

Rulebook and Class Fees

2020

General Show rules and regulations for STOCK HORSE at JPH events produced by Johnson Performance Horses LLC in Ardmore, Oklahoma.

Format for Stock Horse Events at JPH

STOCK HORSE CLINICS

Friday Clinic: 1:00pm start for ½ Day Clinic, 9:00 start for Full Day Clinic

JPH Clinics: Participants receive a 1-hour session with each of the 2 clinicians. Sessions are made up of small groups of 4 people. Each person will get one cow to work with that Working Cow Horse Clinician. The other clinic session topic will cover additional stock horse events, training/showing techniques or general horsemanship.

Cost: \$100 (includes \$40/entry, \$40/cattle fee, \$20/office fee) **2 one-hour sessions.** *No additional office fee required if showing that weekend's competition.*

All Friday Clinics are initially ½ day clinics starting at 12:00, if all afternoon slots are filled (up to 16 people), the clinic may be opened up to a full day clinic if entries warrant. Max number of people in a full day clinic with 2 clinicians is 24.

½ Day session times – 16 or less people signed up for clinic

12:00-1:00, 1:15-2:15, 2:30-3:30, 3:45-4:45

Full Day session times- 17 to 24 people signed up for clinic

9:00-10:00, 10:15-11:15, 11:30-12:30, Break, 1:30-2:30, 2:45-3:45, 4:00-5:00

OkSHA, AQHA & VRH Competition

Saturday: 9:00am start

AQHA Special Event classes; Cutting, Working Cow Horse, Boxing, Ranch Riding & Reining. L1 Ranch Riding will be added starting April 11.

One judge is used for all classes including the AQHA VRH (VRH Ranch Cutting is the only VRH class held on Saturdays).

Sunday: 9:00am Start February and November, 8:00am start March – October

AQHA VRH and OkSHA classes are held concurrently. 2 judges are used in separate arenas (weather permitting)

Judge #1- Pleasure & Trail

Judge #2- Cow Horse, Reining

Conformation will be judged by either Judge #1 or #2 and determined day of show

ENTRY FEES:

LATE FEE POLICIES: Late fees will be strictly enforced. All entries must be received by the Monday preceding the event by 11:59PM.

Late fees for Cattle classes are double. Late entries in Cattle Classes will run at the end of the class, late entries in cutting classes may run after all other cutting classes

OkSHA Classes: Classes entered individually are \$20 per class. When entering the whole division (4 classes) entry fee is \$70 for the division (17.50 per class). Cattle fees will per added to the Working Cow Horse class.

OkSHA Open & Non Pro Jackpot Fees:

\$15.00 per class or \$60 for whole division. 100% payback, see Jackpot payout chart below.

AQHA VRH Classes: \$20 per class. Cattle fees will per added to Working Cow Horse & Ranch Cutting classes.

AQHA Special Event Classes: \$20 per class. Cattle fees will per added to Working Cow Horse, Boxing & Cutting classes.

2020 CATTLE FEES:

AQHA VRH & OkSHA Working Cow Horse - \$50 in all divisions except Youth and OkSHA Novice which is \$40.

AQHA VRH Ranch Cutting - \$50

AQHA Special Event WCH & Boxing - \$50

AQHA Special Event Cutting - \$75

CLINIC: \$80. Includes 2 sessions and cattle fee.

INDIVIDUAL CATTLE WORKS: \$25 on *rerun cattle, \$50 on **fresh. Held at the conclusion of clinic sessions

HERD WORK (when offered) \$40 with *rerun cattle. Held after all clinic sessions and individual cattle works.

*rerun cattle may not be available

**fresh cattle for cattle works and herd work will only be available if requested by Wednesday prior to event.

OkSHA Open & Non Pro Division Jackpot:

OkSHA Open & Non-Pro exhibitors are competing for class points, plus jackpot money. They will be charged the same entry fee as other divisions, but have an additional \$15 jackpot fee per class.

Half of all jackpot fees collected will be awarded for individual classes and half of the fees will go to the All-Around jackpot. Only exhibitors showing in all four classes will be eligible for the All-around paybacks.

Jackpot Payout Schedule

| # of Horses | 1-3 | 4-6 | 7-10 | 11-14 | 15-19 | 20-24 | 25-29 | 30+ |
|-------------|------|------|------|-------|-------|-------|-------|------|
| # of Places | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | 100% | 60% | 50% | 40% | 30% | 30% | 28% | 25% |
| 2 | | 40% | 30% | 30% | 25% | 24% | 23% | 20% |
| 3 | | | 20% | 20% | 20% | 18% | 16% | 15% |
| 4 | | | | 10% | 15% | 12% | 12% | 12% |
| 5 | | | | | 10% | 9% | 9% | 10% |
| 6 | | | | | | 7% | 7% | 8% |
| 7 | | | | | | | 5% | 6% |
| 8 | | | | | | | | 4% |
| | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% |

Non OkSHA Classes

Jackpot fee is \$40 with 50% or \$20 going into the jackpot. See previous payout schedule for money paid out.

OFFICE FEES: \$20 OkSHA, \$20 AQHA VRH & \$20 for both AQHA Special Events or \$50 for all shows. Most Stock Horse Events at JPH consist of 4 shows; 2 AQHA Special Events, AQHA VRH and OkSHA. A \$10 discount is offered when showing in all 4 shows.

AQHA DRUG FEE: \$6 per horse for each AQHA show entered at a JPH STOCK HORSE Event.

STALLS: \$25/night/\$45 for 2 nights

GROUNDS FEE: \$10/night- for horses staying overnight but not purchasing a stall.

BEDDING: \$8

RV ELECTRIC: \$25/night

STOCK HORSE at JPH are events produced by the Johnson family. Our events are sanctioned by the Oklahoma Stock Horse Association (OkSHA). OkSHA requires all exhibitors showing in OkSHA classes to be a current member of their association.

OkSHA is a partner with The National Ranch and Stock Horse Alliance (NRSHA). STOCK HORSE at JPH events are qualifying shows for the NRSHA National Championship Show. There is no membership fee required for NRSHA, if you are a member of OkSHA, you are automatically in the NRSHA.

All AQHA Special Events classes and AQHA VRH are approved with the America Quarter Horse Association. AQHA approved judges are used for all STOCK HORSE at JPH event classes.

Please go over the OkSHA show rules, division eligibility and class descriptions on the following pages. Refer to the AQHA Handbook for questions concerning VRH and AQHA classes.

We welcome you to our home and hope you enjoy many hours in the saddle here at JPH!

Andy, Kim, Alex and Lane Johnson

Oklahoma Stock Horse Association

Helping create better horses and better horsemen since 2009

MEMBERSHIP FEES – The annual membership fee is \$25.00 per individual for adult memberships and \$10.00 for youth membership. The family membership fee is \$50.00

All riders showing in Oklahoma Stock Horse Association sanctioned events must be OkSHA members in good standing. All Awards are based on each horse/rider combination.

