

Rules and Regulations for the Virginia 4-H Ranch and Drill Team Classes

Entries must be postmarked by September 14th, 2020

Mail Entries to:
Virginia 4-H Horse Program
388 Litton Reaves
Blacksburg, VA 24061
(Entries must be in postmarked envelope!)

VIRGINIA 4-H STATE FAIR HORSE SHOW RULE BOOK

This publication is designed to serve as the VA 4-H Ranch and Drill Team Rule Book 2020.

SHOW PERSONNEL

VA 4-H Youth Horse Program Specialist: Leona Ransdell

VA 4-H Youth Horse Program Associate: Sandy Arnold

4-H State Fair Ranch Horse Show Manager: Richard and Jody Toms

4-H Drill Team Show Manager: Kendy Allen

Extension Agents, 4-H Leaders, 4-H horse project members, and parents; please read these rules **carefully**. An adult should accompany 4-H members to the show. The adult in charge will be held responsible for the veracity of the entry and the conduct of their 4-H'ers who participate in the show. Failure to comply with the rules and regulations as set forth in this program will result in disqualification and forfeiture of prizes won. Disqualification will be determined by the show committee.

This event is open to all 4-H youth per show rules. Signed entry indicates compliance with all rules, the entry system, and the show decisions without oral or written protest. Educational emphasis is on stable management, safety, equitation, horsemanship and sportsmanship.

Please refer to the Virginia State 4-H Championship Horse and Pony Show Rule Book 2020 for information on the following:

EXHIBITOR AND HORSE QUALIFICATIONS

- Introduction
- Exhibitors (Sections 1-16. Exception to Item 13 - Substitution deadline is October 4, 2019)
- Horses (Sections 1-7. Exception to Item 6 "Each individual exhibitor will pay the fee for each class entered.")
- District Qualifying Shows (Sections 1-8).

ENTRY PROCEDURE

1. Exhibitors must use the **Entry Form** contained in this Rule Book. Please print or type. Carefully complete the form in its entirety. Be sure to include zip code, telephone number, and email. A member may only enter **one** horse/pony. This horse/pony may be different than one shown at the State Show, but **MUST BE A QUALIFIED** entry.
2. Entries must be completed, signed, and mailed with cover form listing exhibitor's names, signature and method of payment by the Extension Agent. Entry questions can be referred to Leona Ransdell (leonar@vt.edu). Entry must include Entry Form, Health History Report, and check. The Extension Agent must be the one to mail the entry. **The entry must be in an envelope postmarked by September 14, 2019.**
3. Must be signed by the Extension Agent, 4-H member, and parent or guardian.
4. Please be sure to read the rules and double check the entry forms.

FEES

1. Ranch Show entry fees are \$150 per entry. This includes all classes and a stall. Drill entry fees are \$20/class + \$50 for a stall. Stalls must be purchased. No grounds fees.
2. Entries must be mailed with the entry form to Virginia 4-H State Fair Horse Show Entry, Animal & Poultry Sciences (0306), Virginia Tech, Blacksburg, VA 24061. A separate check should accompany each entry. **DO NOT SEND CASH!**
3. **All checks should be made payable to the Virginia Tech Foundation - Horse**
4. No refund unless request is approved and scratched by the show secretary by the stated deadline (Ref: "Quota and Cancellations" section below). Refund must be requested by letter from the Extension Agent to Extension Horse Specialist and mailed or faxed to 540-231-3010.
5. All entry checks will be deposited upon receipt and entry may be returned or eliminated in the event of a returned check. There is a \$25.00 charge on all returned checks.

LATE ENTRIES

Please refer to the 2020 Virginia 4-H Horse and Pony Championship Rulebook

QUOTA AND CANCELLATIONS

Please refer to the 2020 Virginia 4-H Horse and Pony Championship Rulebook

STABLING

Please refer to the 2020 Virginia 4-H Horse and Pony Championship Rulebook

CLASS DESCRIPTIONS

Drill Team

Class 160 – Pairs Presentation: Teams of two riders perform a musical freestyle. Routine to be determined by participants. Rules follow in this publication.

Class 161 – Novice Presentation: Teams of 4 or more members will perform a preset routine at a trot/jog/pleasure gait. No more than 16 members allowed. Rules and drill layout follow in this publication.

Class 162 - Drill Team Freestyle Presentation: Teams will execute a creative presentation utilizing drill maneuvers. There will not be a required number or type of elements for this drill. However, teams are encouraged to utilize a variety of drill maneuvers which display different degrees of difficulty. This drill will be executed at a trot/jog/pleasure gait only. Teams will be judged on creativity, costumes, and execution of the drill. Teams must consist of at least 6 members, and no more than 16.

Ranch Horse

Class 150/151 – Ranch Ground Handling: This class tests the handler's ability to communicate with the horse from the ground by judging a series of maneuvers that require the horse to yield to pressure – forward, backward, and laterally. Maneuvers are selected to be realistic in their application to everyday training. Exhibitor movements should be workmanlike and efficient and the horse should be obedient and cooperative. Evaluating safe and effective ground handling will take priority to the quality of attire or tack.

