

A photograph of a rider in a blue jacket and brown saddle riding a brown horse in an arena. The horse is herding a black calf. The scene is dimly lit, with the text overlaid in white. The rider's jacket has a patch that says "NRCHA".

NRCHA Show Management Pre Horse Show

NRCHA
NATIONAL RODEO COUNCIL OF HORSEMAEN
ESTABLISHED 1955

Primo

Arena / Facility Prep - Arena Size

Ideal Arena Sizes - Rein / Cow Work

120 wide x 240 long
125 wide x 250 long

Length of the arena should be twice the width for perfect circles

Ideal Arena Sizes - Herd Work

120 wide x 120 long

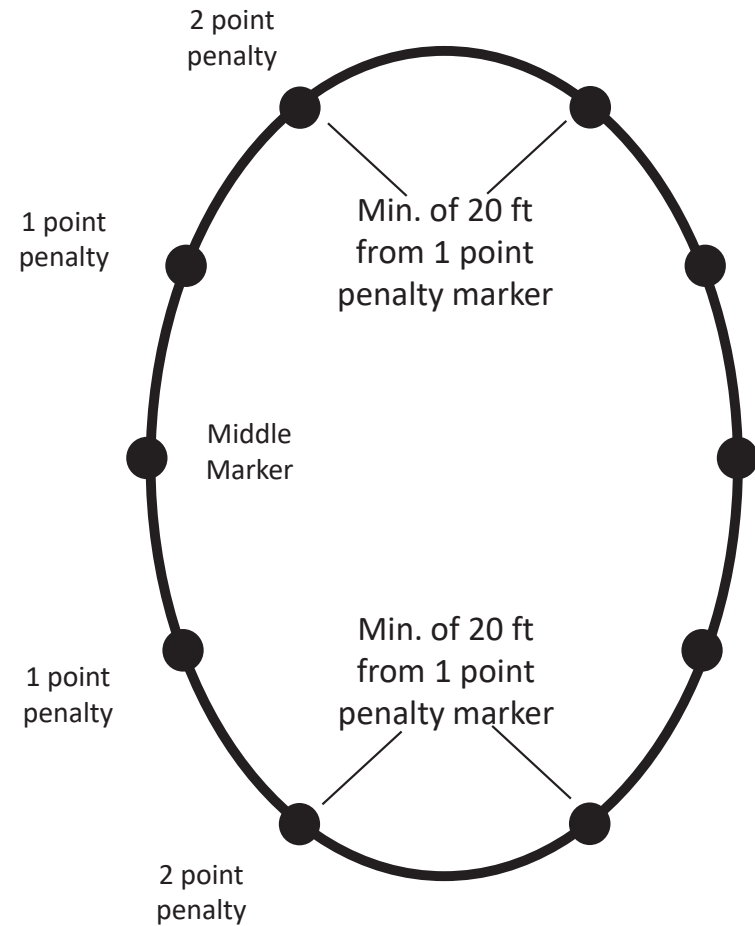
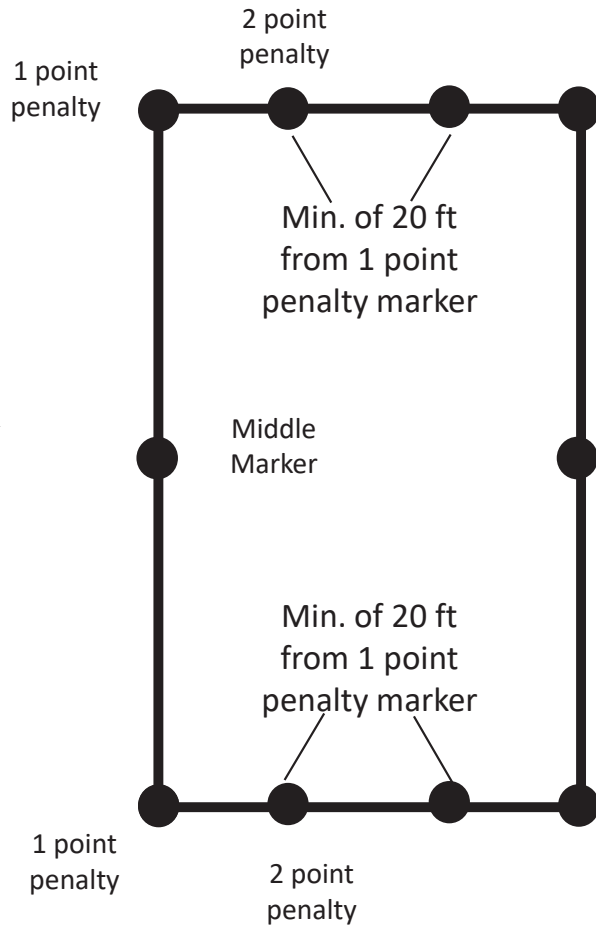
100 wide x 120 long will work

