



Ranch Horse Competition Entry Form

April 24, 2010 Dublin, TX

Pre-entry required. Entry Deadline April 19, 2010. Entries may be limited.

Send entry and fee to: Cowgirl Productions

P.O. Box 1215, Stephenville, TX 76401

Rider: _____

Owner: _____

Name of Horse: _____

Address: _____

City/State/Zip: _____

Phone: _____

E-mail: _____

Class: _____

Open Class: \$125 Entry fee with 70% payout. Includes trail obstacles (gate, trailer loading, log drag, etc), dry work (stops and rollbacks), cattle work (boxing, fence work), and roping.

Cowboy Class: \$60 Entry fee with 50% payout. Includes trail obstacles, dry work, and cattle work.

Novice Class: \$25 Entry Fee. Prizes for top three competitors. Includes trail obstacles, dry work, and cattle work.

For more information: (254)592-1653 or www.cowgirlville.com

Cowgirl Productions Ranch Horse Competition Rules

Dry Work:

- Enter trail course at a jog. Jog to the bridge. Cross the bridge. 10 points
- Walk to the trailer area. Stop. Dismount on the right side. Pick up hind leg. To receive full credit, horse must stand during dismount and picking up hind foot. 10 points
- Load horse in trailer. Back horse out. Mount horse on left side. 10 points
- Pick up the rope. Back horse dragging obstacle 15 feet. Ride forward, turning obstacle and drag back to place of origin. 10 points.
- Jog to gate. Open gate and move horse through, then close it. 10 points.
- Clock will be stopped for competitor to move to the main arena. Enter arena and lope to the flag. Stop, rollback to the right. Lope back to other flag. Stop and rollback to the left. To receive maximum credit, a horse should approach the stop loping freely, willingly moving forward in a straight line. The stop should be straight and square and give the appearance of stopping because he is trained to stop and not because he is forced to stop. Settle horse for 5 seconds. 10 points. Call for cow.

Cattle Work:

- Novice Class ONLY – Herd of cattle will be held at the end of the cow pen. Sort one cow out of the herd and work the cow as much or as little as you wish. You do not have to box or fence the cow if you don't wish to. Time will stop when you pen the cow. This will be judged on how much you demonstrate your horse on cattle. Novice class is allowed to have one person hold the herd.
- Cowboy and Open Classes: This work will consist of three segments – boxing or holding cow at the end of the arena, turning a cow down the fence in both directions, and penning the cow. Each of these segments will be worth 10 points. Following the fence work, herd cow to and into the pen. Open Class only: Once the cow is penned, rider can build loop, release cow and rope.
- 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 is drawn in order 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 with the help of the rider. The more a horse is trying to do on his own, the more credit he should receive. Maximum credit should only be given when the horse is in control of the cow when she is allowed to go down the fence. Maximum credit will be given to the horse that turns her at least once each way on the same fence that she originally went down. 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, hanging back, and for generally losing control.

Roping:

- One loop permitted. Rider must bring own rope. Rider will attempt to rope and stop the same cow. Roping work will consist of three segments – the first is speed, rate, and tracking. 10 points. Maximum credit will be given to the horse that shows ample speed going to the cattle, rates off so rider can rope, tracks a cow that circles, ducks right or left, and stays in position for the rider to rope.
- Catch. The loop has to go over the cow's head. Rider can dally or tie on at their discretion. 10 points.
- Stop. 10 points. Maximum credit will be given to the horse that stops square and hard in a straight line with the cow, hind quarter underneath him. Time will be flagged when horse comes to a complete stop. Upon completion of roping, herd the cow out of the arena.

Scoring: Bridge, dismount, trailer, log, gate, and reining will be 10 points each. Cow work will be 30 points. Roping will be 30 points. Scores in the Cow Work will be used in breaking tied scores. There shall be no discussion with the judge.

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