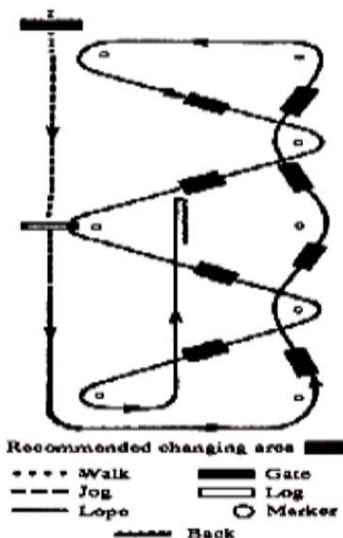
DQ

- Knocking over cone
- Missing a cone
- More than 4 missed lead changes

Faults scored according to severity

- Excessive Speed
- Excessive slowness

WESTERN RIDING PATTERN 1



HERD ROPING 90 second time limit/ unlimited loops
Open/Amateur/Novice/3-5/Youth/Prime

The objective of this class is to rope a specific cow with minimal disturbance to the herd. The horse may travel at a walk or trot. If a horse breaks into a lope for more than two strides, they will be penalized. Only $\frac{1}{4}$ of the arena is used in this class. Horses and riders form a barrier behind the timeline to keep the cattle contained in that area of the arena. One herd holder on each side of the herd may be used for a total of 2 herd holders.

Only 90 seconds are allowed to complete the class, unlimited loops and designated cattle. Time will start and number given when the exhibitor crosses the timeline which will be marked by a cone or some other clearly identified marker on each side of the arena. Time will stop when a legal catch has been made and the Honda breaks (the rope should be dallied to the saddle horn and come tight to break the breakaway honda) or 90 seconds is up. Legal catches are defined as: 2 horns, half head, neck, 1 or 2 hind legs.

A flagger will be used on the fence or horseback to indicate to the judge when the rope breaks away should the exhibitor have their back to the judge.

Rules:

- 90 second time limit
- Unlimited loops
- Any regulation length of rope with a breakaway

Honda

- Cattle will be numbered.
- Exhibitor will rope the numbered cow given to them
- Roping reins are allowed
- Only FQHR approved bits and tie downs may be used
- Minimum of 10 cattle in herd to be used

Judging:

- Quietness in herd. Plus/minus
- Disturbance to the herd. Plus / minus
- Position to rope Plus/Minus

-5 Point Penalty

- Biting, Striking, Kicking per incident
- Disobedience
- Rough Handling of Cattle
- Failure to Dally
- Loping more than 2 strides (each occurrence)

- 1-5 points at the discretion of the judge

- Disturbing the herd
- Excessive Herd Holder Help

- DQ

- Fall of horse/rider to ground
- Roping the wrong cow
- **Turn tail to designated cow prior to roping. The rider may turn away from their designated cow once it is roped to pull without it being a DQ or penalty.**

Exhibitors who rope and dally will place ahead of all others. Exhibitors who rope but fail to dally will place above those who do not rope their cow.

RANCH HORSE CHALLENGE

Open/Amateur/Novice/Youth/Prime

This is a judged event. The Cow Horse Ranch Challenge event is designed to promote horsemanship and sportsmanship in an environment that emulates obstacles encountered on the ranch, pastures, forests etc.

All exhibitors should ride at the speed they feel safe, for their level of skill or experience. Any rider that feels any obstacle is beyond their skill level, or their horses' skill level, may pass on that obstacle and receive a no

score for that obstacle, but still receive a score for obstacles completed. In the open and amateur classes there will be minimum of 10 and maximum of 15 obstacles. Event show manager may determine the number of obstacles for the youth, however, a minimum of 6 should be used and youth may use the open/amateur course.

FQHR is looking for those horses who can maneuver quickly through the course but not at the expense of safety for the horse or exhibitor or the expense of good horsemanship. The judge will inspect and approve the course prior to the start of the class. The judge will walk the course with the participants prior to the class starting and answer any questions the participants may have immediately after the course has been walked. The judge has the authority to have any obstacle removed/passed he/she feels is not safe. Only the participants may be on the course. The exception is for Junior exhibitors who may have one adult walk with them.

Exhibitors may ride either one or two handed in snaffle or shank bits, otherwise FQHR rules for bits and headgear apply. Tie downs, martingales, cavessons, are not allowed. Event coordinators may have exhibitors saddle/unsaddle horses and/or ride bare back through parts of the course.

Each obstacle will be judged separately. Up to two (2) points will be given for the approach, up to six (6) points for the navigation of the obstacle and up to two (2) points for the departure. Points given in $\frac{1}{4}$ or $\frac{1}{2}$ or $\frac{3}{4}$ increments are permissible.

A missed obstacle will be assessed a 60 second penalty. If an obstacle is missed it may be picked up providing the next obstacle has not been started. If the exhibitor goes back to pick up the missed obstacle after starting the next obstacle the run will be considered a DQ. Any obstacles taken out of order (other than the example given above) will be cause for disqualification.

Any exhibitor who "loses" their horse due to falling or the horse leaves the ground tie has 1 minute to catch their horse and an additional 30 seconds to mount. No one may help catch the horse, except for junior youth riders who may have an adult assist them. Should the horse leave the arena, it will result in a disqualification.

Exhibitors may not stand up on their horse nor may they ride their horse into a trailer.

Handy Ranch Horse penalties apply. Ties to be broken by the time.

FQHR YOUTH ACTIVITY RULES / REGULATIONS

The FQHR strongly recommends that show management provide a division for youth exhibitors (18 years and under). The age divisions shall be junior youth exhibitors age 13 and under and senior youth 14-18. All FQHR approved classes may be offered to senior youth exhibitors; however, junior exhibitors are excluded from participating in Working Ranch Horse, Working Cowhorse, Ranch Roping, Team Roping, Steer Stopping and Calf Roping. They may exhibit in the Level 1 Work Cow Horse/Ranch Horse.

