

Summer Series Rulebook
Updated March 2019
Rules, Regulations and Patterns



Rule Book CSSHA
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The Mission of the Cowboy State Stock Horse Association (CSSHA) is to promote the use and showing of the stock horse by obtaining and disseminating related information to its members, to promote stock horse competitions, exhibitions and clinics which provide services for its members and encourages their participation in stock horse events.

General RULES AND REGULATIONS

- In general, CSSHA will follow the National Reined Cow Horse Association standards unless otherwise stated in this rulebook. The Associations mission to promote and introduce the stock horse to all levels of interest and abilities.
- Future adaptation of these rules into the rule book will be decided upon by the board vote at a regular meeting, or show meeting.
- Every member of this Association shall receive a current copy of this rulebook if requested. Non-members may purchase the current rulebook for \$5.00.
- Rules printed herein are able to be amended and are subject to Board vote.
- Rule amendments shall be made by a committee then submitted for approval by a majority vote by the board.

RULES FOR COMPETITION

1.1 CSSHA shows are restricted to CSSHA members in good standing only. If an owner or rider is found to not be a current member, they may be fined. Failure to pay the assessed fine will be cause for denial of membership.

1.2 An owner may enter more than one horse and/or rider may ride more than one horse. A horse may be entered only once per division.

1.3 In any CSSHA class, competition must be open to any horse, regardless of breed, color, conformation, appearance or previous performance.

1.4 Registered Horses: All registered horses must be shown under the name assigned to them by their Breed Association.

1.5 Grade Horses: All unregistered (Grade) horses must be shown under one name only, and said name may not conflict with a registered horse's name, at any and all contests approved by the CSSHA.

1.6 When exhibitor back numbers are provided at NRCHA approved shows it is mandatory for all entries to wear the correct number. Numbers must be visible to the judge. Failure to wear a back number or to wear the correct number will result in a fine to the rider.

1.7 Entry fees must be paid before the start of the class. Entries are deemed to be late when made after midnight the Tuesday before the scheduled show. A late entry penalty of \$25.00 plus the regular entry fees will be assessed.

1.8 Unofficial scores may be announced and/or exhibited on the scoreboard after each entry's work. Scores will then be verified from the judge's score sheets and any corrections will be made. Scores will not be official until all score sheets have been verified. Score sheets will be able to be reviewed after the completion of the class. Score sheets will be retained by the Show Secretary for every show through the show year.

1.9 The Show Director will select the patterns to be used in the reined work. The pattern must be posted at least one week before entries are due and placed on the show bill.

1.10 No horse may be used as a herd settler for a class that horse is competing in. They may be used as turn back horses.

1.11 CSSHA will strive to provide fresh cattle to all contestants for the cow work (fence) unless otherwise stated in the class description. This goal may be limited to the availability of cattle. If re-run cattle are used in any class, all class contestants will receive re-run cattle.

NON PRO DEFINITION AND RULES

2.1 A Non Pro is anyone who has not won more than \$100,000 in Open competition, in any event that pertains to reined cow horse (cutting, reining, cow horse, or any fence work events), with the exception of Open NRCHA earnings won by a rider while having Non Pro status in the NRCHA prior to November 16, 2009. A Non Pro shall also be defined as any person, regardless of age, who is not currently receiving remuneration directly or indirectly for showing, training, giving lessons, clinics, or assisting in the training of a horse for remuneration. This does not include prize money. Payment of entry fees and/or expenses by anyone other than the Non Pro, his/her immediate family or his/her corporation is considered remuneration. Collegiate entry fees paid by a college for a student shall not be considered remuneration.

- i. Remuneration is defined as:
 - a. To receive pay or financial gain for work completed.
 - b. Reimburse, compensate, make fair return for an action; barter.
- ii. Assisting in training shall be defined as follows:
 - a. Any activity that is performed while astride a horse not belonging to the Non Pro that prepares the horse to be trained, i.e. working a flag, backing in circles, side passing, two tracking etc.
 - b. Any activity that participates in the training of a horse not owned by the Non Pro while astride, i.e. working a cow out of the herd, running and stopping, boxing a cow on the end, taking a cow down the fence, circling a cow, etc.
- iii. Acceptable activities by a Non Pro
 - a. A Non Pro may **without** payment or remuneration engage in walking, trotting, or loping for the purpose of warming up or cooling down, turning back, sitting astride a horse not owned by the Non Pro for the purpose of observing other horses perform, etc.
 - b. A Non Pro may **with** payment or remuneration engage in ranching, cowboying, ranch manager, pack trip guides, horseback tour guides, feedlot or sale ring operators, or activities on foot such as round pen, lunging, ground work, teaching a horse manners etc.
- iv. The above is not exhaustive in its description of the definition of “assisting in training” or “acceptable activities” but is meant to help interpret and guide the Committee and the Board in any decision with regards to Non Pro eligibility.
- v. The NRCHA does not consider spouses of professional reined cow horse trainers, who do not teach riders or train cow horses, to have received indirect remuneration

2.2 A Non Pro may not accept remuneration of any kind, as noted in paragraph 2.1 of the rule book, however, a Non Pro and/or corporate entity for which a Non Pro has a majority interest may endorse a product by lending their personal image and/or testimonial as long as there is no remuneration or product received, and a disclaimer as to such is in print within the body of the advertisement. In addition, a Non Pro may not wear endorsement logos or signage on apparel or equipment in the show arena for the purpose of advertising said product. This applies to endorsement logos. Logos on award apparel or logos from/for personally owned entities are allowed.

2.3 Should a member wish to protest the eligibility of a Non Pro, he/she may file a written protest to the CSSHA Show Director and said protest will be reviewed by the CSSHA board of directors. The Board’s decision shall be final. An email identifying the protestor with contact information will meet the requirements for a written protest.

2.4 Students while enrolled in an equine program as part of an educational curriculum are eligible to be Non Pros provided the horses they train or accept remuneration for are part of the educational program. They can retain their Non Pro status as long as they comply with all other Non Pro eligibility requirements.

2.5 Non Pros must not exhibit in Non Pro classes any horses owned by any third party, but shall only exhibit horses solely owned by the exhibitor or the exhibitor's family, which is the exhibitor's spouse, child, stepchild, parent, grandparent, grandchild, step-parent, sibling, half-sibling, spouse's parent, spouse's step-parent, spouse's sibling, spouse's half sibling, spouse's step sibling, sibling's spouse, half-sibling's spouse, step-sibling's spouse, legal ward, or legal guardian. Separate legal entities such as family corporations, trusts or partnerships, are also authorized by this rule and must meet the family requirements as stated above. "Owned" means, in addition to other legitimate methods of acquiring ownership, the bona de legal ownership obtained for adequate consideration in reasonable relationship with the actual market value of the horse.

2.6 Any transaction relating to the sale of a horse to a Non Pro other than by family members must be at fair market value. The Non Pro is responsible for documenting said transaction in a satisfactory manner in the event of a protest.

2.7 Horses owned in partnership or jointly with any person other than immediate family are not considered as fulfilling ownership requirements.

2.8 Any Non Pro entering an open class must abide by the Non Pro ownership rules.

2.9 It is up to the discretion of the show management at any CSSHA approved event to ask competitors for proof of ownership. The Non Pro contestant must be able to prove ownership at the time of the show by presenting the registration certificate or a legible photocopy with the correct owner or owners' name printed on the certificate. Proof of ownership shall consist of the official registration document as issued by a breed association, such as the AQHA, APHA or ApHC. Horses cannot be shown on transfers in Non Pro classes. Ownership must be current on horse's papers in order to show in Non Pro divisions.

2.10 Novice

Defined as any Non Pro rider who has not won more than 1000 dollars in any one association such as CSSHA, AQHA, NRCHA, NCHA, NRHA, etc. This is not a combination of these other association. A Novice showing a horse in a Novice class does not need to own the horse they are showing in the class. A Novice showing a horse in any other division other than the Novice must abide by all the Non Pro rules.

2.11 Youth

Open to any rider who is 18 years of age or younger as of November 16th of the current show year. A Youth as described herein is eligible to compete as a Non Pro in CSSHA classes provided they meet the criteria for Non Pro status. For Youth Classes and National High School Rodeo Classes only, exhibitor does not have to meet the criteria for Non Pro status. Show management may bar youth from exhibiting a stallion in youth classes. Any Youth Showing in Youth classes does not need to own the horse they are showing in these classes.

A Youth showing in any Non Pro division other than a Youth division must abide by all Non Pro rules.

2.12 Open - open to any rider.

PAYOUT CHART and Ties

3.1 Payout will follow NRCHA Pay scale.

Pays will be determined based on the number of horses shown. Entry fees for horses that are scratched after the draw will remain in the purse. Jackpotted portion of entry fee will be added together for each entered horse, then club added money will be put with Jackpotted money to determine total payout.

Payouts will not be made until after the completion of the show and all scores have been tallied and verified.

3.2 Ties

In CSSHA Approved horse shows, in the case of a tie for first place the following process will be

used; First place shall be determined by the highest cow work score. If a tie still exists then; A work off between tied competitors, cow work only, or if mutually agreed upon a coin may be flipped to declare the class winner. If they do not agree the exhibitor who does not want to run-off will forfeit first place to the other.

If a tie is not discovered on the day it happens a coin flip must be used to determine the winner. Ties below first place will split earnings and points, if applicable. Rounding of points may occur up or down to the nearest half point. If the class would pay 6 places, and there is a three way tie for 6th place, all three riders would split the points for 6th place and related earnings.

Year-End Awards

4.1 Everyone that competes in a CSSHA approved horse show class will automatically be in the running for the year-end awards. There will be no sign-ups required to be in the standings. A majority number of CSSHA shows must be attended to qualify, which will be based on individual show year. (example, 3 of 5) The awards will continue to be based on points earned, rather than cash won. A cumulative tabulation of points earned by all horses during the show season shall be kept by the office. Said tabulation of earned points shall be available on the CSSHA website.

APPOINTMENTS & EQUIPMENT

5.1

1. **5.1.1** Horses shall be shown astride with a western saddle.
2. **5.1.2** Riders must wear a western hat or helmet approved for riding by an equine organization.

5.1.3 Appropriate western attire must be worn while showing. Western hat or approved safety helmet, long sleeved western shirt with collar (standup, button down, tuxedo etc.) and cuff. Vests, jackets and sweaters may be worn over proper attire.

5.1.4 Chaps or chinks must be worn except for Steer Stop- ping. Failure to wear appropriate attire will result in a score of zero.

5.2 Equipment – Bridle Classes (Bit): A spade bit or a bit having the following characteristics must be used in any of the bridle classes. Said characteristics shall be:

1. **5.2.1** Unbroken bar mouthpiece
2. **5.2.2** One inch or higher port measured from the bottom of the bar to the top of the port.

Appointments

Acceptable Spade Bit

5.2.3 There must be an operable cricket or roller (with single for multiple rings) incorporated within the mouthpiece of the bit.

5.2.4 It is legal to have a barrel made of copper or metal, wrapped around the bar space of the bit and is to be considered a part of the mouthpiece.

5.2.5 The barrel must be round, smooth, and made up of one continuous, unbroken piece. **5.2.6** The minimum diameter, on any part of the bar of the mouthpiece, is inch.

5.2.7 Bars must be round, oval or egg shaped smooth and un- wrapped metal. Latex wrap or any foreign material is not acceptable.

5.2.8 Nothing may protrude below the mouthpiece (bar), such as extensions or prongs.

9. **5.2.9** The cheeks must be connected at the bottom.

10. **5.2.10** The overall length of the bit shall not be longer than 8 1/2 inches measured from the inside bottom of the top of headstall ring to point of pull in the bottom ring.

11. **5.2.11** Optional tongue release shall not exceed 3 inches in width.

12. **5.2.12** Braces, copper port cover and/or having copper smoothly inlaid in the mouthpiece are optional.

5.2.13 No wire, chain or other metal or rawhide device may be used in conjunction with the bit or part of leather chin strap.

5.3 Equipment – Bridle Classes (Additional Items) **5.3.1** Chin strap must be smooth leather. No wire, chain or other metal or rawhide device may be used in conjunction with part of the leather chin strap. Leather chin strap must be at, exible and at least $\frac{1}{2}$ inch wide. No metal rivets are allowed to come in contact with the chin, or chin groove of the horse. Metal keepers are not acceptable on the chin strap.

5.3.2 Reins with romal required. The reins can be held in either hand, with hand around reins in a fist position with thumbs up. The non-rein hand must be on the romal. (The keeper, or hobble, that attaches the romal to the reins is considered to be a part of the romal.) The non-rein hand is not allowed, at any time, to touch the reins or a score of -0- will be applied. The rider is allowed to shorten the reins while the horse is in motion as long as their hands are held in a legal manner. No fingers are permitted between the reins in Bridle classes, except in the Two Rein class. In the herd work only, romal reins can be held in one hand. Roping reins are optional in the Steer Stopping.

5.3.3 The use of bosal, martingale or tie-down is prohibited (bosal permitted in Two Rein class only).

5.5 Equipment – Hackamore Classes

5.5.1 Hackamores shall be round in shape and constructed of uniform braided rawhide or leather and have a non-metal flexible core.

5.5.2 The noseband of the hackamore must measure at least $5\frac{1}{2}$ inches of smooth rawhide or leather before any braided buttons. **5.5.3** No gimmick of any kind may be used in conjunction with the bosal.

5.5.4 No rigid material of any kind may be used, regardless of how padded or covered, in conjunction with the bosal.

5.5.5 Horse hair bosals are prohibited.

5.5.6 Tape is not allowed on the noseband of the hackamore.

5.5.7 Smooth, at, wrapped tape is allowed on the hackamore between the headstall and the mecate reins. Maximum amount of tape allowed is 2 inches on each side of the hackamore.

