

Ranch Horse Pleasure

The purpose of Ranch Horse Pleasure horse should reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horse shall not be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

For horses three years of age and older, offered as a junior, senior or all-age open division class, and as an all age class for Level 1 (Novice) and higher, as an all age class for amateur, (including Select) and youth.

No horse may cross enter, a western pleasure and ranch horse pleasure class at the same show regardless of division (youth, amateur, select or open).

Class Requirements

1. Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance.
2. The required maneuvers will include the walk, trot, and lope both directions: and the extended trot and extended lope at least one direction; as well as stops, and back.
3. Three optional maneuvers may include a side pass, turns of 360 degrees or more, change of lead (simple or flying), walk, trot, or lope over a pole (s); or some reasonable combination of maneuvers that would be reasonable for a ranch horse to perform.
4. The maneuvers may be arranged in various combinations with final approval by the judge.

5. The overall cadence and performance of the gaits should be as those described in GAITS, with an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
6. No time limit.
7. One of the suggested patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers and the three (or more) optional maneuvers are included. Should a judge use one of his/her own patterns, it is recommended to not have the stop following an extended lope.
8. The use of natural logs is encouraged.
9. Posting at the extended trot is acceptable.

Tack and Attire

1. Refer to Western performance or timed event tack and attire requirements pages 16-24.
2. The 4-H armband is required.
3. Either split or closed roping reins are allowed.
4. Two hands can be used on the reins, no matter what type of bit or reins are used.
5. At the judge's discretion, more credit may be given for the use of split reins and no tie-down.
6. Optional: Closed reins, chaps, protective boots, splint boots, skid boots or leg wraps.
7. Prohibited: Unorthodox or severe mouthpieces, martingales, draw reins, cavesson nosebands, crops, whips, bats, or over and under ropes on the saddle horn. No ropes can be carried or used during the class.
8. Trimming inside ears is discouraged.
9. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.

10. Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.

Penalties

The exhibitor shall be penalized for:

1 Point Penalties

- Too slow/per gait
- Over-bridled
- Out of frame
- Break of gait at walk or jog for 2 strides or less
- Split log at lope

3 Points Penalties

- Break of gait at walk or jog for more than 2 strides
- Break of gait at lope
- Wrong lead or out of lead
- Draped reins

5 Point Penalties

- Blatant disobedience (kick, bite, buck, rear, etc.)

Placed Below Horses Performing All Maneuvers

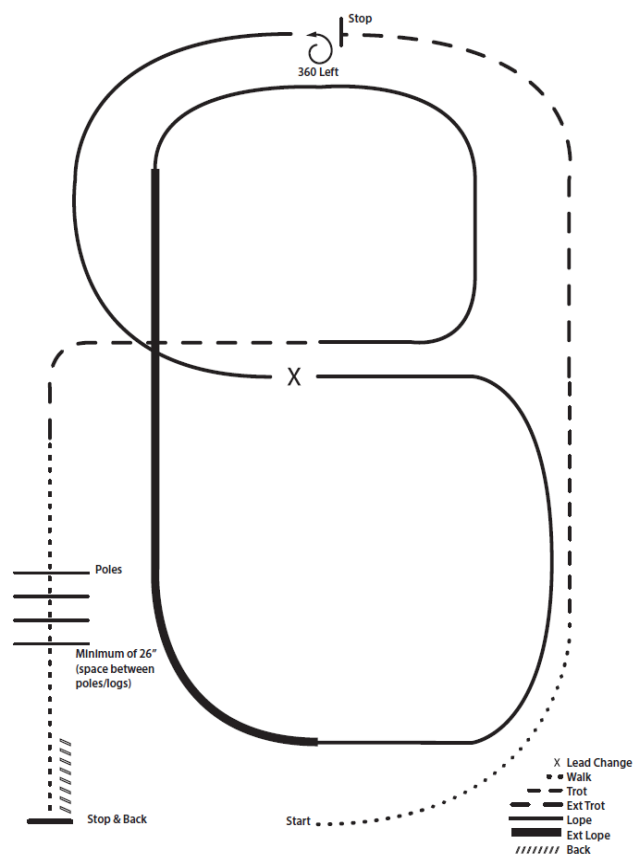
- Eliminates maneuver
- Incomplete maneuver