SAFETY AT OKSHA EVENTS

- A.** Any unmanageable horse will be asked to leave the grounds. This applies to all horses, but especially to stallions.
- B.** Any competitor or clinic participant riding a horse that is out of control will be asked to leave the premises.
- C.** In the case of a fallen horse or rider, the judge will blow the whistle and all activity will cease and horse and rider will be inspected for injuries.
- D.** In the case of equipment failure that delays competition or becomes unsafe, the run is stopped and the horse/rider team is scored for what they have accomplished prior to that point, but the horse/rider team will be disqualified and will not be placed.
- E.** Judges will have the authority to blow a whistle at any time to stop and or excuse any exhibitor who is not in control of their horse.
- F.** In classes that involve the use of cattle, the Association strives to safeguard the welfare of the cattle, as well as the welfare of both the horses and riders competing in the class. Association Events are encouraged to provide proper equipment and medication should accidental injury occur.

RELEASE OF LIABILITY

Oklahoma Stock Horse Association, Johnson Performance Horses LLC(JPH) and co-sponsoring organizations, if any, shall not be responsible for any personal injury, or for loss or damage to property, occurring at any Association activity. Each owner, exhibitor, handler, or consignor shall indemnify and hold harmless the Association, its officers, directors and employees from and against all claims, demands, causes of actions, and expenses of every kind, including attorney's fees, arising out of or related in any manner to the acts or omissions of an owner, exhibitor, handler, or consignor, or the actions of any animal under the care, custody or control of the owner, exhibitor, handler or consignor. Presentation of signed entry or consignment forms shall be deemed acceptance of the conditions of this rule. In the event an entry or consignment form is not signed or presented, appearance on the grounds or at the sale ring of any Association activity as an

EXHIBITOR CONDUCT

- A.** No exhibitor shall approach a judge during an OKSHA competition except through a show official. An exhibitor may make a request through a show official for a judge's opinion or interpretation which can be stated in the presence of a show official at any time; however, at no time should interaction between the exhibitor and the judge be permitted during a competition

B. Conduct by Association members, non- members, exhibitors, trainers, owners, owner's representatives, spectators, and all other persons present on the Association event grounds of facilities shall be orderly, responsible, sportsmanlike, and humane in the treatment of horses. Any of these violations will be subject to disciplinary procedures.

INHUMANE TREATMENT

No person may treat a horse in an inhumane manner which includes, but is not limited to:

A. Placing an object in a horse's mouth so as to cause undue discomfort or distress.

B. Tying a horse in a manner as to cause undue discomfort or distress including but not limited to in a stall, trailer or when longeing or riding.

C. Use of inhumane training techniques or methods, poling or striking horses legs with objects (i.e. tack poles, jump poles, etc.)

D, Use of inhumane equipment, including, but not limited to, saw tooth bits, hock hobbles, tack collars or tack hackamores

E. Any item or appliance that restricts the movement or circulation of the tail, or Intentional inhumane treatment which results in bleeding

DRUGS AND MEDICATION

The use of any stimulants or depressants is prohibited. Any surgical procedure or drug that could affect a horse's performance or alter its natural conformation is prohibited. (Butazolidin use is legal.)

SPECIAL NOTICE TO EXHIBITORS, JUDGES AND EVENT MANAGEMENT

A. Exhibitors, Judges and Show Management are responsible for knowledge of and compliance with all OKSHA Rules, Requirements and Regulations.

B. Exhibitors are responsible for completing Entry and Registration Forms legibly and accurately with information exactly as printed on membership cards and horse competition licenses.

C. Exhibitors are to be considerate of other exhibitors, judges and show management.

YEAR END AWARDS

Year-End awards shall be given to the All-Around High Point and Reserve High Point (one horse/one rider) in the Open, Non Pro, Limited Non Pro, Novice, Youth, and Green Horse divisions. Year-end High Point Individual Class winners (one-horse/one-rider) shall also be recognized. All OKSHA awards are considered All Around awards unless otherwise noted.

Year-end Awards will be based on the total points earned at OkSHA approved shows at which a horse/rider combination competes.

Top points earned in the All-Around standings and the individual classes are figured separately and may be taken from different shows, thereby giving each horse/rider combination every advantage for highest year-end points in each class or the All-Around. To be eligible for All-Around Year-end awards, a horse/rider combination must compete as an All Around entry in at least 50% or more of the total shows in a specific division held within a given year. To be eligible for Class Year End awards, a horse/rider combination must compete in that class in at least 50% or more of the total shows in a specific division held within a given year. Example: If there are 11 total shows, a horse/rider combination must compete at 6 of the shows in that specific division to be eligible for year-end awards. Year-end Awards are based on OKSHA entries only. Entry in other shows held in conjunction with OKSHA shows do not count toward any OKSHA award(s).

DIVISION ELIGIBILITY

Open Division Eligibility: The Open Division is open to any professional or nonprofessional member in good standing with any horse regardless of past winnings. In addition to the normal entry fee, this division may collect and offer jackpot fees, which will be paid back to winners according to the payout schedule.

Non Pro Division Eligibility: The description of Non Pro Eligibility is as follows:

- a) The rider has not received payment directly or indirectly for riding, training, assisting in training, or showing horse(s) at any time during the past five years.
- b) The rider has not received payment directly or indirectly for instructing another person or conducting a seminar in riding, training, driving or showing a horse any time during the past five years.
- c) The rider has not had any expenses (including lodging, transportation, mileage, etc.) paid by someone other than family members.
- d) EXCEPTIONS for "b" AND "c" above:
 - i. A Non Pro who otherwise qualifies under these rules may conduct clinics provided the only remuneration they receive is for reasonable expenses. If questions are raised about Non Pro eligibility, the contestant must be able to document any remuneration.
 - ii. Collegiate members who are enrolled in an equine program or as part of an educational curriculum are exempt from items b and c above.
 - iii. Certification as an instructor in equi-therapy by Professional Association of Therapeutic Horsemanship International (PATH) or similar organizations recognized by national equine associations are exempt from b and c above, provided the instructor ONLY teaches students enrolled with the recognized organization or rehabilitation prescribed by a medical doctor.
- e) Premium money won is not considered remuneration.
- f) A Non Pro rider may show in the Open Division without losing Non Pro eligibility as long as requirements for a Non Pro are still met.
- g) The Non Pro Division is open to any nonprofessional member in good standing with any horse regardless of past winnings. In addition to the normal entry fee, this division may collect and offer jackpot fees, which will be paid back to winners according to the payout schedule.

Limited Non Pro Division Eligibility: Exhibitors who qualify as Non Pro riders may choose to show in this division because of class routine or other personal choice. Exhibitors may also show in the Open or Non Pro divisions without losing their eligibility in the Limited Non Pro division. There will be no jackpot in this division. Riders in this division will work a modified version of the working cow horse class that will not involve turns down the fence, or circling or roping. (See Limited Non Pro and Green Horse Working Cow Horse class rules for specifics on rules for this division.)The rider must meet all Non Pro eligibility requirements listed above.

