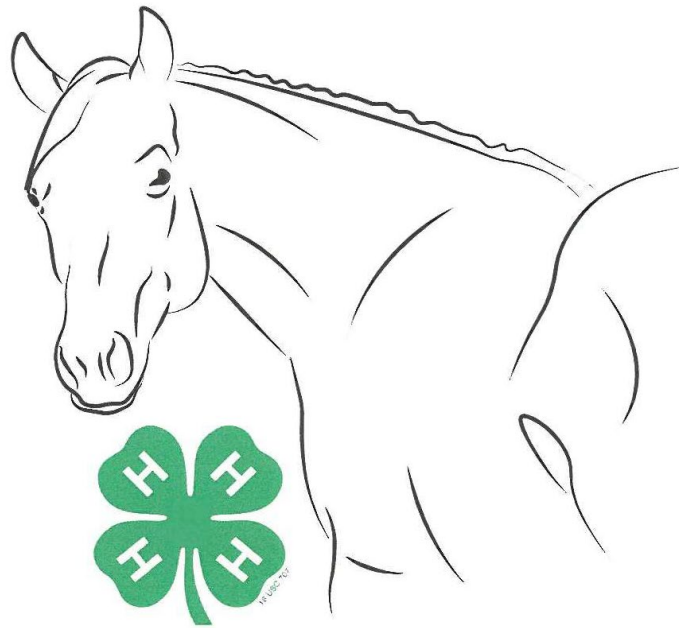


2024 Montrose County Fair Junior Horse Show

Ranch

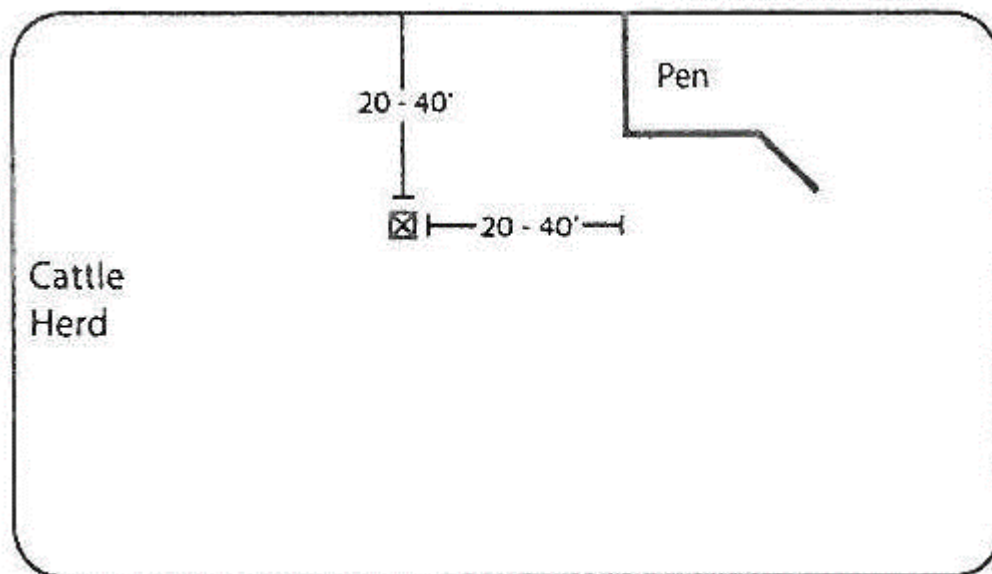


**COLORADO STATE UNIVERSITY
EXTENSION**

Ranch Cutting

Class to be judged on the ability of the rider to work a single cow by first separating it from the herd, then driving it to the herd, then driving it to the middle of the arena and holding it to demonstrate the rider's ability to work the cow and lastly, driving the cow down the arena and into a pen.

