

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## The Intention of the Skills of the Outfits Competitions

In all classes, horses and stock are to be handled with respect and smoothness in keeping with the traditions of the Early Californios and the values of the Canadian Bridlehorse Association. The competitor's goal is to complete each task efficiently, without undue stress to the animals and for the rider to demonstrate an understanding of the Signal Balanced Ride. These competitions are intended to showcase the skills required by the job for a cowboy on the outfits, working with a crew. Teamwork, Horsemanship, Stockmanship and Rider Skill are all awarded points in each class. These are the core values that the Skills of the Outfits competitions are designed to highlight and reward.

For all classes, there is a "Time-allowed", but none are to be treated as speed events under any circumstance. The time allowed in each class is appropriate for smooth completion of the tasks by riders in that division. Times are recorded and kept, to be used as a tiebreaker in the event of a tie, but ***no scores are ever given for speed of completion in any class at a Skills of the Outfits competition.***

## Table of Contents

**Section One:** Gear & Horse and Rider Presentation

**Section Two:** Divisions

**Section Three:** Class Descriptions

**Section Four:** Class Rules & Scorecards

**Section Five: Section Five:** Notes on Judge Selection by Miles Kingdon

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section One: Gear & Horse and Rider Presentation

These competitions are designed to showcase the working Bridled Stockhorse and introduce new riders to these methods and traditions. As such, traditional gear used in the development of the Bridled Stockhorse is encouraged. All gear used should be clean and in good repair. Pride in ones' horse and outfit should be evident in how it's presented and used by all competitors.

### Preferred Equipment includes:

- The Hackamore: where the bosal is braided of leather or rawhide and has a rawhide or rope core. Mecate may be of any safe material the rider prefers.
- The Two-Rein: where horses in the two-rein are 5 years of age or older, with a full set of teeth. Two hands are permitted on the under-bridle only, and only if necessary. The horse should be carrying a Californio Style bridle bit with leather chin strap.
- Straight up: Californio Style Bridle Bit (Spade Bit Preferred) with leather chin strap and Romel reins with rein chains. A neck or get-down rope is required with this set up and two-handed riding is not permitted.
- Other gear including snaffles and other styles of bridle bits are permitted provided they are properly fit, in good repair and not included on the Prohibited Gear list below.

***Judges reserve the right to inspect any equipment or gear and disallow it if deemed unsuitable for use in these competitions by them. This will not be disputed.***

### Prohibited Gear includes:

- Chin Straps made of chain or any material but leather
- Cable core or "mechanical" Hackamores
- Bits with twisted mouthpieces, Gag-style bits or any bit with a mouthpiece made of 3 or more jointed sections
- Tie downs, or any kind of leverage martingale

***The judges reserve the right to excuse any rider deemed to be using their equipment in a cruel manner, and this will not be disputed.***

## Horse and Rider Presentation

All gear used should be clean and in good repair. Pride in one's horse and outfit should be evident in how they are presented by all competitors. Riders are asked to dress in full length pants, boots with a heel and long-sleeved shirts. Leggings, armitas or chinks and cowboy hats are encouraged. Helmets are permitted without prejudice for all divisions and mandatory for all Youth competitors.

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Two: Divisions

In all divisions, horses and stock are to be handled with respect and smoothness, in keeping with the traditions of the Early Californios and the values of the Canadian Bridlehorse Association. The goal is to complete each task efficiently and to the best of your ability, as you would if trying out for a position on the crew. In all divisions the animals are to be treated as if they belong to the judges, or “Cow Boss”.

There are 4 recognized divisions, which are **Open, Intermediate, Novice** and **Youth**. Each Division is made up of 3 classes, and placings are determined by highest cumulative score. Each horse and rider combination is considered one entry, and the same horse is used by each rider for all three classes. Riders wishing to enter more than one horse may do so, but the division of entry is determined by rider experience; all entries by one rider will be in the same Division.

All competitors are judged and scored only during their own class, although they will ride with and assist others during parts of the competition. The term “Teammates” here is referring riders entering the arena together (in the case of herd work and roping classes) and not any group being scored. The term “Job” is referring to the tasks that collectively make up the 3 classes per division: Herd Work, Roping, and Ranch Horse Pattern.

