

## **Color Breed Congress Yearling Ranch Fundamental In-Hand Class**

This class will be judged on the performance of the horse over the obstacles, with emphasis on manners, response to the exhibitor, and on how the partnership of the horse/ exhibitor works together. Credit will be given to the horse that negotiates the obstacles with style, expression, and some degree of speed, providing carefulness is not sacrificed.

Horse shall be penalized for any unnecessary delay while approaching the obstacles. The horse/exhibitor team should negotiate each obstacle with calmness and patience, moving safely through each obstacle. Horses should show awareness, be attentive and not spook, shy or spin. The horse should not stumble.

A minimum of six (6) obstacles (maximum of twelve (12) obstacles) will be used. The course shall be returned to its original design after each horse has worked.

1. Obstacles should be representative of challenges found on the trail or simulate what may be experienced by a horse/ rider on a ranch.
2. The course must be posted at least one (1) hour before scheduled time of class.
3. Entries in this class may cross enter in the Yearling In-Hand Trail classes.

This class may include the following obstacles and/or tasks but not limited to:

Walk over bridge

Walk over logs/brush pile

Tie to a fence

While tied, push hip right & left, pick up feet

Back in chute

Serpentine through obstacles

Load & unload from trailer

Round pen - turn loose, demonstrate walk/trot/lope, 30 seconds, catch and walk out

Walk through gate

### **Attire**

Attire must follow the Ranch attire in the current PtHA Rulebook.

### **Equipment**

Good working halter – rope, braided, nylon or plain leather halter. No chains or shanks allowed on lead line.

### **Scoring**

1. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted.
2. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2:
  - +1 1/2 excellent
  - +1 very good

- +1/2 good
- 0 correct
- 1/2 poor
- 1 very poor
- 1 1/2 extremely poor.

3. Obstacle scores are to be determined and assessed independently of penalty points.
4. Credit will be given to those Pintos negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the handler's cues.

**Penalties** should be assessed per occurrence as follows:

1. One (1) Point Penalty:
  - a. Each hit, bite or stepping on a log, pole, cone or obstacle.
  - b. Incorrect or break of gait at walk or jog for two (2) strides or less.
2. Three (3) Points Penalty:
  - a. Incorrect or break of gait at walk or jog for more than two (2) strides.
  - b. Knocking down an elevated pole, cone, barrel, plant or obstacle, or severely disturbing an obstacle unless caused by the tail.
  - c. Stepping outside the confines of, falling or jumping off or out of an obstacle with one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with one (1) foot.
3. Five (5) Points Penalty:
  - a. Dropping slicker or object required to be carried on course.
  - b. First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
  - c. Letting go of gate or dropping rope gate.
  - d. Use of either hand to instill fear or praise.
  - e. Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with more than one (1) foot.
  - f. Blatant disobedience (including kicking out, bucking, rearing, striking or continuously circling the exhibitor).
4. Zero (0) total score for course (disqualification).
  - a. Performing the obstacles other than in specified order.
  - b. No attempt to perform an obstacle.
  - c. Equipment failure that delays completion of pattern.
  - d. Excessively or repeatedly touching the horse.
  - e. Failure to enter, exit or work obstacle in any manner other than described, including overturns of more than one quarter (1/4) turn.
  - f. Failure to follow the correct line of travel between obstacles.
  - g. Working outside designated boundary marker of the arena or course area.
  - h. Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course.
  - i. Failure to demonstrate correct gait between obstacles as designated.
  - j. Pinto gets loose from exhibitor.
  - k. Leading on the wrong side of the horse