5.6 Equipment – Snaffle Bit Classes

5.6.1 Snaffle Bit shall be either “D” or “O” Ring type

5.6.2 Snaffle Bit should be no larger than 4 inches in diameter on the inside of the cheek piece ring.

5.6.3 It must have a broken, 2 piece, mouth piece, being a minimum of $\frac{5}{16}$ inch in diameter, measured 1 inch in from the inside of the ring on the snaffle bit, with a gradual decrease to center of the snaffle.

5.6.4 The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal.

5.6.5 It may be inlaid, but must be smooth.

6. **5.5.6** Latex wrap is not acceptable.

7. **5.5.7** These bits must be such that when the reins are pulled, no undue leverage is applied, i.e. the inside of the circumference of the ring must be free of rein, curb, or head stall attachments.

5.5.8 A leather or other woven material chin strap of any width is to be used. No iron, chain or other material may be used. Chin Strap is allowed to include metal buckles and/or keepers on snaffle bits only. **5.5.9** Reins are to be attached above the chin strap.

5.5.10 Split reins must be used; no closed reins.

5.5.11 Two hands must be used on the reins, except in the herd work or to provide safety to rider or adjust equipment.

5.7 Rider or representative will drop the bridle to the designated bridle checker. The bridle checker must have a magnet available to check the hackamores and chin straps for metal objects (inside) or cores. Designated bridle checker will not touch horse’s mouth. Failure to drop bit for bit checker will result in a score of zero.

5.4 Equipment – Two Rein Classes

5.4.1 In the Two Rein class bosals may be of any size, constructed of braided rawhide or leather and have a non-metal flexible core. No iron or foreign substance may be used.

5.4.2 The rider must use one hand on the reins. Fingers between the reins will be permitted.

5.4.3 Both mecate and bridle reins are to be held in the rein hand.

5.8 Illegal Equipment – the following equipment is considered illegal and should not be used at any time, in any location, at an approved CSSHA show including, but not limited to, barns, stalls, practice area and show arena:

1. **5.8.1** Tie-downs (bosal permitted in Two Rein Class Only)
2. **5.8.2** Saw tooth bits, hock hobbles, tack collars or tack hackamores.
- 5.8.3** Any item or appliance that restricts movement or circulation of the tail.

6 BROKEN EQUIPMENT

6.1 If at any time during a performance a piece of equipment breaks, the rider may continue provided the broken equipment does not pose a hazard to the rider and/or is not cruel to the horse. In the event that the fence work immediately follows the rein work or if a new cow is awarded during the fence work, broken equipment may be repaired within a 1 minute time period. Rider may dismount if necessary to make the repair or pick up lost equipment or attire. Horse and rider may not leave the arena and may not receive physical assistance or equipment from outside the arena. If the rider is unable to continue because of the broken equipment, the rider will be excused with a score of zero.

7 SCORING

7.1 General Description - Credit must always be given when applicable, even when there is a penalty involved. When the judge is in doubt, benefit always goes to the contestant. The scoring system is based on 60-80 points. Half-points may be used. The contestant is judged from the time that he/she enters the arena until he/she completes the pattern. The judge is instructed to pay particular attention to any suspected attempts to alter the tail and score accordingly.

2. **7.2** Horses are judged on performance only.
3. **7.3 Scoring System** - The scoring system for approved classes/events is based on a 60-80 point system. The lowest score possible is 60 points and the highest score possible is 80. The average score for a typical work is 70 points.

7.4 Failure of exhibitor to attempt to take the cow down the fence in the fence work portion of the class; failure to attempt to complete the reined work portion of the class; failure to attempt the herd work; failure to attempt to work the cow work pattern in the Non Pro or Youth Limited will result in the exhibitor not being eligible for points or placing. This will be considered a Non-Entry and will be designated by the judge as N-E in the score box of the judge's cards. An entry which attempts to complete the cow work pattern and has not been disqualified will be scored accordingly at the judge's discretion. An entry going off pattern in the rein work will receive a score of zero. An entry which attempts both the rein work and the cow work portion may be placed, even if a 0 score is received in one portion of the class. (Example: If a horse is disqualified and receives a 0 score for the rein work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.)

7.5 A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.

7.6 Horse must appear visibly sound at the beginning of the run. In the case of a multiple judged event the majority of the judges must agree on soundness prior to the horse beginning the pattern or work. Obvious lameness will be cause for immediate disqualification.

7.7 A No Score will include abuse or lameness of the horse. Abuse is defined as exhibiting a lame horse, abusive showing or schooling techniques. Zero tolerance is defined as: Abusive showing

techniques will not be tolerated and will be whistled out immediately. Failure of exhibitor to stop immediately will result in a ne, suspension or both.

7.8 A No Score is not eligible for placing or points but will count as an entry in the class.

A Zero Score is eligible for placing or points and will count as an entry in the class. A Non-Entry (N-E) is not eligible for placing or points and will not count as an entry in the class

7.9 A judge may disqualify a contestant at any time he/she is in the arena for excessive schooling or abuse of the horse.

8 JUDGING

8.1 Herd Work - Judging will begin at the time line. The contestant shall approach the herd with no hesitation, weaving or reluctance on the part of the horse to enter the herd sufficiently deep enough to show his ability to make a cut. The horse shall work quietly, but alertly, causing very little disturbance to the herd or the animal brought out. Credit will be given for driving cattle, clearing the herd by a sufficient distance and setting up a cow while holding it in a working position as near the center of the arena as possible. The degree of difficulty, eye appeal and the amount of courage in staying on a tough cow will be taken into consideration. The amount of time actually spent working cattle in the 2 1/2 minute period will have a positive effect on the total score. The horse should show a great deal of expression but no ill will toward the animal. Judging will end at the whistle.

If an exhibitor is taking an excessive amount of time to get to the herd after their number is called the following will occur: the Director of Judges (if the Director of Judges is not there, then a designated judge) will contact the announcer and the announcer will give the exhibitor a "second call". If the exhibitor still is not starting to the herd, a 15 second call will be given and then the time clock will be started. Special consideration will be given to exhibitors who helped the previous exhibitor in the herd.

Herd Work- Penalty Points:

1 point penalties:

1. (Miss) Loss of working advantage; Definition: When a horse goes by or misses to the degree that he loses his position to maintain control of the cow.
2. Noise directed by contestant toward cattle; Definition: Any noise directed by the contestant toward the cattle will be penalized 1 point for each time.

C. Working out of position; Definition: The position of the horse in relation to the cow being worked, being either too long or too short while working to control the cow.

D. Toe, foot, or stirrup on shoulder; Definition: A 1 point penalty will be charged each time the toe, foot or stirrup actually touches the horse's shoulder.

3 point penalties:

A. Hot quit; Definition: A Contestant may quit an animal when it is obviously stopped, obviously turned away, is obviously behind the turnback horses and turn back horses are behind the time line. A penalty of 3 points must be charged if the animal is quit under any other circumstances.

B. Cattle picked up/running into or scattering herd; Definition: Each time a horse runs into the herd or scatters the herd while working or picking up cattle through fault of the horse, he will be penalized 3 points. The entire cow must enter the working area of the horse. (Working area of the horses is defined as an imaginary line paralleling a straight line connecting the outer limits of the back fence and being in front of the horse's head.)

C. Failure to make a deep cut; Definition: Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy the rule. Note: It is more important for the judge to consider the depth and route taken by the cutter than it is to count

the number of cattle that move around his horse. It is necessary, however, for the cutter to actually get behind some cattle before this rule is to be satisfied.

D. Back fence; Definition: The horse will be penalized each time the back fence actually stops or turns the animal being worked within one step (3 feet) of the fence. The back fence markers are considered part of the back fence.

5 point penalties:

- A. Horse quitting a cow; Definition: When the horse refuses to stop or turn around with the cow.
 - 2. Losing a cow; Definition: When the horse lets the animal that he is working get back to the herd. Note: At the buzzer, loss of cow occurs at the moment the horse can no longer regain his working position and the cow leaves the working area of the horse.
 - 3. Changing cattle after a specific commitment; Definition: When the rider changes cattle after visibly committing to a specific cow.
 - 4. Failure to separate a single animal after leaving the herd; Definition: When the horse clears the herd with two or more cattle and fails to separate a single animal before quitting. No penalty if time expires. This rule only applies when making a cut.
 - 5. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.
 - 6. Spurring or hitting in front of the cinch at any time or excessively whipping or spurring the horse; Definition: Spurs, reins or rider must actually make contact with the horse, in front of the cinch, for this rule to apply..

-0- score:

- A. Horse turns tail; Definition: If the horse turns the wrong way with tail toward the animal being worked.
 - 2. Using two hands on the reins in a bridle; Definition: If the hand holding the romal touches the closed part of the reins it is considered two hands on the reins.
 - 3. Fingers between the reins in a bridle.
 - 4. Illegal equipment.
 - 5. Leaving working area before time expires; Definition: Any rider who allows his horse to quit working or leave the working area before time expires.
 - 6. Fall of horse or rider; Definition: A horse is considered to have fallen to the ground when the hip and shoulder are touching the ground and all four feet are extended in the same direction. Rider has fallen when he or she is no longer astride the horse.

G. Bloody mouth (inside).

H. Improper Western Attire.

I. Failure to work in the proper working order.

NOTE: A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.

No Score

A. Abuse

B. Lameness of the horse

9.1 Reined Work - Maneuver Scores for Reined Work: The NRCHA has divided each rein pattern into sets of maneuvers. It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

- 1 1/2 ----- Extremely Poor
- 1 ----- Very Poor
- 1/2 ----- Poor
- 0 ----- Correct

- +1/2 ----- Good
- +1----- Very Good
- +1 1/2----- Excellent

Reined Work: Horses shall work individually. Judging begins the moment the horse enters the arena. There will be no schooling from the time the horse enters the arena. A reined work must consist of the following: circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a back-up of a

reasonable distance with slight hesitations denoting each maneuver. NRCHA Rein Work Patterns found in this book are required for any approved NRCHA Event. The judge may deviate from traditional order of performance and he/she may also deviate from the exact printed pattern due to arena conditions. The judging ends when the rider indicates he/she is finished by coming to a complete stop. Praising or rewarding of the horse is only allowed after the reining pattern is complete and before the exhibitor calls for a cow.

The best reined horse shall be easily guided or controlled with little or no apparent resistance. Bad manners exhibited by the horse will be penalized. All deviations from the exact given pattern must be considered a loss of control and marked down accordingly. Credit shall be given for the smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.

Circles: Circles are a controlled maneuver at the lope in the designated area of the arena. Emphasis on the scoring shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Right and left circles shall have a common center line in the middle of the designated area. Circles shall be run and/or begun on the correct lead. The speed and size of the right circles shall be exactly the same as the speed and size of the left circles. The horse shall lope in an even, fluid manner with a minimum of rider contact and/or commands. Circles shall be run far enough from arena wall that it does not affect the circles.

Lead Changes: The act of changing the propelling side of the horse's body when changing the direction traveling at a lope. The lead change must be executed at a lope with no change of speed or gait. The horse shall change leads at the exact location dictated in the pattern description and shall change in one stride. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

Jogging: Jogging up to 2 strides incurs a 1/2 point penalty, jogging beyond 2 strides will incur a 2 point penalty. Jogging in excess of one-half circle or one-half the length of the arena will result in a score of 0. In determining whether a 1/2 or 2 point penalty has been incurred, it is useful for a judge to consider the distance traveled and to count the steps of the rear legs. Four steps and under would represent 2 or less strides and require a 1/2 point penalty; 5 steps and more, therefore, would require a 2 point penalty.

Run-Downs: Runs lengthwise through the arena. They shall be made as described in the given pattern, unless the judge indicated otherwise due to arena conditions. The horse shall demonstrate a relaxed fluid attitude when starting a run-down and throughout the maneuver. The horse shall use controlled speed consistent with the size of the arena and the condition of the ground. The horse shall travel in a straight line with a minimum of contact with the rider. Straight, controlled run-downs with square, smooth stops, maintaining suppleness and proper head position are desirable.

Stops: Shall be in line with the direction of travel. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.

Spins: Consistent and positioned 360 degree turns executed with the inside hind quarter (pivot) remaining stationary. Spins shall be smooth and efficient. The location of the hind quarters shall be fixed at the start of the spin. The horse shall stop the spin exactly as dictated by the pattern description. The right and left spins shall have a similar speed and balance.

Back-up: The horse being caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back-up in a controlled manner and shall continue to back-up without hesitation until directed to stop by the rider. In the instance where a horse backs up where a back-up is not specified in the pattern, the penalty score of 0 will be incurred when the horse backs more than 2 full strides. It is important to note one stride is defined as the complete movement or steps of all 4 legs, one time. In this particular situation it is very helpful for a judge to watch and count the steps of the front feet. Up to and including 4 steps of the front feet in the not required back- up receives no penalty; five steps and beyond constitutes the inclusion of a maneuver not specified and thus a penalty score of 0. **Hesitate:** Hesitation is only long enough to show the completion of one maneuver before the next one starts. There shall be slight hesitation to indicate each maneuver.

Definition of fall of horse: When the horses shoulder and hip are on the ground and all four feet are facing in one direction. Fall of horse in any event receives a score of -0-.

Definition of fall of rider: Rider is no longer astride the horse.

