



RANCH HORSE ASSOCIATION OF AMERICA, INC.

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DIRECTOR OF JUDGES

BOZO ROGERS

This rule book was produced at the beginning of the RHAA show season. Changes, additions and/or corrections can take place during the year. Please refer to the online rule book for the most current version of the rules and regulations.

Any new additions and/or changes to the rule book for this show season have been noted in red.

FOREWARD

The Ranch Horse Association of America was formed in the spring of 1998 to assist in the production and promotion of working ranch horse competitions. The RHAA is a non-profit organization created to promote the qualities and characteristics of the ultimate working ranch horse. The RHAA provides a uniform set of rules and approved judges who promote consistency in their judging techniques. A main goal of the association is to emphasize the utilitarian and the multi-functional characteristics and values of the working ranch horse. The RHAA seeks to accomplish these goals while maintaining traditional Western influence with historic Western sportsmanship and cowboy ethic. Sanctioned shows are held at numerous locations across the United States each year. As a result, the RHAA arranges an annual National Finals to highlight the elite qualifiers.

RHAA SHOW SEASON

The RHAA's show season runs from May to May of the following year. Upon the completion of the National Finals each year, the new season will begin. Members will advance accordingly in class eligibility as they start the new show season.

MEMBERSHIP

Annual memberships may be purchased for a fee of \$65 for a one-year period beginning with the day of receipt and expiring one year from that date. Lifetime memberships are also available and may be purchased for a one-time fee of \$350. All RHAA members will receive RHAA E-News via email and a membership card. Members are responsible for submitting any change of address, email and/or contact numbers to the RHAA office to maintain current records.

YOUTH MEMBERSHIP

Annual youth memberships may be purchased youth memberships may be purchased for a fee of \$35. Youth memberships are only valid in youth classes and may not be used to compete in regular RHAA classes. However, youth who already have a regular RHAA membership can compete in youth classes without the additional purchase of a youth membership. Must be 18 years old or younger as of the beginning of a show season to be eligible for youth classes. Youth membership application/parental release waiver must be signed and submitted before youth are eligible to compete in any RHAA youth classes. All RHAA youth members will receive RHAA E-News via email and a membership card. Members are responsible for submitting any change of address, email and/or contact numbers to the RHAA office to maintain current records.

CORPORATE RANCH MEMBERSHIP

The RHAA offers a one-year corporate ranch membership geared toward ranches and their employees. There is no limit to the number of employees a ranch may list under their corporate ranch membership. All names listed must be full-time employees of the ranch and meet all eligibility requirements. There is no limit on the amount of time an employee must work for a ranch, provided they are full-time employees. Corporate ranch memberships are not extended to minor children or spouses as they are not full-time employees. It is required that they obtain their own individual membership. Minor children and spouses of the employees are permitted to show horses owned by the ranch.

DAY PERMITS

Day permits may be purchased the day of a show for a fee of \$35. A permit application, payment and a copy of the horses' papers must be submitted with the entry form before the contestant's entry will be accepted. Horse ownership rules apply to permit holder relevant to class entered. **In the event that a horses' papers are pending transfer with AQHA, a day permit may be used to enter a show if ownership is not able to be proven off of registration papers. However, upon entering the National Finals, the current owners name must be listed on the registration papers.**

MEMBERSHIP SUSPENSION

Any member who is delinquent in fees of any kind concerning RHAA events or falsifies any documents pertaining to their eligibility or their membership, will be held in suspension and ineligible to compete in RHAA events until fees are paid in full. Abuse to cattle and/or horses will not be tolerated at any RHAA event inside or outside of the arena. First offense will result in a written warning. Second offense will result in a \$500 fine. The result of a third offense will be at the discretion of the board (i.e. loss or suspension of membership).

Any unsportsmanlike conduct or attempt to influence a judge's decision will result in a warning for the first offense. A second warning will result in a suspension of membership and a \$250 fine. If a member becomes physically aggressive with any RHAA officer, director, secretary, show staff, or judge, the member will be suspended from the RHAA and receive a \$500 fine.

PROFESSIONAL TRAINERS

Professional horse trainers are permitted to compete in specific classes at RHAA events as long as they meet all RHAA rule requirements. Professional horse trainers may only show in the Junior and Senior classes. Trainers may not show a client's horse as they are not full-time employees to the owner.

MINOR CONTESTANTS

There are no age restrictions on RHAA participants, although many arena rules or insurance policies may prohibit minor contestants for liability reasons. A comprehensive, written release should be obtained from all minor contestants, executed by an adult parent or guardian. Contestants competing under a youth RHAA membership are required to complete the signed parental waiver on the youth RHAA membership application.

HORSE OWNERSHIP

Ownership Requirements: Members are required to submit a copy of their horses' registration papers as documentation for proof of ownership at RHAA shows in order for their entry to be accepted. Horses are required to be in the current owners' name on the registration papers. RHAA members may show either (A) a horse they own; B) an immediate relatives' horse; C) a horse owned by their full-time employer; or D) a horse the RHAA member owns in partnership. All parties to the partnership must have individual RHAA memberships. Horse trainers may not show a client's horse as they are not full-time employees to the owner. Length of ownership is determined based off "Date Acquired" on the registration papers. The RHAA does not permit AQHA leased horses.

Length of Ownership: Length of horse ownership will vary from class to class. For office purposes, the “Date Acquired” on the registration papers will be the date used to determine the six-month ownership requirement in the Ranch Hand, Junior and Senior classes.

Junior Youth	N/A – open ownership; allowed to show any horse regardless of ownership.
Senior Youth	N/A – open ownership; allowed to show any horse regardless of ownership.
BDBD	No restrictions on length of ownership. Horse registration papers must be listed in the current owners’ name.
Wrangler	No restrictions on length of ownership. Horse registration papers must be listed in the current owners’ name.
Cowboy	No restrictions on length of ownership. Horse registration papers must be listed in the current owners’ name.
Ranch Hand	Required to own horse for at least six months prior to competition according to “Date Acquired” on registration papers. Horse registration papers must be listed in the current owners’ name.
Junior	Required to own horse for at least six months prior to competition according to “Date Acquired” on registration papers. Horse registration papers must be listed in the current owners’ name.
Senior	Required to own horse for at least six months prior to competition according to “Date Acquired” on registration papers. Horse registration papers must be listed in the current owners’ name.

Partnership Owned Horses: The RHAA recognizes horses owned in a partnership. Partnership owned horses may be shown as long as they meet the RHAA requirements for the class they will be shown in. This means that a registered horse must be in both parties’ names or in the name of the partnership on their registration papers. All parties’ names/partnership name must hold a valid membership in order for the horse to be eligible to be shown. The horse in partnership must have been owned in partnership for at least six months prior to the competition. The burden of proof of ownership is upon the owner/contestant.

Ranch/Employer Owned Horses: If the rider of the horse is not the owner, but is instead an employee of the horse owner, then the employee must be full time. A signed statement from the employer is required of all RHAA members showing a ranch/employer owned horse. The hosting show secretary is required to submit proof of ownership and/or employment when requested. If proof of employment must be provided, documentation will be submitted to Kelly Gill – the RHAA’s legal counsel. All information will be confidential.

Family-Owned Horses: Contestants are allowed to show immediate relative's horses, which are considered to be: children, spouses, parents, grandparents and/or in-laws. Contestants and horse owners must be RHAA members prior to competing in any sanctioned RHAA event unless the contestant is showing an immediate family members’ horse. In this case, only the relative showing the horse is required to obtain a membership.

Grade Horses: Grade horses are permitted to show in RHAA competitions provided that the ownership rules apply. To be eligible to show a grade horse, owners must provide a proof of ownership and vet consent verifying the age of the horse.

Ownership Fines: A first time violation of the ownership rule will result in a \$500 fine and a six-month suspension from member privileges of the RHAA. A second violation will result in an additional \$750 fine and a one-year suspension. A third violation will result in another \$1,000 fine plus an additional one-year suspension, or at the discretion of the RHAA Board of Directors, a possible lifetime suspension from any RHAA activity or membership.

