

Earn Your Spurs Youth Ranch Horse Show

JUNIOR YOUTH

This class is designated for children 12 years old and younger, as of May 1st. The Junior Youth class will consist of two segments all performed as one event within the required time: no time limit for the reined work and the cow work will be allotted 1 minute 45 seconds to complete his/her task. The announcer for the event will announce a 30 second warning (“30 seconds remaining”) when the contestant reaches this point in his/her run. Then when their time has been exhausted, the announcer will call “Time” and the run will be over. The contestant is judged on the maneuvers of their run that were completed prior to the calling of “Time”.

SENIOR YOUTH

This class is designated for children 13 years old to 18 years old, as of May 1st. The Senior Youth class will consist of three segments all performed as one event within the required time. Each rider’s time will begin when he/she enters the arena and the contestant will have 6 minutes to complete his/her task in an average size arena. The announcer for the event calls out a 2-minute warning (“2 minutes remaining”) when the contestant reaches this point in his/her run. It is also called out again when he/she reaches only 1 minute left (“1 minute remaining”) and then, of course, when his/her time has been exhausted, the announcer will call “Time” and the run will be over. The contestant is judged on the segments of his/her run that were completed prior to the calling of “Time”. The normal flow of the event will consist of the contestant entering the arena and performing the reined work portion. Following the reining, the contestant will begin the cow work segment by signaling for a cow to be released into the arena for the contestant to perform his/her cow work and, lastly, circling or roping maneuvers. Whether the contestant chooses to circle or rope the cow is the discretion of the rider.

DIVISIONS TO BE JUDGED

REINING

Maneuvers: Maneuvers are judged accordingly on quality of circles, lead changes, stopping and backing.

Spins: Credit will be given to the horse that spins flat and smooth, showing no indication of being forced, and demonstrates a willing attitude. Forced speed should not score higher than moderate, willing speed. Horses will be penalized for elevated, hoppy, forced, or extremely slow spins. The horse that spins smoothly, with moderate speed, keeping his

hindquarters in the same general area, and demonstrating good footwork in front should receive the greatest amount of credit.

Circles and Lead Changes: Circles and lead changes will be judged on the horse's ability to: A) be willingly guided without pulling to the inside or to the outside of the circle, B) his ability to demonstrate his willingness to increase or decrease speed and C) his ability to change leads, front and back, smoothly with a minimum cueing from the rider. In the circle segment of the dry work, the rider can increase his score by making his circles come together at the "same midpoint of the arena," and lead changes at the center of the arena. This will demonstrate control to the judges.

Stop and Back: To receive maximum credit, a horse should approach the stop: A) loping or galloping freely, B) willingly moving forward in a straight line and C) gradually increasing his speed. The stop should be straight and square and give the appearance of stopping because he is trained to stop, not because he is forced to stop. Maximum credit will be given to the horse that approaches the stop running straight, gradually increasing speed, stops straight and square, and hesitates momentarily. Maximum credit will be given to the horse that backs straight and then backs willingly in a straight line for at least 15 feet.

Penalties and Disqualifications: Short and choppy rundowns, bouncy stops, head throwing, excessive mouth gaping and resistance on the part of the horse will be penalized. If the horse backs crooked, throws head, opens mouth excessively and/or shows resistance, the horse will be penalized.

COW WORK

Maneuvers: The cow work will consist of two segments – boxing and fence turns. **Boxing:** Throughout the cow work, it must be remembered that the name of the game is controlling the cow. Judges must take into consideration what kind of cow each contestant draws to accurately judge the degree of difficulty in each credit earning situation. When a contestant is holding a cow at the end of the arena, maximum credit will be given to the horse that is obviously watching a cow and making counter moves to hold the cow at the end of the arena without the help of the rider. The more a horse is trying to do on his own, the more credit he should receive.

Fence Turns: Maximum credit should only be given when the horse is in control of the cow and allows the cow to go down the fence. Again, the difficulty of the cow should always be considered when deducting from maximum credit. When the cow is allowed to go down the fence, maximum credit will be given to the horse that turns the cow at least once each direction on the same fence that the cow originally went down. If a horse turns tail to the cow at any point during a run, the maneuver will be zeroed by the judge.