Class 152/153 – Ranch Rail Riding: Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving.

Class 154/155 – Ranch Horsemanship: This class is designed to test the rider's ability to control and maneuver their mount through a prescribed pattern of movements utilizing all three gaits. Judging focuses on the rider's body position, seat in the saddle, and ability to control the horse.

Class 156/156 – Ranch Reining: This class measures the ability of the stock horse to perform basic handling maneuvers. Patterns may be chosen from any of the ranch reining patterns or other approved patterns by the show management and judge.

Class 158/159 – Ranch Roping Skills: The idea of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. A roping dummy may be substituted in place of a live cow.

DRILL TEAM RULES AND REGULATIONS

The objective of the drill team is to provide educational experiences for 4-H horse project members to learn and demonstrate the fine points of good horsemanship and proper execution of basic maneuvers; to learn to develop club activities through a team effort; and to learn to be a good competitor and good sportsman.

I. Drill Team Requirements

- a. Number of riders is dependent upon chosen drill division:
 - a. **Freestyle:** at least 6 and no more than 16
 - b. **Pairs:** only have 2
 - c. **Novice:** at least 4 and no more than 16
- b. Gaits:
 - a. **Trot/jog/pleasure gait throughout the performance except entry to or from a salute where a walk will be permitted.**
 - b. The performance will not include a halt, except as part of a salute or completion of a routine as indicated.
 - c. Cantering/loping/fast gait as a planned part of the routine is not permitted, **except where designated in the Compulsory Drill and Three Rider Drill**; however, individual horses may adjust their gait to any gait in order to assume the required position in any element.
- c. Signals:
 - a. A whistle or voice command may be used to signal change of formation and execution of movements, if desired by a mounted member. The drill may be directed from the ground or from a non-participating rider.
- d. Music:
 - a. **APPROPRIATE MUSIC ON CD/FLASH DRIVE MUST BE SUPPLIED BY EACH TEAM FOR THE FREESTYLE, PAS DE DEUX, PAIRS, MINI/SMALL PONY AND EXCEPTIONAL RIDER AND PAIRS COMPETITION.**
 - i. CDs for the Freestyle, Pas de Deux, Pairs, Mini Small Pony and Exception Rider Divisions must be turned into the show office upon check-in with proper identification. **No other music should be on the CD.**
 - b. The music should not be repetitive and should match the performance and changes in elements therein.
 - c. Music for the Compulsory, Color Guard, Novice, and Three Rider Competition will be supplied by the show.
- e. Flags
 - a. The National Flag **should not** be presented during team competition.
 - i. **Except for the Non-Military Color Guard Division.**
 - b. Flags may only be used in the Freestyle competition and should not be the National Colors. No additional points will be awarded
- f. Dress for presentations:
 - a. Compulsory, Color Guard, Three Rider, Pas de Deux, and Novice performance team members should be conservative in dress, e.g., matching shirts/polos and jeans/breeches/jodhpurs (no costumes).

- g. Equipment
 - a. Each rider is encouraged to use the safest and most efficient equipment for their skill level and their horse.
 - b. Pas de Deux division: USEF regulation dressage whips may be carried.
 - c. **NO CROP** may be carried in all other classes. **SEVERE POINT PENALTIES WILL BE INCURRED.**
Driving whips may be used in the mini/small division.
 - d. Spurs and martingales are permitted.
- h. An unruly horse should withdraw from the ring. Team penalties will apply.
- i. An injured horse or rider may be withdrawn from the ring with no penalty nor time penalties. The routine and time should be restarted from that point forward.
- j. Time begins when the first horse enters the arena and stops when the last horse leaves the arena. If a salute is included in the routine, it must be at the end, and time will end with the salute.
- j. Presentation, precision, and entertainment are being judged. Neither credit nor penalty will be assessed for:
 - The ages of the contestants
 - The size, breed or mixed composition of horses in any team
 - Cantering/fast gait as required to assume correct position

II. Judging

- a. Judges' decisions are FINAL.
- b. Judges are responsible for knowing and scoring the 4-H rules for Drill Team Competition.
- c. There will be a judges meeting to discuss the rules, scoring, and judging procedures prior to the event. All judges must attend this meeting.
- d. Each judge will complete a score card as each team performs the drill.
- e. There will be three judges. The show committee reserves the right to change the number of judges if conditions prevent the presence of all three judges.
- f. The official score shall be the average of the score cards completed.
- g. The official score cards for each team may be examined at the conclusion of the competition by representatives of that team. No one may examine scorecards for teams other than their own.