CLASS DESCRIPTIONS

Junior Youth Class: This class is designated for children 12 years old and younger. There are no money limits that pertain to this class. Junior youth members who begin the show season in this age division may complete the year in this division regardless of turning older during the course of the year. No monies won in this class will count toward lifetime earnings used to determine eligibility in other RHAA offered classes. Any contestant who enters this class fraudulently, faces disciplinary action that can include suspension of membership. Rules to enter this class are: A) the contestant must be a RHAA youth member, a regular RHAA member or a day permit holder. Youth members are permitted to show any horse in the youth, regardless of ownership. Youth memberships are not valid in regular RHAA offered classes.

Senior Youth Class: This class is designated for children 13 years old to 18 years old. There are no money limits that pertain to this class. Senior youth members who begin the show season in this age division may complete the year in this division regardless of turning a year older during the course of the year. No monies won in this class will count toward lifetime earnings used to determine eligibility in other RHAA offered classes. Any contestant who enters this class fraudulently, faces disciplinary action that can include suspension of membership. Rules to enter this class are: A) the contestant must be a RHAA youth member, a regular RHAA member or a day permit holder. Youth members are permitted to show any horse in the youth, regardless of ownership. Youth memberships are not valid in regular RHAA offered classes.

NOVICE Box Drive Box Drive Class: This class is for RHAA members who began the show season with less than \$500 in RHAA earnings (Wrangler, Cowboy, Ranch Hand, Junior and Senior earnings) and who have won less than \$1,000 in any other association. A person who starts the year in the Novice Box Drive Box Drive class may finish the year in the class regardless of how much money the contestant wins during that year. No monies won in this class will count toward lifetime earnings used to determine eligibility in the Wrangler, Cowboy and Ranch Hand classes. **Contestants who have shown down the fence in any other association are ineligible. This rule does not apply to youth competitors who have shown in RHAA Senior Youth classes.** Professional horse trainers are ineligible for the Box Drive Box Drive class. Professional horse trainers with Open earnings in the NRCHA, NCHA, ACHA or NRHA or Open points in AQHA or APHA in the working cow horse, cutting or reining classes are ineligible to compete in this class subject to review by the board. It is the responsibility of the contestant to keep up with their eligibility for the Novice BDBD class. Any RHAA member who enters this class fraudulently, faces disciplinary action that can include suspension of membership. The RHAA office will make every effort to ensure that updated information is available to all members. The RHAA Board of Directors reserves the right to reclassify any contestant

that they feel is violating the intention of the Novice BDBD class. Rules to enter this class are: A) the rider must be a RHAA member who owns the horse being shown, immediate relative to horse owner or is a full-time employee to the horse owner. There is no time limit on ownership for this class. The rein rule applies unless showing a junior-aged horse.

Box Drive Box Drive Class: This class is for RHAA members who have monied out of the Novice BDBD class. There is no earnings limit that pertains to this class. No monies won in this class will count toward lifetime earnings used to determine eligibility in the Wrangler, Cowboy and Ranch Hand classes. Contestants with RHAA Lifetime earnings in the Cowboy, Ranch Hand, Junior and Senior are not allowed to enter this class. **Contestants who have shown down the fence in any other association are ineligible. This rule does not apply to youth competitors who have shown in RHAA Senior Youth classes.** Professional horse trainers are ineligible for the BDBD class. Professional horse trainers with Open earnings in the NRCHA, NCHA, ACHA or NRHA or Open points in AQHA or APHA in the working cow horse, cutting or reining classes are ineligible to compete in this class subject to review by the board. It is the responsibility of the contestant to keep up with their eligibility for the Open Box Drive Box Drive class. Any RHAA member who enters this class fraudulently, faces disciplinary action that can include suspension of membership. The RHAA office will make every effort to ensure that updated information is available to all members. The RHAA Board of Directors reserves the right to reclassify any contestant that they feel is violating the intention of the BDBD class. Rules to enter this class are: A) the rider must be an RHAA member who owns the horse being shown, immediate relative to horse owner or is a full-time employee to the horse owner. The rein rule applies unless showing a junior-aged horse.

Wrangler Class: This class is for RHAA members who have won no more than **\$2,500** at RHAA sanctioned events. A person who starts the year in the Wrangler class may finish the year in the Wrangler class regardless of how much money the contestant wins during the course of the year. No monies won in the Wrangler class will count toward lifetime earnings used to determine eligibility in the Box Drive Box Drive, Cowboy and Ranch Hand classes. Wrangler winnings will not be included to determine the year-end high money award. Professional horse trainers with any earnings in the NRCHA, NCHA, ACHA or NRHA or Open points in AQHA or APHA in the working cow horse, cutting or reining classes within the previous 10 years are ineligible to compete in this class subject to review by the board. **Riders who have won more than \$5,000 in any other association going down the fence are ineligible to enter the Wrangler class.** It is the responsibility of the contestant to keep up with their eligibility for the Wrangler class. Any RHAA member who enters the Wrangler class fraudulently, faces disciplinary action that can include suspension of membership. The RHAA office will make every effort to ensure that updated information is available to all members. The RHAA board of directors reserves the right to reclassify any contestant that they feel is violating the intention of the Wrangler class. Rules to enter this class are: A) the rider must be an RHAA member who owns the horse being shown, an immediate relative to horse owner or is a full-time employee to the horse owner. There is no time limit on ownership for this class. The rein rule applies unless showing a junior-aged horse.

Cowboy Class: This class is for RHAA members with less than **\$5,000** in RHAA lifetime earnings. A person who starts the year in the Cowboy class may finish the year in the Cowboy class regardless of how much money the contestant wins during the course of the year. Professional horse trainers with Open earnings in the NRCHA, NCHA, ACHA or NRHA or Open

points in AQHA or APHA in the working cow horse, cutting or reining classes within the previous 10 years are ineligible to compete in this class subject to review by the board. It is the responsibility of the contestant to keep up with their eligibility for the Cowboy class. Any RHAA member who enters the Cowboy class fraudulently faces disciplinary action that can include suspension of membership. The RHAA office will make every effort to ensure that updated information is available to all members. The RHAA board of directors reserves the right to reclassify any contestant who they feel is violating the intention of the Cowboy class. Rules to enter this class are: A) the rider must be an RHAA member who owns the horse being shown; B) an immediate relative to horse owner or; C) is a full-time employee to the horse owner. There is no time limit on ownership for this class. The rein rule applies unless showing a junior-aged horse.

Ranch Hand Class: This class is for RHAA members with less than **\$10,000** in RHAA lifetime earnings. A person who starts the year in the Ranch Hand class may finish the year in the Ranch Hand class regardless of how much money the contestant wins during the course of the year. Professional horse trainers with Open earnings in the NRCHA, NCHA, ACHA or NRHA or Open points in AQHA or APHA in the working cow horse, cutting or reining classes within the previous 10 years are ineligible to compete in this class subject to review by the board. The RHAA reserves the right to move any member out of the Ranch Hand class who violates the intent of this class. Rules to enter this class are: A) the rider must be an RHAA member who owns the horse being shown; B) an immediate relative to horse owner or; C) is a full-time employee to the horse owner; D) the horse owner is required to own the horse being shown for at least six months prior to the competition as indicated by the “Date Acquired” recorded on the registration papers. The rein rule applies unless showing a junior-aged horse.

Junior Class: The Junior class is designated for horses five years old and younger as of the beginning of a show season. A Junior horse that turns six during the duration of a show year may complete the season in the Junior class. The burden of proof of age on a junior horse is the responsibility of the RHAA member through presentation of the registration papers. It is up to the hosting location show secretary to view these documents before allowing any contestant to enter. Horses in the Junior class are permitted to be shown two handed and may either be ridden with a ring snaffle or hackamore without penalty. Junior age horses are permitted to enter both, the Junior and the Senior divisions, granted they follow the rein regulations for both classes. Rules to enter this class are: A) the rider must be an RHAA member who owns the horse being shown; B) an immediate relative to horse owner or; C) is a full-time employee to the horse owner; D) the horse owner is required to own the horse being shown for at least six months prior to the competition as indicated by the “Date Acquired” recorded on the registration papers; E) the horse must meet the age requirements of the class.