NRCHA 20.2.4 The judges shall be located approximately 120 from the back of the arena

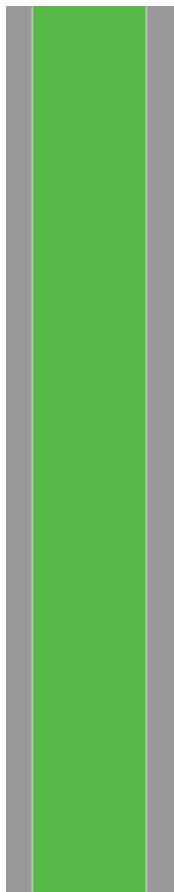


Arena / Facility Prep - Markers

NRCHA
Rulebook
page 78



Arena / Facility Prep - Markers



Rein
End Markers
*Placed minimum of
50 ft from end of
arena*

Cow
Not In Use

Herd
Timer / Start Line
Back Fence
*Placed 60-70ft from
start line*



Rein
Not In Use

Cow
1 point penalty
*Placed at each
corner*

Herd
Not used



Rein
Not In Use

Cow
2 point penalty
*Placed minimum
20 ft past 1 point*

Herd
Not used



Rein
Center Marker
*Placed at center
of arena*

Cow
Center Marker

Herd
Not used

Arena / Facility Prep - Footing

**** Keep in mind, this is ALL subject to change based on material.****

Herd Work

- Depth
 - 3 - 4 inch
- Depth based on material composite

Rein Work

- Depth
 - 1 ½ inch - 2 ¼ inch
- Depth based on material composite

Cow Work

- Traction layer must be built
- Depth based on material composite

Arena / Facility Prep - Banners / Stickers

Banners

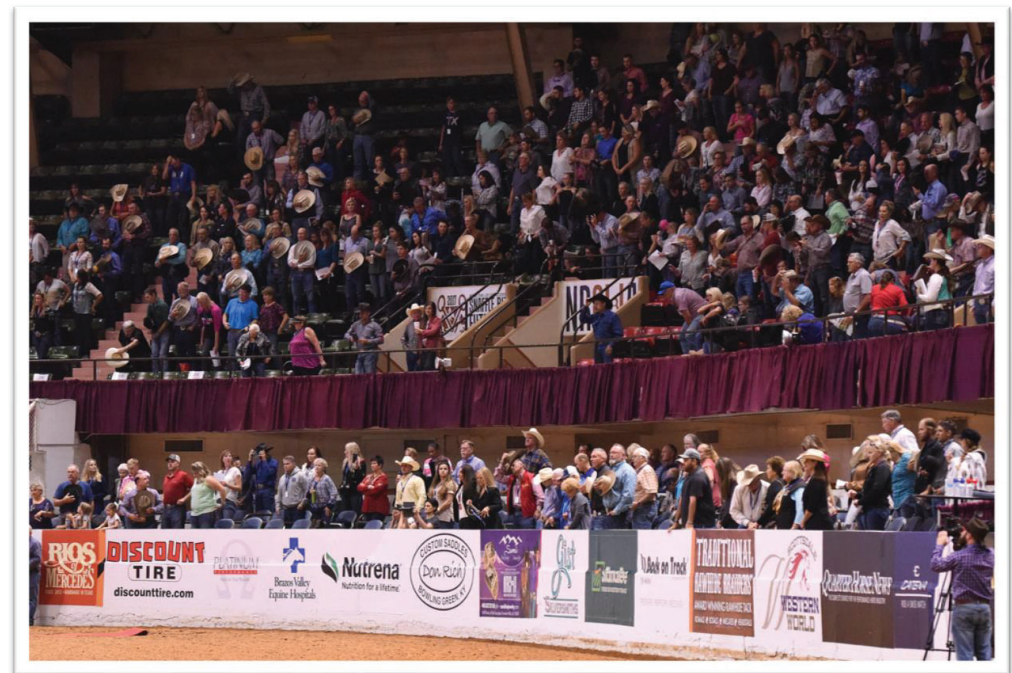
- Cost effective and reusable
- Need to be able to store them and keep them clean
- Be sure to trim the zip ties of banners
 - Zip tie ends can catch a horse or cow's eye

Stickers

- Convenience
- Typically more expensive

Damaged Banners

What do you do if a banner is damaged in the middle of a set?