(NOT CURRENTLY OFFERED AT JPH EVENTS) Intermediate Eligibility and Restrictions: An Intermediate Division **MAY BE OFFERED AT A COMPETITION**. Intermediate riders are exhibitors that have moved out of Novice or are new to OkSHA events and are not eligible for the Novice Division. OkSHA Show Management may approve riders for the Intermediate Division if the following criteria are met:

- a) The rider has not won any combination of 3 champion or reserve champion titles in Limited Non Pro, Non Pro, Open or Green Horse at any show or cumulative year-end award in OkSHA, SHTX or ASHA
- b) Has not won more than 10 points in any breed association (AQHA, AQHA VRH, APHA, etc.); or \$500

in a national organization (NCHA, NRCHA, NRHA, RHAA, etc.) in any western performance discipline (western pleasure, working cow horse, reining, cutting, trail, etc.)

If a member loses Intermediate eligibility through competition, he or she may finish that year as Section (A) rider. Thereafter, the member is eligible only for Green Horse, Youth, Limited Non Pro, Non Pro or Open Divisions.

Novice Division Eligibility and Restrictions—The Novice Division is reserved for individuals with limited riding and showing experience who wish to learn more about showing in Stock Horse classes at a beginners pace. Everyone new to OkSHA competitions doesn't necessarily need to start in the Novice division. Their skill may be better suited for one of the other divisions. Individuals competing in the novice division must be eligible as a Non-Pro. There will be no jackpot in this division. Eligibility for the Novice division is as follows:

- 1) Adheres to all non pro eligibility requirements.
- 2) Has limited showing experience in any one of the four classes provided by OkSHA. If a rider's eligibility is in question, they must attend an OkSHA clinic to be assessed by an OkSHA Approved Clinician and the Event Manager in all four classes.
- 3) Has not earned more than 5 points (not including Novice points) in any breed association (AQHA, APHA, etc.) or more than \$100 in a national organization (NCHA, NRCHA, NRHA, RHAA, ETC.) in any western performance discipline (western pleasure, working cow horse, reining, trail, cutting, etc.)
- 4) Once a Novice rider earns a combination of 3 High Point or Reserve High Point in any division or combination of divisions at a show or OkSHA Year End High Point or Reserve High Point, with NO EXCEPTION, the rider is no longer eligible for this division.
- 5) If a member loses their novice eligibility through competition, they may finish that year as a novice. In the future, the member is eligible only for Limited Non-Pro, Non-Pro, Open or Green Horse Divisions.
- 6) Riders in this division may be asked to work Novice and Youth Working Cow Horse Pattern. The cow horse pattern is a shortened version of cow work which will not involve turns down the fence, circling or roping. (See OkSHA Novice and Youth Working Cow Horse rules for specifics on rules for this division.)

Stallions are prohibited in this division.

Youth Division Eligibility and Restrictions: Exhibitors in the youth division must be age 18 or under as of January 1 of the current year. Riders in this division may be asked to work a Novice and Youth Reining Pattern and a Novice and Youth Working Cow Horse Pattern. The cow horse pattern is a shortened version of cow work that will not involve turns down the fence, circling or roping. There will be no jackpot in this division. (See Novice/Youth Reining and Novice/Youth Working Cow Horse class rules for specifics on rules for this division.)

A youth may not show in both the Youth and Novice Divisions at the same show. Stallions are prohibited in this division.

Green Horse Division Eligibility and Restrictions: Horses in this division will show in the same patterns as the Open and Non Pro with the exception of the working cow horse class which uses the Modified Working Cow Horse pattern. There will be no jackpot in this division. (See LTD Non Pro and Green Horse Working Cow Horse class rules for specifics on rules for this division.) A horse is eligible to be shown in this division if the following criteria are met.

- a) Has never won a total of three All Around or Reserve All Around awards at any OkSHA Event and has not won a year-end Champion or Reserve Champion in OkSHA or similar organization. Has not earned more than 5 points in any breed association, (AQHA, APHA, etc.) or more than \$100 in a national organization, (NCHA, NRCHA, NRHA, RHAA, etc.) in any western performance discipline, (western pleasure, working cow horse, reining, cutting, trail, etc.)

If a horse loses their green horse eligibility through competition, they may finish that year as a green horse. In the future, that horse is eligible only for other divisions. A green horse may be shown by a rider from any division.

Division Eligibility Exceptions

A member may petition, in writing, the OkSHA Board of Directors for a change in division eligibility. The written petition will be reviewed and the member notified of the ruling. In addition, the board may reclassify a member for a division.

Eligibility Violations. Non Pro, Ltd Non Pro, Novice, Youth and Green Horse eligibility may be revoked at any time for violations of any OKSHA rule or regulation. A person who loses eligibility statuses must relinquish their membership card and return it to the OKSHA office upon notice.

STOCK HORSE EVENT RULES

SCORING SYSTEM

The Oklahoma Stock Horse of Oklahoma (OKSHA) Scoring System is designed to be positive, straightforward, and always encourage growth and improvement in both horse and rider. The scoring system is designed to give credit for the work done.

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. The horse/rider team is scored on the quality of each maneuver (e.g., -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, and +1½ Excellent). Pluses and minuses are a reflection of the smoothness, finesse, attitude, quickness, and authority of the horse/rider team when performing the various maneuvers. Penalties may be accrued for incorrect maneuver execution. For more detail on credits and penalties, see the details in "CLASSES".

The entire Class will be scored and placed (i.e. 45 horse/rider teams will result in 45 placings.) In the case of a horse/rider team being Off-Pattern (e.g., Off-Pattern (OP): Breaking pattern; Repeated blatant disobedience), the horse/rider team cannot place above other horse/rider teams who have completed the pattern correctly.

No horse/rider team shall be disqualified except for illegal equipment, obvious lameness, inhumane treatment, rider misconduct or disrespect; leaving working area before pattern is complete; or fall of horse/rider (run ends; the run will be scored up to that point but will not be placed). Disqualified horses will count as entries in the Class but will not receive points. (For example, in a Class with twenty-one horses where one horse/ rider team is disqualified, the first place horse/rider team gets twenty-one points, the twentieth

place horse/rider team gets two points, and the disqualified horse/rider team gets 0 points. The last point is not given because the disqualified horse/rider team gets no points). This system will be used for any size Class and may include more than one disqualification.

In the case of a fall by a horse or rider, the run shall end when the rider or horse falls to the ground. A horse is considered fallen when his shoulder or ribs contact the ground with all four feet pointing the same direction. A rider is considered fallen when the rider is no longer astride the horse. A horse/rider team will be scored for what was accomplished prior to the fall, but the horse/rider team will be disqualified and will not be placed.

In the case of equipment failure that delays competition or becomes unsafe, the run is stopped and the horse/rider team is scored for what they have accomplished prior to that point, but the horse/rider team will be disqualified and will not be placed.