Senior Class: The Senior class is designated primarily for aged horses – six years old and older – however, junior aged horses may also show in this class. All horses in this class are to be exhibited one handed in the bridle – including junior-aged horses. Junior-aged horses are required to adhere to the Senior class requirements when entering this class. Rules to enter this class are: A) the rider must be an RHAA member who owns the horse being shown; B) an immediate relative to horse owner or; C) is a full-time employee to the horse owner; D) the horse owner is required to own the horse being shown for at least six months prior to the competition as indicated by the “Date Acquired” recorded on the registration papers.

EQUIPMENT, TACK AND ATTIRE

General Guidelines: Equipment, tack and attire should reflect the ranching traditions of the working ranch horse.

Exhibitor Attire	Hat, boots and long sleeve shirts are required. Anything beyond that, such as leggings, chinks, etc., is optional.
Saddles	Horses must be ridden with a Western or stock saddle.
Horseshoes	Any horseshoe is legal.
Two Handed Bridles	Bridles such as ring snaffles and hackamores, may be ridden two-handed on junior-aged horses; with the exception of when junior-aged horses enter the Senior class. Horses are permitted to be ridden in a two rein, the bosal may be of any size with no iron or metal of any kind. A two-rein may be ridden only on horses considered to be junior-aged. Romal reins must be held full-fisted. All snaffles are required to have a smooth mouthpiece.
Bridles and Bits	<p>A bridle is defined as a curbed, shanked bit. Any bit is legal provided nothing extends below the bars of the bit. Reins on a shanked bit must be held in one hand with no more than one finger between the reins. Chain bits are legal, provided there is no gag or slide. Contestants will not be allowed to use any device that gives him/her undue control over the horse such as:</p> <p>Chain Bits Twisted Wire Snaffle Tie Downs Mechanical Hackamores, Quick Stops, etc. Martingales Nothing may be around the horses' nose Gag bits No wire of any kind on the curb, bit or headstall Bits must be free of mechanical device Nothing that extends below the bars of the bit</p>

SANCTIONING SHOWS

In order to sanction a RHAA competition and advance its competitors towards the RHAA National Finals, a RHAA Sanctioning Request Form must be signed and submitted for approval to the office at least 30 days prior to the event. Necessary forms for show management are available at www.rhaa.org. All RHAA criteria must be followed and rules must be kept. Show management is responsible for checking membership, ownership and class eligibility.

SHOW MANAGMENT

RHAA competitions must be open to everyone. Reasonable entry deadlines are allowed. All classes are to be offered at shows with the exception of our optional youth classes. **Show management may consider placing an entry cap on classes for time management if necessary. The Novice and BDBD classes may be ran as a class within a class if needed. Both BDBD classes are required to be offered when sanctioning a show.**

Show management must submit patterns chosen to run at their sanctioned show upon turning in sanctioning request forms.

Only one judge is required for sanctioned RHAA competitions outside of the RHAA National Finals. Judges' name should be submitted to the RHAA office at least two weeks prior to the show. Only RHAA-certified, card-carrying judges will be allowed to be used at competitions.

SANCTIONING FEES

Sanctioned shows are required to submit a \$100 sanctioning fee to the RHAA office following the competition. Sanctioning fees are to be submitted in addition to all results, scorecard and applications collected. The signed Sanctioning Request Form constitutes the payment agreement of the sanctioning fee regardless of the outcome of the show/number of entries.

NATIONAL FINALS QUALIFICATION

When entering sanctioned RHAA competitions, competitors have an opportunity to qualify themselves and their horse(s) for the RHAA National Finals. The RHAA will use the provided formula to determine the advancement of qualifiers. All qualifiers (same horse/rider combination) must have attended at least two RHAA sanctioned events per show season to be eligible to enter the RHAA National Finals. Entry is not restricted to the same class to meet the two-show requirement. The number of horses qualifying for advancement toward the finals will depend upon the aggregate number of horses entered in the sanctioned competition. The minimum qualifying class size is two horses. One qualifier will advance towards the RHAA National Finals for every two horses entered. An example formula of the qualification breakdown for all classes is as follows:

# ENTRIES	#QUALIFIERS
2 -3	1
4 -5	2
6 - 7	3
7 - 8	4
8 - 9	5
10 - 11	6

PRE-QUALIFICATION

If any of the placed horses from a sanctioned competition have previously qualified for the RHAA National Finals, then the horse(s) with the next highest point score will advance. For instance, if a competition has six Wrangler class entries, following the chart above, three horses would qualify. If the first and second place winner in this local sanctioned competition had previously qualified to advance to the finals for the RHAA, then the third, fourth, and fifth highest point scoring horses would qualify to advance toward the finals under this example. If there is a tie for the last advancing place,

then both horses will qualify. This advancement of additional horses to the finals does not affect the local competition, prize money or winners of the show in any way. The RHAA office will determine who qualifies for advancement following this formula from each competition.

JUDGES

Judges must hold a valid RHAA membership and remain current on the RHAA judges list. Judges should be provided with a current copy of the rules and be familiar with the judging criteria. Judges should also be provided a horn or whistle in the event a run must be halted to allow for new cattle. Judges are also required to designate the center of the arena prior to the start of the competition. Judges are to make one bit check per class when judging RHAA shows.

RHAA SUGGESTED PAYOUT

The last paying position should at least receive his/her entry fee back. A minimum of 50% of each entry fee must be paid back to class winners. Please see below for suggested payouts.

ENTRIES	PLACING	PERCENTAGES
1 - 10	2 OR 3	60%, 40% OR 50%, 30%, 20%
11 - 20	4	40%, 30%, 20%, 10%
21 - 30	5	30%, 25%, 20%, 15%, 10%
31 - 40	6	29%, 24%, 19%, 14%, 9%, 5%

SUBMITTING RESULTS

Competition results must be turned in to the RHAA office immediately following the conclusion of the show (not to exceed five days). In the event of back-to-back shows, the RHAA may request placing and earning information to be submitted by email within two business days of the event. Items required to be forwarded to the RHAA office are as follows: the completed RHAA competition results form (indicating number of entries, class, riders' names, horse's registered name, placing and pay out), sanctioning fees and judges' sheets. Any new applications and/or collected fees are to be submitting as well.

GUIDELINES FOR COMPETITIONS

Cattle: The recommended number of cattle to designate for competitors is at least 1½ per contestant. To the greatest extent possible, seek uniformity in size, disposition and breed in your cattle. Cull any unfavorable cattle prior to competition. Cattle weighing 400 lbs. – 600 lbs. are recommended.

Awarding New Cows: The awarding of a new cow is the sole decision of Judge No. 1 and is only intended in the event of an

unworkable animal. Judge No. 1 will call for a new cow to the secretary and the clock will stop. Uses of a whistle, horn, or walkie talkie's are all adequate for this signal. A new cow will be turned out to the contestant, 30 seconds will be added to the time and they will complete the competition from where they left off in the original time-frame allotted, i.e. (the clock is to be stopped when the judge calls for a new cow, 30 seconds will be added to the time and now the contestant will start from that point and go forward until he/she reaches the time limit). A new cow is only given if the current cow is considered unworkable by leaving the arena working floor or unworkable for not allowing the contestant to exhibit his/her horse to any extent. Examples of this are animals that immediately fight the contestant's horse or enter the arena and refuse to move.

Under no circumstances will a new cow be awarded if it is the contestant's fault that the cow is tired, out of air, run down or overworked to the point he doesn't care to move, etc. Judges are to consider the cowboy's ability to recognize these things and adjust his run accordingly. Judges will signal for a new cow with two blasts of a whistle or horn. **If three cows have been awarded and a fourth is necessary, the contestant has the option to be moved to the last draw of the class to complete their cow work. If you are the last draw of the class, then you will have the option to be first following the drag of the next class or 20 minutes after the completion of your class if you are the last class of the day.**

Terminating Runs: A judge possesses the authority to terminate any run in which shows excessive danger, including any abuse to horse or cow. Equipment failure that poses danger to the horse or rider will terminate the run. Separation of horse and rider due to the horse falling or the rider falling off the horse will also terminate a run. Separation of horse and rider does not apply to retrieving a dropped rope prior to casting first loop. In the event of an injury to the cow, the run will stop. It will be the judge's discretion to terminate a run or if the contestant will receive a new cow. Judges will signal the termination of a run with one sharp blast of a whistle or horn.