Reined Work - Penalty Points:

1/2 point penalties:

- Not changing leads simultaneously - Over or under spin $1/8$ turn
- Jogging first two strides

1 point penalties:

- Out of lead.
- Out of lead each $1/4$ circle
- Slipping a rein in the bridle
- Scotching or anticipating a stop
- Over or under spinning up to $1/4$ turn

2 point penalties:

- - Lead missed around end of arena past 2nd corner
- - Not ever changing leads in patterns where there is only $1/2$ circle
- - Failure to run by marker before stop is initiated
- - Freezing up in turn
- - Breaking gait (Break of gait is defined as “when the cadence of the lope is disrupted or not maintained.” Break of gait only occurs from the lope gait)
- - Jogging beyond two strides
- On trot in patterns, failure to “Stop” before executing a lope departure
- A stop in the first one-quarter of the circle, after a lope departure, is a break of gait

5 point penalties:

- Spurring or hitting in front of cinch at any time or excessively whip- ping or spurring the horse
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

-0- Score:

- Failure to complete the pattern as given (i.e. over or under spin more than $1/4$)
- Using 2 hands on the reins in a bridle or two rein class
- fingers between the reins in a bridle class except in the two rein class
- Horse balking
- Bloody Mouth (inside)
- Illegal Equipment
- Leaving the working area before pattern is complete
- Fall of horse or rider

- Backing more than two strides, when backing is not called for
 - Jogging in excess of one-half circle or one-half the length of the arena
 - Improper Western Attire
 - Failure to work in the proper working order.
 - A judge may blow his/her whistle at any time to terminate the work.
- A score of zero will be given if the work is not complete at that time

N-E

- Failure of an exhibitor to attempt to work the pattern

No Score

- Abuse
- Lameness of the horse

Leads & Lead Change Penalties: A judge is required to penalize a horse $\frac{1}{2}$ of a point for a delayed change of lead by one stride. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each $\frac{1}{4}$ of the circumference of a circle or any part thereof that a horse is out of lead.

10.1 Cow Work: “The most important point when working a cow is for the horse to have the advantage or be in control of the cow. At the same time, the horse should exhibit a smooth willingness to do his job. He should respond to a light rein and show good manners in his face and body” – Bobby Ingersoll. Judging begins when the contestant enters the arena. There shall be no schooling between the completion of the rein work and cow work when the cow work immediately follows the rein work; the penalty for this will be a zero. At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. The required pattern for the cow work is: boxing, fence turns, and circles, in that order.

The judge should take into consideration the size of the arena, condition of the ground and disposition of the cattle in scoring each work. If ground, arena and/or weather conditions are deemed unfavorable by the exhibitors, they may inform the judge who may elect to alter the required cattle work for safety reasons.

The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow’s reluctance to move down the fence when sufficiently driven by the contestant. The most controlled cow work, with the highest degree of difficulty, that exhibits good form throughout, should be marked the highest. Bad manners exhibited by the horse will be penalized under run content. When enough cows are available the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. Allowing the horse to quit working before the judge signals for a new cow will result in a zero score. Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements. The judge may blow his/her whistle at any time during the work. One whistle to terminate the work, two whistles to award a new cow. If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work. If the exhibitor intends to accept the new cow, he or she must pull up immediately. With a multiple judge system, any one of the judges may terminate the work or signal for a new cow.

If at any time a judge feels that the contestant is out of control endangering themselves and/or their horse, the judge may terminate the work, and a score of zero will be given. In the case of an emergency (Such as a person falling into the arena or part of the arena falling apart) the judge may blow two whistles for a second time. At this point, the contestant has no option to continue

and must receive a new cow. Contestant must pull up immediately or a score of zero will be given. Judging ends when the whistle blows. A score of zero will be given if the work is not complete at that point.

In the cow work phase of any class one hand on the horn may be used to prevent the fall of the rider. Holding the horn excessively may be penalized under run content.

During the cow work, when a cow leaves the working area, it is automatic that the contestant will receive a new cow and scoring will begin again with the new cow.

Boxing: Working the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

Turning on the fence: A fence turn is defined as. A turn in which the cow, while being run down the fence on one side of the arena, or in the “open field”, is turned in a different direction and held near the same fence, or the same side of the arena, while being run in the new direction. The exhibitor must be close enough to the cow to be the cause of the turn.

The situation where a horse and rider attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider. To qualify as a fence turn the turn must be accomplished without the aid of the end fences to actually stop or turn the animal being worked unless the horse and rider are in working position. During the turn the horse should use himself in a controlled athletic manner, using its hocks to stop and drive out of the turn, while using its front end to balance and turn. When attempting to make an open field turn, the turn should be separate from the circles. This can be accomplished by making an open field turn, then changing sides before circling, or briefly hesitating after the open field turn before attempting to circle the animal in the same direction. In either case it is important to show separation in the circle and turn maneuvers.

The contestant must get a minimum of one turn in each direction when attempting the fence work. More than two good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to circle correctly. One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.

Circling: Maneuvering the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle's size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted.

Cow work - Penalty Points:

1 point penalties:

- A. Loss of working advantage
- C. When the cow's head breaks the plane of the 1 point marker.
- E. Changing sides of arena to turn cow. (1 point each time)
- L. For each length horse runs past cow. A length by is 1 horse length of daylight between the cow's head and the top of the horse's tail.
- P. Working Out of position
- S. Slipping a rein
- T. Failure to drive cow past middle marker on first run down the fence.
- W. Excessive hollering.

2 point penalties:

A

Going around the corner of the arena before turning the cow. (When the cow's head breaks the plane of the 2 point penalty marker)

2. When working an animal in the open field (at least 20' from the side of arena) and the animal gets within 3 feet from the end fence before being turned. This applies when going from one end of the arena to the other.
3. Circling Turn - A circle turn is one in which a horse never achieves a stopping position between the 2nd turn of a two (2) turn fence run and the first circle; in the situation where it is not possible to tell where the second turn ends and the first circle begins. It can only be applied in a fence run where only 1 turn is made each way.

3 point penalties:

E. Exhausting or overworking the cow before circling. H. Hanging up on the fence (refusing to turn).

Hang-Up; Definition: When attempting to turn a cow on the fence a horse is considered to be hung up when the animal being worked exits the turn and the horse momentarily refuses the riders command and freezes up (stops lateral movement of the shoulders). Also considered a hang-up is when a horse is put in a position where it is physically impossible to complete the turn and the lateral movement of his shoulders is stopped.

K. Knocking down the cow without having a working advantage

5 point penalties:

1. Not getting one turn each way (5 points each way)
2. Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.
3. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

-0- score:

1. Turn tail
2. Using 2 hands on the reins in a bridle or two rein class
3. Fingers between the reins in a bridle class, except the two rein class
4. Balking
5. Extremely out of control (Any horse that is out of control while working the cow, thus endangering the rider, i.e. crossing the path of the cow, shall be called off the cow.)
6. Bloody Mouth (inside)
7. Illegal Equipment
8. Leaving the work area before the pattern or work is complete
9. Fall of horse or rider
10. Schooling of the horse between the rein and cow work when the cow work immediately follows rein work
11. Schooling of the horse between cows, if a new cow is awarded. Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing or failure to immediately pull up when a new cow is accepted.
12. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner
14. Improper Western Attire
15. Failure to work in the proper working order.

N-E

Failure of an exhibitor to attempt to complete the work.

No Score

A. Abuse

B. Lameness of the horse

NOTE: A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.

11.1 Boxing Class Cow Work Guidelines – The goal of this class is to introduce the rider to the “boxing” phase of the cow work. Judging begins when the contestant enters the arena. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty for this is -0-. Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. It is legal to hold the reins and romal in one hand (rein hand) while boxing the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. The horse will be scored using the “limited cow work scoring guidelines”.

Limited Cow Work - Penalty Points: 1 point penalties:

- A. Loss of working advantage
- P. Working out of position
- W. Excessive hollering

3 point penalties:

- L. Loss of control and animal leaves the end of arena

5 point penalties:

- B. Spurring or hitting in front of cinch at any time
- C. Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.

-0- score:

1. Turn tail
2. Using 2 hands on the reins when using a bridle or two rein
3. Fingers between the reins, except when using a two rein
4. Balking
5. Extremely out of control
6. Bloody mouth (inside)
7. Illegal equipment
8. Leaving the work area before the pattern or work is complete
9. Fall of horse or rider
10. Schooling of the horse between the rein work and cow work
11. Schooling of the horse between cows if a new cow is awarded
13. Improper Western Attire
14. Failure to work in the proper working order.

N-E

Failure of an exhibitor to attempt to complete the work (call for cow)

No Score

- A. Abuse
- B. Lameness of the horse

Credits:

1. Maintaining control of cow at all times
2. Maintaining proper position
3. Degree of difficulty
4. Eye appeal
5. Time worked

11.2 Step Up Boxing

1. Horse/rider box cow at end of arena demonstrating the ability of the horse and rider to control cow.

2. Once control has been demonstrated, rider turns the cow down the fence. The goal is to get the cow to the other end of the arena in a controlled manner.
3. Once at the opposite end, horse and rider again demonstrate the ability of the horse and rider to control the cow.
4. After Control of cow is again demonstrated, horse and rider again turn the cow back down the fence. Once the cow has crossed the middle marker, rider and horse will pull up and stop. The work is completed at this point.

Time Limit: The rider and horse have 1 minute and 45 seconds to complete work. The end of work is determined when the cow's nose crosses the middle marker on the second pass of cow down the fence.

Scoring Credits:

1. Maintaining control of cow at all times
2. Maintaining proper position
3. Degree of difficulty
4. Eye appeal

New Penalties (beyond standard boxing penalties)

1 Point

-changing sides of arena

3 Point

-failure to complete the work in 1 minute 45 seconds

5 Point

-performing an intentional fence turn by horse or rider

-Running cow into back fence with force

12 PATTERNS & MARKERS

12.1 The use of the patterns in the following section at NRCHA approved events is required. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

12.2 Markers are mandatory for all patterns. Markers will be placed on the wall or fence of both sides of the arena to the approval of the judges with the following as a guideline:

1. **12.2.1** At the center of the arena.
2. **12.2.2** The 1 point penalty marker for cow work shall be

placed at each corner of the arena.

12.2.3 The 2 point penalty marker for cow work shall be placed a minimum of 20 feet past the 1 point penalty marker.

12.2.4 For herd work, the start line marker shall be approximately 60 - 70 feet from the back fence marker to the time line.

The judges shall be located approximately 120 feet from the back of the arena. The placement of the back fence marker shall be at the judge's discretion.

12.2.5 End markers for rein work shall be placed a minimum of 50 feet from end of the arena.

12.3 Where designated in the pattern for stops to be beyond a marker, the horse should begin the stop after he/she passes the specified marker.

12.4 Run in patterns are drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on. Walk in patterns are to be started either facing towards or away from the Judge.

12.5 All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

12.6 Patterns that start with the circles may be used as lope- to-center patterns when posted as such by show management. Rider has the option to lope through the gate or walk through the gate

and, without trotting, pick up the correct lead within the first quarter circle. Continue loping around the circle to the center of arena. At the center, without stopping or breaking gait, begin pattern. When using a lope to the center pattern, judging of the pattern will begin at the center of arena. Penalties occurring while loping to the center of arena to begin pattern will be assessed.”

12.7 All judges’ decisions are final unless subject to the Self-Adjusted Monitor System. CSSHA will use patterns that are listed in this rulebook. The pattern must be established and posted at least one hour prior to the beginning of each show. Any questions should be asked when the rider meeting is held with the judge, typically held within 20 minutes of the show’s beginning.

DIVISIONS (Classes)

Open Bridle/Two Rein

Bridle- open to horses of any age, to be ridden in an approved bit. Reins with romal required. Only one hand may be used on the reins and hands must not be changed. *Two Rein* - open to horses of any age that have not shown in the bridle down the fence in any judged classes or events with the exception of horse sales (honor system in force). A horse may be shown in the two rein equipment for one year only regardless of the class it is shown in. The rider must use an approved bit with an approved bosal underneath the bridle. Only one hand may be used on the reins and hands must not be changed. This class is open to any rider.

Non Pro Bridle/Two Rein

Bridle - open to horses of any age, Reins with romal required. Only one hand may be used on the reins and hands must not be changed to be ridden in an approved bit. *Two Rein* - open to horses of any age that have not shown in the bridle down the fence in any judged classes or events with the exception of horse sales A horse may be shown in the two rein equipment for one year only regardless of the class it is shown in. The rider must use an approved bit with an approved bosal underneath the bridle. Only one hand may be used on the reins and hands must not be changed. This class is open to non pro riders.

ONCE A HORSE HAS BEEN SHOWN IN A BRIDLE CLASS , IT IS NO LONGER ALLOWED TO BE SHOWN IN A JUNIOR HORSE CLASS.

Open Junior Horse - open to horses 3-5 years old. Must be shown in a hackamore or snaffle bit (0-ring, egg-butt, or D-ring, *No shank bits*). Must be ridden with two hands on the reins. Open to any rider.

Non Pro Junior Horse - open to horses 3-5 years old. Must be shown in a hackamore or snaffle bit (0- ring, egg-butt, or D-ring, *No shank bits*). Must be ridden with two hands on the reins. This class is open to non pro riders.

Wyoming (Novice) Rider – for any rider who has not won more than \$3,000 LTE in any One association such as CSSHA, NRCHA, NRHA, NCHA, AQHA, ect. (as measured at the beginning of the Summer Series Show year) and has non pro status. Horses of any age may be shown in any approved bit or hackamore. When showing in a bridle, approved bit and romels required, only one hand may be used on the reins and hands must not be changed. Only when a snaffle bit or hackmore is used can a rider use two hands. **This class is intended to be used as an introduction to competing in a “full run”. Individuals are encouraged to move up to another class as experience is gained. However, there is no restriction as to how many times an individual can enter.**

Grass (Exhibition) Horse – open to any horse with limited show experience. In other words, this is a schooling class for the horse. Horses of any age may be shown in any approved bit or hackamore. When showing in a bridle, approved bit and romels required, only one hand may be

used on the reins and hands must not be changed. Only when a snaffle bit or hackmore is used can a rider use two hands. **No added money or end of year prizes will be awarded in the Grass class.**

Open Boxing (Box Only) – open to all riders. Horses through the age of 5 may be shown in a snaffle or hackamore. All horses six years of age and up must be shown in the bridle or two rein. *Two Rein* - open to horses of any age that have not shown in the bridle down the fence in any judged classes or events with the exception of horse sales A horse may be shown in the two rein equipment for one year only regardless of the class it is shown in. The rider must use an approved bit with an approved bosal underneath the bridle. Only one hand may be used on the reins and hands must not be changed. When showing in a bridle, approved bit and romels required, only one hand may be used on the reins and hands must not be changed. Only when a snaffle bit or hackmore is used can a rider use two hands. No fence run, boxing only! Judge will blow whistle at 50 seconds to signal end of cow work. Subject to re-run cattle.

