



## Doubletree Horse Farms

Carl Wood owner/trainer

800-1400 Lane, Delta, Colorado 81416

(970)874-7456 FAX (970)874-8391

E-mail [doubletree@tds.net](mailto:doubletree@tds.net) - Website [www.dbthorses.com](http://www.dbthorses.com)



### Versatility Ranch Horse

**A return to tradition.**

As the name implies this fun new part of our sport is for the horse that can do more and for the rider who wants to have more fun.

This event is centered on the talents of a working ranch horse. The Competition demonstrates the versatility of the ranch horse in five categories which include:

\*Trail

\*Conformation

\*Cutting

\*Pleasure Riding

\*Reining

\*Roping

\*Working Cow Horse

**The same horse must be ridden in all shows and in the same division for points to count towards year end.**

**Special notes:** The very first show you compete in will determine which division will be your starting point. Even if you have never competed before you will be placed according to your ability and your horse's ability at the first show.

Riders may compete in more than one division as long as one division is higher than they are qualified for. Youth may compete in any division as well as their age division.

You may enter a Junior Horse in more than just the junior class.

**Divisions are as follows:**

**Youth 12 and under as of January 1st:**

All youth who are 12 and under years of age as of January first of the year of competition. Helmets are encouraged. Lease horses will be permitted. The same horse must be used for points tabulation. Youth will not rope in the working cow horse class.

**Youth 13-18 as of January 1st**

All youth who are 13-18 years of age as of January first of the year of competition. Helmets are encouraged. The same horse must be used for points tabulation. Youth will not rope in the working cow horse class.

**Beginning Novice:**

For riders who are not experienced in showing. And have not won \$100 or more at Doubletree events as of January first of year of competition. They may ride any AQHA approved bit two handed and will have simplified patterns to perform.

**Novice;**

For riders who have shown but are not considered a more advanced rider and who have won over \$100 but not more than \$250 at Doubletree events as of January first of year of competition. They must ride one handed on senior horses and may ride two handed in a snaffle or hackamore on junior horses. Patterns will be more difficult.

**Intermediate:**

For riders who have been showing for awhile and show considerable knowledge and horsemanship. Or have won over \$250 but not more than \$500 at Doubletree events as of January first of year of competition. They must ride one handed on senior horses and may ride two handed in a snaffle or hackamore on junior horses. Patterns will be more difficult.

**Advanced:**

For riders who are considered experienced in showing and training. These riders have most likely won prizes or money in other shows and probably have been showing and riding for several years. Or have won over \$500 at Doubletree Events. Patterns will be more difficult.

**Junior Horse;**

Open to any horse 5 years of age and under. Snaffle bit or Bosal and two hands or curb with one hand are the only acceptable bits. (No mechanical hackamores!) Other rules are the same as for Beginning Novice. Does not matter what division the rider is in.

**Green Horse:**

For horses not shown more than 3 times in the past 5 years anywhere in any type of show. Any rider may show in this class. Horse may also be entered in other classes it qualifies for. Horse may only be shown in this class one year. Entry Fees will be less and only ribbons will be given. (No paybacks).

Green Horse will not rope in the working cow horse class.

**Green Rider**

For riders that have not shown more than 3 times in the past 5 years anywhere in any type of show.

Rider may show any horse whether owned or not. Riders may show only one year in this class. This will make a good training class. Riders may show in other classes as well. Entry fees will be less and only ribbons will be given. (No paybacks). Green Rider will not rope in the working cow horse class.

## Class definitions:

**Ranch Trail:**

This class contains a course with a minimum of six obstacles and is designed to show a horse's ability and willingness to perform several tasks that might be ask of him during the course of a normal day's ranch work. Beginning Novice and Youth will not be required to lope). A horse will be rewarded with higher credit for performing these gates on the correct lead and with an alert attitude. Excessive slowness or speed is discouraged. Safety is always a major factor in credits given. Mandatory obstacles include opening and closing a gate; dragging a log either in a straight line or around a pattern; unbridling, bridling and picking up feet. Any other obstacles may also be encountered. Deductions will be made for refusals, break in gates, moving obstacles, or stepping around or avoiding an obstacle.