Tie Breakers: **In the event of a tie, judges will use the scores on the judges' scorecard from the entire portion of the cow work. If the cow work score is tied, then reining score will be used to break the tie, followed by the roping score.**

Abuse: No abuse of horses or cattle will be tolerated at any RHAA competition inside of or outside of the arena. In the event the rider deviates from any judged segment of the competition and displays unsportsmanlike training of horse or cow, the contestant will be asked to leave the arena and will be disqualified from the class.

FORMAT OF CLASSES

JUNIOR YOUTH

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 35 seconds to complete their boxing task. The announcer for the event calls out a 15 second warning ("15 seconds remaining") when the contestant reaches this point in their cow work. Then, of course, 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".

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 box the cow on the end of the arena, in which it was released, for the required 35 seconds.

SENIOR YOUTH

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 5 minutes to complete his/her task in an average size arena. If you have an extremely large arena, you may increase the time to 6 minutes. 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.

BOX DRIVE BOX DRIVE (NOVICE AND BDBD)

This 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 out a 30 second warning ("30 seconds remaining") when the contestant reaches this point in his/her run. When 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 then perform his/her box, drive, box, drive maneuvers.

WRANGLER, COWBOY, RANCH HAND, JUNIOR AND SENIOR

These classes 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, the contestant will have 5 minutes to complete his/her task in an average size arena. If you have an extremely large arena, you may increase the time to 6 minutes. 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, roping maneuvers.

DIVISIONS TO BE JUDGED

REINING

Maneuvers: Maneuvers are dependent upon patterns chosen by show management and will be judged accordingly on circles and lead changes, rollbacks (dependent on pattern), stopping and backing. The reining segment will end when the rider calls for the cow.

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," making large circles the same size on each side, small circles the same size on each side and lead changes at the center of the arena. This will demonstrate control to the judges.

Rollbacks: Dependent on pattern chosen, the rollback should be a 180 degree turn following the stop, where the horse turns and leaves in one motion. Short, choppy rundowns will be penalized, as will bouncy, forced stops and rollbacks that come out at less than 180 degrees.

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. Please refer to RHAA Penalty Page at end of rulebook for a full list of penalties and DQs.

BOXING

(Only applies to the BDBD classes)

Maneuvers: This segment will be allowed 35 seconds to complete and will only consist of one maneuver - Box.

Box: Following the completion of the reining, the contestant will signal for a cow. The cow should be controlled/boxed on the end of the arena in which it entered for the full amount of time to demonstrate the horses' ability to control/hold the cow. Once the time has expired, the run is complete and the contestant may leave the arena.

BOXING AND DRIVING

(Only applies to the BDBD classes)

Maneuvers: This segment will be allowed 1 minute 45 seconds to complete and will consist of four maneuvers – Box, Drive, Box and Drive.

Box – Part One: Following the completion of the reining, the contestant will signal for a cow. The cow should first be controlled/boxed on the end of the arena in which it entered for enough of time to demonstrate the horses' ability to control/hold the cow.

Drive – Part Two: After the first portion of the boxing has been exhibited, the contestant will set the cow up to be drove down the side of the arena. Control of the cow while driving should be maintained. Upon approaching the opposite end of the arena, the contestant will then move into the second portion of the boxing work.

Box – Part Three: Once the contestant has reached the opposite end of the arena, exhibitors will again box the cow. The cow should be controlled/boxed for enough time to again demonstrate the horses' ability to control/hold the cow.

Drive – Part Four: Lastly, the contestant will drive the cow past the middle marker on the same fence the cow was initially driven down and continue until the judge has blown the whistle or horn to signal completion of the run. If the time has expired before reaching the middle marker, a penalty will apply.

COW WORK

(Only applies to Senior Youth, Wrangler, Cowboy, Ranch Hand, Junior and Senior)

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. Please refer to RHAA Penalty Page at end of rule book for a full list of penalties and DQs.

CIRCLING

(Optional in the Senior Youth class)

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.

ROPING

(Only applies to Wrangler, Cowboy, Ranch Hand, Junior and Senior, optional in Senior Youth)

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 three legal head catches are defined as horns, half head or around the neck.) The cow may end up being caught by the neck, body or a hind leg. 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 the roping the animal, they may dismount and retrieve the rope to complete the run if time allows. When roping, contestants are permitted to hold reins as romal reins.

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 loop must go over the cow's head and, therefore, any part of the body that is caught may be used to stop the animal. 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, body or a hind leg. 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. One judge should be designated to be able to disqualify a contestant for these reasons. This judge should be provided a whistle or horn to signal for the disqualification.

Please refer to RHAA Penalty Page at end of rule book for a full list of penalties and DQs.

RHAA SCORECARD

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

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: 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	L	R				
Penalty										
Score										

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

ROPING	Track	Rate	Stop	Pull	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
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
 Exiting rollback at a trot
 Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

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

2 Point Penalties

Break of gait
 Freeze up in spins/rollbacks
 Failure to run by marker before stop is initiated

5 Point Penalties

Spurring ahead of cinch
 Blatant disobedience
 Use of second hand on reins unless junior horse
 More than one finger between reins or not having a closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Failure to perform required maneuvers: cannot place above those who perform all maneuvers

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 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 without having working advantage

5 Point Penalties

(T) Failure to get a fence turn each direction
 (B) Spurring ahead of cinch
 (D) Blatant disobedience
 (S) Use of second hand on reins unless junior horse
 (R) More than one finger between reins or not having closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Turn tail to cow
 Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

(T) Tracking or working out of position
 (R) Not rating
 (P) Not pulling straight

3 Point Penalties

(L) First missed loop
 (K) Knocking down cow
 (E) Exhausting cow before roping

5 Point Penalties

(B) Spurring ahead of cinch
 (D) Blatant disobedience
 (S) Second missed loop (cancelling 3 point penalty)

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse
 Pulling animal that is down by the neck

Off Pattern

Loss of rope after catch or rope comes off saddle horn
 Two missed loops



RHAA BOX DRIVE BOX DRIVE SCORECARD

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

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: 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		Circle & Change		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	L	R	L	R				
Penalty										
Score										

COW WORK	Box	Drive	Box	Drive	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
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
 Exiting rollback at a trot
 Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

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

2 Point Penalties

Break of gait
 Freeze up in spins/rollbacks
 Failure to run by marker before stop is initiated

5 Point Penalties

Spurring ahead of cinch
 Blatant disobedience
 Use of second hand on reins unless junior horse
 More than one finger between reins or not having a closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Failure to perform required maneuvers: cannot place above those who preform all maneuvers

COW WORK PENALTIES

1 Point Penalties

(P) Working out of position
 (A) Loss of working advantage
 (D) Failure to drive cow passed middle marker on second drive before time expires
 (X) Failure to use the same side of arena for both drives

3 Point Penalties

(K) Knocking down the cow without having working advantage
 (L) Loss of position and cow leaves end of arena

5 Point Penalties

(B) Spurring ahead of cinch
 (D) Blatant disobedience
 (S) Use of second hand on reins unless junior horse
 (R) More than one finger between reins or not having closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Turn tail to cow



RHAA YOUTH SCORECARD

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

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: 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									

ROPING OR CIRCLING	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
 Exiting rollback at a trot
 Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

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

2 Point Penalties

Break of gait
 Freeze up in spins/rollbacks
 Failure to run by marker before stop is initiated

5 Point Penalties

Spurring ahead of cinch
 Blatant disobedience
 Use of second hand on reins unless junior horse
 More than one finger between reins or not having a closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Failure to perform required maneuvers: cannot place above those who preform all maneuvers

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 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 without having working advantage

5 Point Penalties

(T) Failure to get a fence turn each direction
 (B) Spurring ahead of cinch
 (D) Blatant disobedience
 (S) Use of second hand on reins unless junior horse
 (R) More than one finger between reins or not having closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Turn tail to cow
 Schooling between cows or between reining & cow work

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 (cancelling 1 point 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

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse
 Pulling animal that is down by the neck