SPECIAL NOTES FOR DRILL ROUTINES:

1. Designated arena area is based on a dressage ring utilizing letter markers A (entry gate), K, F, E, B, H, M, and C. All routines will use this layout. Letter markers will NOT be in place for the competition. Freestyle and Pairs Pas de Deux performers may choose to use letter markers/cones and must provide them. Ring size is 125 x 250.
2. The solid dot in the routine indicates the beginning point of the maneuver, while the arrow indicates the direction. Moving between the end of the last maneuver and the beginning of the next is each team's responsibility. The transition should be smooth and well executed.

CLASS 201 – FREESTYLE DRILL COMPETITION

1. **Size of team:** minimum of 6; maximum of 16.
2. **Time:** Minimum of 5 minutes and a maximum of 7 minutes
3. **Music:** Music of choice. Must provide music on CD/Flash Drive only – no other music should be on the CD.
4. **Maneuvers:** emphasis on safety and appropriate to ability of drill riders and horses. **No cantering/loping/fast gait is allowed as a planned part of the routine.**

Freestyle Routine Score Card

Version June 10, 2009

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

JUDGING CRITERIA

SCORE

Spacing, Alignment, Timing, Coordination, and Briskness (300 points)

Performance and Manners of Horses (40 points)

Originality, Variety, and Attractiveness of Patterns (75 points)

Crowd Appeal (50 points)

Degree of Difficulty (75 points)

Horsemanship (30 points)

General Impression (30 points)

Judging Score _____

Deductions

Broken equipment or uniforms (-5 points)

Fall of horse and/or rider (-20 points)

Over or under allotted time (-20 points)

Use of crop (-100 points)

Deductions Score _____

TOTAL SCORE _____

CLASS 101 – PAIRS DRILL COMPETITION

1. **Size of team:** 2 members **only**
2. **Time:** Minimum of 4 minutes and a maximum of 6 minutes
3. **Music:** Music of choice. Must provide music on **CD/Flash Drive only** – no other music should be on the CD.
4. **Maneuvers:** emphasis on safety and appropriate to ability of drill riders and horses. **No cantering/loping/fast gait as a planned part of the routine.**
5. Competitors may use costumes and will not be required to salute at the beginning and ending of their routine. Competitors are encouraged to utilize basics of Pas de Deux freestyle maneuvers to enhance their drill but will not be judged according to the Pas de Deux rules in the USDF rulebook.

Pairs Routine Score Card

Version February 2, 2011
4-H Drill Team Competition

TEAM: _____
COUNTY: _____
NUMBER: _____
JUDGE #: _____

ELEMENTS

SCORE

Technical:

Performance as a Pair (Spacing, Alignment, Synchrony) (100 points)

Quality of Execution of Elements (100 points)

Impulsion and Submission (100 points)

Artistic:

Harmony between horses and riders (50 points)

Choreography (Balance, Creativity, Difficulty, Construction (50 points)

Musicality (50 points)

Judging Score _____

Deductions

Broken equipment or uniforms (-5 points)

Fall of horse and/or rider (-20 points)

Time Penalty (-20 points)

Deductions Score

TOTAL SCORE _____

CLASS 104 - NOVICE DRILL COMPETITION

1. **Size of team:** minimum of 4, maximum of 16.
2. **Time:** no minimum or maximum time limit.
3. Teams will perform an identical drill pattern using the same drill music. This music is for background purposes only. The music will be available on CD from the State Office. Contact 540-231-6345 for your team's copy. Neither the drill nor the music can be altered in any manner. Emphasis will be placed on performing the drill exactly as indicated on the drill diagram.
4. Arena size is 125 X 250.
5. Smoothness of maneuvers and pace consistent throughout the drill will be important.
6. Lines should be straight and circles should be evenly round and centered.
7. Basic horsemanship, equitation, and horse manners as a group will be judged.
8. All elements will be executed at a trot/jog/pleasure gait only. No elements are to be performed at the canter/lope/fast gait. **One may canter/lope/fast gait, without penalty, to adjust speed, line, or formation.**
9. Drill Elements on next page

***novice drill will be made available soon.**

RANCH HORSE RULES & REGULATIONS

1. Tack & Attire

- a. Working Western attire required for all classes: long-sleeved shirt, helmet, and boots. Chaps and spurs are optional. Exhibitors must wear properly fitting ASTM/SEI approved riding helmets at all times when mounted. Helmets **WILL NOT** be discriminated against in ANY class.
- b. Plain attire suitable for ranch work is desired; flashy show-type attire is discouraged and will be penalized by the judge.
- c. Western working tack should be used. Silver conches are accepted, but excessive silver on tack is discouraged and will be penalized by the judge.