**Open Division:** This is the division for the professional cowboy; the Pro’s. Open riders are those who make a living horseback. Open riders are called upon to assist riders in all divisions and provide mentor-like support in the classes of less experienced competitors. The Open rider’s score is determined by their performance during their own judged classes only. The support they provide to lower level and other open riders should be in the spirit of safety, greatest assistance and setting up their teammate who is being judged.

**Intermediate Division:** The intermediate competitor is one who is capable of all aspects of the job but who does not earn a living horseback. The intermediate competitor is developing their skills at the job and will call upon the support of Open riders during their Roping and Herd Work classes as needed.

**Novice Division:** The Novice Competitor is beginning to develop their skills at the job. They have the option of live roping with a breakaway OR roping a stationary dummy in their roping class. In the Ranch horse Pattern, Novice riders have the option of trotting OR Loping and should be supported by Intermediate and Open Riders in their Herd Work and Roping classes as needed.

**Youth Division:** The Youth Division Competitor is any competitor who is 18 years of age or under, as of January 1 of the same calendar year that the event takes place. Youth competitors have the option of live roping with a breakaway OR roping a stationary dummy in their roping class. In the Ranch horse Pattern, Youth riders have the option of trotting OR Loping and should be supported by Intermediate and Open Riders in their Herd Work and Roping classes as needed.

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Three: Class Descriptions

***\*These are general class descriptions; the exact rules for each division in each class are listed on the Rules and Scorecards in Section Four.***

In all classes, horses and stock are to be handled with the respect and smoothness in keeping with the traditions of the Early Californios and the values of the Canadian Bridlehorse Association. The goal is to complete each task efficiently, without undue stress to the animals and for the rider to demonstrate an understanding of the Signal Balanced Ride.

For all classes, there is a “Time-allowed”, but none are to be treated as speed events. The time allowed is appropriate for smooth completion of the tasks by riders in that division. Time is recorded and kept to be used as a tiebreaker in the event of a tie, but ***no scores are given for speed of completion in any class.***

**Herd Work:** Each competitor will choose two “teammates” to assist them as herd holders during this class and is referred to as the Lead Rider. Only the Lead Rider is judged during their class and gives direction to their herd holders. The Lead Rider will not be awarded points for tasks that their herd holders complete for them. The rodear line is marked in the arena whenever possible by a physical maker that is easily visible to riders and judges.

The Lead rider is given a time allowed and sort (See Scorecards) appropriate to their division. The starting steer number for the sort is called to the Lead Rider as they enter the arena. Timer starts when the Lead Rider crosses the rodear line, and stops when the last task is completed as per division scorecard.

In the case of a “Consecutive Sort”, the cattle must leave and remain outside the rodear line in consecutive order. If a steer returns to the herd, the sort must begin again from the lowest number of steers that returned. For Example: If the Lead rider has sorted steers numbered 1, 2, and the steer numbered 2 returns to the herd, then number 2 must be re-sorted before number 3 with number 1 remaining outside the rodear line. If number 1 returns, the sort begins again at number 1 and must be re-done consecutively.

There are differences in Sort and Tasks according to division; for specifics, please see the appropriate score cards in **Section Four**.

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Three: Class Descriptions

**Roping Classes:** Each division has its own set of tasks to complete in the roping component. These tasks are appropriate for the experience level of those divisions and those specifics are found on the Scorecards in **Section Four**.

The Lead Rider will select two “teammates” to enter the herd, assist and provide them with support as needed. It is expected that the Open competitors make up most of this group due to their experience and ability to safely assist and set up other riders.

A time limit appropriate to the division and conditions of the day will be given, but this is not a speed event. Each Lead Rider will complete the tasks (See Scorecards) to the best of their ability with assistance of the other riders.

The Designated steer numbers to be roped are given to the lead rider as they approach the herd, and the time starts when the Lead Rider crosses the rodear line. The time stops when the final task on the scorecard is completed.

**Ranch Horse Pattern:** The pattern for the ranch horse class is the same for all divisions and each component of the ride is judged appropriately for the division of the Rider.