Off Pattern

Loss of rope after catch or rope comes off saddle horn



RHAA JR YOUTH BOX CLASS SCORECARD

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

Scoring for each segment ranges from 1 to 100, with each segment beginning at 70
 -1½: Extremely Poor, -1: Very Poor, -½: Poor, 0: Correct, +½: Good, +1: Very Good, +1½: 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		Circle & Change		Rollbacks		Stop & Back	PENALTY TOTAL	SCORE	OFF PATTERN
	L	R	L	R	L	R				
Penalty										
Score										

COW WORK	Box	Position & Control	Degree of Difficulty	Eye Appeal	PENALTY TOTAL	SCORE	OFF PATTERN
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
 Exiting rollback at a trot
 Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

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

2 Point Penalties

Break of gait
 Freeze up in spins/rollbacks

5 Point Penalties

Spurring ahead of cinch
 Blatant disobedience
 Use of second hand on reins unless junior horse
 More than one finger between reins or not having a closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Failure to perform required maneuvers; cannot place above those who preform all maneuvers

COW WORK PENALTIES

1 Point Penalties

(P) Working out of position
 (A) Loss of working advantage

3 Point Penalties

(K) Knocking down the cow without having working advantage
 (L) Loss of position and cow leaves end of arena

5 Point Penalties

(B) Spurring ahead of cinch
 (D) Blatant disobedience
 (S) Use of second hand on reins unless junior horse
 (R) More than one finger between reins or not having closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
 Bloody mouth
 Improper western attire
 Abuse
 Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Turn tail to cow



RHAA PENALTIES

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
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

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

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience
- Use of second hand on reins unless junior horse
- More than one finger between reins or not having a closed fist with romal reins

Disqualifications – Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers: cannot place above those who preform all maneuvers

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 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 without having working advantage

5 Point Penalties

- (T) Failure to get a fence turn each direction
- (B) Spurring ahead of cinch
- (D) Blatant disobedience
- (S) Use of second hand on reins unless junior horse
- (R) More than one finger between reins or not having closed fist with romal reins

Disqualifications – Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Turn tail to cow
- Schooling between cows or between reining & cow work

ROPING PENALTIES

1 Point Penalties

- (T) Tracking or working out of position
- (R) Not rating
- (P) Not pulling straight

3 Point Penalties

- (L) First missed loop
- (K) Knocking down cow
- (E) Exhausting cow before roping

5 Point Penalties

- (B) Spurring ahead of cinch
- (D) Blatant disobedience
- (S) Second missed loop (cancelling 3 point penalty)

Disqualifications – Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse
- Pulling animal that is down by the neck

Off Pattern

- Loss of rope after catch or rope comes off saddle horn
- Two missed loops

RHAA BOX DRIVE BOX DRIVE PENALTIES

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
- Exiting rollback at a trot
- Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

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

2 Point Penalties

- Break of gait
- Freeze up in spins/rollbacks
- Failure to run by marker before stop is initiated

5 Point Penalties

- Spurring ahead of cinch
- Blatant disobedience
- Use of second hand on reins unless junior horse
- More than one finger between reins or not having a closed fist with romal reins

Disqualifications – Zero Score

- Illegal equipment
- Bloody mouth
- Improper western attire
- Abuse
- Falling of the horse or rider when the rider is separated from the horse

Off Pattern

- Failure to perform required maneuvers: cannot place above those who preform all maneuvers

COW WORK PENALTIES

1 Point Penalties

- (P) Working out of position
- (A) Loss of working advantage
- (D) Failure to drive cow passed middle marker on second drive before time expires
- (X) Failure to use the same side of arena for both drives

3 Point Penalties

- (K) Knocking down the cow without having working advantage

- (L) Loss of position and cow leaves end of arena

RHAA YOUTH PENALTIES

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
Exiting rollback at a trot
Being less than 20 ft from wall/fence during stop or rollback

1 Point Penalties

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

2 Point Penalties

Break of gait
Freeze up in spins/rollbacks
Failure to run by marker before stop is initiated

5 Point Penalties

Spurring ahead of cinch
Blatant disobedience
Use of second hand on reins unless junior horse
More than one finger between reins or not having a closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
Bloody mouth
Improper western attire
Abuse
Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Failure to perform required maneuvers; cannot place above those who preform all maneuvers

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 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 without having working advantage

5 Point Penalties

(T) Failure to get a fence turn each direction
(B) Spurring ahead of cinch
(D) Blatant disobedience
(S) Use of second hand on reins unless junior horse
(R) More than one finger between reins or not having closed fist with romal reins

Disqualifications – Zero Score

Illegal equipment
Bloody mouth
Improper western attire
Abuse
Falling of the horse or rider when the rider is separated from the horse

Off Pattern

Turn tail to cow
Schooling between cows or between reining & cow work

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 (cancelling 1 point penalty)

3 Point Penalties

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

5 Point Penalties

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

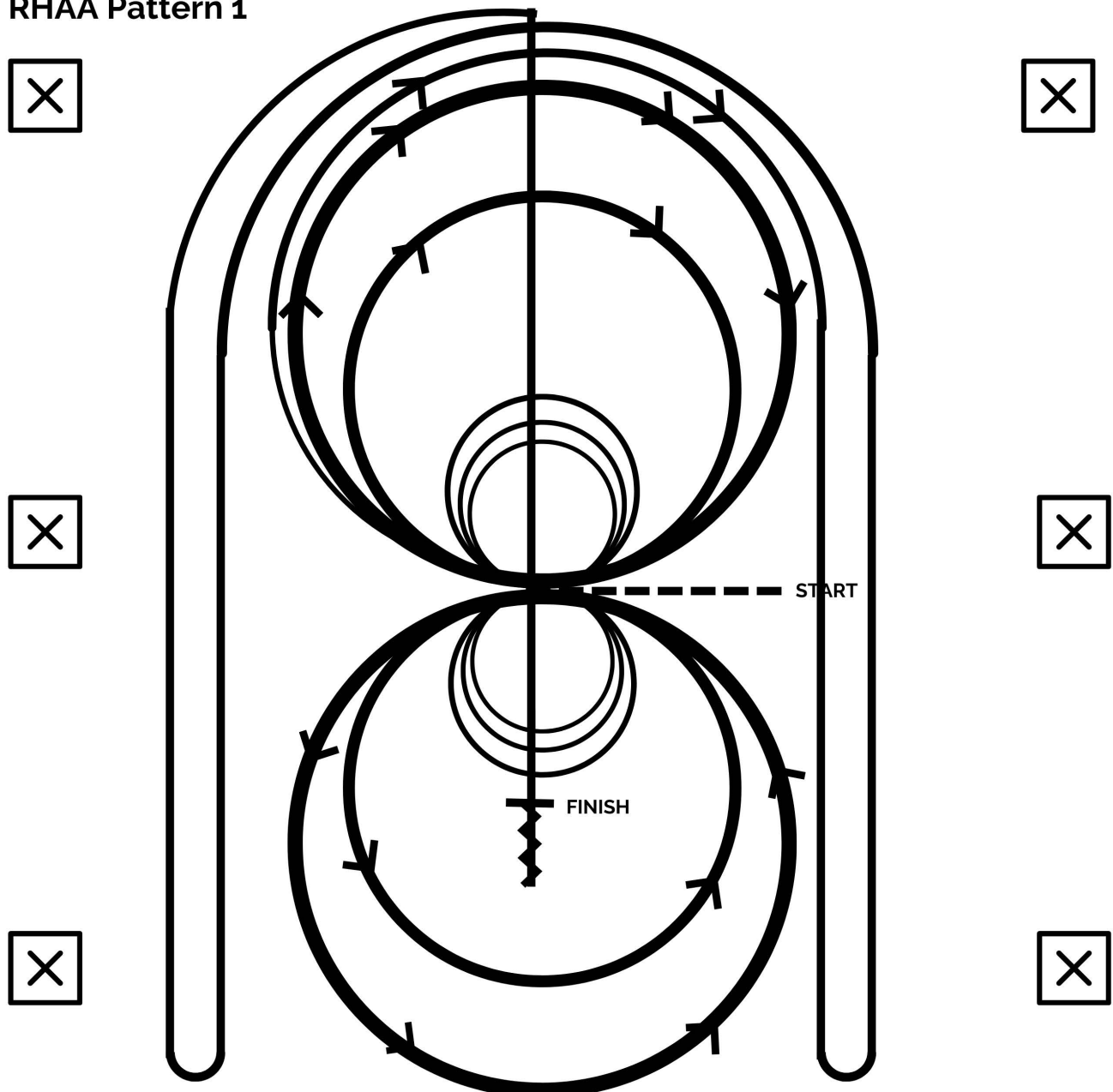
Disqualifications – Zero Score

Illegal equipment
Bloody mouth
Improper western attire
Abuse
Falling of the horse or rider when the rider is separated from the horse
Pulling animal that is down by the neck