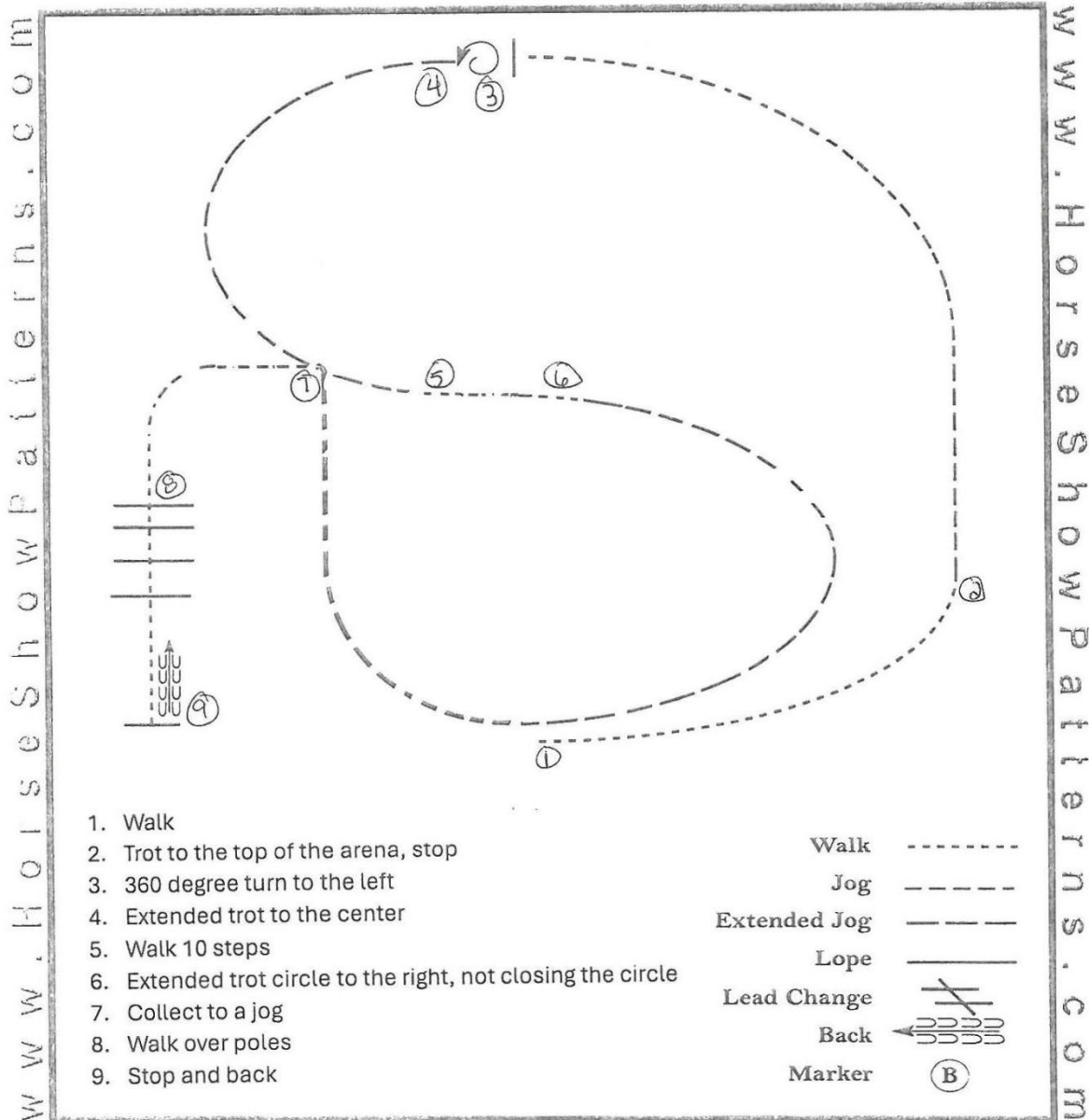
- A. Riders must use caution, in working a cow to minimize the chance of the cow being hurt.
- B. The minimum number of cattle in the herd shall be ten.
- C. Cattle may either be numbered or un-numbered. If numbered the numbers need to be easily seen by both exhibitor and judge. Note: If a cow is lost back to the herd, it is a five point penalty. If using un-numbered cattle, and the exhibitor switches cows, it will be considered "quitting the cow" and an additional five point penalty will be assessed.
- D. The contestant will be assisted by two turnback riders who can also work as herd-holders, while the contestant separates the cow from the herd.
- E. Cattle will be located at one end of the arena. A pen with a wing will be located on the side fence near the far end of the arena. The wing will stretch to the inside of the arena. A marker will be placed in the arena with a variable distance of 20-40 feet from the side of the arena and the corner of the pen. The marker is to be on the same side of the arena as the pen.



Oval arena. Each line represents a panel. Can be either 12- or 16- foot-long panels, as long as all are consistent. This is drawn where cattle would be on the left end of the arena

- F. There is a 2 ½ minute time limit. A verbal notification given when 1 minute remains in the run. Time begins when the rider crosses a time line, just prior to entering the herd. The cow's number is then called. The rider will quietly separate his/her numbered cow from the herd and begin their work in the order as described above.
- G. Show management may supply two turn back riders or an exhibitors may supply their own turn back riders. If an exhibitor serves as a turn back rider for someone else, he or she may use the horse that they are competing on, or they may use a different horse.
- H. When satisfied that the rider has proven the ability to keep the cow from returning to the herd, the rider will notify the turnback rider(s) to move out of the exhibitors path, so as to allow the contestant to drive the cow by them. After being called off, the turnback riders can no longer assist the rider. However, the turnback riders shall continue to hold the herd, to prevent migration away from the end of the pen.
- I. The rider will drive the cow down the arena and into the pen. The cow must be driven between the fence and the marker. A rider will be assessed a 5 point penalty, if the rider does not drive the cow between the marker and the corner of the pen, prior to penning. If the cow passes on the wrong side of the marker, the rider can bring her back and then push her back toward the pen on the correct side of the marker, if time allows. It is not necessary for the rider to pass between the fence and the marker.
- J. After each rider works, the herd must be centered before the next rider begins his/her work. The judge shall indicate when the herd is sufficiently centered for the next rider to begin.

