

Arkansas Stock Horse Association



**Rulebook
2012**

ArSHA Animal Welfare Position Statement

The Arkansas Stock Horse Association is committed to the humane and proper treatment of all animals. In this respect:

- The welfare of the horse is the primary consideration in all activities
- Horses will be treated with kindness, respect and compassion at all times
- Responsible care will be used by all parties in handling, treatment and transportation of horses
- Horse men and women as owners, exhibitors or trainers will ensure the health and well-being of animals in their care at all times.
- In ARSHA classes or activities that involve the use of cattle, ARSHA strives to safeguard the welfare of the cattle as well as the welfare of both the horses and riders.

The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted animal husbandry standard and equine care, training and exhibition procedure would determine to be neither cruel, abusive or inhumane.

Based on these principles, ARSHA has developed and enforces rules to ensure ethical competition and humane treatment of horses and cattle. ARSHA supports the development of procedures that assure equity, fairness, safety, health and welfare for all participants.

ArSHA's Disclaimer of Responsibility for Safety

ArSHA does not assume responsibility for safety of participants at clinics and competitions or other events it sanctions. Safety is a concern of everyone, but ARSHA does not assume responsibility for it. ARSHA's limited purpose for sanctioning or approving an ARSHA event is to promote education and positive fair competition and evaluation. Event management is responsible for participant safety.

EXHIBITOR CONDUCT

A. No exhibitor shall approach a judge during an ARSHA 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.)

DISCIPLINARY PROCEDURES

The Association reserves the right to independently direct disciplinary action or sanction against individuals coming under the jurisdiction by participating in Association sponsored events. The Association Executive Committee is the forum within the Association that initially or ultimately hears or reviews evidence of alleged violations of rules and regulations by members and/or participants in Association approved events. A member may be disciplined, suspended, fined, and/or expelled from Association.

VIOLATIONS

A. Financial Violations – Any member may be suspended and denied privileges of the Association or any nonmember may be denied the privilege of the Association by the Executive Committee of the Association, for the failure to pay, when due, any obligation owing the Association. Upon receipt of a fraudulent payment, a member or nonmember will be notified in writing and given a reasonable amount of time to make the payment good. Failure to pay the owed amount to the Association or its sponsoring groups will result in suspension of membership and all privileges. Repeat offenders will be put on a cash only basis.

ARSHA EVENTS

EV-001 GENERAL ARSHA EVENTS RULES AND REGULATIONS

Effective Date and Repeal. The following Rules and Regulations shall become effective January 1 of the current year, and thereupon all rules and Regulations and parts thereof heretofore in force are hereby repealed. Rules as printed in the ARSHA Official Handbook shall be used at all ARSHA approved shows throughout the current year unless otherwise approved by ARSHA.

EV-002 SPECIAL NOTICE TO EXHIBITORS, JUDGES AND EVENT MANAGEMENT

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

B. Participants in approved ARSHA Events are responsible for showing the original or photocopies of Membership Cards and Horse Competition Licenses at each ARSHA approved event.

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

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

EV- 003 RELEASE OF LIABILITY

A. ARSHA and co-sponsoring organization, if any, will not be responsible for any accident that may occur to, or be caused by any horse participating in an ARSHA approved event, or for any article of any kind or nature that may be lost or destroyed or in any way damaged. The ARSHA will not be responsible for any financial

arrangements not completed between event management, exhibitors, owners, or judges. However, these situations should be reported in their entirety to the ARSHA for possible disciplinary action.

B. Each event should obtain blanket liability insurance to cover suits, claims or judgments for bodily injury or property damage sustained by spectators, participants, or others arising out of the use of the show grounds or operation necessary or incidental to the event.

EV -004 ARSHA EVENT APPROVAL REQUIREMENTS

ARSHA Event approval is a privilege, not a right, granted or rejected at ARSHA discretion on an annual basis according to continuous evaluation of the applicant, including, but not limited to competence of event management, enforcement of ARSHA rules; quality of event; and service to ARSHA Members.