Off Pattern

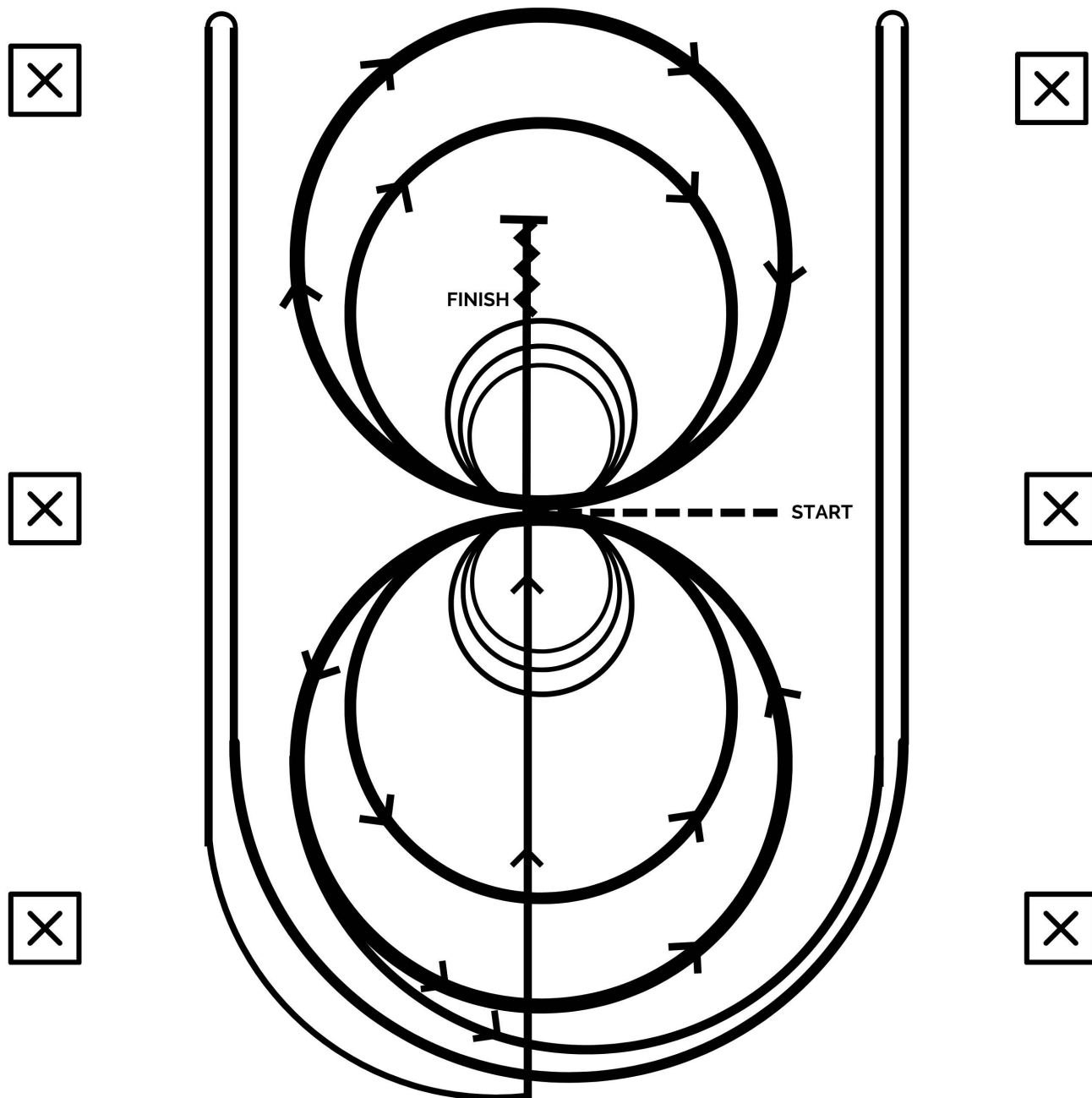
Loss of rope after catch or rope comes off saddle horn

RHAA Pattern 1



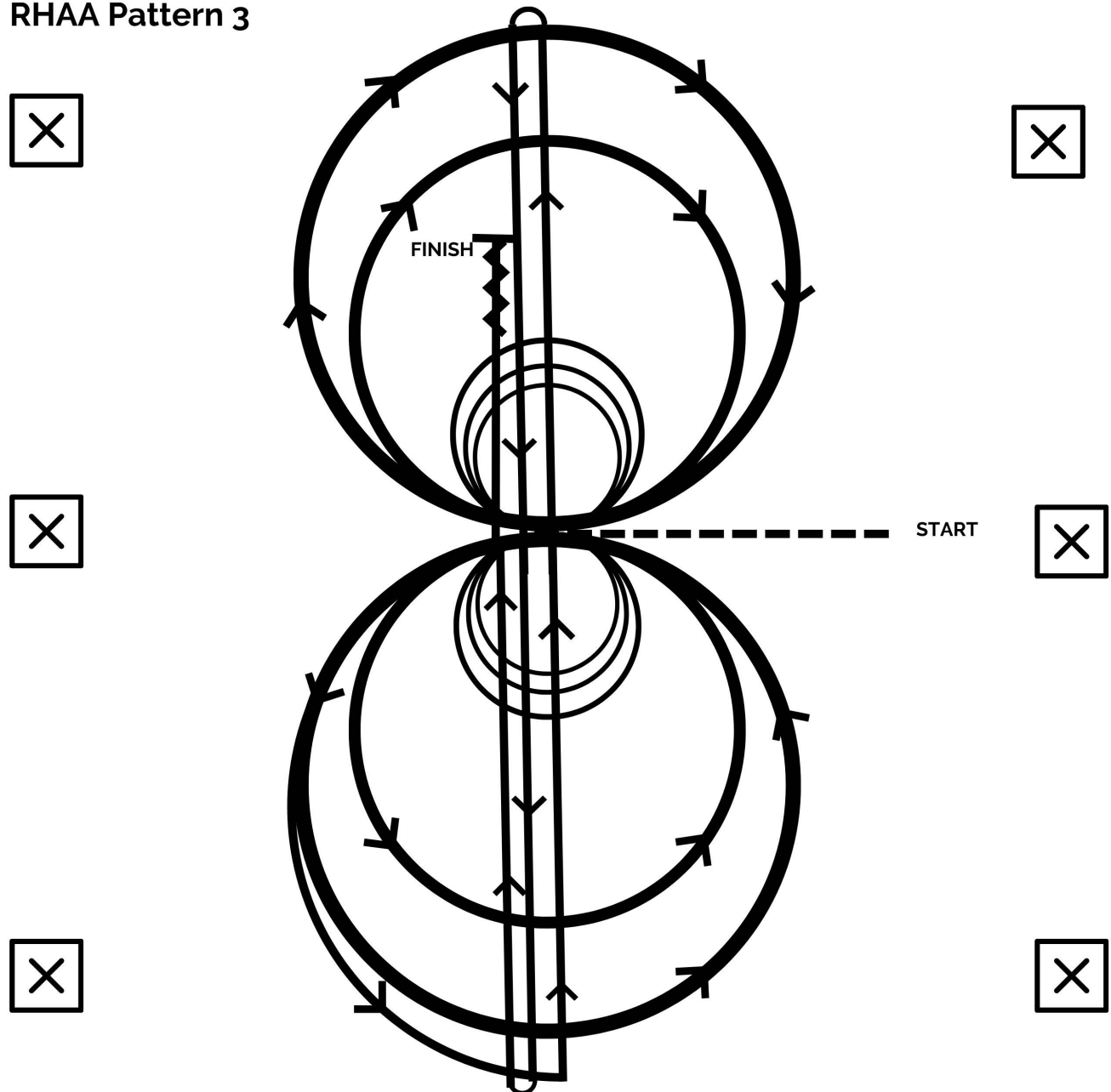
- 1) Trot to center of arena facing the judge and come to a complete stop.
- 2) Spin three times to the right. Hesitate.
- 3) Spin three times to the left. Hesitate.
- 4) Complete two circles to the right: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 5) Complete two circles to the left: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 6) Begin a large circle to the right, but do not close this circle. Run down the right side of the arena past the end marker and do a rollback to the left- no hesitation.
- 7) Continue back around the previous circle but do not close this circle. Continue down the left side of the arena past the end marker and do a rollback to the right- no hesitation.
- 8) Continue back around the previous circle but do not close this circle. Go down the center of the arena past the middle marker and do a sliding stop. Back at least 10 feet.
- 9) This completes the reining portion of your run. Call for your cow.