Ranch Horsemanship (Novice)



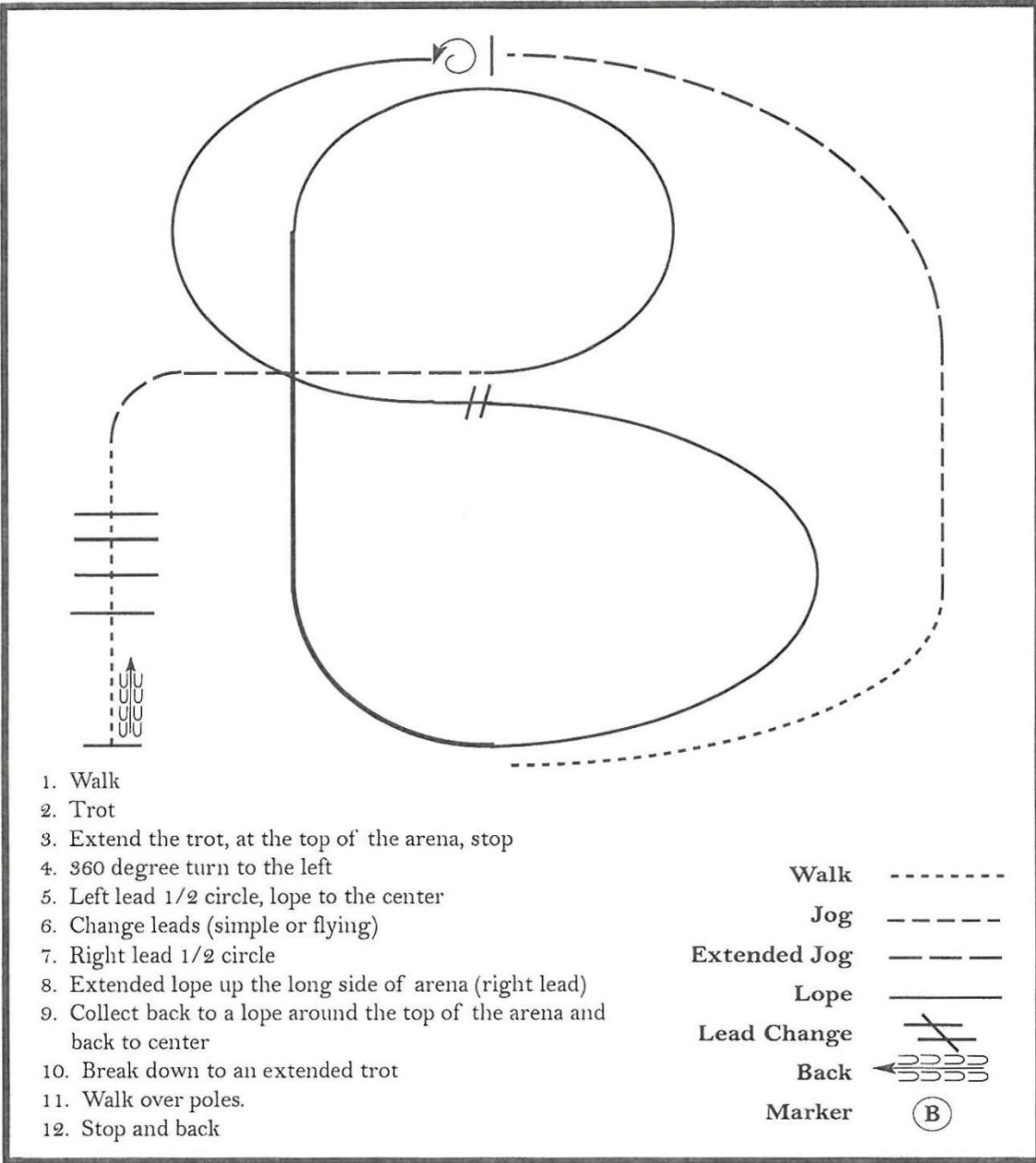
[RR/1]

Pattern Provided by:

Ranch Horsemanship (Jr/ Int/ Sr)

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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 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

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	//
Back	←
Marker	Ⓚ

[RR/1]

Pattern Provided by:

