

168. Ranch Riding

Ranch riding is a judged event demonstrating the abilities of the animal while working over obstacles found in everyday ranch work.

A. Judging Considerations: Ranch riding is neither a stunt nor a race, but it should be performed at a reasonable speed. The mule should be judged on the quality of gaits, change of leads, and the ability to maneuver through and over the obstacles in a smooth and obedient manner.

1. Credit shall be given for and emphasis placed on a cooperative and obedient attitude in the mule as well as smoothness and even cadence of gaits. All gaits to be performed as described in western terminology.

2. Except for the Junior Mules shown with a hackamore or snaffle bit, one hand only allowed on the reins unless when opening the gate justifies the change of hands.

B. Scoring: Scoring guidelines are the same as Western Riding, Reining or Trail class when applicable.

C. Penalties: A contestant shall be penalized for:

1. Releasing the gate due to mule's disobedience, unable to complete gate: 5 points

2. Use of free hand to instill fear in mule: 5 points

3. Failure to complete designated lead change: 5 points

4. Refusal at obstacle: 10 points

5. Blatant disobedience: 5 points

6. Breaking of gait at lope: 3 points

7. Knocking down jump: 5 points Hitting or rolling log: 1 point

8. Ticking or light touch of log: 1/2 point

D. Disqualification: A contestant is disqualified for going off pattern. Off pattern is any of the following

1. . Incorrect order of maneuvers

2. Knocking over barrels

3. Passing on wrong side of markers or obstacles

4. Missing the log

5. Knocking over the gate

E. Pattern The long or serpentine line indicates the direction of travel and the gaits at which the mule is to move. The dotted line (.....) indicates a walk and the solid line (_____) indicates lope. It is mandatory to walk over the bridge. No trotting or loping may be required over the bridge.

F. Training Level Donkey Ranch Riding Class Procedure

1. .Work gate

2. Walk over logs 20" to 30" apart

3. Walk over bridge

4. Slow jog to and over 12" jump (distance between bridge and jump minimum 48'. Jump must be a minimum of 10' wide and no PVC is allowed.)

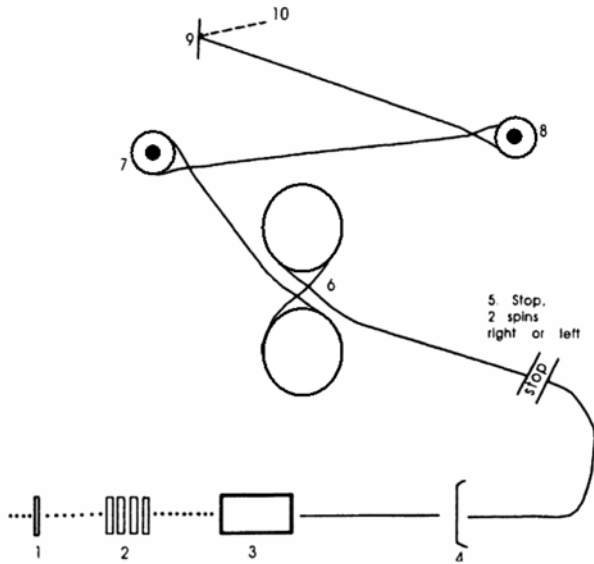
5. 1 spin in either direction

6. Proceed at medium trot to figure eight

7. Proceed at extended trot to barrel. Tight fast turnaround first barrel.

8. Slide stop and back 5'.

RANCH RIDING PATTERN



G. Class procedure for Youth, Amateur, Junior and Senior

1. Work Gate
2. Walk Over Logs 20"-30" apart
3. Walk over bridge
4. Slow lope to and over 12" jump (distance between bridge and jump minimum 48' feet. Jump must be a minimum of 10' wide and no PVC is allowed.)
5. Stop and perform 2 spins, right or left
6. Proceed at medium lope to figure eight, showing change of lead from right to left circle.
7. Proceed with speed to barrel. Tight fast turn around barrel on left lead.
8. Proceed with speed to barrel showing change of lead from left to right. Tight fast turn around barrel on right lead.
9. Slide stop and back 10'.

H. The following may be added to the Junior and Senior Pattern

1. Dismount, hobble mule and walk a sufficient distance from animal to show ground tie. Reins should not be dropped. Unhobble and remount to exit.

169. Reining

Reining is a judged event designed to show an animals willingness to be guided through a pattern consisting of fast and slow circles, lead changes, sliding stops and spins.

A. Class Routine and Pattern: In an approved reining class, any one of the approved NASMA Reining Patterns may be used. One of the patterns is to be selected by the judge of the class and used by all contestants in the class. The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used.

1. The pattern number must be printed in the premium notice, posted the day of the show or may be posted the first day of a multi-day show.

2. Each contestant will perform the required pattern