For example, Open and Intermediate riders are expected to lope the circles and lines on the rail of their pattern, while Novice and Youth may choose to trot. There is a time allowed given, but this is not a speed event.

In all divisions, the timer starts when the rider opens the Gate, and stops when the rider salutes the judges at the completion of their pattern.

For all components of the Ranch Horse Pattern, please see the Scorecards in **Section Four**.

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Competition Intention

In all classes, horses and stock are to be handled with respect and smoothness in keeping with the traditions of the Early Californios and the values of the Canadian Bridlehorse Association. The competitor's goal is to complete each task efficiently, without undue stress to the animals and for the rider to demonstrate an understanding of the Signal Balanced Ride. These competitions are intended to showcase the skills required by the job for a cowboy on the outfits, working with a crew. Teamwork, Horsemanship, Stockmanship and Rider Skill are all awarded points in each class. These are the core values that the Skills of the Outfits competitions are designed to highlight, promote and reward.

For all classes, there is a "Time-allowed", but none are to be treated as speed events under any circumstance. The time allowed in each class is appropriate for smooth completion of the tasks by riders in that division. Time is recorded and kept to be used as a tiebreaker in the event of a tie, but ***no scores are ever given for speed of completion in any class at a Skills of the Outfits competition.***

### General Rules – All Divisions

1. From the time riders enter the arena until they leave, all horses and cattle are to be treated like they are under the ownership of the judges, who represent the "Cow Boss" on the crew. Riders should conduct themselves as though they are trying out for a position on the crew.
2. All decisions made by the judges are final and may not be contested.
3. Riders are encouraged to present themselves in cowboy/ buckaroo attire and gear such as they have. Extra points will not be given for attire, but will be given for:
  - a. Choosing to show your horse smoothly over just getting the job done.
  - b. Showing respect for the livestock and facilities, such as: Choosing to exclude yourself to save the cattle if they should become stressed enough that they pose a threat to themselves.
4. No horse under the age of 4 years old may be shown at a Skills of the Outfits Competition.

## Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

5. There are 4 recognized divisions, which are **Open, Intermediate, Novice** and **Youth**. Each Division is judged as a cumulative score of 3 Classes per Division. Each horse and Rider Combination is considered one entry, and the same horse is used by each rider for all three classes. Riders wishing to enter more than one horse may do so, but the division of entry is determined by rider experience; all entries by one rider will be in the same Division.
6. Stallions are permitted to compete at Skill of the Outfits competitions under the following Conditions:
  - a) Only Open Competitors may enter a stallion, and the entrant is the only person who may ride the stallion at any time on the event grounds. The entrant is always solely responsible for the stallion.
  - b) No person under the age of 18 as of January 1, of the competition year may ride or handle any stallion on the event grounds at any time.
  - c) Organizers may permit or decline entry of stallions at a Skills of the Outfits event based on whether the facility has appropriate stabling, and stallion entries may be subject to additional stabling fees.
  - d) As with any entered horse, a stallion may be removed from the competition and/or asked to leave the competition grounds entirely by the judges, if it is deemed by them to be unsafe, or handled in an unsafe manner. This decision is final, and no refund of entries or facility fees will be extended in this case.
  - e) Stallions are not permitted to participate in any Miles Kingdon Workshops, including those run as part of any Skills of the Outfits events.

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

***\*With the exception of the General Rules, it is expected that some adjustments to the class rules and tasks (use of scorecards) may be made by the senior judge for stock/ conditions/ other circumstances on the day of competition. This is to best accommodate safety of the competitors, horses and stock and will be clearly communicated to the competitors prior to the beginning of any affected class.***

### Open Herd Work Class

Time allowed: 6 Minutes.

Lead Rider chooses 2 turnback riders, only Lead Rider is judged.

Time starts when lead rider crosses the rodear line.

Lead Rider will complete a consecutive 3 head sort, starting number is called as they approach the herd.

Sort must be consecutive and in the event of steers returning to the herd, restarted at correct number.

Time stops when the 3<sup>rd</sup> steer crosses the rodear line.

Disqualification occurs if sort is not in sequence, or sequence does not start over in the event of cattle returning to the herd.