Arena / Facility Prep - Clocks / Buzzer / Horn

Always ideal to have the clock in the background of your video.

Clock

- Used in herd work (start line)
- Used in boxing

Buzzer

- Used in herd work and boxing
 - End of herd work
 - End of box work
- Controlled by the announcer
 - Announcer gives BD exhibitors a 30 second warning

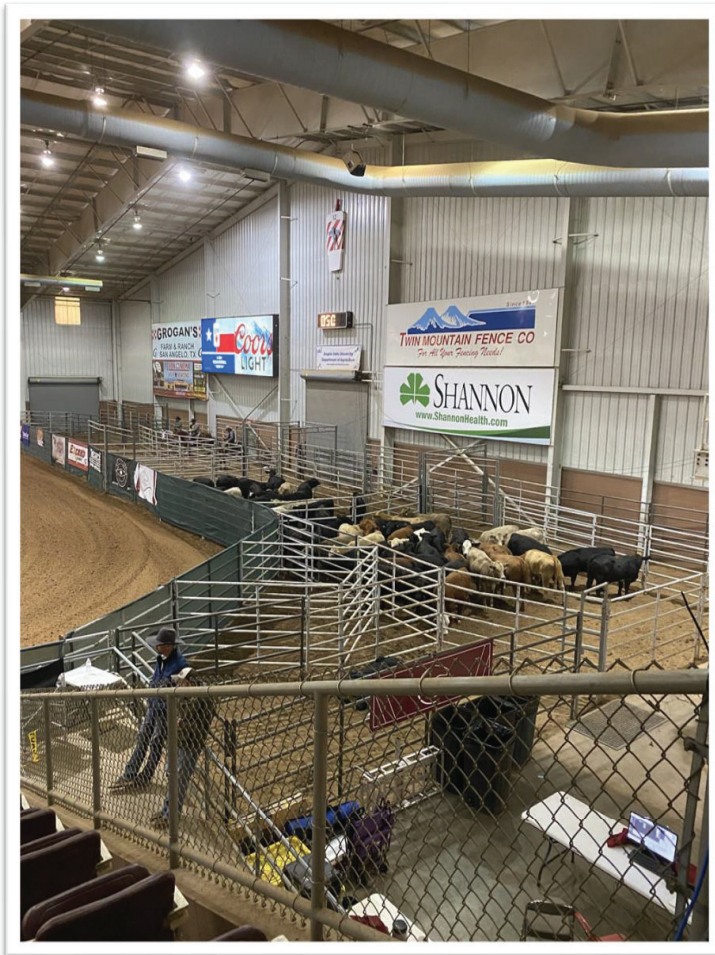
Horn

- Used in the fence work
 - New cow
 - End of run
- Used in box drive
 - End of run
- Controlled by the announcer

What do you do if the buzzer goes off at the wrong time?

- Herd work
- Boxing

Arena / Facility Prep - Cattle Pens



Holding Pens

- Adequate water
- Adequate feed bunks or feed situations
- Functionality of pen and gate set up
- Location
 - Full sun
 - Shaded

Show Pens

- Herd
 - Babysitters
 - Holding next herd behind
 - Weather changes / climatizing them
 - Timing of how to bring herds in
- Cow
 - Keeping one individual quiet
 - Holding behind
 - Weather changes / climatizing them
 - Bringing appropriate number in
 - Letting them in and out of pens
 - Gates

Arena / Facility Prep - Practice Pens

Ideal Arena Sizes - Single Cow Practice

125 wide x 250 long
100 wide x 200 long - can get by with

Ideal Arena Sizes - Herd Practice

90 wide x 90 long

Cattle Practice

- At NRCHA Premiers, cattle practice is run as a priority pen which is 2 sets (typically 2 hours) ahead of the show pen.
- By running a priority pen, the herds that start the practice pen WILL not work through the show pen (first 3 sets).
- 4 minutes for herd practice, 2.5 minutes for single cow practice
- Fresh cattle practice can be offered. Ask exhibitors to sign up ahead of time so you can order the appropriate number of cattle.

Reining Practice

- At NRCHA Premiers, we do not offer an organized reining practice. We do restrict the arenas to next day horses only beginning at 12 AM until arena close at 6 AM.
- Controlled practice is offered in certain arenas.
 - Top of the hour (following the drag) - fencing
 - Bottom of the hour - circling

Arena / Facility Prep - Judges

Things to consider when preparing for judges:

1. Make sure the judge(s) chair(s) / seat(s) are set appropriately to judge
 - a) They may move them slightly
2. Make sure the judge has a horn
3. Make sure communication is clear between Bit Checker and Judge

