

2023
Sonoita Ranch Horse Competition
9:00am Calcutta of Horses and Riders

The objective of the Sonoita Ranch Horse Competition (SRHC) is to provide a contest for horses from working cattle ranches. Only ranches whose primary interest is the production of beef cattle and ranch horses are invited. The SRHC committee and/or judges reserve the right to accept or reject any entry at their sole discretion and may disqualify any horse that does not fit the description of a working ranch horse. A working ranch horse is actively working on a ranch! In case of a disqualification, no money will be refunded, including Calcutta purchases. No previously winning horse and rider combination can compete again. The classes in the SRHC are:

(1) OPEN: – any gelding, stallion or mare 5 years old or older; **(2) JUNIOR:** – any gelding, stallion or mare 4 years old or under; **(3) SUPER SELECT:** - Any rider 55 years or older, woman or anyone 16 and under riding a horse of any sex and age. The Junior Horse and Super Select Division are judged same as the Open and can win in the Open Class.

ENTRIES:

1. Entries must be received and fees paid by September 16, 2023.
2. Entries limited to first 25 horses entered, selected by date of entry.
3. Entries are limited to one horse per ranch regardless of division; however, if the entries are less than 25 horses, up to two horses per ranch may be entered. Selection of the second horse, if any, will be done on the basis of entry date.
4. Horse must be used primarily for ranch work.
5. Contest open to any horse, registered or unregistered, of any sex and age except as specified above.

CONTEST FORMAT:

1. **Time:** Each horse will enter the arena one at a time and perform the sequence of events listed below. Each horse will have 6 minutes to complete the entire routine. A (1) minute warning will be sounded after 5 minutes have elapsed. Failure to complete routine within 6 minutes results in disqualification.
2. No tie-downs, martingales or roping reins allowed. Contestants can ride with one or both hands on reins.
3. In the event a horse goes down, if horse and rider are OK, you may resume your run, but the 6 minute time limit applies.
4. Rider can have two helpers in the arena to assist cow work and roping, they must enter at the time rider enters gate at the start.
5. Total possible points – 120 points

HORSEMANSHIP, HANDLING, DRY WORK – 40 POINTS

1. **GATE:** Horse and rider enter at the north gate, opening from horseback, holding open gate for helpers, closing and latching gate behind them (10 points)
2. **LEADS:** Walk to center of arena, then start horse in left lead going in left lead in a large fast circle, changing to right lead in the center and circling in the right lead back to center, make flying lead change to left lead in a left circle for 3/4 of the circle. (10 points).
3. **Stop and Back:** Come out of circle and go down the arena to a sliding stop, then back your horse 15 feet. (10 points)
4. **SPIN:** Spin your horse two complete spins to the right and two to the left (10 points)

COW WORK – 40 POINTS:

1. Contestant walks/trots horse out toward the catch pen end of the arena, calls for cow.
2. Rider and horse must hold cow in the catch pen end of the arena, turning it back a minimum of 3 times; rider may ask helpers to assist.
3. Rider is required to work cow on long fence (either north or south) and using the entire arena, turn cow back on fence a minimum of two directions (20 points).

ROPE, HANDLE AND HOLD COW – TWO HEAD LOOPS ONLY, MULTIPLE HEEL LOOPS ALLOWED – 40 POINTS:

1. After turning cow on fence rider takes down rope, runs to cow and ropes it around the head or horns. Half-head with front leg is allowed. Roping cow around mid-section or hind legs are not legal catches. Horse will be judged on speed to cow, rate, tracking up and following cow. (20 points).
2. After roping cow, rider will stop horse, turn and handle cow allowing helpers to heel cow and hold it between the two horses, the head horse facing cow (10 points). Rider and horse must hold cow with rider dismounting and removing his rope from cow without losing control of the horse. (10 points).

Points will be deducted for missing required moves or incomplete patterns.

Premium Schedule:

The High Point horse will receive the Bronze Sculpture created by Sonoita's Deborah Copenhaver Fellows. The Bronze will be cast with the brand of the owner of the High Point Horse.

The High Point Junior Horse will receive a bit made by Kim Parkey.

The High Point Super Select Horse will receive a GK Trophy Buckle.

Purse Money will be divided 70% to the High Point Horses, 15% to the High Point Junior Horse and 15% to the Super Select Horse. The High Point purse will be divided 40%, 20% and 10% to the 1st, 2nd, and 3rd place horses. One money will be paid to the Junior and Super Select Horse.