Penalties and Disqualifications: Horses will be penalized for losing control while boxing the cow at the end of the arena, getting outrun down the fence, for running more than one horse length past the cow on the turn, hanging up on the fence, refusing to turn, running over the cow, biting cattle, hanging back and not running past the cow to turn the cow and for generally losing control.

ROPING OR CIRCLING

Junior Youth contestants have the option to Circle OR Rope their cow. Senior Youth contestants MUST rope their cow, circling isn't allowed.

Circling: Following the completion of fence turns, the contestant should take the cow to an open part of the arena and maneuver the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle's size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit earning situation. The circles should be completed before the cow is exhausted. If a Junior Youth contestant chooses to circle their animal instead of rope it, they will be done at this point.

ROPING

Rating and Tracking: Maximum credit will be given to the horse that shows ample speed going to cattle, tracks/rates well to allow the rider to rope from a good position. The loop must go over the cow's head, i.e., the cow must look through the loop (unless there are mixed cattle, then the three legal catches will apply.) The cow may end up being caught by the neck or body. Dallying on one or two hind legs is not allowed. If the cow is not roped within two loops, the scoring will cease at this point, a 5-point penalty will apply as well as an "OP". The roper may only carry one rope and, if that rope is lost, time will stop and the run is considered completed. Contestants may not receive any ropes from outside the arena to complete their run. Contestants may not retrieve their rope from the cow if it comes loose from the horn. If a contestant drops their rope prior to roping the animal, they may dismount and retrieve the rope to complete the run if time allows.

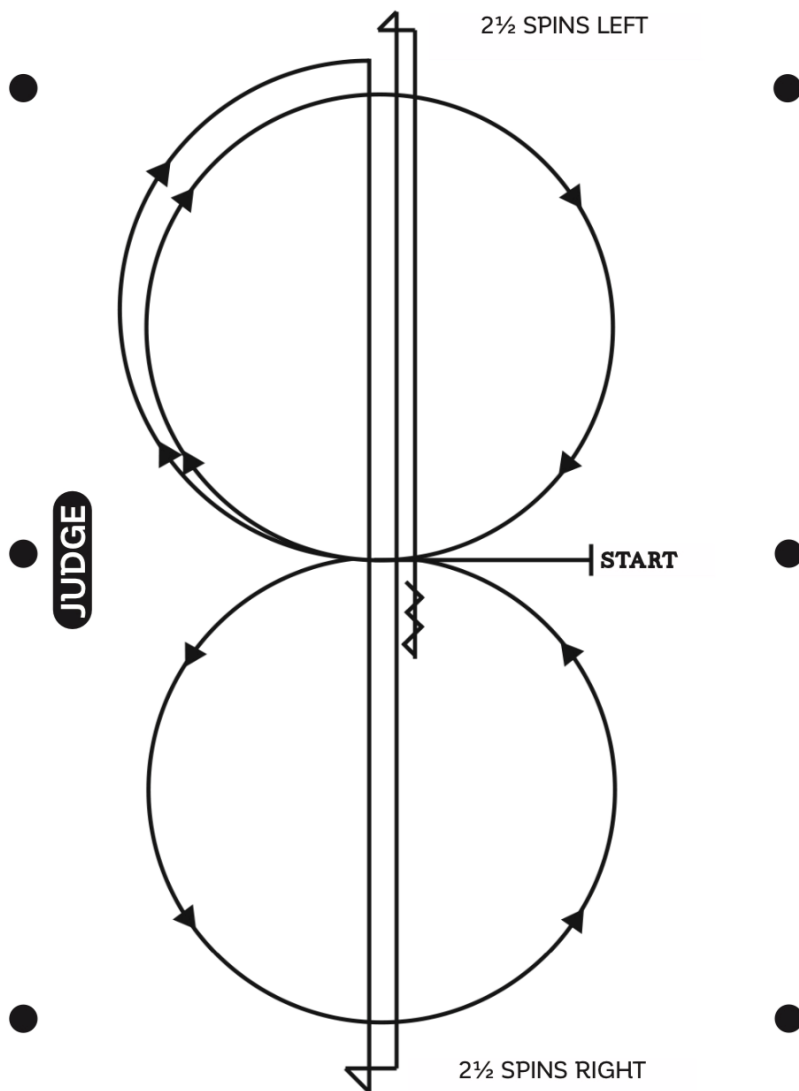
Stopping: Maximum credit will be given to the horse that stops square and hard in a straight line with the cow, hindquarters underneath him, alert and paying attention, holding the stop when the rope comes tight and leans back slightly to absorb the jerk. The contestant may tie the ropes on or dally.