Credit will be given for smoothness and transitions from one obstacle to the next. Stopping between obstacles is discouraged. The perfect pattern would have the contestant moving smoothly from one obstacle to another with no hesitations. Winner in each division will be awarded the following points: 30 points for 1<sup>st</sup>, 25 points for 2<sup>nd</sup>, 20 points for 3<sup>rd</sup>, 15 points for 4<sup>th</sup>, 10 points for 5<sup>th</sup>, 5 points for 6<sup>th</sup>

**Judging Trail.** Smoothness in transitions and working obstacles should get high scores. Ticking an obstacle carries no penalty but moving it should be counted as a refusal. Third refusal or step out gets a -5 for that obstacle and the contestant will be ask to move on to the next. Showing off is discouraged and penalized, but approaching with caution and correctness is encouraged. The perfect pattern would have the contestant moving smoothly from one obstacle to another with no hesitations. The gate, log drag, and ground tie, bridal, and pick up legs should be the most important obstacles. Other obstacles should be of lesser value, especially when breaking ties. Place the riders by the smoothness and the ease that they do each of the obstacles. Scores from -3 to +3 for example for worst to best on each obstacle. Other infractions should be judged accordingly. Two hands on a senior horse by a novice, intermediate or advanced rider DQ. Youth and Beginning Novice shall be allowed to use two hands on any legal bit. Illegal equipment DQ. Third obstacle refused will DQ the rider. Obstacles missed or passes should carry a -5 penalty. Most courses will have and average of 8 obstacles.

**Ranch Cutting:**

A cow is cut from the herd and the horse must demonstrate its ability to work the cow. When satisfied that the horse has proven its cutting ability, the horse and rider must then drive the cow between a cone and the fence on the way to the pen at the far end of the arena. Contestants will have three minutes to cut and pen the cow from the herd. Horses will not be penalized for reining during the cutting and

should display the horse's natural cow ability. Two helpers may be used on the cutting part but may not assist in the penning. They may contain the herd at one end. After cutting the cow on the way to the pen the cow is supposed to pass between a marker and the fence. Time is called when the horse's head enters the beginning of the pen. Penalties will be incurred for excessive roughness of the cow. Time will be called when the cow re enters the herd for the second time and a DQ will be given for the class. Three minutes will be given to complete the class with a one minute warning. In order to resemble an actual cutting there will be no numbers on the cattle. The contestant will be judged on the first entry into the herd, the first separation from the herd, all the actual cutting, driving to the pen, and the penning itself. The contestant may after separation choose to work another cow. The contestant may not quit the cow unless it is facing away from the contestant and also away from the herd. If the first cow gets away from the contestant and back into the herd a penalty will be assessed and the contestant may choose another cow. If a second cow is chosen the contestant must work that cow and no others. If the cow is lost to the herd for the second time the contestant will be disqualified for that class. Winner in each division will be awarded the following points: 30 points for 1<sup>st</sup>, 25 points for 2<sup>nd</sup>, 20 points for 3<sup>rd</sup>, 15 points for 4<sup>th</sup>, 10 points for 5<sup>th</sup>, and 5 points for 6<sup>th</sup>.

### **Judging Ranch Cutting:**

Each rider will have two heard helpers. Horses will be judged and receive a score of +3 to -3 on each of the following. Entering, exiting or separation from herd, keeping the cow separated from the herd (cutting), driving the cow to the pen and passing the cone correctly, and penning itself. Rider will be penalized for scattering the herd, and not maintaining control of the cow at all times. A penalty will be given for the cow getting back to the herd. Penalties will be incurred for excessive roughness of the cow. Time will be called when the cow re enters the herd for the second time and a DQ will be given for the class. Scoring should be on entering the herd and cutting out a cow smoothly with minimal disturbance of the herd. Cutting (keeping the cow from entering the herd). The degree of difficulty should be taken into account. Eye appeal. Separating from herd driving cow between marker and fence and penning. Speed is not a factor but smoothness and not losing control of the cow should be rewarded. Score sheets are provided. Turning tail to the cow, fall to the ground by horse or rider, and illegal equipment results in a DQ for the work. Each loss of working advantage, scattering the herd, losing a cow back to the herd, biting the cow, failure to drive cow between cone and fence, will result in a penalty. Failure to pen cow before time runs out will result in a major penalty. You should have a herd work score + separation score + cutting score + penning score = total