Class Rules

1. Ranch Ground Handling

- a. Each exhibitor will perform a pattern that will consist of no less than seven (7) of the maneuvers listed in the class procedures section. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted).
- b. Eligible Maneuvers:
 - i. Square horse for inspection: Judge will only walk in front of the horse.
 - ii. Walk a straight line
 - iii. Trot a straight line
 - iv. Walk a curve*, either direction
 - v. Pivots, moving the forehand: Ground handling: up to 270°
 - vi. Stop
 - vii. Back straight
 - viii. Answer questions from the judge
 - ix. Trot a curve*, either direction
 - x. Back a curve*
 - xi. Extension of walk or trot.
 - xii. ***Curve** = any non-straight line including, but not limited to: any change of direction from gradual turns to distinct turns, circles or portions of circles, or multiple curves to create a shape.
 - xiii. Step away from the horse to the end of the lead while horse remains still
 - xiv. Lower the horse's head (pulling down on the lead or pressure on the poll)
 - xv. Demonstrate a sidepass
 - xvi. Move the hindquarters, up to 270° (turn on forehand)
 - xvii. Back the horse while handler remains stationary
- c. Scoring will be on the basis of **0 to 100 with 70 denoting an average performance**. Judges will assess each maneuver on a scale from -1 ½ to +1 ½ with ½ point increments in between. In addition to the maneuver score, exhibitors can incur penalty points as listed below.
- d. Penalties
 - i. One-half (½) point
 1. Break of gait (walk or trot) up to 1 full stride
 - ii. One (1) point
 1. Touching horse other than when allowed. It is acceptable to touch the horse to sidepass, move the hindquarters, and lower the head.
 - iii. Two (2) points
 1. Freeze up: complete loss of forward, backward or lateral movement within a maneuver
 2. Break of gait (walk or trot) for more than 1 full stride
 3. Use of hand on halter in any manner
 4. Touching horse with lead (first offense)
 5. Incorrect or incomplete answer to the judge's question
 6. Artificial or overdone showing
 - iv. Five (5) points
 1. Inappropriate Body condition score: Clearly below a 4 or clearly above a 7
 2. Balking, continued spooking, kicking, biting, rearing, striking

3. Failure to complete a maneuver
4. Leaving out a maneuver
5. Touching horse with end of lead (second offense)
- v. Zero (0) score
 1. Consistent Lameness
 2. Illegal attire
 3. Illegal tack
 4. Abuse

2. Ranch Horsemanship

- a. Individual workouts/patterns will be used in all Ranch Horsemanship classes. May be asked to back and stand for dismounting and mounting. Horsemanship only to count. Horses and ponies (entire class or finalist) to be ridden at a walk, jog, and lope, at least one way of the ring. Chaps and spurs optional. The pattern will be posted at least one hour prior to the start of the class.
- b. Seat & Hands
 - i. Exhibitor will be judged on seat, hands, ability to control and show horse, and suitability of horse to rider. Results as shown by performance of horse are not to be considered more important than the method used by the rider to obtain them.
 - ii. Upper arms to be in a straight line with body; hand(s) holding reins should be bent at the elbow. Only one hand on the reins may be used on horses shown in a curb bit. If showing a horse (5 years of age or younger) in a snaffle or bosal, two hands may be used to hold the reins.
 - iii. Exhibitor should sit in the saddle either with legs hanging straight and slightly forward to the stirrups or with knees bent slightly and weight directly over the balls of the feet. In either position the stirrups should be just short enough to allow the heels to be lower than the toes. Body should always appear comfortable, with heels relaxed and flexible. Feet should be placed in stirrups with weight on the balls of the feet. Consideration should be given to width of stirrups, which may vary on Western saddles. If stirrups are wide, foot may give the appearance of being “home” when in reality the weight is being carried properly on the ball of the foot.
- c. Class Routine
 - i. The judge must first ask each exhibitor to work individually using a designated pattern. The pattern may include any maneuvers that are normally required in any stock horse class, such as figure eights and square stops. Individual pattern work must include all three gaits. Exhibitors must also be required to back in a straight line. It must be remembered that, above all, a stock horse is expected to respond instantly and smoothly to all aids.
 - ii. After each exhibitor has been worked individually, the judge may recall all exhibitors or finalists to work on the rail, or the class may be placed.
 - iii. Exhibitors recalled for rail work shall enter the arena at a walk and be judged on the rail at a walk, jog, and lope. They shall be worked both ways of the ring and should always be on the correct lead at the lope. The reverse is to be executed by turning away from the rail. The horse should be in perfect balance at all times, working entirely off of its haunches. The head and neck should be in a direct line with the body, with the mouth closed and the head at a natural height for the horse’s conformation.

3. Ranch Rail Riding

- a. Horses will be shown at three gaits: walk, jog, and lope. Rider will also be asked to reverse away from the rail, to stop, and to back. The judge may ask for an extended trot. Extended trot may be ridden by sitting in the saddle posting, or standing in the stirrups.
- b. A good ranch riding horse has a free-flowing stride of reasonable length (in keeping with his conformation) and covers a reasonable amount of ground with little effort. The motion should be balanced and flowing, with the head carried in a natural position (in keeping with the horse’s conformation). The horse should be shown on a reasonably relaxed rein but with light contact and control. Responsive, smooth transitions should be shown when changing gaits.
- c. The walk and jog should be free-moving and void of peggy, short-strided motion. The lope should be a definite three-beat gait, performed on the proper lead and showing good use of the hindquarters.
- d. Horse’s expression should be alert and mannerly, without the appearance of a dull, sullen, lethargic, drawn, or overly tired attitude. Maximum credit will be given to the flowing, balanced, and willing horse that gives the appearance of being fit, alert, and a pleasure to ride.