Specific maneuvers will be designated by the Judge to be tiebreakers in a Class. The tiebreaker maneuvers will be made prior to the start of the Class and so noted on score sheets for show secretaries to use in breaking ties in the Class. Every horse/rider team in the Class is awarded one point for each horse/rider team they beat, plus one point. (Examples: In a ten horse/rider team Class, the first place horse/rider team gets ten points and the tenth place horse/rider team gets one point. In a five horse/rider team Class the winner gets five points, and the last place horse/rider team gets one point.)

All-Around ties for each competition and year-end awards will be decided by the highest placing in the Cow Work Class. If this doesn't break the tie, other Classes will be used in the following order: Reining, Trail, Pleasure.

JUDGING PROCEDURES

OKSHA Score sheets shall be used to judge all classes. Judges will select specific maneuvers prior to the class as tiebreaking maneuvers. These maneuvers will be ranked as first tiebreaker, second, third, fourth, fifth, etc.

During the class a scribe shall assist each judge by recording the score after each of the maneuvers on the appropriate class score sheet. Judges shall sign their score sheets, and the score sheets will be turned in to the show secretaries.

Show secretaries shall total individual scores and use the judge's tiebreakers if necessary to place the class. They will check back with the judge if there are any questions.

All exhibitors will be ranked according to scores, placed from highest to lowest scores, and given class points according to their placing.

Class score sheets shall be posted as soon as possible after each class to allow riders to evaluate their performance.

Exhibitors competing in all four classes shall have their class placing points entered into the all-around tabulation. Points from each class shall be added together for the overall score for the four events. Ties for the All-Around winner are broken first using the highest score in the working cow horse class, second using the reining class, and then the trail and pleasure classes.

When using two judges to determine one set of winners, the classes will first be placed under each judge

and class placing points awarded and posted. One judge shall be designated as the tiebreaker judge before judging begins. The composite results (combined results used to determine an overall winner) shall be calculated as follows: All class placing points will be added for each judge to determine an All-Around winner. If there is a tie, the tiebreaker judge's class placings will determine the winner. Ties for the All-Around winner will be broken first using the highest score in the working cow horse class, second using the reining class, and then the trail and pleasure classes.

COMPETITION EQUIPMENT AND ATTIRE

Equipment: Horses shall be shown in a western stock saddle. Silver equipment will not count over good clean, working equipment. Horses of all ages may be shown in a snaffle, bosal, or curb bit. Absolutely no iron will be permitted under the jaws. Judges may perform a bit inspection and disqualify violators at any time. Use of illegal equipment is prohibited anywhere on the event grounds. Hobbles may be carried and used as appropriate.

If the horse is shown in the two-rein or bridle/curb bit, the mouthpiece must be at least 5/16 inch and not more than 3/4 inch in diameter measured 1 inch from the cheek and must be smooth (no chain bits). Nothing may protrude below the mouthpiece such as extensions or prongs including upward prongs. Split reins or romal reins shall be used with bridle/curb bits. Curb straps are required and may be leather or flat chain, must be at least 1/2 inch in width, and must lie flat against the horse's chin. No wire curbs are permitted, regardless of the amount of padding or tape. Horses shown in the bridle/curb bit must be exhibited onehanded. Using two hands on a bridle/curb bit or using more than one finger between split reins or any finger between romal reins (except in the two-rein where any number of fingers are allowed between the romal and hackamore reins) will result in a five-point penalty per maneuver when there is a violation. In all classes, when using a romal, the free hand may be used to adjust the rider's length of rein.

If the horse is shown in a snaffle bit, it shall be "D" or "O" ring type, no larger than 4 inches and no smaller than 2 inches in diameter on inside of the ring. It must have a broken, two-piece mouthpiece, a minimum of 5/16 inch in diameter, measured 1 inch from the inside of the ring, with a gradual decrease to the center of the snaffle. The mouthpiece should be round, oval or egg-shaped and made of smooth, unwrapped metal. No twisted-wire mouthpieces may be used. A leather or fabric woven chinstrap may be used. No iron, chain or other metal may be used. Horses ridden in a snaffle or hackamore must use either split reins or mecate reins.

If the horse is shown in a hackamore, the bosal must be made of braided rawhide or braided leather and will be a maximum of 3/4 inch at the cheek. There must be a minimum of two finger widths, approximately 1 1/2 inch, between the bosal and the nose. Absolutely no metal under the jaw or on the noseband in connection with the bosal is allowed.

Mechanical hackamores, cavesons, tie downs and running martingales are prohibited. OKSHA rules regarding other prohibited equipment apply. Tie downs, cavesons, gag bits, twisted-wire mouth pieces, mechanical hackamores and running martingales are prohibited. A judge may prohibit the use of any equipment deemed to be inhumane.

Any horse found to have blood present on the mouth or anywhere else on its body may be disqualified at the discretion of the judges.

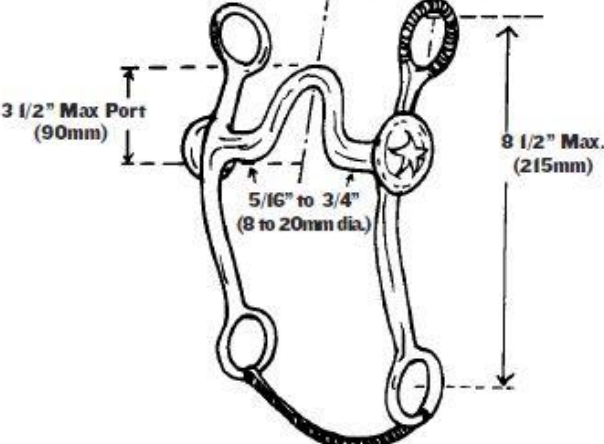
Any question on equipment that is not disclosed in OKSHA Rulebook, refer to AQHA Equipment rule SHW300 and/or NRCHA Equipment rules 5.1 to 5.7

Riders shall wear protective headgear or western hats, long-sleeved shirts and western boots. Western boots shall include typical cowboy boots and laceup ropers. All other footwear is prohibited. The use of spurs and chaps shall be optional. Clothing should be neat and clean.

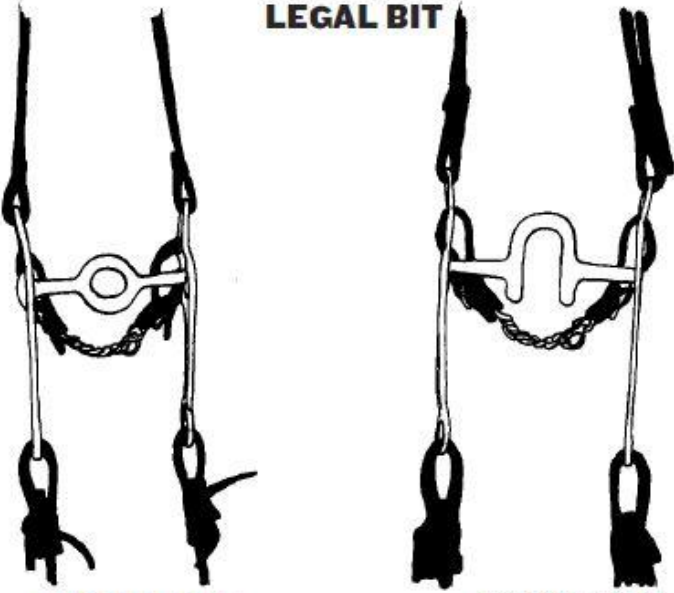
ACCEPTABLE CHAIN CURB STRAPS



WESTERN BITS



LEGAL BIT



DONUT BIT

PRONG BIT

ILLEGAL BIT

CLASS DESCRIPTIONS

Following is a list of the four classes, designed to measure the versatility of a western stock horse, to be offered at each OKSHA competition with descriptions and guidelines for judging.