### **Ranch Riding:**

Judged on the rail as a pleasure class. This class shows the horse's ability to move at a working speed with a rider. Horses will be shown at three gaits –walk, trot, and lope- in each direction of the arena. Horses also will be asked to change directions while on the rail, stop and back. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. Horses may be asked to extend the lope and the trot in at least one direction. (It should be noted that extension means just that not just going faster) Credit also will be given for making a smooth transition between the gaits, for keeping the correct lead and for maintaining the gait until the judge asks for a change. It is preferred that there not be more than 12 in the arena for each go round. Classes will be split into divisions. Excessive speed will be penalized if considered dangerous to the other contestants by the judge. Winner in each division will be awarded the following points: 30 points for 1<sup>st</sup>, 25 points for 2<sup>nd</sup>, 20 points for 3<sup>rd</sup>, 15 points for 4<sup>th</sup>, 10 points for 5<sup>th</sup>, and 5 points for 6<sup>th</sup>

### **Judging Ranch Riding**

Each division will compete separately. A horse and rider should look like they are enjoying the ride. Working gates and nothing excessively slow. Ears alert with no four beating lopes. Head carriage should be as close to level as possible. Horse should be on a loose rein but a big loop in the rein is discouraged. Horses will be asked to walk, trot, and lope in both directions. An extension of the trot and the lope may be asked for. (It should be noted that extension means just that not just going faster) Horses must change directions on the rail and will be asked to stop and back as well.. Loping on the wrong lead for more than one complete circle will be given a DQ for the class. Break of gate will be penalized accordingly. Illegal equipment gets a DQ for the class. No tie downs, Martingales, draw reins,

or illegal bits. Using two hands on a senior horse in novice, intermediate, and advanced classes is a major penalty. Equipment failure will not be grounds for disqualification unless the class cannot be completed in a safe manner. No more than one finger is allowed between the reins on a senior horse except in those divisions where two hands are allowed. Two hands any legal bit is permissible for Youth, Green Horse, Green Rider, and Beginning Novice. Place your class first through 6<sup>th</sup> in each division. Each division will show separately. Wrong lead is a major penalty if allowed to go more than three strides without correction.

### **Working Ranch Cow Horse:**

This class combines the ability of the working ranch horse to rein, handle cattle and to put its rider in position to rope and stop a cow. The class is to be judged in three sections- reining, cow work, and roping- with scores from each section added together for the final score of the class. Each contestant will perform individually. Time starts when the cow enters the arena. A maximum of three minutes is allowed to complete the cow work with a one minute warning. When the three minute time limit has expired the exhibitor will be required to exit the arena. The time will be started when the cow enters the arena. A new cow may be awarded by the judge if it will not honor the horse or will not work. Winner in each division will be awarded the following points: 40 points for 1<sup>st</sup>, 35 points for 2<sup>nd</sup>, 30 points for 3<sup>rd</sup>, 25 points for 4<sup>th</sup>, 20 points for 5<sup>th</sup>, and 15 points for 6<sup>th</sup>.

#### **Reining Pattern #1**

Walk to center of arena facing away from the judge. Lope a large circle to the right. At the center do another smaller circle stopping back in the center. Spin two turns to the right stop. Lope a large circle to the left. At the center do another smaller circle stopping back in the center. Spin two turns to the left stop. Lope to the right but do not close the circle. Continue up the left side of the arena and stop past the center marker. You should be 20 feet off of the fence. Back 10 feet stop to show completion.

#### **Reining Pattern # 2**

Lope down the middle of the arena and do a sliding stop past the end marker. Do 2.5 spins Left. Lope to the other end of the arena stopping past the end marker. Do 2.5 spins Right. Lope past center of the arena stop and back at least 10 feet. Make a quarter turn to the right. Take a right lead and do a large fast and a small slow circle. Stop in the center. Take a left lead and do a large fast and a small slow circle. Stop in the middle. Stand still a moment to show completion of the pattern.

#### **Reining Pattern #3**

Start at the center of the arena facing away from Judge.

Two spins right

Two spins left

Lope two circles same size and speed to the right and change leads.

Lope two circles same size and speed to the left change leads.

Lope a circle to the right but do not close the circle do a rundown down the left side of the arena. Stop and rollback past center. You should be 20 feet off of the rail.

Go back around the bottom of the arena up the Right side rundown, stop, and rollback past center. You should be 20 feet from fence.

Around the end of the arena back up between the left side and the center of the arena, rundown past center marker stop, and back at least 10 feet.