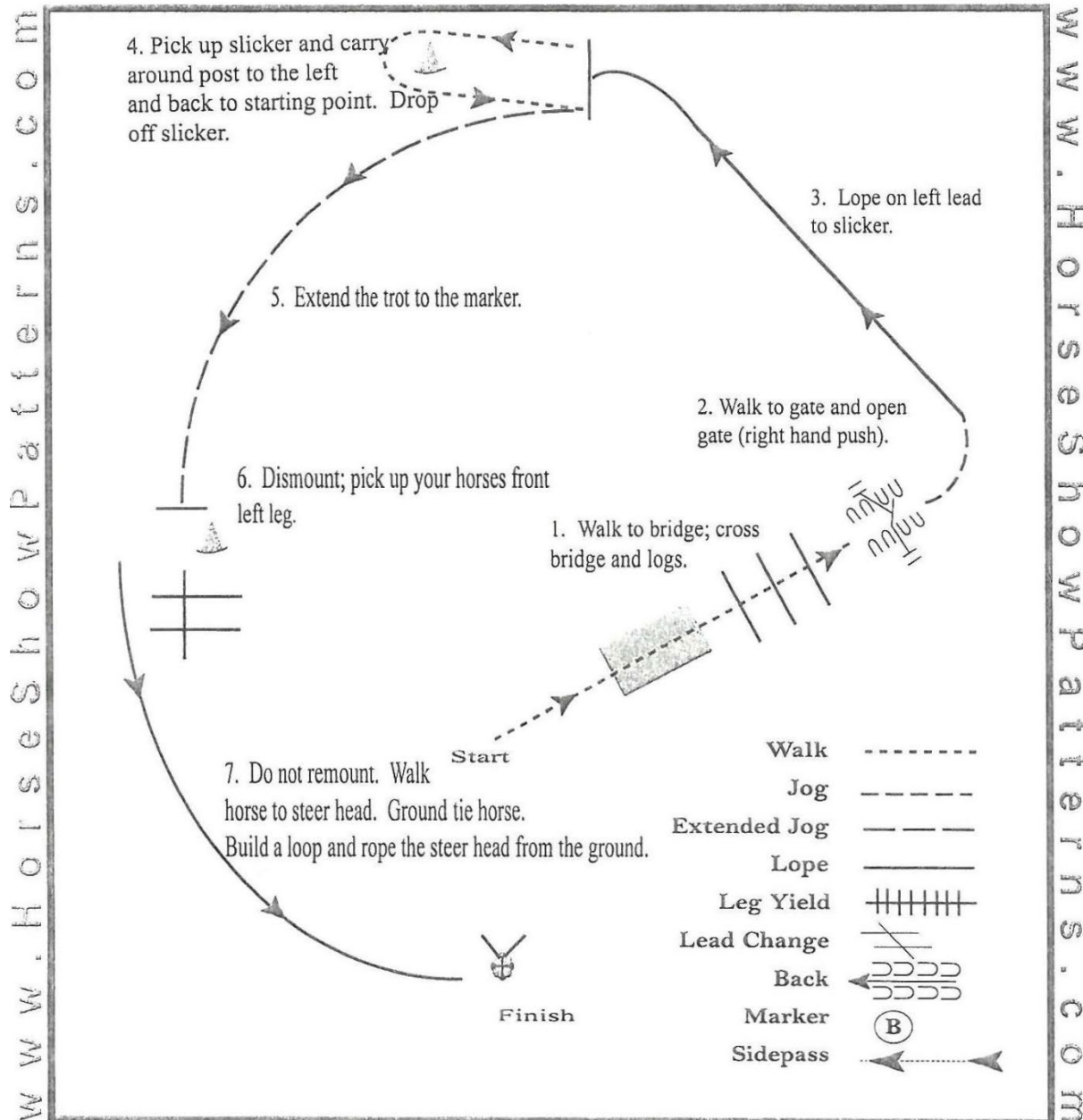
Individual Cow Work

This class combines the reining ability, stockmanship and roping ability of the rider with the responsiveness of a well trained cowhorse. Each exhibitor will perform individually and will be judged on horsemanship, stockmanship and roping skill. This class may be combined with Ranch Horsemanship OR Ranch Riding in order of Horsemanship/ Riding pattern followed by release of cow for Cow Work boxing and rest of Individual Cow Work. Use of the 4-H Individual Cow Work score card is required.

Management should encourage the posting of the judge's individual cow work score card as a learning tool for the exhibitors.

- A. Rider must use caution in working cow to minimize the chance of a cow being hurt.
- B. The rider begins their go by calling for a cow to be turned into the arena. The time begins when the gate is closed behind the cow.
- C. Box and Drive – Level II riders will box for 50 seconds. When notified by the announcer, the rider will take the cow down one side of the arena past the halfway mark and perform a responsive square stop or turn a cow once it has gone down the fence. Riders are allowed a minute and a half to complete the class / run.

Ranch Trail



[RT/3]

*Novice will trot where there is a lope.