Possible Points are as follows:

FIRST SORT	/10
SECOND SORT	/10
THIRD SORT	/10
STOCKMANSHIP	/20
HORSEMANSHIP	/15
TEAMWORK	/15
SPADE	/5
BONUS	/5
TOTAL POINTS	<b>/90</b>



# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Intermediate Herd Work Class

Time allowed: 6 Minutes.

Lead Rider chooses 2 turnback riders, only Lead Rider is judged.

Time starts when lead rider crosses the rodear line.

Lead Rider will complete a consecutive 3 head sort, starting number is called as they approach the herd.

Sort must be consecutive and in the event of steers returning to the herd, restarted at correct number.

Time stops when the 3<sup>rd</sup> steer crosses the rodear line.

Disqualification occurs if sort is not in sequence, or sequence does not start over in the event of cattle returning to the herd.

Possible Points are as follows:

FIRST SORT	/10
SECOND SORT	/10
THIRD SORT	/10
STOCKMANSHIP	/20
HORSEMANSHIP	/15
TEAMWORK	/15
SPADE	/5
BONUS	/5
<b>TOTAL POINTS</b>	<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Novice Herd Work Class

Time allowed: 6 Minutes.

Lead Rider chooses 2 turnback riders, only Lead Rider is judged.

Time starts when Lead Rider crosses the rodear line.

Lead Rider will complete a consecutive 3 head sort, starting number is called as they approach the herd.

Each animal must cross the rodear line to be counted as sorted but are then allowed to return to the herd by the herd holders.

Time stops when the 3<sup>rd</sup> steer crosses the rodear line.

Possible Points are as follows:

FIRST SORT	/10
SECOND SORT	/10
THIRD SORT	/10
STOCKMANSHIP	/20
HORSEMANSHIP	/15
TEAMWORK	/15
BOSAL	/5
BONUS	/5
<b>TOTAL POINTS</b>	<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Youth Herd Work Class

Time allowed: 6 Minutes.

Lead Rider chooses 2 turnback riders, only Lead Rider is judged.

Time starts when Lead Rider crosses the rodear line.

Lead Rider will complete a consecutive 3 head sort, starting number is called as they approach the herd.

Each animal must cross the rodear line to be counted as sorted but are then allowed to return to the herd by the herd holders.

Time stops when the 3<sup>rd</sup> steer crosses the rodear line.

Possible Points are as follows:

FIRST SORT	/10
SECOND SORT	/10
THIRD SORT	/10
STOCKMANSHIP	/20
HORSEMANSHIP	/15
TEAMWORK	/15
BOSAL	/5
BONUS	/5
<b>TOTAL POINTS</b>	<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Open Roping Class: Two Man Doctoring

The Lead Rider will choose 2 other riders, to assist. Only the Lead Rider is judged.

6 minutes will be allowed to complete the tasks; Class is a two head run.

The Lead Rider will head one steer and heel one steer.

Designated cattle numbers are called when the Lead Rider enters the arena.

The Lead Rider enters the herd, heads first designated steer and exposes it to be heeled by a teammate.

The Second rider heels the animal, and the Third rider sets Ropes.

Chosen teammate enters the Herd and heads second designated steer, exposing it from the herd for the Lead Rider to Heel.

The Third rider sets ropes.

Time begins when the Lead Rider crosses the rodear line.

Time ends when ropes are set on the second steer and all riders are mounted.

Possible Points are as follows:

<b>HEAD FIRST STEER</b>	<b>/10</b>
<b>TYPE OF HEAD SHOT LOOP</b>	<b>/5</b>
<b>HEEL SECOND STEER</b>	<b>/10</b>
<b>TYPE OF HEEL SHOT USED</b>	<b>/5</b>
<b>STOCKMANSHIP</b>	<b>/20</b>
<b>HORSEMANSHIP</b>	<b>/15</b>
<b>TEAMWORK</b>	<b>/15</b>
<b>SPADE</b>	<b>/5</b>
<b>BONUS</b>	<b>/5</b>
<b>TOTAL POINTS</b>	<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Intermediate Roping Class: Two Man Doctoring

The Lead Rider will choose 2 other riders, to assist. Only the Lead Rider is judged.