- e. Horses 6 years of age and older must be ridden in a curb bit and shown with one hand. Horses 5 years of age and younger may be shown 2-handed in a snaffle bit or bosal.
- f. Credits:
 - i. Natural, ground-covering gaits
 - ii. Consistency at all gaits
 - iii. Smooth upward and downward transitions
 - iv. Working off hindquarters when turning
 - v. Working on reasonably loose rein without excessive cueing to maintain moderate pace
- g. Faults to be penalized according to severity:
 - i. Lack of ground-covering gait
 - ii. Excessive speed or slowness of gait
 - iii. Wrong lead
 - iv. Failure to make upward or downward transition when called for
 - v. Opening mouth excessively
 - vi. Stumbling
 - vii. Head carried with tips of ears lower than withers for less than 3 strides
 - viii. Exhibitor should sit the jog and not post. At the lope, rider should be close to the saddle. All movements of the horse should be governed by imperceptible use of the aids. Exaggerated shifting of the rider's weight is not desirable.

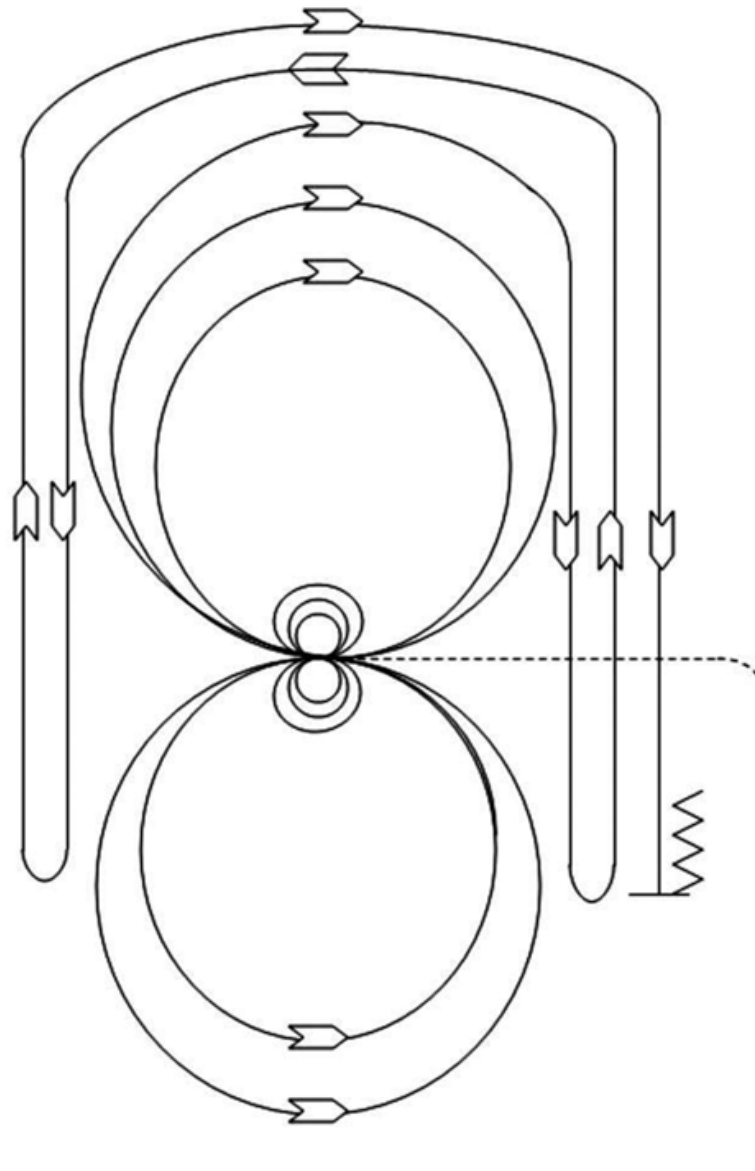
4. Ranch Roping

- a. The idea of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. **A roping dummy will be used in the place of a live cow.**
- b. This is a judged event with a **2 minute time limit**. There shall be a 30 second warning given prior to the end of the run. The rope must be thrown and the contestant may rebuild and throw an unlimited number of loops. No credit will be given for additional loops after a successful catch of any part of the animal. The honda on the rope used must be of a breakaway design.
- c. The contestant must make a legal catch (both horns, half head or around the neck) of the designated roping dummy and dally up.
- d. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance.
- e. Each maneuver will be scored from a plus three to minus three in ½ point increments.
- f. Maneuvers:
 - i. Ability to sort
 - ii. Stopping
 - iii. Dallying
- g. Penalties
 - i. Ten (10) point penalty
 - 1. Roping any portion of the cow/roping dummy other than the head/neck.
 - ii. Five (5) point penalty
 - 1. Multiple loop run (penalty may be assessed for each rebuild with a maximum of 15 points taken)
 - 2. Blatant disobedience including kicking, biting, rearing or striking
 - iii. One (1) point penalty
 - 1. Loss of working advantage
 - iv. Zero (0) score / DQ
 - 1. Running into or over cattle
 - 2. Schooling
 - 3. Whipping or hitting horse with rope
 - 4. Thrown from horse
 - 5. Fall to ground