STOCK HORSE PLEASURE CLASS

The purpose of the stock horse pleasure class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal stock horse pleasure horse should have a natural head carriage at each gait.

Gaits

- Ordinary Walk – The stock horse ordinary walk is straight, square, flatfooted, relaxed. The horse moves freely with no anticipation to move to the next gait.
- Extended Walk – The stock horse extended walk is straight, square, and flatfooted, relaxed, and moves out freely with the horse looking ahead. The extended walk shows more length of stride than the ordinary walk.
- Trot – The stock horse trot is a square two-beat diagonal trot and is steady, soft, and slow enough for riding long distances. The rider is seated at this gait.
- Extended Trot – The stock horse extended trot shows lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This gait is level, flat, and steady with the appearance that the horse would hold this gait for long distances. The rider may be seated, posting, or standing.
- Lope – The stock horse lope is a 3beat gait that is cadenced, straight and steady and is comfortable to ride over long distances.
- Extended Lope – The stock horse extended lope shows lengthening of stride from the regular lope with the same cadence that will cause an increase in speed. The horse holds the steady gait and increased speed while being under control.
- Stop – From both the lope and the trot, the horse should be in the correct stopping position (i.e., both hocks engaged and stopping on the hindquarters). All four feet stop moving before the next maneuver is attempted.
- Reverse – The horse turns briskly and flat with front feet on the ground and holding an inside rear pivot foot. The reverse may be performed in either direction.

Horses shall be shown individually and the Class may be conducted inside or outside of an arena. The pattern may be started either to the right or left direction. Markers shall be set up to designate gait changes. If the Class is held inside an arena, the course shall be set up to make approximately one pass of the arena in each direction. Markers shall be set up to designate gait changes. When establishing the course, the following distances between markers are recommended. These distances will make for a fluid class and facilitate judging. Order of maneuvers may be varied per Judge's discretion but the Stop should not follow the Extended Lope. Judges are encouraged to walk the course prior to judging.

Stock Horse Pleasure Patterns

PLEASURE PATTERN #1

- Extended Walk - 75 feet
- Trot - 120 feet
- Extended Trot - 240 feet
- Lope - 150 feet
- Stop and Reverse
- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Trot - 90 feet
- Stop and Back

PLEASURE PATTERN #2

- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Trot - 120 feet
- Stop and Reverse
- Extended Walk - 75 feet
- Trot - 90 feet
- Extended Trot - 240 feet
- Lope - 150 feet
- Stop and Back

PLEASURE PATTERN #3

- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Trot - 240 feet
- Trot - 120 feet
- Stop and Reverse
- Trot - 90 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Extended Walk - 75 feet
- Stop and Back

PLEASURE PATTERN #4

- Trot - 90 feet
- Extended Walk - 75 feet
- Lope - 150 feet
- Extended Trot - 240 feet 48 49
- Stop and Reverse
- Lope - 150 feet
- Extended Lope - 200 feet
- Ordinary Walk - 30 feet
- Trot - 90 feet
- Stop and Back

PLEASURE PATTERN #5

- Lope - 150 feet
- Extended Lope - 200 feet
- Ordinary Walk - 30 feet
- Trot - 120 feet
- Stop and Reverse
- Extended Trot - 240 feet
- Trot - 90 feet
- Extended Walk - 75 feet
- Lope - 150 feet
- Stop and Back

Credits and Penalties

Part of the evaluation of this Class is on smoothness of transitions. A horse may be collected a bit from the extended trot or walk as the horse moves into the lope. During the transition from the extended lope down to the trot, walk or extended walk an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that attempt to stop or do stop prior the specified gait will be penalized. Judges expect to see horses that have been trained to respond to cues. To see these cues applied discreetly and the horse responding correctly could be a credit-earning situation. All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time. Penalties will be assessed as follows:

- 1 Point Penalties: Over-bridled; Out of frame; Too slow; Gaping mouth; Break of gait at Walk or Trot for two (2) strides or less.
- 3 Point Penalties: Wrong lead; Draped reins; Break of gait at Lope; Break of gait at Walk or Trot for more than two (2) strides
- 5 Point Penalties: Spurring in front of cinch; Blatant disobedience; Use of either hand to instill fear/praise;
- Off-Pattern (OP): Breaking pattern; Repeated disobedience; Use of two hands (except in snaffle bit or hackamore); More than one finger between split reins or any fingers between romal reins (except two rein); cannot place above others who complete pattern correctly.
- Disqualification (DQ): Lameness; Abuse; Illegal equipment; Disrespect or misconduct; Leaving working area before pattern is complete; Fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed), Improper western attire. Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class toward the all around.

STOCK HORSE TRAIL CLASS

The stock horse trail class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/rider team is judged on the correctness, efficiency and pattern accuracy with which the obstacles are negotiated and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well-broke, responsive and well-mannered horse which can correctly navigate and negotiate the course.

The Stock Horse Trail Course (the course) will include no less than six and no more than nine obstacles. It is mandatory that the horse be asked to walk, trot and lope during the course. Walk can be part of obstacle score or be scored with the approaching obstacle. Trot must be at least 35 feet and score with approaching obstacle. Lope must be lead specific, at least 50 feet, and score with approaching obstacle. Care must be exercised to avoid setting up any obstacles that may be hazardous to the horse or rider.

When setting courses, management will be mindful that the idea is not to trap a horse/rider team or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to reduce the risk for accidents. Show committees have the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if appropriate terrain is available. Each single performance event can be time consuming, especially with large classes, so it is imperative that time restrictions are placed on this Class. The show committee, either through a pilot run or estimation, shall select a course that has a continuous, positive flow that can be negotiated in four minutes or less.

Judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacles they deem unsafe, nonnegotiable, or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If it cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous draws for that class.

The course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Combining of two or more of the obstacles is acceptable

Prohibited obstacles: Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires, rocking or moving bridges, logs or poles elevated in a manner that permits such to roll in a dangerous manner. Only live or stuffed animals which would normally be encountered in an outdoor setting and which are not used in an attempt to "spook" a horse may be used.

Mandatory obstacles and/or maneuvers:

1. Ride over obstacles on the ground – usually logs or poles. Walk, trot, or lope may be used, but only one gait is required.
 - Walkovers: Walk over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 26 to 30 inches. The formation may be straight, curved, zigzagged, or raised.
 - Trot-overs: Trot over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 36 to 42 inches. The formation can also be straight, curved, zigzagged, or raised.
 - Lope-overs: Lope over no more than five logs or poles no more than 10 inches high. The space between logs or poles should be 6 to 7 feet. The formation can also be straight, curved, zigzagged, or raised.
2. Opening, passing through, and closing gate: Use a gate that will not endanger horse or rider and

requires minimum side passing.