6 minutes will be allowed to complete the tasks; Class is a two head run.

Intermediate competitor will head one steer, heel one steer **OR** Heel two steers if appropriate for Lead Rider's ability/experience.

Designated cattle numbers are called when the Lead Rider enters the arena.

The Lead Rider enters the herd, ropes first designated steer and exposes it to be heeled by a teammate if heading. The Second rider heels the steer, and the Third rider sets Ropes.

Chosen teammate enters the Herd and heads second designated steer, exposing it from the herd for the Lead Rider to Heel.

The Third rider sets ropes.

If Heeling both steers, the designated teammate will enter the herd to head and expose the steers for Lead Rider to heel, then the third rider sets ropes for both designated steers.

Time begins when the Lead Rider (or designated team member who is heading) crosses the rodear line.

Time ends when ropes are set on the second steer and all riders are mounted.

Possible Points are as follows:

<b>HEAD FIRST STEER OR HEEL</b>	<b>/10 OR /5</b>
<b>POINTS FOR LOOP</b>	<b>/5</b>
<b>HEEL SECOND STEER</b>	<b>/10</b>
<b>POINTS FOR LOOP</b>	<b>/5</b>
<b>STOCKMANSHIP</b>	<b>/20</b>
<b>HORSEMANSHIP</b>	<b>/15</b>
<b>TEAMWORK</b>	<b>/15</b>
<b>SPADE</b>	<b>/5</b>
<b>BONUS</b>	<b>/5</b>
<b>TOTAL POINTS</b>	<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Novice Roping Class: Ranch Roping

Novice riders may live rope a steer using a Breakaway OR choose to rope the stationary Dummy.

The Lead Rider will choose their team of 2 turnback riders.

6 minutes will be allowed to complete the tasks. Only the Lead Rider is being judged.

Class is a 1 head run, time starts when Lead Rider Crosses Rodear Line, OR Line before Dummy.

Designated cattle number is called when the Lead Rider enters the arena.

Competitor enters the herd and ropes with breakaway the designated steer, exposing it from herd **OR** Competitor rides to Dummy, Ropes Dummy. 3 loop max in either case.

Competitor with the help of ONE Turnback rider sorts same designated steer through the gate and allows it back to the herd.

Time ends when steer returns to herd after going through gate.

Possible Points are as follows:

<b>BREAKAWAY ROPE DESIGNATED STEER OR DUMMY</b>	<b>/15</b>	<b>OR</b>	<b>/10</b>
<b>TAKE SAME STEER THROUGH GATE AND RETURN TO HERD</b>			<b>/15</b>
<b>STOCKMANSHIP</b>			<b>/20</b>
<b>HORSEMANSHIP</b>			<b>/15</b>
<b>TEAMWORK</b>			<b>/15</b>
<b>BOSAL</b>			<b>/5</b>
<b>BONUS</b>			<b>/5</b>
<b>TOTAL POINTS LIVE ROPE</b>			<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Youth Roping Class: Ranch Roping

Youth riders may live rope using a Breakaway OR choose to rope the stationary Dummy.

The Lead Rider will choose their team of 2 turnback riders.

6 minutes will be allowed to complete the tasks. Only the Lead Rider is being judged.

Class is a 1 head run, time starts when Lead Rider Crosses Rodear Line, OR Line before Dummy.

Designated cattle number is called when the Lead Rider enters the arena.

Competitor enters the herd and ropes with breakaway the designated steer, exposing it from herd **OR** Competitor rides to Dummy, Ropes Dummy. 3 loop max in either case.

Competitor with the help of ONE Turnback rider sorts same designated steer through the gate and allows it back to the herd.

Time ends when steer returns to herd after going through gate.

Possible Points are as follows:

<b>BREAKAWAY ROPE DESIGNATED STEER OR DUMMY</b>	<b>/15</b>	<b>OR</b>	<b>/10</b>
<b>TAKE SAME STEER THROUGH GATE AND RETURN TO HERD</b>			<b>/15</b>
<b>STOCKMANSHIP</b>			<b>/20</b>
<b>HORSEMANSHIP</b>			<b>/15</b>
<b>TEAMWORK</b>			<b>/15</b>
<b>BOSAL</b>			<b>/5</b>
<b>BONUS</b>			<b>/5</b>
<b>TOTAL POINTS LIVE ROPE</b>			<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Open Ranch Horse Pattern Class

6 Minutes will be allowed to complete all components.

Timer starts when Lead Rider opens the gate, Timer stops when Lead Rider Salutes the judges at the completion of their ride.