 - 6. Loss of rope
 - 7. Bucking

5. Ranch Reining

- a. The ranch reining class measures the ability of the stock horse to perform basic handling maneuvers. Patterns may be chosen from any of the ranch reining patterns listed in this rulebook or other approved patterns by the show management and judge. Attire rules follow other judged western events.
- b. **CREDITS AND PENALTIES.** All runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins, using either hand to instill fear or praise, etc. To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the degree of difficulty and makes the horse/rider team more exciting a pleasing to watch.
- c. **PENALTIES:**
 - i. **One-half (1/2) Penalties:** Starting a circle or exiting a roll-back at a fog for up to two (2) strides; delayed change of lead by one stride where the lead change is required by the pattern description; failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or roll-back; over-spin or under-spin up to 1/8 turn.
 - ii. **1 Point Penalties:** Out of lead in the circles, figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); Over or under spinning 1/8 to 1/4 turn. Slip-ping rein.
 - iii. **2 Point Penalties:** Break of gait; freeze up in spins or roll-backs; failure to stop or walk before executing a lope departure on trot-in patterns; failure to be in a lope prior to the first marker on run- in patterns; failure to completely pass the specified marker before initiating a stop position.
 - iv. **5 Point Penalties:** Spurring in front of cinch; blatant disobedience; use of either hand to instill fear/praise; use of two hands per maneuver; more than one finger between split reins or any fingers between romal reins per maneuver (except two rein).
 - v. **Off-Pattern:** breaking pattern; inclusion of maneuver (e.g. over or under-spinning, backing more than two (2) strides, etc.); leaving arena before pattern is complete; repeated blatant disobedience; fall of horse/rider (run ends and credit will be given for work done). Exhibitors cannot place above others who complete the pattern correctly.
 - vi. **Disqualification:** Lameness; abuse; illegal equipment; disrespect or misconduct; improper western attire.

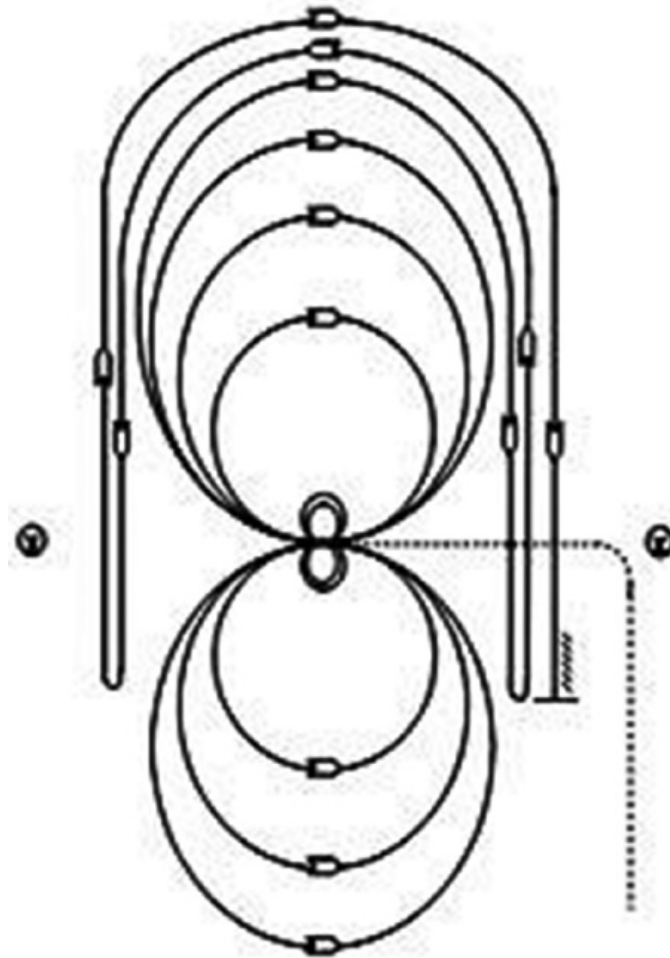
Ranch Reining Pattern 1



Mandatory Markers: The judge shall indicate with markers on arena fence the center of the pattern. Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction.
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