2000 Limited Step up boxing

Open to any Non Pro rider who has not won more than \$2000 dollars in any One association such as CSSHA, NRCHA, NRHA, NCHA or AQHA. Horses through the age of 5 may be shown in a snaffle or hackamore. All horses six years of age and up must be shown in the bridle or two rein. *Two Rein* - open to horses of any age that have not shown in the bridle down the fence in any judged classes or events with the exception of horse sales A horse may be shown in the two rein equipment for one year only regardless of the class it is shown in. The rider must use an approved bit with an approved bosal underneath the bridle. Only one hand may be used on the reins and hands must not be changed. Romal reins are required with an approved bridle bit, only one hand may be used on the reins and hands must not be changed. Only when a snaffle bit or hackamore is used can a rider use two hands. Rider will box the cow at the end of the arena, once you have demonstrated control over the cow, the rider will rate the cow down the fence to opposite end of arena, and continue to box it on this end of arena. Judge will blow whistle at 1 min 45 seconds to signal end of cow work.

Novice Boxing (Box Only) - Open to non-pro riders who have not won more than 1000 in any One association such as CSSHA, NRCHA, NRHA, NCHA, and AQHA.

Horse of any age may be shown in any approved bit or hackamore. When showing in a bridle, approved bit and romels required, only one hand may be used on the reins and hands must not be changed. Only when a snaffle bit or hackmore is used can a rider use two hands. No fence run, boxing only! Judge will blow whistle at 50 seconds to signal end of cow work. Subject to re-run cattle.

Senior Youth Fence - Any non-pro rider 14 to 18 years of age and under as of November 16 of the current year who meets non-pro status. Youth are not allowed to show stallions in youth class. Horses of any age may be shown in any approved bit or hackamore. Romal reins required when showing with a bridle bit. At the rider's option, the rider may ride with two hands. Rider must declare this when entering the arena and remain as their choice throughout the reining pattern. Rider may use two hands while boxing. Senior Youth riders will follow the same designated pattern as all other non-youth classes. This class will go down the fence. Subject to re-run cattle. Senior Youth are eligible to enter non-youth classes in addition to the Senior Youth Class.

Senior Youth Limited

Any non-pro rider 14 to 18 years of age and under as of November 16 of the current year who meets non-pro status. Youth are not allowed to show stallions in youth class. Horses of any age may be shown in any approved bit or hackamore. Romal reins required when showing with a

bridle bit. At the rider's option, the rider may ride with two hands. Rider must declare this when entering the arena and remain as their choice throughout the reining pattern. Rider may use two hands while boxing. No fence run, boxing only! Judge will blow whistle at 50 seconds to signal end of cow work. Senior Youth riders will follow the same designated pattern as all other non-youth classes. Subject to re-run cattle.

Senior Youth are eligible to enter non-youth classes in addition to the Senior Youth Class

Junior Youth Limited - Any non-pro rider 13 years of age and under as of November 16 of the current year who meets non-pro status. Youth are not allowed to show stallions in youth class. Horses of any age may be shown in any approved bit or hackamore. Romal reins are required when showing with a bridle bit. At the rider's option, the rider may ride with two hands. Rider must declare this when entering the arena and remain with their choice throughout the reining pattern. Rider may use two hands when boxing. No fence run, boxing only! Judge will blow whistle at 50 seconds to signal end of cow work. Junior Youth riders will follow the Youth Pattern. Subject to re-run cattle.

Junior Youth are eligible to enter the Novice Boxing (Boxing Only) Class or Open Boxing (Boxing Only) Class in addition to the Junior Youth Class.

CONTESTS AND EVENTS

-A Show Director may be appointed by the Board of directors for each event and will serve as the show's point of contact. The Show Director may also be a contestant. The Show Director or Board will preside over the show to handle questions and protests (A deposit equal to the entry fee will be collected for each protest and reimbursed only if protest is decided to be valid.)

Protests must be presented to the Show Secretary and will then be received, reviewed and decided upon by majority vote by the members of the CSSHA Board present at show. All protests will be received within 1 hour of the current show's end.

-Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct shall be defined as any action of disrespect, deceit, fraud or intimidation directed to judges, show management, CSSHA or other exhibitors, spectators, or sponsors. Violations will be brought before the CSSHA Management and review by board.

-A contestant or their immediate family shall not talk to a judge or monitor nor shall a judge or monitor talk to a contestant or their immediate family members beyond the exchange of normal greetings during a show, nor discuss with the judge(s) or monitor(s) any previous scores, events or related happenings within 30 days after a contest in which both parties participated. This includes verbally or by electronic or social media. However in the course of education, a judge is allowed to initiate a discussion for instructional purposes at any time after the event.

-Members are encouraged to bring forth ideas and make comments to any CSSHA board member that will help make CSSHA sponsored events fun, creative and beneficial to all members.

- Failure of an exhibitor to attempt to work the pattern

No Score

- A. Abuse
- B. Lameness of the horse

20 PATTERNS & MARKERS

20.1 The use of the patterns in the following section at NRCHA approved events is required. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

20.2 Markers are mandatory for all patterns. Markers will be placed on the wall or fence of both sides of the arena to the approval of the judges with the following as a guideline:

20.2.1 At the center of the arena.

20.2.2 The 1 point penalty marker for cow work shall be placed at each corner of the arena.

20.2.3 The 2 point penalty marker for cow work shall be placed a minimum of 20 feet past the 1 point penalty marker.

20.2.4 For herd work, the start line marker shall be approximately 60 - 70 feet from the back fence marker to the time line.

The judges shall be located approximately 120 feet from the back of the arena. The placement of the back fence marker shall be at the judge's discretion.

20.2.5 End markers for rein work shall be placed a minimum of 50 feet from end of the arena.

20.3 Where designated in the pattern for stops to be beyond a marker, the horse should begin the stop after he/she passes the specified marker.

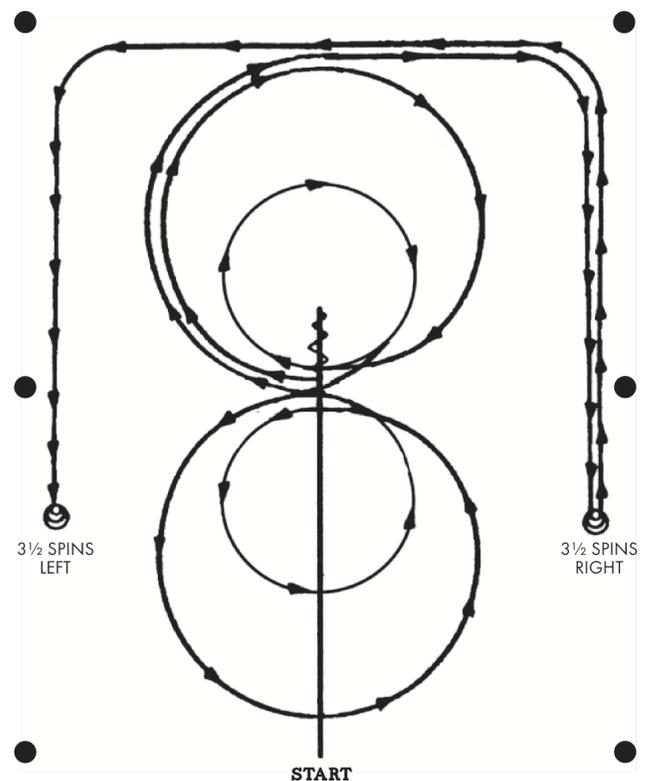
20.4 Run in patterns are drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on. Walk in patterns are to be started either facing towards or away from the Judge.

20.5 All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

20.6 Patterns that start with the circles may be used as lope-to-center patterns when posted as such by show management. Rider has the option to lope through the gate or walk through the gate and, without trotting, pick up the correct lead within the first quarter circle. Continue loping around the circle to the center of arena. At the center, without stopping or breaking gait, begin pattern. When using a lope to the center pattern, judging of the pattern will begin at the center of arena. Penalties occurring while loping to the center of arena to begin pattern will be assessed."

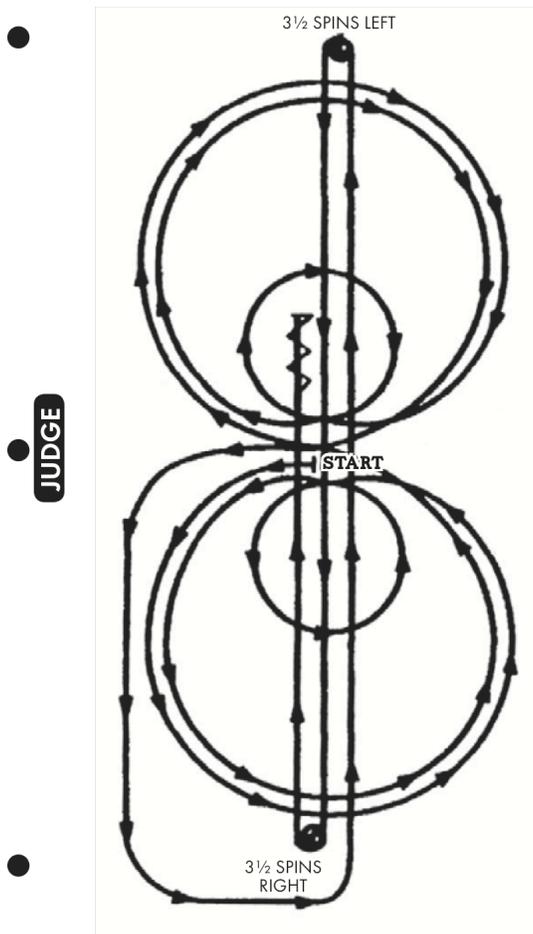
20.7 All judges' decisions are final unless subject to the Self-Adjusted Monitor System.

PATTERN 1



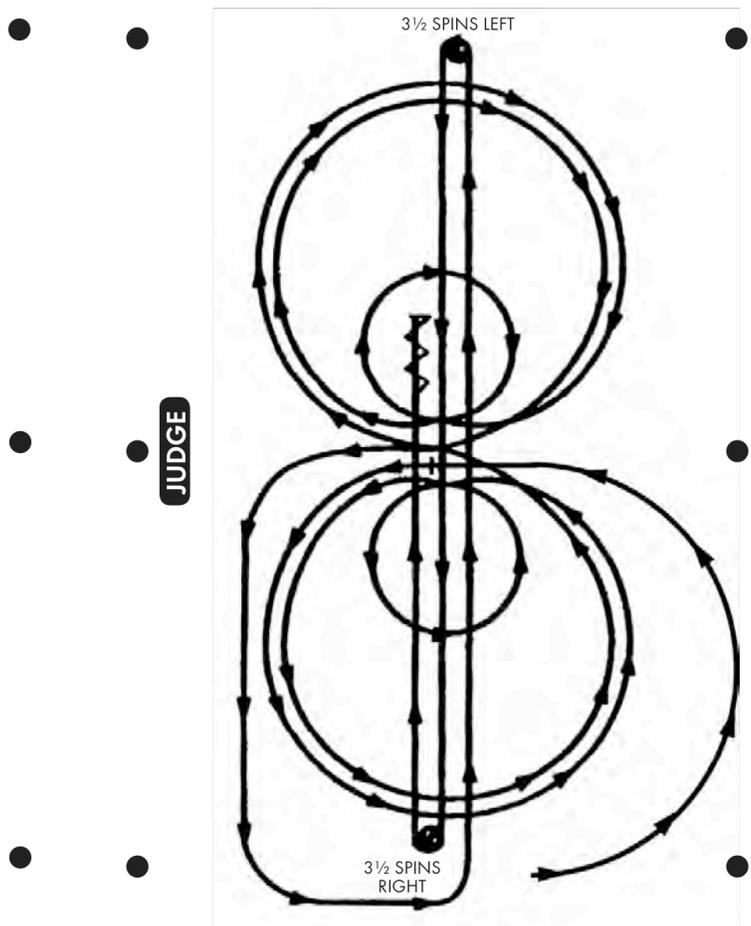
1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

PATTERN 2



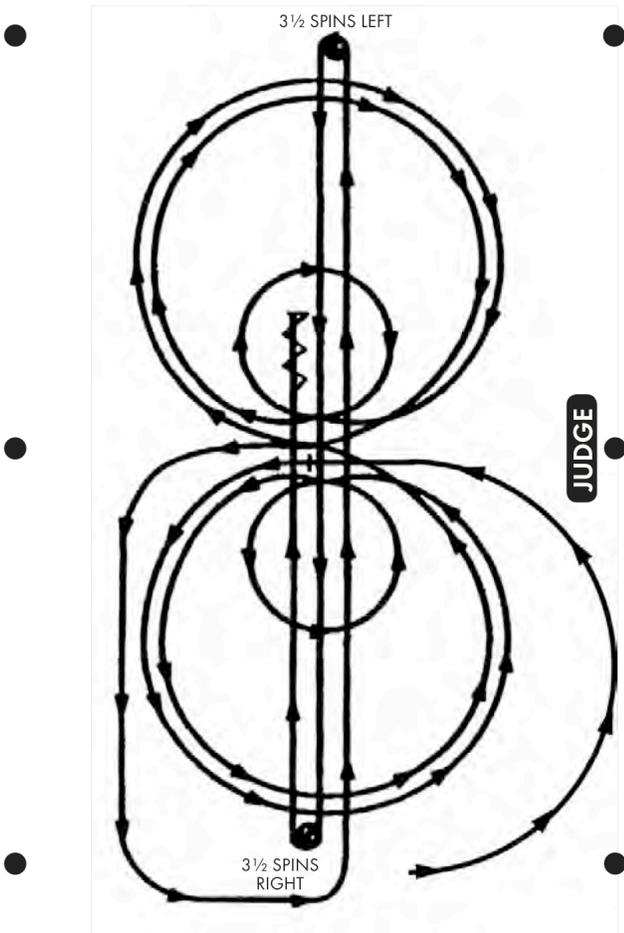
- Trot to center of arena, stop. Start pattern facing towards judge.
1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast Change leads at the center of arena
 2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast Change leads at the center of arena.
 3. Continue loping to run down.
 4. Run to far end past the marker to a sliding stop. Hesitate.
 5. Complete 3 1/2 spins to the left. Hesitate.
 6. Run to far end past marker to a sliding stop. Hesitate.
 7. Complete 3 1/2 spins to the right. Hesitate.
 8. Run past center marker to a sliding stop. Hesitate.
 9. Back at least 10 feet. Hesitate to complete pattern.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6.