#### **Reining Pattern #4**

Lope down the middle of the arena past the end marker and do a sliding stop and roll back to the right. Lope back to the other end of the arena past the end marker and do a sliding stop and roll back to the left. Lope past center marker stop and back at least 10 feet. Do 3 spins to the right. Stop. Do 3.25 spins to the left. Stop. Take a right lead and do a large fast and a small slow circle. At the center do a flying lead change and do a large fast and a small slow circle to the left. At the center do a flying lead change to the right. Go around the end of the arena (do not close the circle) go down the right side of the arena

and do a sliding stop past the end marker. You should be 20 feet off of the fence. Hesitate to show completion of the pattern and exit the arena..

#### **Reining pattern #5. (same as NRHA pattern #5)**

Start at the center of the arena facing the judge. Beginning on the left lead. Complete three circles to the left. The first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate. Complete four spins to the left. Hesitate. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of arena. Hesitate. Complete four spins right. Hesitate. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (figure 8). Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence. No hesitation. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence-no hesitation. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the enter marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate do demonstrate completion of the pattern.

#### **Reining pattern #6 (same as NRHA pattern #7)**

Run to the far end of the arena past the end marker and do a left rollback-no hesitation. Run to the opposite end of the arena past the end marker and do a right rollback-no hesitation. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate. Complete four spins to the right. Hesitate. Complete four and one-quarter spins to the left so that the horse is facing the left fence. Hesitate. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet from the fence. (no backup) Hesitate to demonstrate completion of the pattern.

#### **Working the Cow:**

After the exhibitor has completed his reining pattern he will call for the cow to be turned into the arena. Upon receiving the cow the contestant shall hold the cow on the prescribed end of the arena for a sufficient amount of time to demonstrate the ability of the horse to contain the cow and drive up and down the end fence. After a reasonable amount of time the contestant shall take the cow down the long fence, making at least one turn each way on the fence. The first turn should be past the center marker and the second turn may be anywhere on the fence on the same side of the arena as the first turn. You may turn the cow more than once each direction and will be judged on your best two turns. Open field turns are acceptable.

#### **Roping:**

The exhibitor must then attempt to rope the cow and bring it to a stop. The horse is judged on his ability to trail, rate, and stop the cow. There is to be no dragging and the exhibitor is allowed only two throws. Ropes cannot be tied to the saddle horn. It's not necessary for the exhibitor to catch in order to receive a score. However, if there is no catch, a -3 points for stopping the cow will be assessed. A -5 will be assessed to the stopping score and a -3 will be assessed to the roping score if no throw is made when time is called. If an attempt is made but the rope not thrown you will be scored on your roping technique but you will still be assessed a -5 for not throwing the rope in the time allowed.

-3 to +3 will be awarded for each of the following: rating, roping,, and stopping the cow. Rating is simply your horses ability to put you in roping range and keeping you there until the rope is thrown. The roping score is on your technique not on the catch itself. Stopping score will be on your ability to set up the stop at the right time and will end when the cow faces you. Green Horse, Green Rider, and Youth divisions will not rope.

#### **Judging Working Ranch Cow Horse**

The class is to be judged in three sections- reining, cow work, and roping- with scores from each section added together for the final score of the class A new cow may be awarded by the judge if it will not honor the horse or will not work . A new cow should not be awarded just because the contestant does not have the ability to control it. In other words it must be the cows fault.

Reined work: The horse should be willfully guided with little or no resistance. Each maneuver should be scored for correctness, smoothness, and eye appeal. Giving a score from -3 to +3. on each maneuver. Penalties are -1 for each ¼ circle trotted or in the wrong lead. -2 breaking gate. -1 for over or under spinning up to a ¼ quarter turn. A score of DQ for over or under spinning more than 1/4th of turn. DQ for adding or missing parts of the pattern (off Pattern) Judging starts at the beginning of the first maneuver and stops at the finish of the last maneuver. -2 for missing markers. -2 freeze ups in spins or rollbacks or backs. -1 exiting a role back at a jog. -2 going around the end on rundowns in the wrong lead.

Reining Patterns should be judged by their correctness and smoothness not speed. See general rules above for descriptions of patterns.