Open Riders will lope their circles and straight lines on the rail.

Possible Points are as follows:

RIDER TO OPEN & CLOSE GATE UPON ENTRY	/5
WALK STRAIGHT LINE TO CENTRE OF THE ARENA (X)	/5
PERFORM 90 DEGREE TURN AND SALUTE	/5
CONTINUE AT LOPE IN LARGE CIRCLE TO RIGHT	/5
AT MID ARENA (X) CHANGE LEADS	/5
CONTINUE AT LOPE IN LARGE CIRCLE TO LEFT	/5
AT MID ARENA (X) PERFORM SECOND LEAD CHANGE	/5
LOPE TO RAIL, THEN HIGH TROT TO MARKER	/5
AT MARKER STOP STRAIGHT	/5
PERFORM 180 DEGREE TURN	/5
SLOW TROT ON THE RAIL TO MARKER	/5
STOP STRAIGHT AND BACK 10'	/5
90 DEGREE TURN, FACE JUDGE	/5
RIDE TO CENTRE OF ARENA (X) AND STOP	/5
SIDEPASS ONE DIRECTION 10 FEET AND WAIT	/5
SIDEPASS OTHER DIRECTION 10 FEET AND WAIT	/5
SALUTE JUDGE AND TIME STOPS	
SPADE	/5
BONUS	/5
<b>TOTAL POINTS</b>	<b>/90</b>



# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Intermediate Ranch Horse Pattern Class

6 Minutes will be allowed to complete all components.

Timer starts when Lead Rider opens the gate, Timer stops when Lead Rider Salutes the judges at the completion of their ride.

Intermediate Riders will lope their circles and straight lines on the rail.

Possible Points are as follows:

RIDER TO OPEN & CLOSE GATE UPON ENTRY	/5
WALK STRAIGHT LINE TO CENTRE OF THE ARENA (X)	/5
PERFORM 90 DEGREE TURN AND SALUTE	/5
CONTINUE AT LOPE IN LARGE CIRCLE TO RIGHT	/5
AT MID ARENA (X) CHANGE LEADS	/5
CONTINUE AT LOPE IN LARGE CIRCLE TO LEFT	/5
AT MID ARENA (X) PERFORM SECOND LEAD CHANGE	/5
LOPE TO RAIL, THEN HIGH TROT TO MARKER	/5
AT MARKER STOP STRAIGHT	/5
PERFORM 180 DEGREE TURN	/5
SLOW TROT ON THE RAIL TO MARKER	/5
STOP STRAIGHT AND BACK 10'	/5
90 DEGREE TURN, FACE JUDGE	/5
RIDE TO CENTRE OF ARENA (X) AND STOP	/5
SIDEPASS ONE DIRECTION 10 FEET AND WAIT	/5
SIDEPASS OTHER DIRECTION 10 FEET AND WAIT	/5
SALUTE JUDGE AND TIME STOPS	
SPADE	/5
BONUS	/5
<b>TOTAL POINTS</b>	<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Novice Ranch Horse Pattern Class

6 Minutes will be allowed to complete all components.

Timer starts when Lead Rider opens the gate, Timer stops when Lead Rider Salutes the judges at the completion of their ride.

Novice Riders may choose to trot OR lope their circles and straight lines on the rail.