PATTERN 2- LOPE TOWARD



- Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6
1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast Change leads at the center of arena
 2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast Change leads at the center of arena.
 3. Continue loping to run down.
 4. Run to far end past the marker to a sliding stop. Hesitate.
 5. Complete 3 1/2 spins to the left. Hesitate.
 6. Run to far end past marker to a sliding stop. Hesitate.
 7. Complete 3 1/2 spins to the right. Hesitate.
 8. Run past center marker to a sliding stop. Hesitate.
 9. Back at least 10 feet. Hesitate to complete pattern.

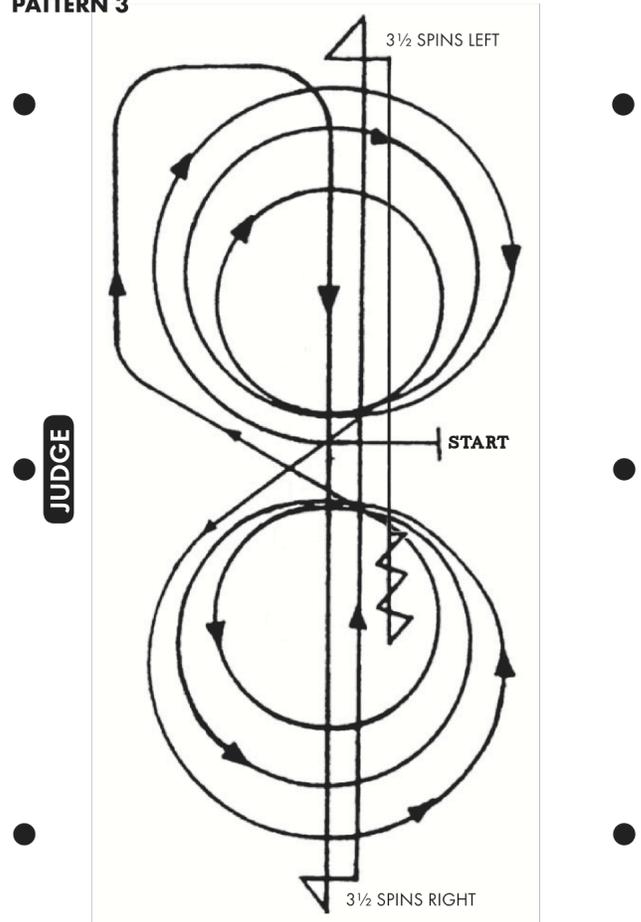
PATTERN 2- LOPE AWAY



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6

1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast Change leads at the center of arena
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast Change leads at the center of arena.
3. Continue loping to run down.
4. Run to far end past the marker to a sliding stop. Hesitate.
5. Complete 3 1/2 spins to the left. Hesitate.
6. Run to far end past marker to a sliding stop. Hesitate.
7. Complete 3 1/2 spins to the right. Hesitate.
8. Run past center marker to a sliding stop. Hesitate.
9. Back at least 10 feet. Hesitate to complete pattern.

PATTERN 3

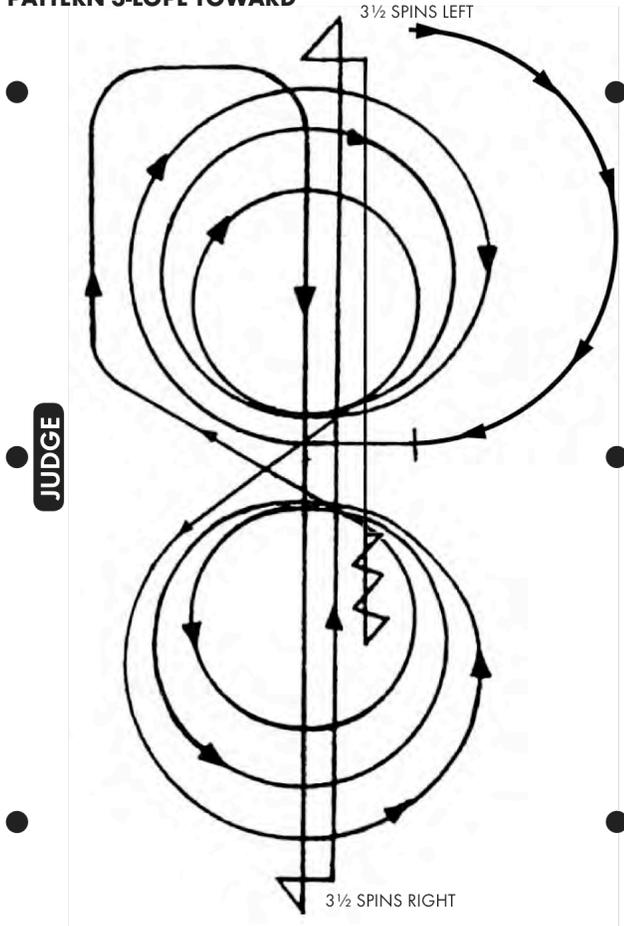


Trot to center of arena, stop. Start pattern facing towards judge.

1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Run up center of arena past the end marker, and come to a sliding stop.
7. Complete 3 1/2 spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back at least 10 feet in a straight line. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6.

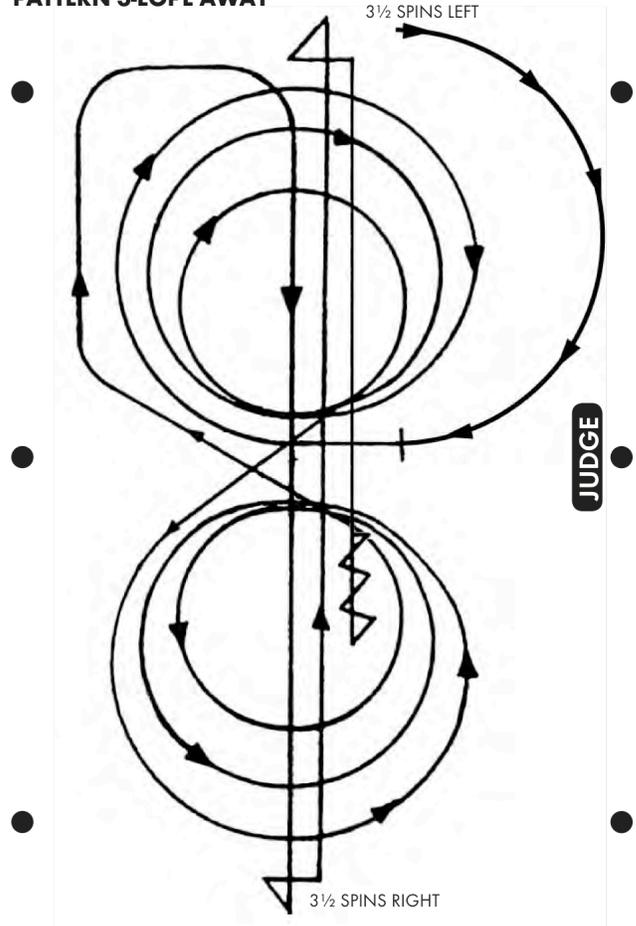
PATTERN 3-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3½ spins to the right.
6. Run up center of arena past the end marker, and come to a sliding stop.
7. Complete 3½ spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back at least 10 feet in a straight line. Hesitate to complete pattern.

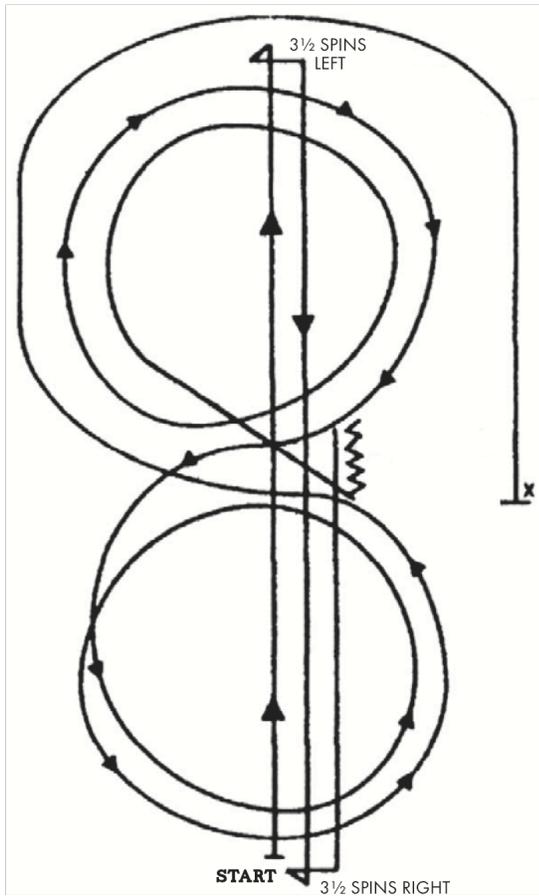
PATTERN 3-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

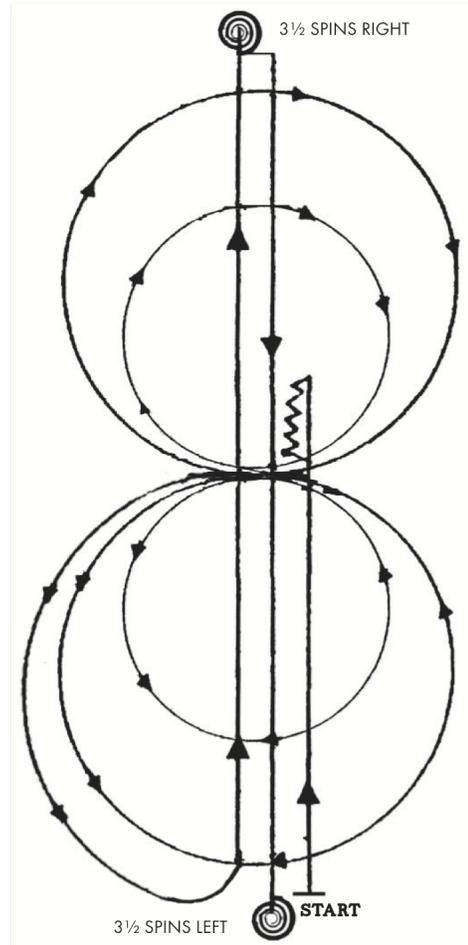
1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3½ spins to the right.
6. Run up center of arena past the end marker, and come to a sliding stop.
7. Complete 3½ spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back at least 10 feet in a straight line. Hesitate to complete pattern.

PATTERN 4



1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3½ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3½ spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete a ¼ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

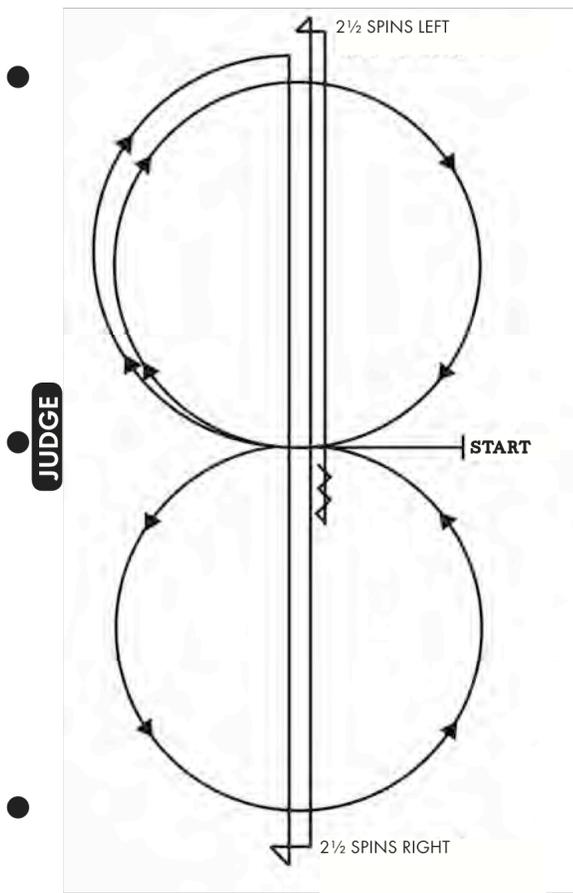
PATTERN 5



This pattern works best when the exhibitor and cattle enter from the same end of arena.