All approved classes must be open to any ARSHA member meeting eligibility requirements. **All events approved by ARSHA shall have ARSHA as the only mandatory membership required to participate. Other fees for participation in other organizations or special series may be offered, but not mandatory.** All events approved by the ARSHA shall be named, advertised, listed and otherwise referred to as a Stock Horse Versatility Event and must state "ARSHA Approved".

The rules and requirements set forth in the ARSHA Official Handbook shall be used at all approved events including any non-ARSHA point classes offered at that event, unless otherwise approved by the Executive Director of the ARSHA. Failure to follow the ARSHA rule book in conducting events may result in future approval of events being denied and/or possible disciplinary action. The Executive Committee will decide such cases.

Approval does not carry over from year to year and must be obtained for each individual event. The ARSHA reserves the right to approve only the number of events per calendar year it deems appropriate for the same organization, management or area.

Organizations or individual members wishing to stage or sponsor ARSHA Regular Events (clinic & competition) or Special Events (instructional shows, awareness clinics, team tournaments, collegiate events, etc.) must obtain approval for their event from ARSHA. ARSHA, in turn, will publicize the event prior to and after the event and the participation and results will be available for individual members and their horses and results and points will be available for a database search of past points and awards earned by horses, members and horse-rider combinations.

EV-005 ARKANSAS STOCK HORSE ASSOCIATION CLASSES

Following is a list of the five classes, designed to measure the versatility of a western stock horse, to be offered at each Arkansas Stock Horse Association competition with descriptions and guidelines for judging: Each class must always be a standalone class **and run independently of any other class.** Schedules should be established to allow time between classes for exhibitors to prepare their horse for the next class.

EV-006 ARSHA STOCK HORSE PLEASURE CLASS

- This class serves to measure the ability of the horse to be functional and a pleasure to ride while being used as a means of conveyance from one task to another. This horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits.

- The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will not be given extra credit. The horse should be responsive to the rider and make all required transitions smoothly, timely and correctly. The horse should be soft in the bridle and yield to contact.

• **Horses shall be shown individually at the walk, trot and lope in both directions. The walk, trot and lope will be extended in one direction only.**

• **The class should be conducted inside of an arena. An arena provides good footing for stops in the pattern.** The pattern may be started either to the right or left direction.

• The order of gaits shall be: 1) Extended Walk 2) Trot 3) Extended Trot 4) Lope 5) Stop and Reverse 6) Ordinary Walk 7) Lope 8) Extended Lope 9) Trot 10) Stop and Back.

• The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping. The reverse may be executed in either direction.

• Individual Markers shall be setup to designate gait changes. When establishing or setting up markers, the following distances are recommended. These distances will make for a more fluid class to be exhibited and facilitate ease in judging. In smaller arenas, it may be necessary to adjust the course to get distances similar to those recommended.

- 1) Extended Walk - 75 feet
- 2) Trot - 120 feet
- 3) Extended Trot - 240 feet
- 4) Lope - 150 feet
- 5) Stop and Reverse
- 6) Ordinary Walk - 30 feet
- 7) Lope - 150 feet
- 8) Extended Lope - 200 feet
- 9) Trot - 90 feet
- 10) Stop and Back

• **The judge shall walk the pleasure class and approve the markers for distances. The judge shall judge the pleasure class from the center of the arena except in extreme circumstances.**

A. Description of Ideal Pleasure Gaits

The ideal pleasure horse will have a level head carriage at each gait – neither too high nor too low.

1. Extended Walk – A stock horse pleasure walk should be straight, square flat footed, relaxed and should move out freely with horse looking ahead. The extended walk should show more length of stride than the ordinary walk.

2. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.

3. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse would hold this gait for an extended distance.

4. Lope – This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride

over long distances.

5. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.

6. Reverse – A horse should turn briskly and flat with front feet on the ground and holding an inside rear pivot foot.

7. Ordinary Walk – A stock horse pleasure walk should be straight, square, flat footed, relaxed and should move out freely with no anticipation to move to the next gait.

8. Extended Lope – This gait should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and holding the increased speed while being under control.

• **Part of the evaluation of this class is on smoothness of transitions.** There is no advantage to making these transitions with cues that are imperceptible to a judge. Judges expect to see horses that been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit earning situation.