- A contestant must not have passed his or her 19th birthday as of January 1, of the current year
- Youth may not exhibit stallions in any division
- No married youth may exhibit in youth events
- Points are awarded on a one horse/one rider combination using the same criteria as the open division and they cannot be transferred or applied to any other horse/rider combination. Two youth in one family may exhibit the same horse on a one horse/one rider basis, but not in the same class.
- Any horse exhibited by a youth in a FQHR approved youth class must be owned by the contestant or one of the contestant's parents, grandparents, brother, sister, or legal guardian as evidenced by records on file with FQHR for FQHR points to be awarded
- All youth must hold a current FQHR Youth Membership card to exhibit in FQHR approved youth classes for points
- Leased horses that are owned or leased by any person other than those listed above are ineligible for FQHR points in approved youth classes, unless the lease agreements are on file with the FQHR Registry prior to the show.
- No horse may be shown by more than one exhibitor in any one class.
- A youth exhibitor may not show more than one horse in any class other than individual working events, such as reining, barrel racing, pole bending, etc. In individual working events, a Youth exhibitor may show two horses.

AFFILIATE LEVEL NON-MEMBER YOUTH

At the affiliate level, any youth wishing to participate in a youth event may do so without an FQHR membership as long as he/she is riding an FQHR registered horse. The owner of that horse must be a current FQHR member. No points will be awarded to that individual or horse and the points will be disregarded and not moved up or down to any other placing. All other rules pertaining to showing listed in the FQHR Youth Activity Rules and Regulations will be followed. Show secretaries are responsible for documenting all non-member youth on show results.

YOUTH CERTIFICATE OF CONFORMATION

The purpose of the Youth Certificate of Conformation is to establish a record of conformation performance. Points toward the Youth Certificate of Conformation can be earned at the Roundup & Review or affiliate level. Horses are advanced to the Youth Certificate of Conformation when they have won 10 points in youth conformation classes, as outlined in the scale of points for contest. Points are accumulated throughout the Youth show career of the horse. To qualify for the Youth Certificate of Conformation, the horse must be entered in approved FQHR Round ups or events in the youth division.

YOUTH CERTIFICATE OF PERFORMANCE

The purpose of the Youth Certificate of Performance is to establish a record of performance. Points toward the Youth Certificate of Performance can be earned at either the Roundup & Review or Affiliate level. Horses are advanced to the Youth Certificate of Performance when they have won 10 points in any (1) event as outlined in the scale of points for contest.

Conformation will not count toward this award. Points are accumulated throughout the Youth show career of the horse. To qualify for the Youth Certificate of Performance, the horse/exhibitor combination must be entered in approved FQHR Roundups or events.

YOUTH DIVISION CATEGORIES

- Conformation (junior/senior youth) - Youth mares all ages / youth geldings all ages
- Ranch Horse - Handy Ranch Horse (senior/junior youth), In Hand Trail (senior/junior youth), Ranch

Cutting (senior/junior youth), Working Ranch Horse (senior youth), Team Doctoring (senior youth), Ranch Roping (senior youth), Level 1 (senior/junior), & Level 2 (senior youth) Working Ranch Horse (senior youth), Ranch Horse Challenge (senior youth)

- Cow Horse-Working Cow Horse (senior youth), Level 1 (senior/junior youth) & level 2 (senior youth), Cutting (senior/junior youth), Herd Work (senior/junior youth), Breakaway Roping (senior/junior youth), Team Roping (senior youth), Calf Roping (senior youth), Steer Stopping (senior youth), Herd Roping (senior/junior youth),
- Speed (senior/junior youth)- Barrel Racing, Pole Bending, Stake Race, Keyhole, Down and Back
- Show (senior/junior youth) - Ranch Pleasure/Reining/Riding, Western Riding
- Team Timed Events (senior/junior youth)- Team Sorting, Team Penning (Points for these events will not count toward the youth versatility or high-point awards.) Youth may show in Open Division, Amateur Division (with a individual membership and/or Amateur card) as well but will not count toward youth point awards.

YOUTH VERSATILITY HORSE AWARDS

To establish a guideline for this award the following criteria are to be met:

- One horse and rider combination
- No extra entry fee required
- Must enter the following classes:
 - Conformation class for versatility horses. All horses regardless of sex will show together. The placings will count towards versatility only and there will be no entry fee for this class. The horse is also required to exhibit in youth mares or youth geldings to be versatility eligible.
- One (1) youth cow or ranch event (L1/L2 classes may not be used for versatility)
- One (1) youth show event
- One (1) youth speed event
- All classes must be declared at time of entry
- Eligibility excludes fun/exhibition classes/events
- Horses under age three (3) are not eligible
- Grand/Reserve points do not count for this award
- The point scales for Versatility and High-Point awards may be found in the FQHR Points section of this rule book.

- The horse may be used by another exhibitor in other classes.

PROVISIONAL CLASSES

In addition to the events listed in this rule book, provisional classes may be offered at the affiliate level. Equipment rules shall follow those as outlined in the "general rules" section. Points will not be awarded for these classes.

We desire to especially give credit to all the Foundation Quarter Horse breeders who have kept the vision, and have not "dipped the flag." Because the breeders in the past sowed the right seed, today we are enjoying the results and produce of their labors and sacrifice.

"To ride him and to use him is to love him." R.L. Underwood

"The Foundation Quarter Horse is owner bred, owner raised, owner trained, and owner shown." Robert Denhardt

"Usability, Versatility and Dependability best describe the Foundation Quarter Horse." Dillon Shook