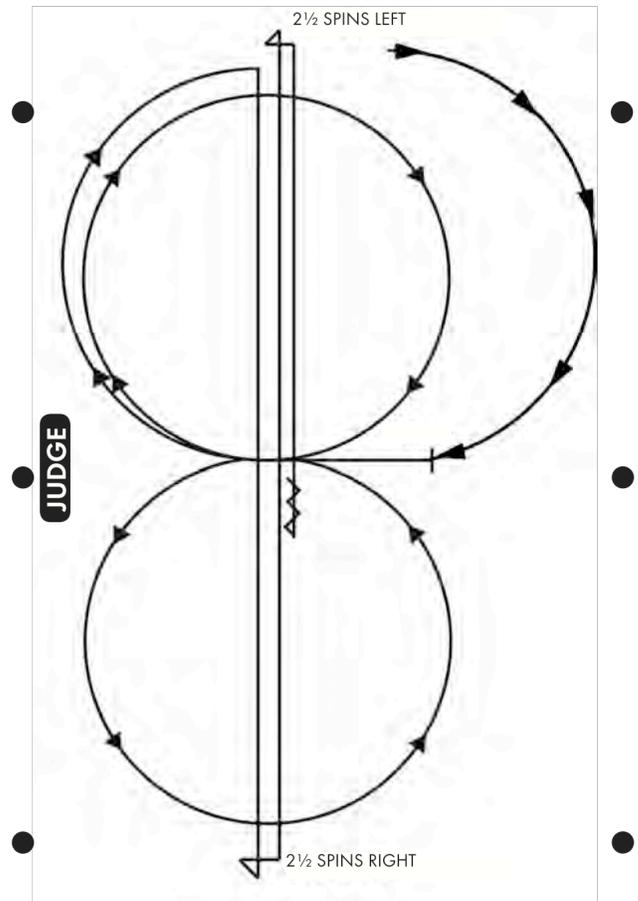
1. Start at end of arena. Run past center marker, stop, and back at least 10 feet.
2. ¼ turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete 3½ spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete 3½ spins to the left. Hesitate to complete pattern.

PATTERN 6



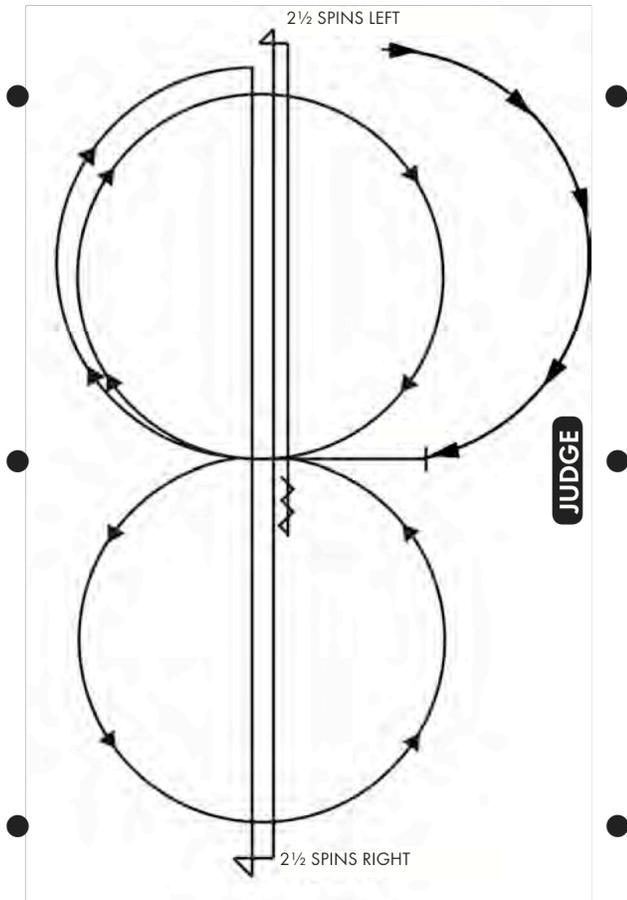
- Trot to center of arena, stop. Start pattern facing towards judge
1. Beginning on the right lead lope one circle to the right. Change leads to the left.
 2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
 3. Run down center of arena past the end marker and come to a sliding stop.
 4. Complete 2½ spins to the right.
 5. Run to the other end of the arena, past the end marker and come to a sliding stop.
 6. Complete 2½ spins to the left.
 7. Run past the center marker, stop, back at least 10 feet.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6.

PATTERN 6-LOPE TOWARD



- Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6
1. Beginning on the right lead lope one circle to the right. Change leads to the left.
 2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
 3. Run down center of arena past the end marker and come to a sliding stop.
 4. Complete 2½ spins to the right.
 5. Run to the other end of the arena, past the end marker and come to a sliding stop.
 6. Complete 2½ spins to the left.
 7. Run past the center marker, stop, back at least 10 feet.

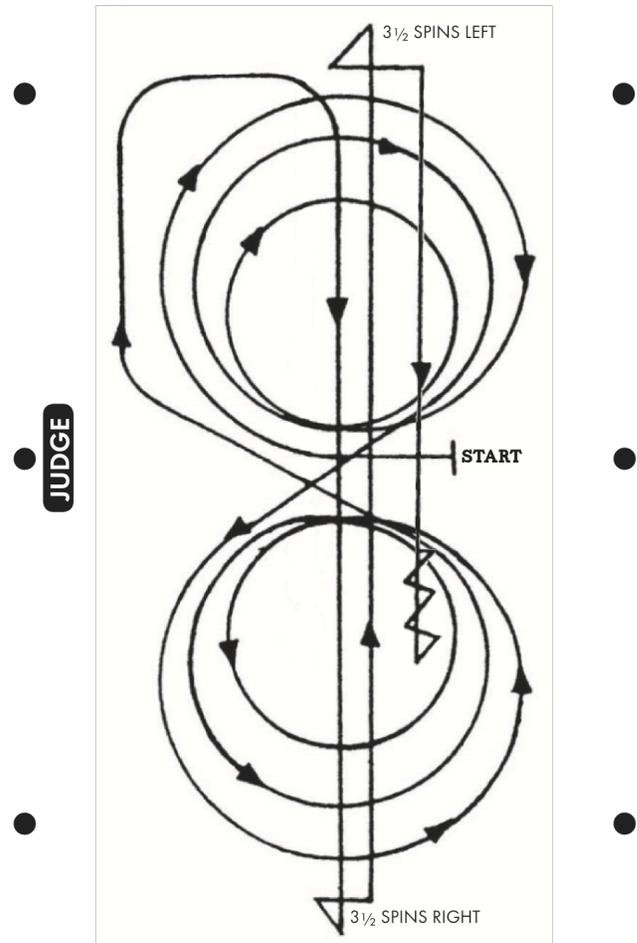
PATTERN 6-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

PATTERN 7

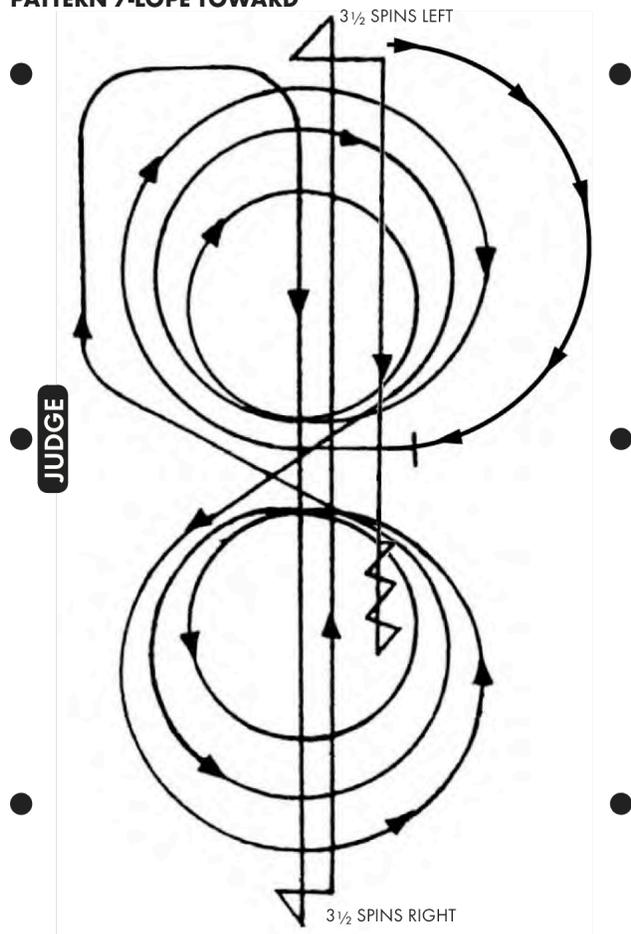


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on right lead and complete 3 circles, the first large, fast, the second small, slow, the third large, fast. Change leads to the left.
2. Complete 3 circles, the first large, fast, the second small, slow, the third, large, fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 3½ spins to the right.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3½ spins to the left.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6.

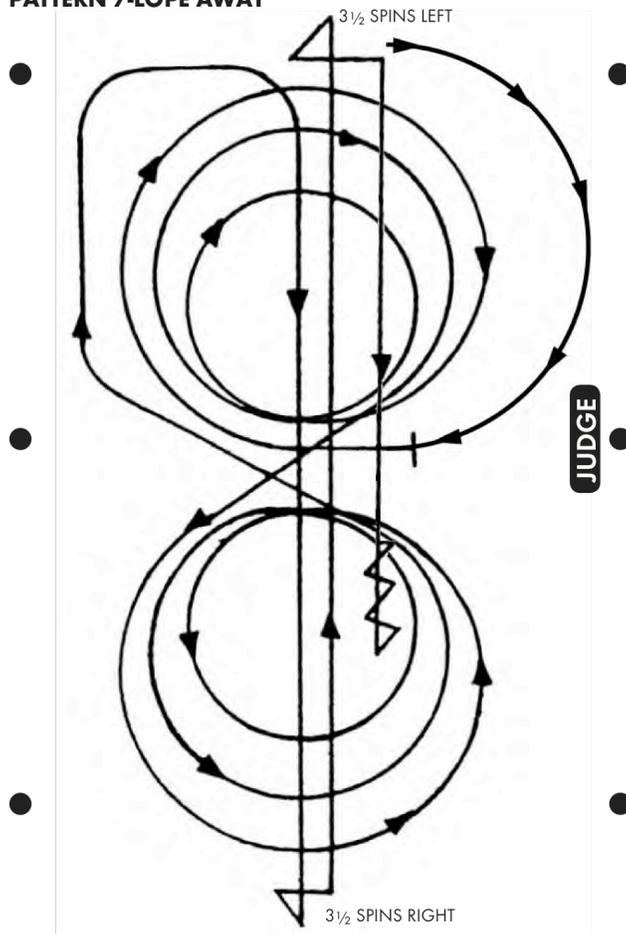
PATTERN 7-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on right lead and complete 3 circles, the first large, fast, the second small, slow, the third large, fast. Change leads to the left.
2. Complete 3 circles, the first large, fast, the second small, slow, the third, large, fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 3½ spins to the right.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3½ spins to the left.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

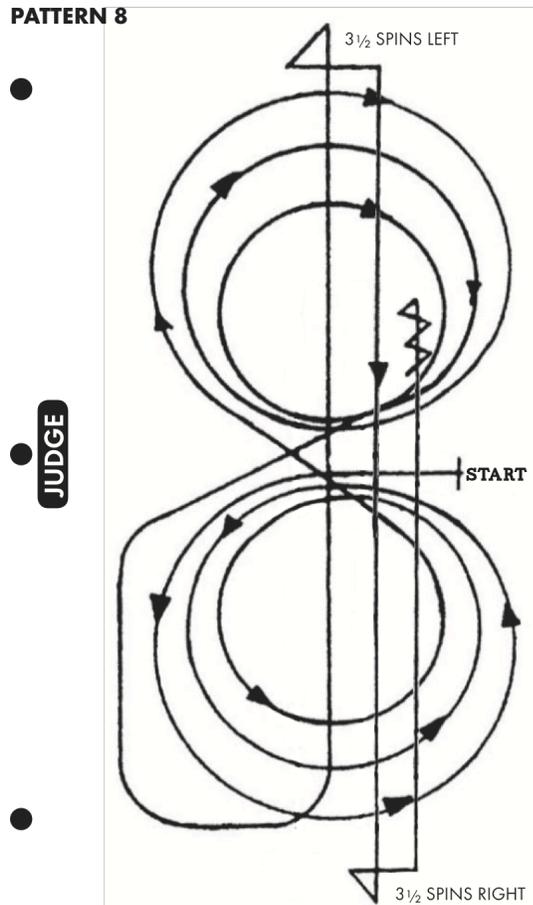
PATTERN 7-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