Disqualifications (No Score)

- Illegal equipment
- Willfull abuse
- Major disobedience or schooling

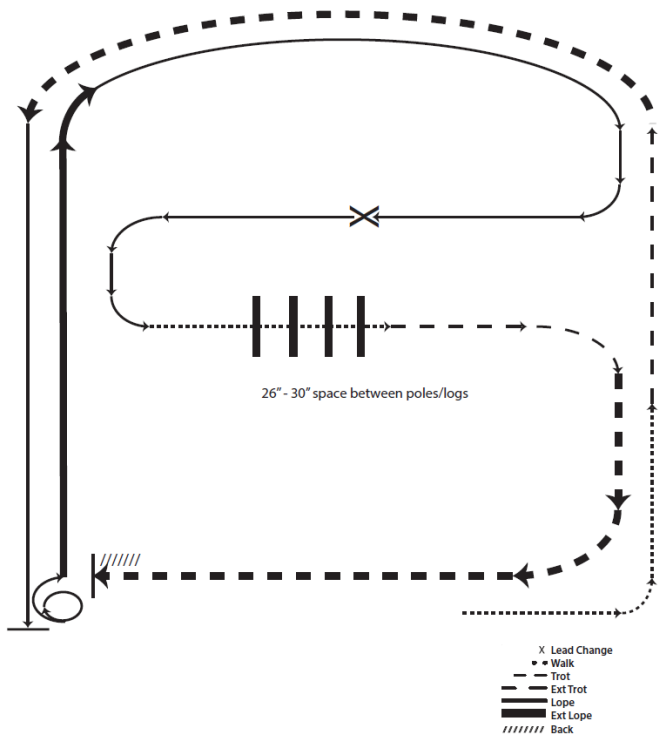
Note: No specific penalties will be incurred for nicks/hits on logs but deduction may be made in maneuver score. No specific penalties will be incurred for over/under spins but deduction may be made in maneuver score.

RANCH HORSE PLEASURE - PATTERN I



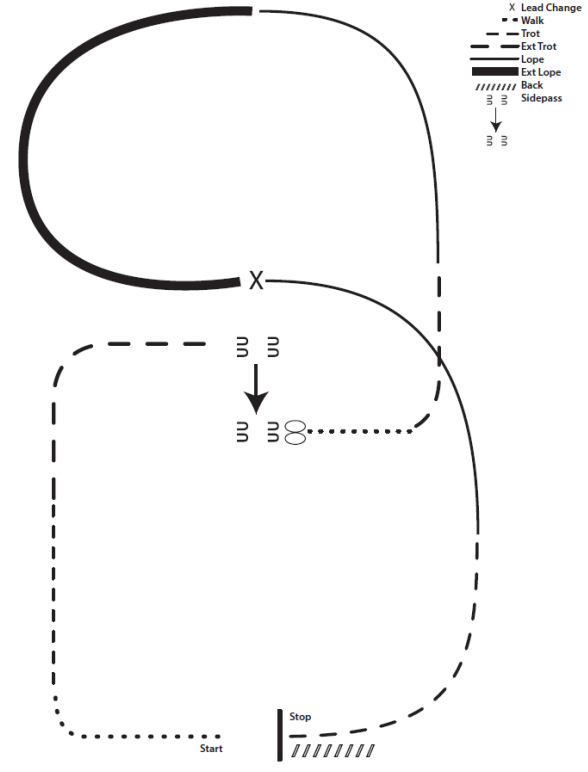
1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top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

RANCH HORSE PLEASURE – 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 HORSE PLEASURE – 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