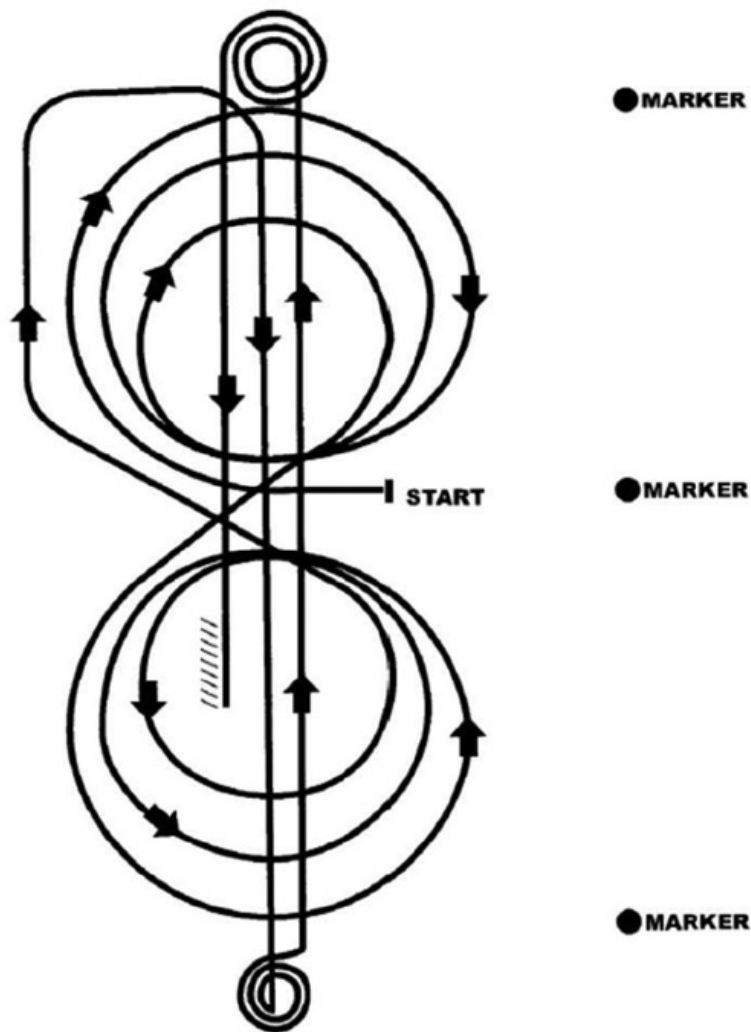
Ranch Reining Pattern 2



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

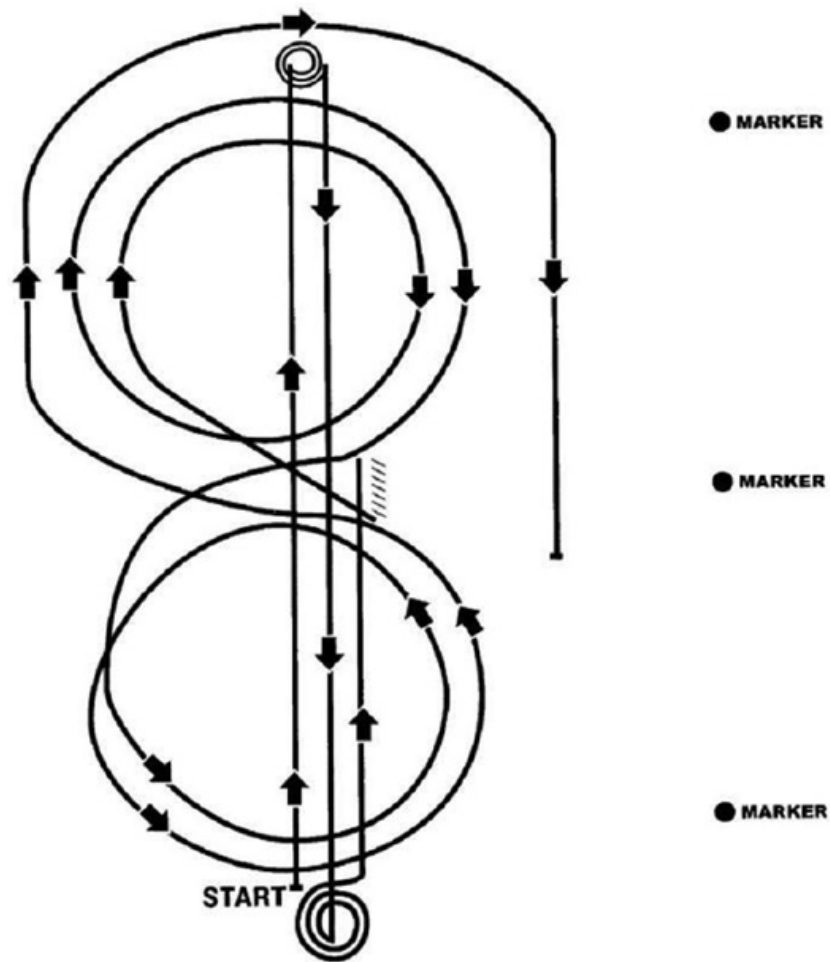
Ranch Reining Pattern 3



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop 10. Back at least 10 feet in a straight line