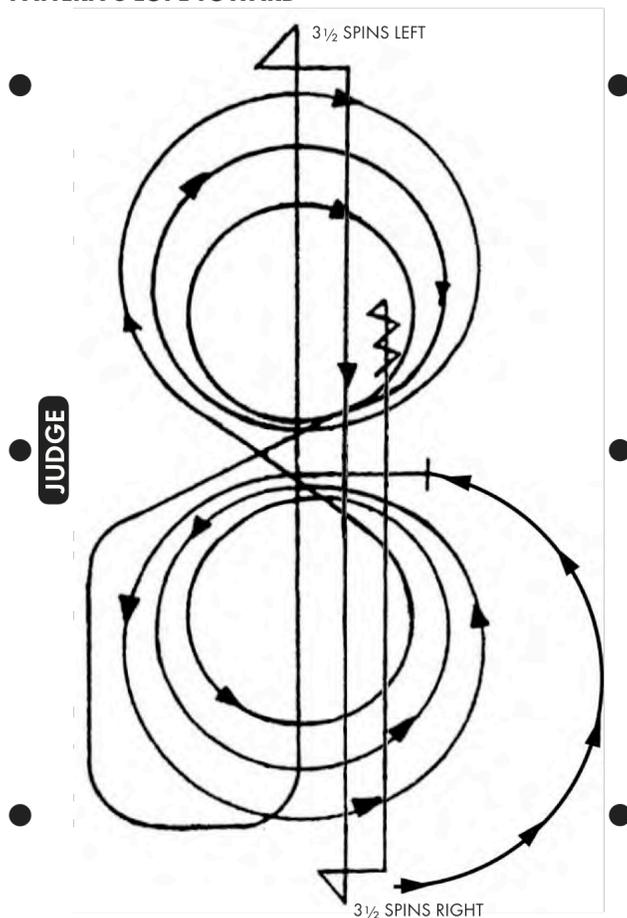
1. Beginning on right lead and complete 3 circles, the first large, fast, the second small, slow, the third large, fast. Change leads to the left.
2. Complete 3 circles, the first large, fast, the second small, slow, the third, large, fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 3½ spins to the right.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3½ spins to the left.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

PATTERN 8



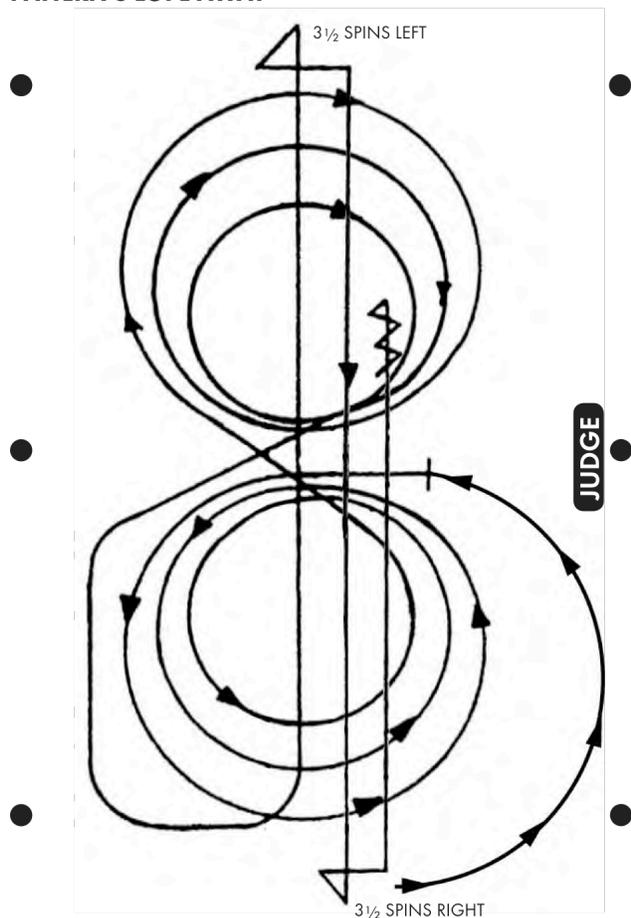
- Trot to center of arena, stop. Start pattern facing towards judge.
1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
 2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker come to square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker come to square sliding stop.
 8. Back up at least 10 feet. Hesitate to complete pattern.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6.

PATTERN 8-LOPE TOWARD



- Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.
1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
 2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker come to square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker come to square sliding stop.
 8. Back up at least 10 feet. Hesitate to complete pattern.

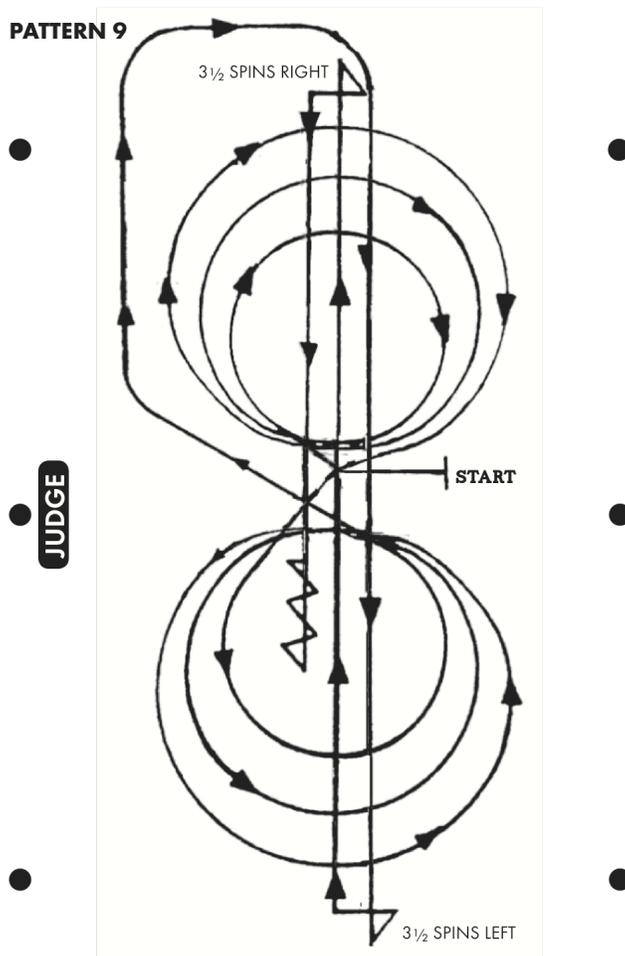
PATTERN 8-LOPE AWAY



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker come to square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

PATTERN 9

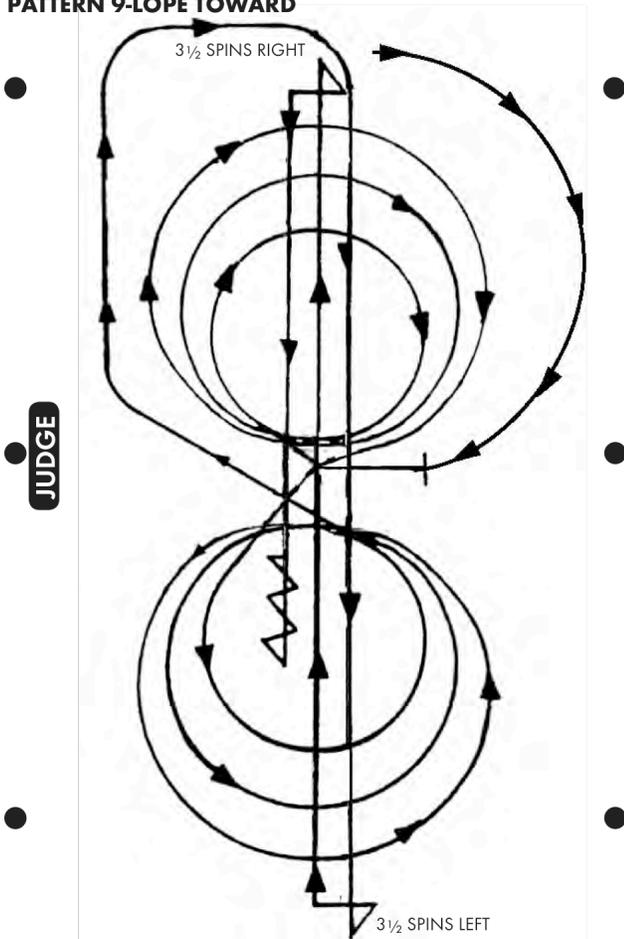


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead, complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 3½ spins to the left.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3½ spins to the right.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6.

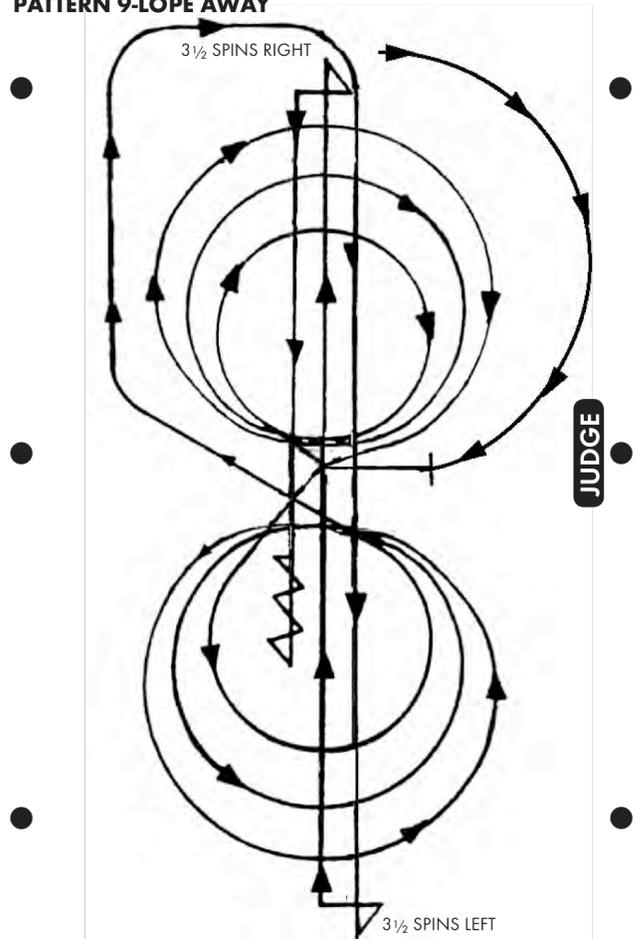
PATTERN 9-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the right lead, complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 3 1/2 spins to the left.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3 1/2 spins to the right.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

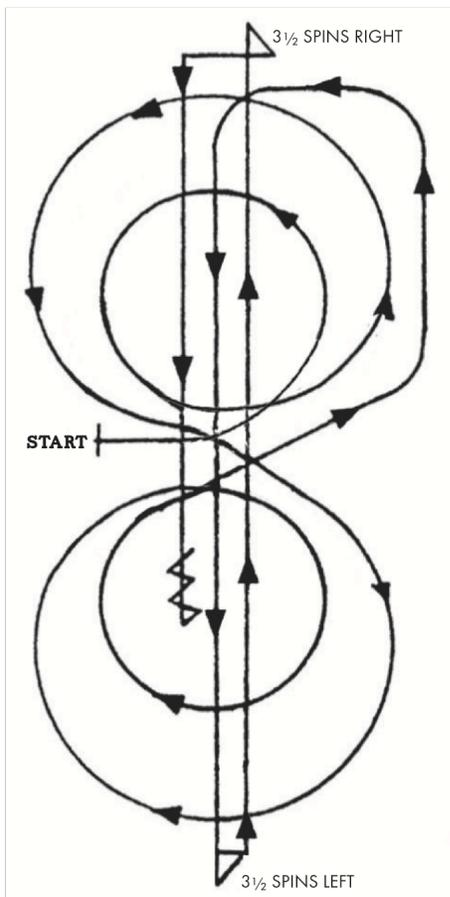
PATTERN 9-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the right lead, complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 3 1/2 spins to the left.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3 1/2 spins to the right.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

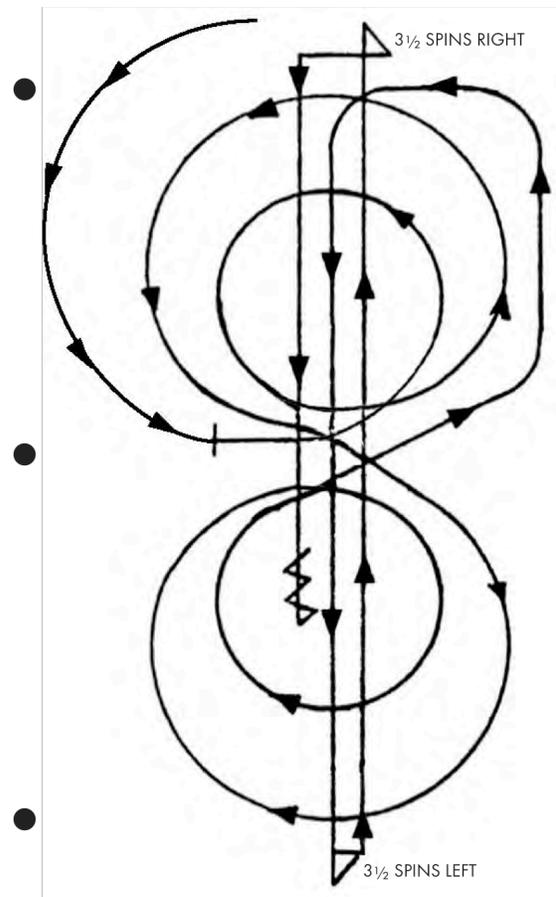
PATTERN 10



JUDGE

- Trot to center of arena, stop. Start pattern facing toward the judge.
1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
 2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker, and execute a square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker, and execute a square sliding stop.
 8. Back up at least 10 feet. Hesitate to complete pattern.
- *This pattern may be used as a lope in pattern. Please refer to rule 20.6.