3. Ride over wooden bridge: Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.
4. Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30 inch spacing is required. Back through and around at least three markers. Back through L, V, U, straight or similarly shaped course which may be elevated no more than 24 inches.
5. Side pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches.
6. Rope drag: For Open, Non Pro, Limited Non Pro, Ltd Non Pro (A), and Green Horse Classes ONLY. A rope drag is not to be used in Novice or Youth Classes. Drag may be a complete figure eight and may begin in either direction. Distances may be adjusted for Green horses only, if so desired. The exhibitor must have the rope dallied on the saddle horn (half or full dally) for the duration of the drag.

Optional obstacles: Members may suggest new obstacles provided the obstacles can be found in everyday ranch work. Optional obstacles from which selections can be made include, but are not limited to:

A jump obstacle whose center height is not less than 14" high or more than 24" high. Holding the saddle horn is permissible for this obstacle.

- Carry object from one part of the arena to another.
- Remove and replace materials from mailbox.
- Trot through cones spaced a minimum of 6 feet apart.
- Cross natural ditches or ride up embankments.
- Swing rope or throw rope at dummy steer head.
- Step in and out of obstacle.
- Put on slicker or coat.
- Stand to mount with mounting block.
- Walk through water obstacle.
- Open gate on foot.
- Pick up feet.
- Walk through brush.
- Ground tie
- Lead at the trot.

It is up to show management if the competition trail course will be made available to exhibitors or posted prior to the day of competition. It must be posted at least one hour prior to competition. Printed handouts for exhibitors are helpful and encouraged.

Once competition for the specific class/division begins, no extra verbal instructions will be given to exhibitors by the judge

Credits and Penalties. All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time. The rider has the option of eliminating any obstacle however this will result in being "Off Pattern" and the horse/rider team may not place above others who have completed the pattern correctly. A Judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns.

Credit is given to horse/rider teams who negotiate the obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to pick through the course when the obstacles warrant it while willingly responding to riders' cues on more difficult obstacles. Quality of movement and cadence should be considered part of the maneuver score for the obstacle. Penalties are assessed as follows:

- 1 Point Penalties: Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle; Incorrect or break of gait at walk or trot for two strides or less; Both front or hind feet in a single-stride slot or space at a walk or trot; Skipping over or failing to step into required space; Split pole in lope-over; Incorrect number of strides, if specified; One to two steps on dismount/remount or ground tie except shifting to balance; Over-bridled (per maneuver).
- 3 Point Penalties: Wrong lead; Draped reins; Break of gait at lope; Break of gait at walk or trot for more than two (2) strides, three or four steps on dismount/remount or ground tie.
- 5 Point Penalties: Spurring in front of cinch: Blatant disobedience; Use of either hand to instill fear/ praise; Knocking over, stepping out of, or falling off of an obstacle; Dropping an object required to be carried; 1st or 2nd cumulative refusal; Letting go of gate; Five or more steps in dismount/remount or ground tie
- Off-Pattern (OP): Breaking pattern; Repeated disobedience; Use of two hands (except in snaffle bit or hackamore); More than one finger between split reins or any fingers between romal reins (except two rein); Cannot place above others who complete pattern correctly.
- Disqualification (DQ): Lameness; Abuse; Illegal equipment; Disrespect or misconduct; Leaving working area before pattern is complete; Fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed), Improper western attire. Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class toward the all around.

STOCK HORSE REINING

This Stock Horse Reining Class measures the ability of the stock horse to perform basic handling maneuvers.

OKSHA has several recognized regular patterns (please see "Patterns"). Each pattern is a combination of maneuvers and these maneuvers include:

- Stops: Stops are the act of slowing the horse from a lope to a stop position. The horse enters the stop position by rounding its back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse continues in a straight line while maintaining ground contact with the hind feet.
- Spins: Spins are cadenced 360degree 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.
- Rollbacks: Rollbacks are the 180degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in one continuous motion. There should be no hesitation; however, a slight pause to regain footing or balance should not be deemed hesitation. The horse should not step ahead or backup prior to rolling back.
- Circles: Circles are maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide, and degree of difficulty in speed and speed variations. Circles must at all times be run in the geographical area of the arena specified in the pattern description. There must be a clearly defined difference in the speed and size of a small, slow circle and a large, fast circle. Symmetry is credit earning (i.e., speeds and shapes to the left and right should be consistent).
- Backups: A backup is a maneuver requiring the horse to be moved in a reverse motion in a straight line over a required distance of at least ten feet or as the pattern designates.
- Hesitate: To hesitate is the act of demonstrating the horse's ability to stand in a relaxed manner at a

designated time in a pattern. In a hesitation, the horse is required to remain motionless and relaxed. Reining patterns require a hesitation at the end of the pattern to demonstrate completion.

- **Lead Changes:** Lead changes are the act of changing the leading legs of the front and rear pairs of legs. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. Credit earning lead changes will be change of front and rear leads taking place within the same stride.
- **Run Downs:** Run downs are runs through the middle of the arena, along the side, or ends of the arena. Run downs demonstrate control and gradual increase in speed to the stop.

Credits and Penalties

All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time.

To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of, or temporary loss of, control and therefore a fault that must be marked down according to severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes the horse/rider team more exciting and pleasing to watch.

Penalties will be assessed as follows:

- **½ Point Penalties:** Starting a circle or exiting a rollback at a trot for up to two strides; Delayed change of lead by one stride where the lead change is required by the pattern description; Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback; Over-spin or under-spin up to 1/8 turn.
- **1 Point Penalties:** Out of lead in the circles, figure eights, or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); Over or under spinning 1/8 to 1/4 turn; Slipping rein; Over-bridled.
- **2 Point Penalties:** Break of gait; Freeze up in spins or rollbacks; Failure to stop or walk before executing a lope departure on trot-in patterns; Failure to be in a lope prior to the first marker on run-in patterns; Failure to completely pass the specified marker before initiating a stop position; When starting a circle, rundown or exiting a rollback, trotting beyond two strides but less than ½ circle or ½ length of arena.
- **5 Point Penalties:** Spurring in front of cinch; blatant disobedience; Use of either hand to instill fear/ praise.
- **Off-Pattern (OP):** Breaking pattern; Repeated disobedience; Trotting in excess of 1/2 circle or 1/2 length of the arena; Use of two hands (except in snaffle bit or hackamore) per maneuver; More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver; Cannot place above others who complete pattern correctly.
- **Disqualification (DQ):** Lameness; Abuse; Illegal equipment; Disrespect or misconduct; Leaving working area before pattern is complete; Fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed), Improper western attire. Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class toward the all around.
- **Excess rein** may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to the rein hand is to be considered use of two hands and will be Off Pattern

Patterns will be chosen from the OKSHA Rule book, or other patterns approved by show management. Patterns may be modified to be lope in patterns. 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.