Possible Points are as follows:

RIDER TO OPEN & CLOSE GATE UPON ENTRY		/5
WALK STRAIGHT LINE TO CENTRE OF THE ARENA (X)		/5
PERFORM 90 DEGREE TURN AND SALUTE		/5
CONTINUE AT TROT OR LOPE IN LARGE CIRCLE TO RIGHT	/2 OR	/5
AT MID ARENA (X) CHANGE LEADS		/5
CONTINUE AT TROT OR LOPE IN LARGE CIRCLE TO LEFT	/2 OR	/5
AT MID ARENA (X) PERFORM SECOND LEAD CHANGE		/5
TROT OR LOPE TO THE RAIL THEN HIGH TROT TO MARKER	/2 OR	/5
AT MARKER STOP STRAIGHT		/5
PERFORM 180 DEGREE TURN		/5
SLOW TROT ON THE RAIL TO MARKER	/2 OR	/5
STOP STRAIGHT AND BACK 10'		/5
90 DEGREE TURN, FACE JUDGE		/5
RIDE TO CENTRE OF ARENA (X) AND STOP		/5
SIDEPASS ONE DIRECTION 10 FEET AND WAIT		/5
SIDEPASS OTHER DIRECTION 10 FEET AND WAIT		/5
SALUTE JUDGE AND TIME STOPS		
BOSAL		/5
BONUS		/5
<b>TOTAL POINTS</b>		<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Four: Class Rules and Scorecards

### Youth Ranch Horse Pattern Class

6 Minutes will be allowed to complete all components.

Timer starts when Lead Rider opens the gate, Timer stops when Lead Rider Salutes the judges at the completion of their ride.

Novice Riders may choose to trot OR lope their circles and straight lines on the rail.

Possible Points are as follows:

RIDER TO OPEN & CLOSE GATE UPON ENTRY		/5
WALK STRAIGHT LINE TO CENTRE OF THE ARENA (X)		/5
PERFORM 90 DEGREE TURN AND SALUTE		/5
CONTINUE AT TROT OR LOPE IN LARGE CIRCLE TO RIGHT	/2 OR	/5
AT MID ARENA (X) CHANGE LEADS		/5
CONTINUE AT TROT OR LOPE IN LARGE CIRCLE TO LEFT	/2 OR	/5
AT MID ARENA (X) PERFORM SECOND LEAD CHANGE		/5
TROT OR LOPE TO THE RAIL THEN HIGH TROT TO MARKER	/2 OR	/5
AT MARKER STOP STRAIGHT		/5
PERFORM 180 DEGREE TURN		/5
SLOW TROT ON THE RAIL TO MARKER	/2 OR	/5
STOP STRAIGHT AND BACK 10'		/5
90 DEGREE TURN, FACE JUDGE		/5
RIDE TO CENTRE OF ARENA (X) AND STOP		/5
SIDEPASS ONE DIRECTION 10 FEET AND WAIT		/5
SIDEPASS OTHER DIRECTION 10 FEET AND WAIT		/5
SALUTE JUDGE AND TIME STOPS		
BOSAL		/5
BONUS		/5
<b>TOTAL POINTS</b>		<b>/90</b>

# Skills of the Outfits Competition Rules by The Canadian Bridlehorse Association

## Section Five: Notes on Judge Selection by Miles Kingdon

When I select judges for livestock classes such as roping (two-man or one -man classes) and sorting (herd work classes), I want a person in the judges' chair who has some years of experience working cattle on horseback, including roping.

Those judges are looking for the ability of the judged riders to get their steers roped, without disturbing the herd too much, and have the knowledge and horsemanship abilities to expose the roped animal from the herd so their crew members (helpers) don't have to do that job themselves.

This also goes for the sorting (herd work classes) where how the herd is left after the sort (tight or open) is relevant to the next rider to come in and sort.

For the Ranch Horse Pattern classes, the judges don't necessarily have to be top cattlemen or women, but they should know how to ride a horse through all components on the score sheet and be confident and experienced enough to recognise and score these changes and gaits.

It is of utmost importance that all judges realize this is not a pro-circuit show and give the riders a break if they miss a lead change but are able to set it up within a few strides for a successful change.

For the stock classes, I look for people from the cowboy lifestyle. For judges coming up through the learning process to the judges' chair, they have often taken my workshops in horsemanship and stockmanship and sat in the scribes' chair to listen and observe how and what I'm looking for as a judge.

I for one am teaching judges for these events as well as many participants because of a very heavy factor; not many people want to judge. Especially if they have experience at it, because they fully realize how heavy is the weight of the judging chair.

In short, those who judge should know how much goes into preparing oneself and their horse for this particular competition.