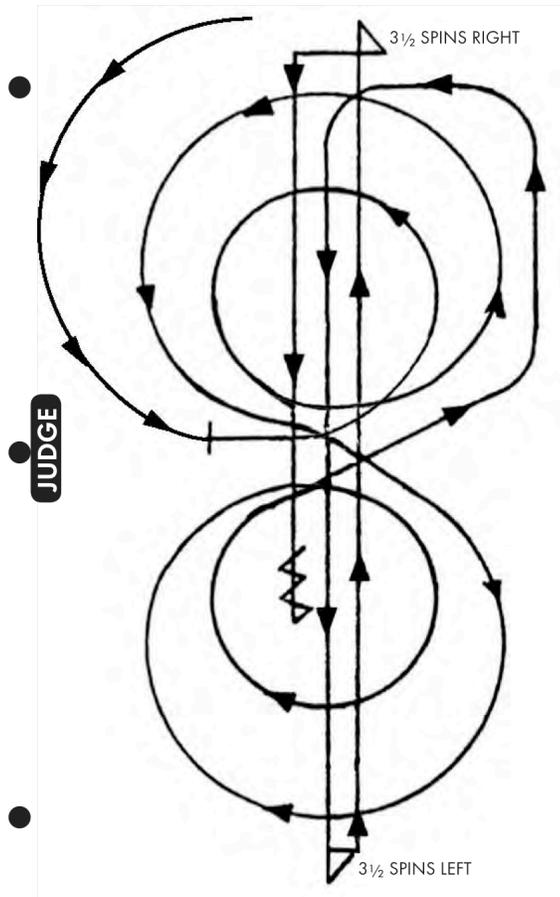
PATTERN 10-LOPE TOWARD



JUDGE

- Start on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.
1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
 2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker, and execute a square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker, and execute a square sliding stop.
 8. Back up at least 10 feet. Hesitate to complete pattern.

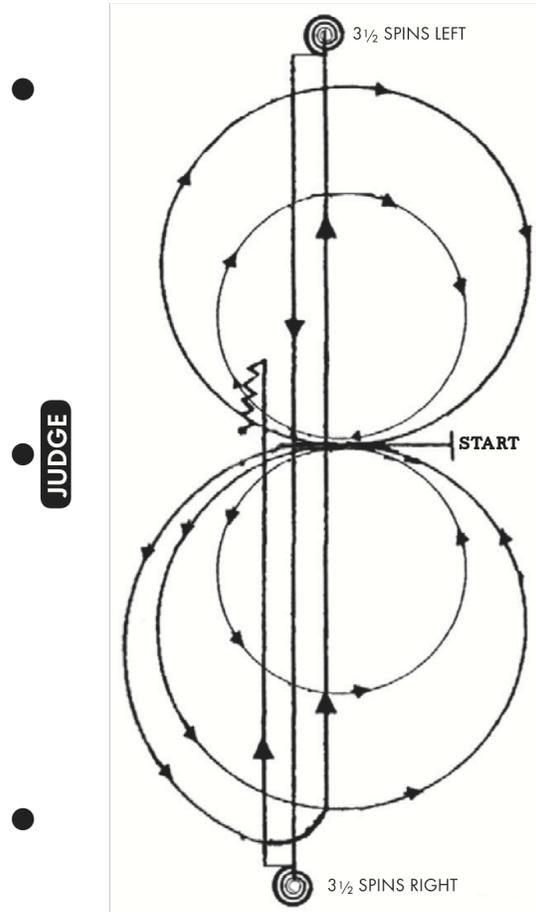
PATTERN 10-LOPE AWAY



Start on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

PATTERN 11

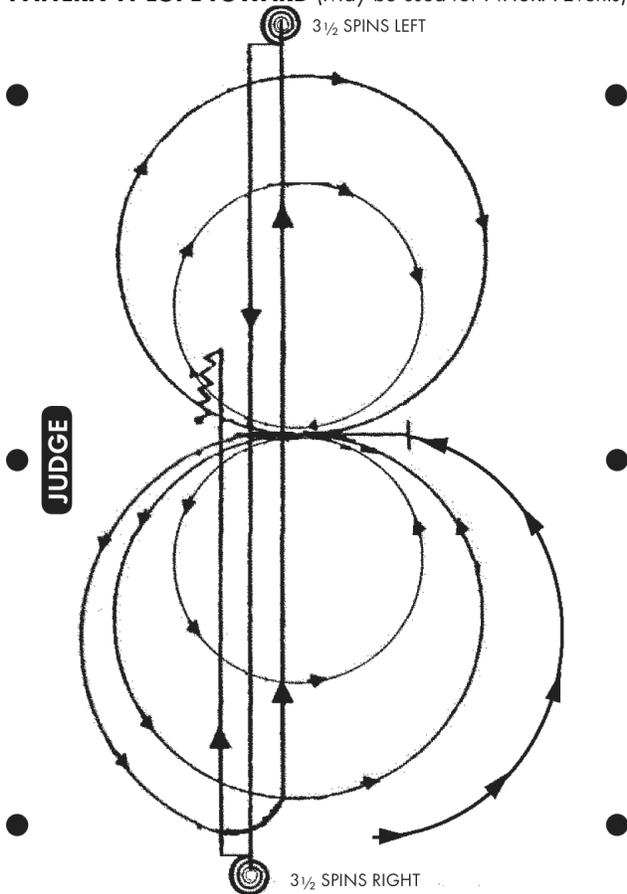


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6

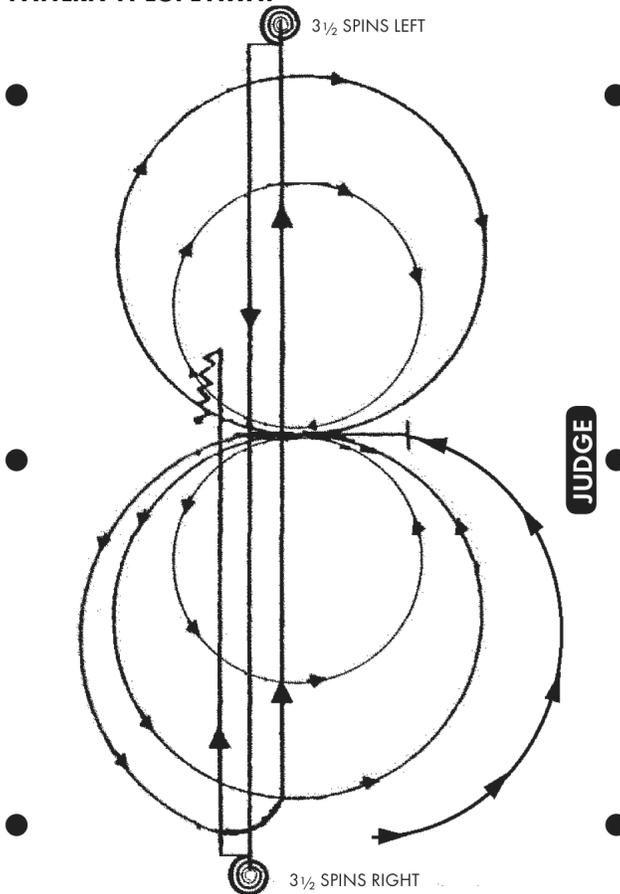
PATTERN 11-LOPE TOWARD (May be used for NHSRA Events)



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

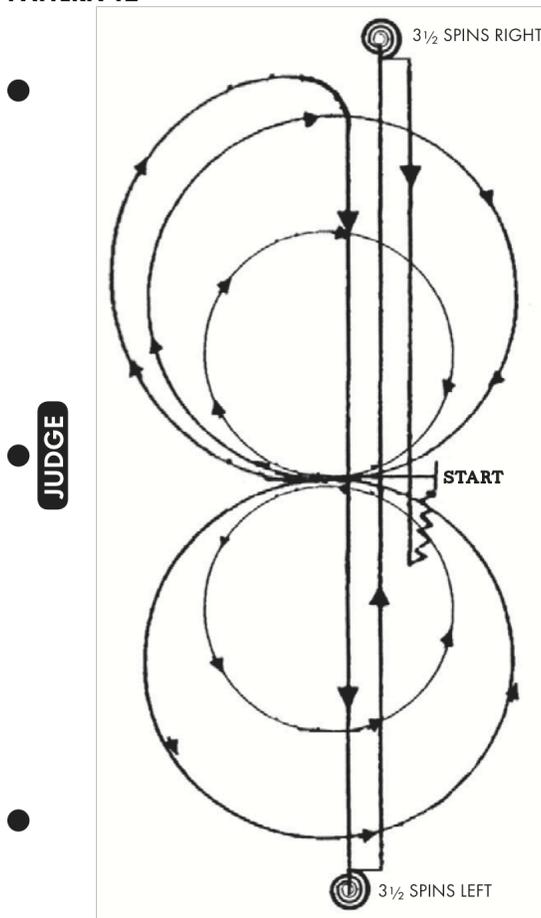
PATTERN 11-LOPE AWAY



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

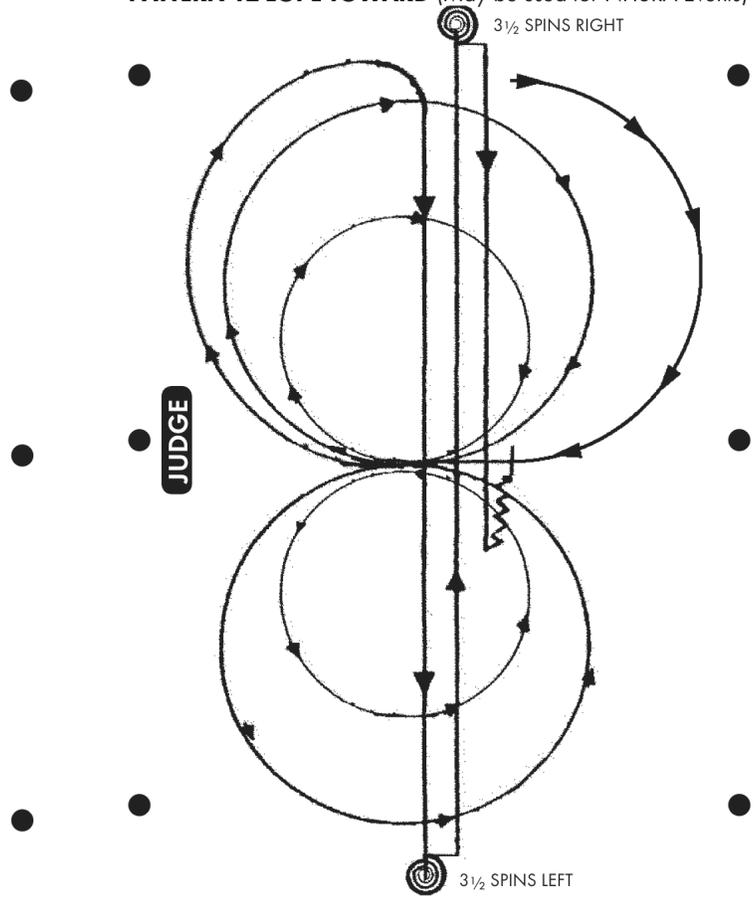
1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

PATTERN 12



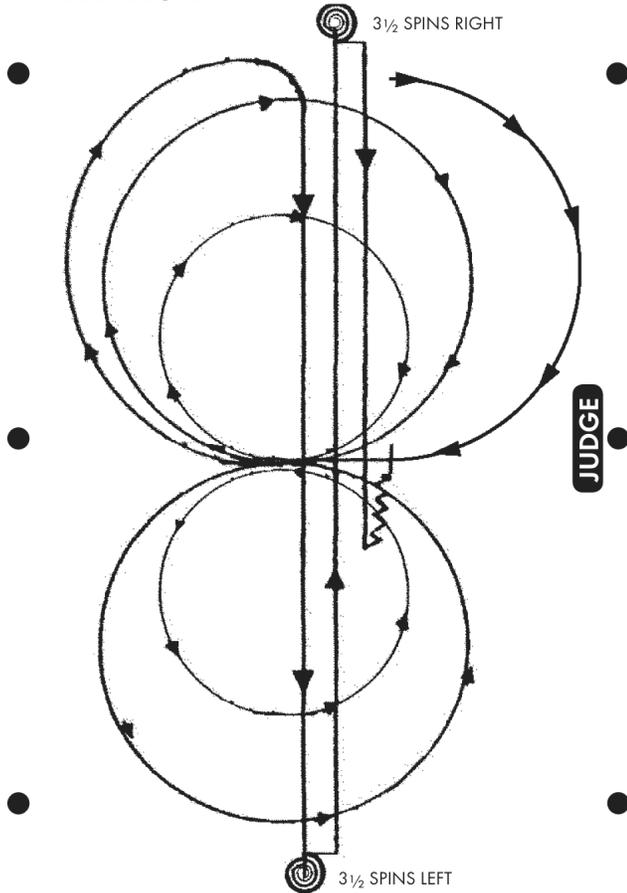
- Trot to center of arena, stop. Start pattern facing towards judge.
1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
 2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena
 3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker, execute a square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6

PATTERN 12-LOPE TOWARD (May be used for NHSRA Events)



- Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.
1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
 2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena
 3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker, execute a square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

PATTERN 12-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

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21. PATTERN DESCRIPTIONS (MANEUVERS)

The NRCHA has divided its patterns into sets of seven Maneuver groups, which are scored as described below. These patterns break down as follows:

Pattern 1

1. Stop and back up and 1/4 turn
2. Right circles
3. Left circles
4. Stop
5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins

Pattern 2*

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

Pattern 3*

1. Right circles
2. Left circles
3. Stop
4. 3 1/2 right spins
5. Stop
6. 3 1/2 left spins
7. Stop and back up

Pattern 4

1. Stop
2. 3 1/2 left spins
3. Stop
4. 3 1/2 right spins
5. Stop and back up and 1/4 turn
6. Right circles and left circles
7. Stop

Pattern 5

1. Stop and back up at 1/4 turn
2. Left circles
3. Right circles
4. Stop
5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins

Pattern 6*

1. Right Circle
2. Left Circle
3. Stop
4. 2 1/2 right spins
5. Stop
6. 2 1/2 left spins
7. Stop and back up

Pattern 7*

1. Right circles
2. Left circles
3. Stop
4. 3 1/2 right spins
5. Stop
6. 3 1/2 left spins
7. Stop and back up

Pattern 8*

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

Pattern 9*

1. Right circles
2. Left circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

Pattern 10*

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

Pattern 11*

1. Left circles
2. Right circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

Pattern 12*

1. Right circles
2. Left circles
3. Stop
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

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