Pulling: Maximum credit will be given to the horse that turns crisply, when asked by the rider, drops his neck to pull, leans into the breast collar, drives from behind and pulls from the horn in a straight line for at least 15 feet. Cattle must be standing to be drug when roped around the neck. Pulling a cow the required distance will end the run regardless of the time

remaining. No choking of a down animal is allowed and the judges will disqualify a contestant for dragging by the neck on the ground, tripping or any other behavior they deem abusive.

Legal Catches: The loop must go over the cow's head, i.e., the cow must look through the loop. The cow may end up being caught by the neck or body. In the instance where there are mixed cattle (mulies and cattle with horns too large to prevent a rope from coming off), the look through rule will be lifted and the three legal head catches will apply. The three legal head catches that will apply in this case will be slick horns, half head, or around neck. Picking up a leg with a head catch is not considered a legal catch when it applies to cattle with horns.

Penalties and Disqualifications: Horses will be penalized if they are slow going to cattle, run over cattle, lose position tracking, or generally appear hard to manage. Horses that stop crooked, sideways, duck off or appear that they might be pulled down by big cattle should be severely penalized. Horses should be penalized that resist turning, pull with their head up and back hollow, wander from side to side, lunge forward, stop before asked by the rider or show any reluctance to willingly pull. A penalty of three points will apply if the cow is not caught on the first loop. If the cow is not roped within two loops, the scoring will cease at this point, a 5-point penalty will apply as well as an "OP" (5-point penalty will cancel out the 3-point penalty). The rider will be disqualified for intentionally choking, dragging by the neck while on the ground, or tripping the cow during the roping segment. Any unnecessary roughness or abuse to livestock will disqualify the contestant.



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

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

Earn Your Spurs Youth Ranch Horse Show Score Card

Contestant:	Class:	Score:
Horse Name:	Judge:	Draw:

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70.
 -1 ½: Extremely Poor, -1: Very Poor, -1/2: Poor, 0: Correct, +1/2: Good, +1: Very Good, +1 ½: Excellent
 Judge may blow whistle at any time to terminate a run.
 A score of zero will be given if work is not completed at that time.

REINING	Spins		Circles & Changes		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R	L	R				
Penalty										
Score										

COW WORK	Box	Rate	Fence Turns		Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
			L	R					
Penalty									
Score									

ROPE OR CIRCLE	Roping		Circling		Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
	Track & Rate	Stop & Pull	L	R						
Penalty										
Score										

REINING PENALTIES

½ Point Penalties

Over/under spin (1/8)
 Starting circle at a trot to first quarter of circle
 Delayed change by 1 stride

1 Point Penalties

Out of lead each quarter circle, figure eight or a round end of run down
 Scotch or hesitate in run down to a stop

2 Point Penalties

Break of gait
 Freeze up in spins

5 Point Penalties

Spurring ahead of cinch
 Blatant disobedience

Disqualifications-Zero Score

Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider falls off

COW WORK PENALTIES

1 Point Penalties

(A) Loss of working advantage
 (M) Failure to drive cow past middle marker on first turn
 (C) Using the corner or end of the arena to turn cow
 (L) Each length past cow on fence turns
 (F) Changing sides or crossing arena to make fence turn

3 Point Penalties

(E) Exhausting cow before roping
 (H) Hanging up on fence turn
 (K) Knocking down cow

5 Point Penalties

(T) Failure to get a fence turn each direction
 (B) Spurring ahead of cinch
 (D) Blatant disobedience

Disqualifications-Zero Score

Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider falls off

ROPING/CIRCLING PENALTIES

1 Point Penalties

(T) Tracking or working out of position
 (R) Not rating
 (P) Not pulling straight
 (L) First missed loop

2 Point Penalties

(S) Second missed loop (cancels 1 pt penalty)

3 Point Penalties

(K) Knocking down cow
 (E) Exhausting cow before roping/circling

5 Point Penalties

(B) Spurring ahead of cinch
 (D) Blatant disobedience

Disqualifications-Zero Score

Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider falls off
 Pulling animal that is down by the neck
 Loss of rope after catch