RHAA Pattern 2



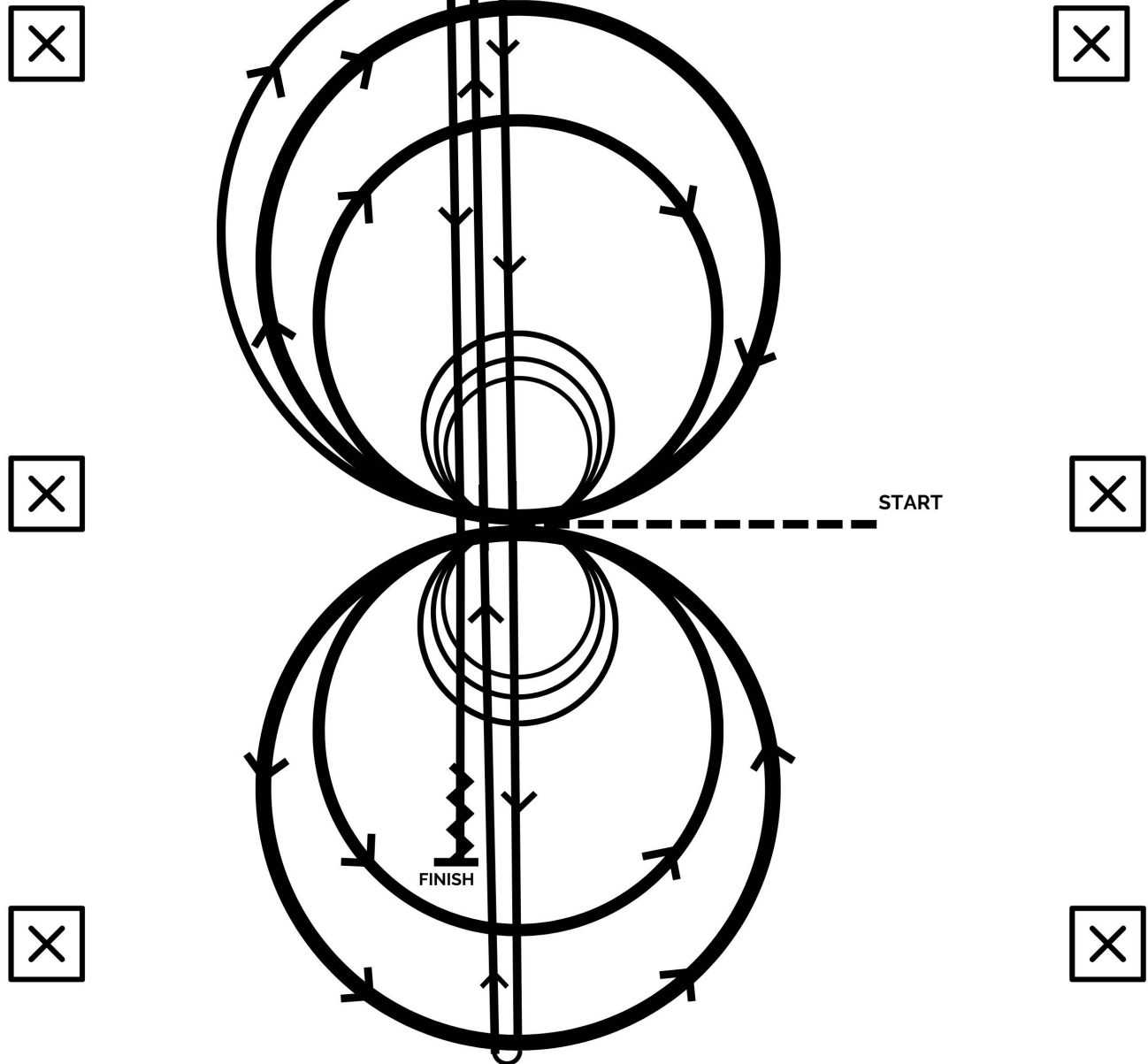
- 1) Trot to center of arena facing the judge and come to a complete stop.
- 2) Spin three times to the left. Hesitate.
- 3) Spin three times to the right. Hesitate.
- 4) Complete two circles to the left: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 5) Complete two circles to the right: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 6) Begin a large circle to the left, but do not close this circle. Run down the right side of the arena past the end marker and do a rollback to the right – no hesitation.
- 7) Continue back around the previous circle but do not close this circle. Continue down the left side of the arena past the end marker and do a rollback to the left - no hesitation.
- 8) Continue back around the previous circle but do not close this circle. Go down the center of the arena past the middle marker and do a sliding stop. Back at least 10 feet.
- 9) This completes the reining portion of your run. Call for your cow.

RHAA Pattern 3



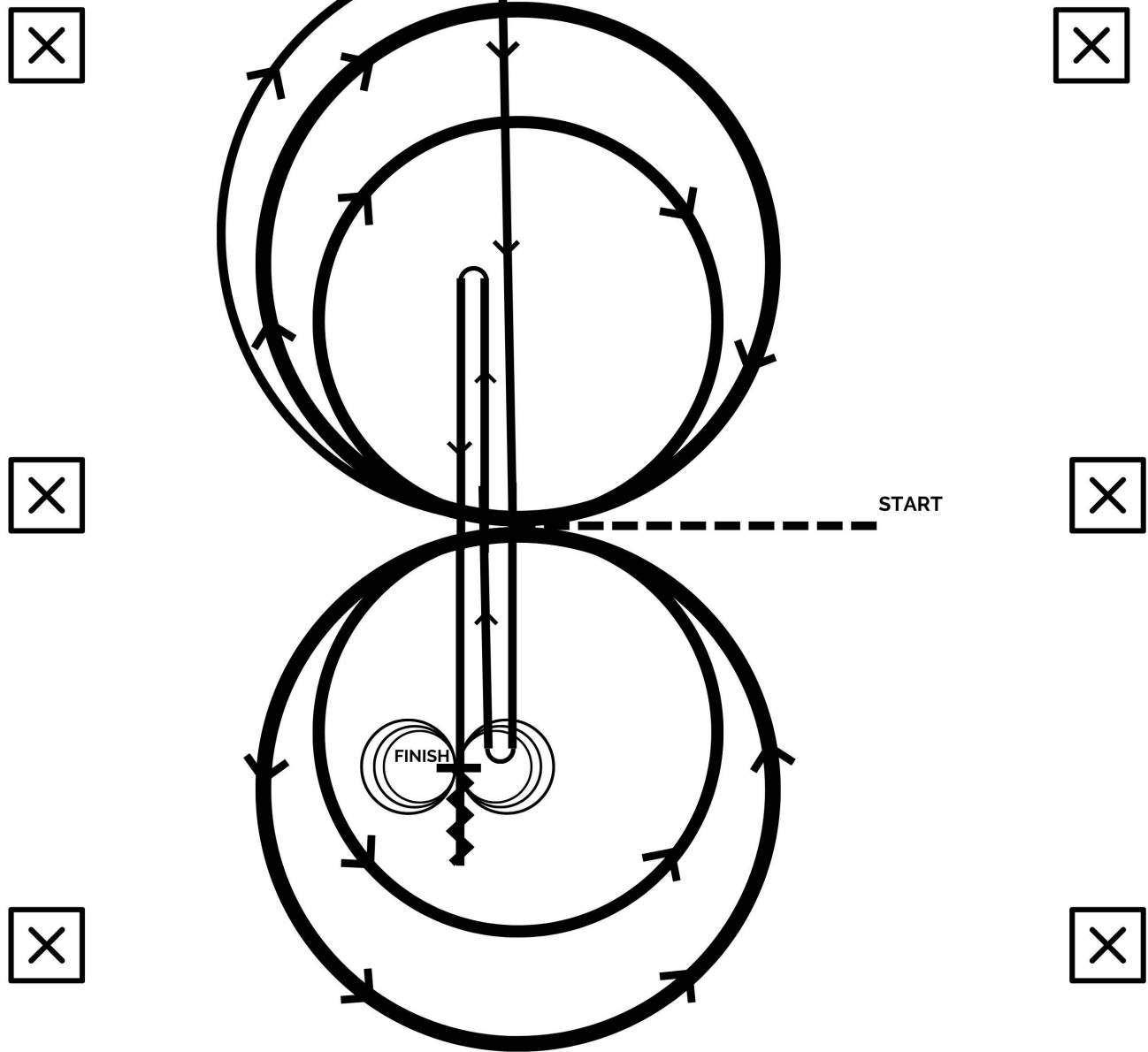
- 1) Trot to center of arena facing the judge and come to a complete stop.
- 2) Spin three times to the left. Hesitate.
- 3) Spin three times to the right. Hesitate.
- 4) Complete two circles to the left: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 5) Complete two circles to the right: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 6) Begin a large circle to the left, but do not close this circle. Run down the center of the arena past the end marker and do a rollback to the left – no hesitation.
- 7) Run to the opposite end of the arena past the end marker and do a rollback to the right – no hesitation.
- 8) Run past the center marker, stop, and back at least 10 feet. Hesitate to show completion of pattern.
- 9) This completes the reining portion of your run. Call for your cow.