PATTERNS ARE LISTED IN THE BACK OF THIS RULEBOOK

STOCK HORSE WORKING COW HORSE CLASS

The ideal stock horse must also be a cow horse and this Class demonstrates and measures the horse's ability to do cow work. Holding the saddle horn is permitted in this Class. There is a time limit per horse/rider team to perform the work depending on the Division and the time begins when the cow is turned into the arena. If the time has not elapsed and the Judge is satisfied that all requirements of the Class have been met, the Judge should blow the whistle for the Exhibitor to cease work. The Judge may blow a whistle at any time for the Exhibitor to cease work for safety reasons. Judges will score what they have seen, but the horse/rider team is disqualified because they did not complete the pattern. Only the Judge may award a new cow to a contestant to replace a cow that will not honor a horse. If the Judge awards a new cow, the Exhibitor has the option to refuse the new cow by continuing to work. If the Exhibitor accepts the new cow, the time for working the cow will start over. If the Exhibitor intends to accept the new cow, the Exhibitor must pull up immediately. When multiple Judges are scoring, any one of the Judges may terminate the work or signal for a new cow.

OPEN AND NON PRO DIVISIONS

Exhibitors in the Open and Non Pro Divisions are allotted three minutes to complete the work. When there is one minute left, the announcer will announce, "one minute." At 3 minutes, the announcer will call "time." There are three parts to this Division's work: boxing, fence work, roping or circling.

Part One – Boxing the Cow – The rider shall ride into the arena, face the cattle entry gate, and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.

Part Two – Fence Work – After the cow has been controlled on the end of the arena, the rider shall set the cow up and drive it down the side of the arena. The cow should be turned on the fence at least once in each direction. The first run out for a turn shall be past the halfway mark of the arena. All turns down the side shall be completed before reaching the end fence.

Part Three – Optional Roping or Circling. The rider has the option to either rope the cow or to take the cow to the middle of the arena and circle it at least once each direction. A rider may circle or rope the cow but cannot combine the two to get credit for this portion of the class.

- To rope the cow, the Exhibitor must be carrying a rope when the run starts. The Exhibitor may pull up after the fence work, take down the rope, and proceed to rope and stop the cow. The Exhibitor must then rope the cow and bring it to a stop. In the roping portion of this class, the Exhibitor is permitted two throws and the horse will be judged on two (2) maneuvers: tracking/rating, and stopping the cow. It is not necessary that the Exhibitor catch to receive a score in the roping portion. The catch is legal as long as cow looks through the loop and the rope pulls tight on any part of the animal's body except the tail. The Exhibitor may tie their ropes on or dally. If the Exhibitor does not catch, the horse will be given credit for rating and tracking and will be assessed a 2 point penalty.
- To circle the cow, the Exhibitor will maneuver 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 credit situation. The circles should be completed before the cow is exhausted. Once an Exhibitor has committed to circling a cow, if the cow falls down no new cow will be awarded. The Exhibitor will complete the run by

riding around the fallen cow to fulfill circling requirements. In the circling portion of the judging, one whistle will terminate the work, two whistles will award a new cow.

Credits and Penalties for Open and Non Pro

All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time.

During "Boxing," credit will be given for the horse's expression and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Credit will be given during "Fence Work" for making the first run past the center of the arena; making turns right on the cow; and controlling a difficult cow. If "Roping," credit will be given for rating and following cow to allow rider the optimal roping position; stopping hard; and staying in the ground during the hold. Credits for each element of Roping range from -1 ½ to +1 ½ points. If "Circling", credit will be given when the horse works willingly; acknowledges the cow; and gets close enough to the cow to control the circles. Credits for Circling range from 1 ½ to +1 ½ points for each direction. Penalties will be assessed as follows:

- 1 Point Penalties: Loss of working advantage ; Using the corner or the end of the arena to turn the cow when going down the fence; Changing sides of arena to turn cow; For each length horse runs past cow; Working out of position; Slipping rein; Failure to drive cow past middle marker on first turn.
- 2 Point Penalties: Going around the corner of the arena before turning cow; 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, When roping, failure to catch.
- 3 Point Penalties: Exhausting or overworking the cow before circling or roping; Hanging up on the fence (refusing to turn); Knocking down the cow without having a working advantage; Losing a cow while boxing
- 5 Point Penalties: Failure to turn the cow both directions on the fence; Spurring in front of cinch; Blatant disobedience; Use of either hand to instill fear/ praise; Failure to catch in the Open
- Off-Pattern (OP): Turning tail; Failure to attempt complete any part of the Class; Repeated blatant disobedience; Schooling after entering the arena prior to calling for cow; Schooling horse between cows, if new cow is awarded. Use of two hands (except in snaffle bit or hackamore) per maneuver; More than one finger between split reins or any fingers between romal reins (except two rein); cannot place above others who complete pattern correctly.
- Disqualification (DQ): Lameness; Abuse; Illegal equipment; Disrespect or misconduct; Bringing the cow straight over backwards landing on its back or head with all four feet in the air; Leaving working area before pattern is complete; Fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed), Improper western attire. Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class toward the all around.
- If the exhibitor runs out of time to rope, there will be no credit for the stop/hold maneuver and a penalty for failure to catch. Riders may still earn credit for tracking/rating/control/position and speed/degree of difficulty

LTD NON PRO, INTERMEDIATE AND GREEN HORSE DIVISIONS

Exhibitors in the Ltd Non Pro, Intermediate and Green Horse Divisions are allotted one minute and thirty seconds to complete the work. Announcer will give a "30 seconds left" time warning. At one minute and thirty seconds, the announcer will call for time. Exhibitors are not required to use all of the allotted time, but must ride until the judge whistles the end of the run or time expires, whichever occurs first. There are four parts to the work: boxing the cow; setting up the cow and driving it down the fence to the opposite end of the arena; boxing it at the opposite end of the arena and then driving the cow past the middle marker again. There is no expectation that the Exhibitor will make a 'fence turn,' rather the drive down the fence demonstrates correct position and control around the corner.

- Part One – Boxing the Cow – The rider shall ride into the arena, face the cattle entry gate, and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time

to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.

- Part Two - Set Up Cow and Drive Down Fence to Opposite End of Arena – After the cow has been controlled on the entry end of the arena, the rider shall set the cow up for driving down the side of the arena.
- When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately 1/2 to 3/4 the length of arena. Rider will then stop and release the cow and move horse toward center of arena to set the cow up for boxing.
- Part Three – Boxing the Cow at Opposite End of Arena –The Exhibitor will again control and box the cow to demonstrate the horse's ability to "hold" the cow.
- Part Four – Drive the Cow back down the same fence as the first drive, past the middle marker and continue until the judge blows the whistle to show completion.