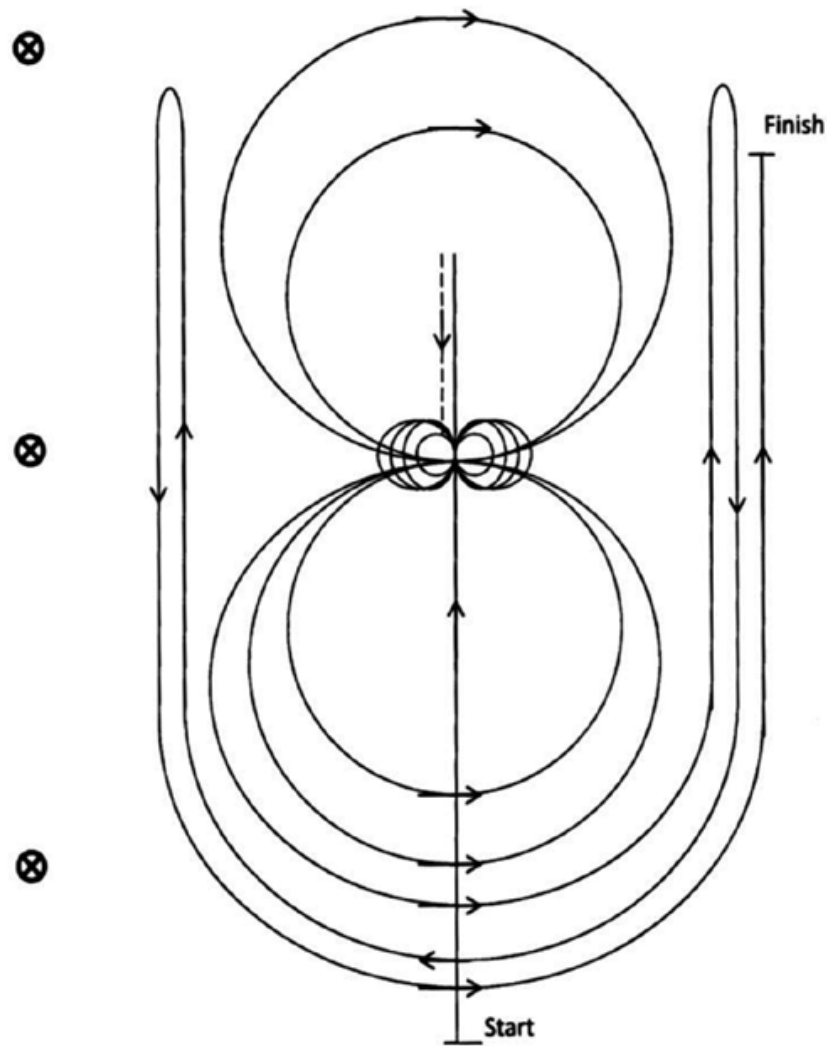
Ranch Reining Pattern 4



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

Ranch Reining Pattern 5



Mandatory Markers along Fence or Wall. The judge shall indicate the area for the pattern with six markers on arena fence. Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins.
3. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.

DRILL TEAM ENTRY FORM TO BE SUBMITTED BY TEAM COACH**Coaches - Please fill out both pages for all of your riders and classes.**

Send **ONLY** entries for special arrangements due to disabilities to Leona Ransdell, APSC (0306), VA Tech, Blacksburg, VA 24061 in writing by August 15.

Name of Drill Team / Club _____ County _____

Name of Coach _____ Email _____ Phone # _____

Address _____

Classes offered: 100 – Color Guard 101 – Pairs 102 – Pas de Deux 103 – Three Rider 104 – Novice 105 – Mini/Sm Pony 106 – Exceptional Rider 200 – Compulsory 201 – Freestyle

Name of Rider	Name of Horse	Address & Contact Email	Date of Qualifying Show	Date of Skills Level Passed	List all Drill Team Class #s	Total # of drill team classes
					Total Number of Classes Entered →	

[illegible]
$$\frac{\text{X}_{\$20/\text{class}}}{\text{No. of Participants}} = \frac{\$}{\text{Total \$ Owed}}$$

_____ X \$50/stall = \$ _____

No. of Stalls

Mail Entries to:
Virginia 4-H State Fair Horse Show
APSC (0306), Virginia Tech
Blacksburg, VA 24061

ALL SIGNATURES MUST BE ON THIS FORM. IF SIGNATURES ARE MISSING THIS FORM IS INVALID AND MAY BE RETURNED.

Deadline for entry postmark to State Office is September 14th!!