RHAA Pattern 4



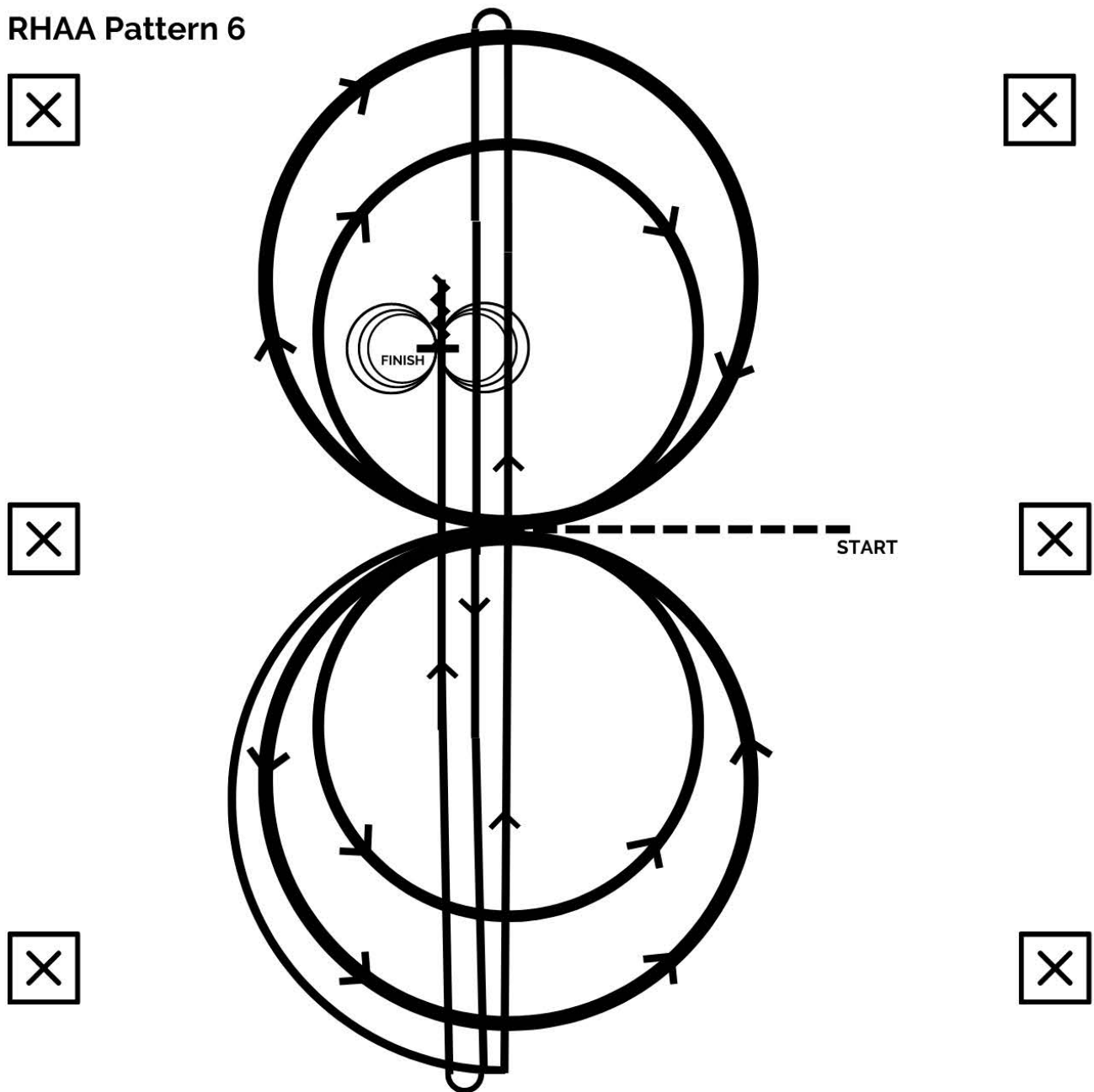
- 1) Trot to center of arena facing the judge and come to a complete stop.
- 2) Spin three times to the right. Hesitate.
- 3) Spin three times to the left. Hesitate.
- 4) Complete two circles to the right: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 5) Complete two circles to the left: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 6) Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a rollback to the right – no hesitation.
- 7) Run to the opposite end of the arena past the end marker and do a rollback to the left – no hesitation.
- 8) Run past the center marker, stop, and back at least 10 feet. Hesitate to show completion of pattern.
- 9) This completes the reining portion of your run. Call for your cow.

RHAA Pattern 5



- 1) Trot to center of arena facing the judge and come to a complete stop.
- 2) Complete two circles to the right: the first circle small and slow, the second circle large and fast. Change leads in the center of the arena.
- 3) Complete two circles to the left: the first circle small and slow, the second circle large and fast. Change leads in the center of the arena.
- 4) Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the center marker and do a rollback to the right – no hesitation.
- 5) Run to the opposite end of the arena past the middle marker and do a rollback to the left – no hesitation.
- 6) Run past the center marker, stop, and back at least 10 feet.
- 7) Spin three times to the right. Hesitate.
- 8) Spin three times to the left. Hesitate to show completion of pattern.
- 9) This completes the reining portion of your run. Call for your cow.

RHAA Pattern 6



- 1) Trot to center of arena facing the judge and come to a complete stop.
- 2) Complete two circles to the left: the first circle small and slow, the second circle large and fast. Change leads in the center of the arena.
- 3) Complete two circles to the right: the first circle small and slow, the second circle large and fast. Change leads in the center of the arena.
- 4) Begin a large circle to the left, but do not close this circle. Run down the center of the arena past the end marker and do a rollback to the left– no hesitation.
- 5) Run to the opposite end of the arena past the end marker and do a rollback to the right– no hesitation.
- 6) Run past the center marker, stop, and back at least 10 feet.
- 7) Spin three times to the right. Hesitate.
- 8) Spin three times to the left. Hesitate to show completion of pattern.
- 9) This completes the reining portion of your run. Call for your cow.