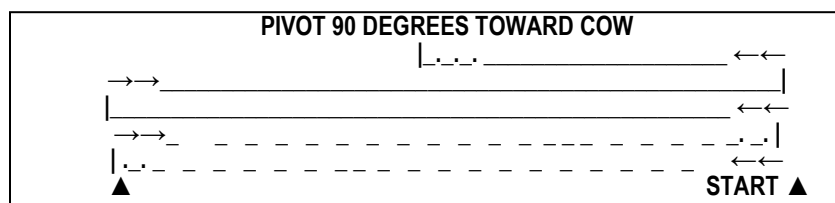
Credits and Penalties for Limited Non Pro, Intermediate & Green Horse All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time. During "Boxing," credit will be given for the horse's expression and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Credit will be given during "Set Up Cow and Drive Down Fence" for rating the cow; blocking the cow with pressure towards the end of the arena; driving the cow with control down the side of the arena; and controlling a difficult cow. Penalties will be assessed as follows:

- 1 Point Penalties: Loss of working advantage; Working out of position; Slipping rein, failure to drive cow past the middle marker on second drive before time expired; driving the cow down the opposite fence on second drive (changing sides); Over-bridled.
- 3 Point Penalties: Knocking down the cow without having a working advantage; Losing a cow while boxing.
- 5 Point Penalties: Spurring in front of cinch; Blatant disobedience;
- Off-Pattern (OP): Turning tail; Failure to attempt complete any part of the Class; Repeated blatant disobedience; Schooling after entering the arena prior to calling for cow; Schooling horse between cows, if new cow is awarded; Use of either hand to instill fear/ praise; Use of two hands (except in snaffle bit or hackamore) per maneuver; More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver. Cannot place above others who complete pattern correctly.
- Disqualification (DQ): Lameness; Abuse; Illegal equipment; Disrespect or misconduct; Leaving working area before pattern is complete; Fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed), Improper western attire. Disqualified entries are counted as an entry in the class but can not receive points or credits for that class toward the all around.

NOVICE AND YOUTH DIVISIONS

This class has been developed for novice and youth riders as an entry level working cow horse class. The rider will enter the arena and perform the cow horse pattern. After completing the cow horse pattern, the rider will face the cow end of the arena and call for a cow. **The rider will have 50 seconds to work the cow.** Timing will be done by the announcer starting when the cow is turned into the arena. The work in the cow horse class will consist of the following two parts.

Part One – Cow Horse Pattern – The rider shall trot into the arena, trot to first cone and start pattern. Markers: Marker placement shall be a minimum of 20 ft from the wall.



Enter arena at trot and trot to first cone

1. Extended Trot to second cone; Stop; Back two steps; Rollback to right
2. Extended Trot back to first cone; Stop; Back two steps; Rollback to left
3. Lope to second cone; Stop; Rollback to right
4. Lope to first cone; Stop; Rollback to left
5. Lope to center; Stop, Back; Pivot 90 degrees toward cattle and call for cow to be worked.

Part Two – Boxing the Cow – The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for 50 seconds to demonstrate the horse’s ability to “hold” the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse’s ability to drive and block the cow on the entry fence

Credits and Penalties for Novice and Youth Dry work portion

1) Scoring for Part One – Cow Horse Pattern The horse/rider team is scored on the quality of each maneuver with either a -½ Poor, 0 Correct, +½ Good. No more than 2 ½ points can be added or misused from the total score for the Cow Horse Pattern.

- a. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for entering at trot, extended trot to first cone, stop, back two steps and rollback to right.
- b. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for extended trot to cone, stop, back two steps and rollback to left.
- c. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for lope, stop and rollback to right.
- d. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for lope, stop and rollback to left.
- e. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for lope to center, stop, back, pivot, call for cow.

Credits and Penalties for Boxing the Cow portion - Novice and Youth

All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time.

During “Boxing,” credit will be given for the horse’s expression and its ‘cow sense’ (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Penalties will be assessed as follows:

- 1 Point Penalties: Loss of working advantage; Working out of position; Slipping rein.
- 3 Point Penalties: Knocking down the cow without having a working advantage; Losing a cow while boxing.
- 5 Point Penalties: Spurring in front of cinch; Blatant disobedience. • Off-Pattern (OP): Turning tail; Failure to attempt complete any part of the Class; Repeated blatant disobedience; Schooling after entering the arena prior to calling for cow; Schooling horse between cows, if new cow is awarded. Use of either hand to instill fear/ praise; Use of two hands (except in snaffle bit or hackamore) per maneuver; More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver. Cannot place above others who complete pattern correctly.
- Disqualification (DQ): Lameness; Abuse; Illegal equipment; Disrespect or misconduct; Leaving working area before pattern is complete; Fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed), Improper western attire. Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class toward the all around.

Jackpot RANCH CUTTING. This class is judged on the ability of the horse to work a cow by separating it from the herd and holding it to demonstrate the horse's ability to work the cow. A single cow is cut from the herd and the horse must demonstrate its ability to work the cow. The ideal VRH Ranch cutting horse should have a natural ranch horse appearance from head to tail in each maneuver.

Objective will be to cut two cows from the herd and work the cow(s) with the assistance of two turn-back riders and two herd holders. Show management may supply two herd holders and two turn back riders, or exhibitors may supply their own helpers. If an exhibitor is a herd holder or turn back rider, he or she may use the horse that they are competing on, or use a different horse. In all divisions, there will be a two minute time limit. The announcer/time keeper will give a warning when one minute of the two minute working time has expired. Each exhibitor must work two head and has the option of ending their run before the two minute limit or working the full two minutes. Time will begin when a rider crosses a time line just prior to entering the herd. Time should not start until contestant crosses a pre-determined and marked timeline. The rider will then quietly separate his/her cow from the herd.

Unnecessary roughness or disturbing the herd excessively could result in disqualification.

Ultimate credit will be given to horses demonstrating excellence in the herd work by committing to, driving, setting up and working a cow in the center of the arena with minimal disturbance to the herd.

Exhibitors will not be penalized for reining during the cutting portion, but should display natural ability.

Scoring. 100 percent will be judged by the horse's performance and natural ability.

Penalties should be assessed as follows: - One point: over-bridled (per maneuver), out of frame (per maneuver), losing working advantage; toe, foot, or stirrup on the shoulder; working out of position - Three (3) points: cattle picked up or scattered; spurring on shoulder; pawing or biting cattle; back fence; hot quit - Five (5) points: horse quitting cow; losing cow; changing cattle after a specific commitment; failure to separate a single animal after leaving the herd; blatant disobedience -Ten (10) points: unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) - Off Pattern (OP): turn tail; failure to cut two cows; repeated blatant disobedience; use of two hands (except junior and level 1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two-rein) -Disqualification (DQ): lameness; abuse; disrespect or misconduct; illegal equipment; excessive disturbance of herd to the point that exhibitor is asked to leave the arena; leaving arena before run is complete, fall of horse/rider; improper western attire

PATTERNS

Patterns will be chosen from AQHA, SHOT, NRCHA, NRHA Rulebooks or can be a pattern approved by show management and posted at least one hour before start of show. Patterns may be modified to be lope in patterns.

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.

Warm Up Ring Etiquette