### **Working the Cow:**

After the exhibitor has completed his reining pattern he will call for the cow to be turned into the arena. Upon receiving the cow the contestant shall control the cow on the prescribed end of the arena for a sufficient amount of time to demonstrate the ability of the horse to contain and control the cow. The rider makes the cow go where the rider wants and is not just reacting to what the cow does. After a reasonable amount of time the contestant shall take the cow down the fence, making at least one turn each way on the fence. First turn should be past center marker on the fence and second turn may be anywhere. Open field turns are counted just as fence turns. You will receive scores on the following: Boxing from -3 to +3, fence work one direction -3 to +3, fence work other direction -3 to +3. If more turns are done the degree of difficulty might add to the score. In the event of extra turns in a direction the judge may score by averaging all the turns in that direction. Boxing should be smooth and no loss of the cow or working advantage. -1 for each loss of working advantage. Degree of difficulty up to +3 each occurrence. Biting cow -1 each offence. Not getting a turn each way -5. Changing sides of the arena in fence work -3. Not going by center marker for first turn -1. Going past wood fence on fence work turns -2. -1 for each length of the horse stopping past the cow in turns. Do not assess a loss of working advantage and also a penalty for each length of the horse past the cow in the same movement. Pick one or the other. A judge will not award a new cow just because contestant could not control it. The cow must show that it will not work or will not honor the horse.

### **Roping: as above.**

## **Ranch Conformation:**

The ranch conformation class will be based on balance, structural, correctness, breed and sex characteristic, and degree of muscling, with **balance being the most important**. Horses are to be shown in a good working halter (rope, nylon, braided, or plain leather). All sexes will be judged in one class. Horses will walk to the judge one at a time then trot away to a cone. At the cone the horse will continue trotting, turn to the left and trot toward the left wall or fence of the arena. Horses will line up head to tail for individual inspection by the judge. The judge shall inspect each horse from sides, front and rear. The conformation class should be held as the last class of the competition.. Halter class points will be awarded 20 points for 1<sup>st</sup>, 15 points for 2<sup>nd</sup>, 10 points for 3<sup>rd</sup>, 5 points for 4<sup>th</sup>, in each division.

### **Judging Ranch Conformation:**

Silver halters and excessive clipping are discouraged. Hoof Polish is not allowed. Horses will be placed according to the breed standards they represent and not each other. Leg deformities or other conformational defects will weigh heavily on the placing. The horse that represents its breed standards the best will place higher. The judge will place the class 1<sup>st</sup> through 6<sup>th</sup> in each division. Don't forget your numbers. Contestants will go in no particular order. Walk to the Judge then trot to the cone. Line up head to tail along the rail. Give plenty of room for inspection by the judge. Well groomed and healthy horse is delightful to score. If your horse kicks be sure to tell the people and judge around you.

### **Judges Scoring and Penalties :**

**It is recommended that all judges make notes on the score sheets to help the exhibitors understand their scores and therefore can improve their performance in the future.**

### **General rules:**

No hoof polish, braided or banded mains, tail extensions, trimming inside of the ears is discouraged.

Trimming the bridle path, fetlocks or any excessive facial hair is allowed.

Tack should be a good western working outfit with minimal or no silver. Riders must wear western hat or approved helmet, long sleeve shirts, long pants, and boots. Chaps are encouraged but not mandatory. Follow AQHA rules where applicable. Split reins or Rommel's only no closed or roping reins allowed. All AQHA approved bits or bits approved in advanced by show management. Protective boots may be used in all classes except conformation. No martingales, mechanical hackamores, or tie downs will be allowed. Excessive silver may be penalized severely. If a contestant thinks that expensive tack or clothing will get a higher score they will be informed of the error in their judgment.

**Note to Judges:** Make lots of comments on your score sheets for the contestants to read. Try to encourage improvements. You are also encouraged to speak to contestants at your discretion. A person that you have given lessons to or trained a horse for or sold a horse to or for within the last six months may not participate in a show you judge. Each contestant is not competing against the other contestants, but rather an ideal that you hold in your mind. Each contestant competes against that perfect ride in your mind for their score. You must be consistent from the beginning of a class to the end in order to be fair. You must put away prejudices about horse breeds, attire, and personalities. Being a judge is a difficult job but one that if done fairly and consistently is appreciated by all that participate. If you make a mistake do not try to compensate for it in other classes or placings. Things move rather quickly so you must assign a score and move on. Don't think about it too long or you may mess up the next score too. Always be a professional. Never give away tips to a contestant during the competition unless you do that for the whole group. Encourage contestants and praise is always good. You are allowed to announce to the whole group before a class starts what you are looking for or what you do or do not allow. You may also ask if there are any questions before the class starts. Discussing the contestant's scores after the entire event is over is permissible and encouraged. **Check your score sheets before signing!**

**Judge's decision is final!**