All transitions should be smooth without undue fuss from the horse. Please note that the rules allow for a horse to be taken back (collected) a bit from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is very difficult to achieve, however, a good stock horse will have to make this transition several times during a day's work. This transition is down to the normal or sitting trot not the extended trot. Therefore, 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 bring the hocks together to go into a stopping position should be penalized according to the magnitude of the error.

B Scoring Stock Horse Pleasure

Each gait, including transitions toward that gait, will be scored from 1-10. There will be 5 scores in each direction for a total of 10 scores and a maximum of 100 points for each horse's work.

The scoring guide for each maneuver, including transitions, is as follows:

- 1-4 Points – Major faults such as wrong lead, broken gait, lack of control, very poor quality of gait, failure to perform requested gait.
- 5-7 Points – Average quality of movement of gaits and transitions with minor or no faults
- 8-10 Points –High quality mover that is functionally correct in gaits and transitions. Well-mannered and responsive.

EV- 007 ARSHA STOCK HORSE TRAIL CLASS

A horse is ridden through a pattern of obstacles which should nearly approximate those found during the course of everyday work. The horse is judged on the cleanliness, neatness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly and attitude and mannerisms exhibited by the horse while negotiating the course. Emphasis on judging should be on identifying the well-broke, responsive, well-mannered horse which can correctly negotiate the course. Management, when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents.

A. COURSE REQUIREMENTS, DEVELOPMENT & POSTING

1. The trail class should be conducted on natural terrain outside of an arena if at all possible. An outside natural terrain provides a more realistic setting in which a horse may negotiate a pattern of obstacles. This tests the horse's ability to cope with many situations encountered in everyday riding. In case of inclement weather or extenuating circumstances, the trail class may be held in an arena after another class has been completed or before another class has been initiated.

2. 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. The walk can be part of obstacle score and scored with approaching obstacle. The trot should be at least 35 ft and scored with approaching obstacle. The lope should be at least 50 ft and scored with approaching obstacle and be lead specific.

3. Care must be exercised to avoid setting up of any obstacles that may be hazardous to the horse or rider.

4. NO EXTRA VERBAL INSTRUCTIONS MAY BE GIVEN TO EXHIBITORS BY MANAGEMENT OR JUDGE THAT IS NOT WRITTEN IN COURSE DESCRIPTION.

Since exhibitors in ARSHA shows may be riding up and completing their trail course individually, there will not be a time that all exhibitors can hear or know about extra instructions or credits that the judge might want to use. Any instructions to the exhibitors must be written on the trail pattern and posted before the beginning of the trail competition.

5. Show committees have the option of setting up the trail course to best fit their conditions. Each single performance event can be time-consuming, 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 a reasonable amount of time. (4 minutes or less).

6. 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 ARSHA trail class. Judges may remove or change any obstacle they deem unsafe, non-negotiable, or unnecessarily difficult. If 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 works for that class.

7. The actual trail course cannot be made available to exhibitors or posted prior to the day of competition, but must be posted at least one hour prior to competition. Printed handouts for contestants is helpful and encouraged.

8. The course may be walked on foot by the exhibitor or, in the case of outdoor courses, be observed from the outside of the course on horseback, but no horse/rider exhibitors are allowed on the actual course after it has been set until their trail run begins.

B. TRAIL CLASS OBSTACLE REQUIREMENTS:

1. Course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Combining of two or more of any obstacles is acceptable.

2. 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. Animals (live or stuffed) should only be used which would normally be encountered in an outdoor setting and which are not used in an attempt to “spook” a horse.

3. Mandatory obstacles or maneuvers:

1. Ride over obstacles on the ground – usually logs or poles. It is recommended that all three gaits (walk,trot,lope) be used, however only two gaits are required.

a) Walk-Overs. Walk over no more than five logs or poles. The space between logs for walk-overs should be 20 – 24” apart and no more than 10”high. These can also be in a straight line, curved, zigzagged or raised.

b) Trot-Overs. Trot over no more than five logs or poles. The space between trot-overs should be 36-42”. Poles may be elevated a maximum of 10”. These can also be in a straight line, curved, zigzagged or raised.

c) Lope-Overs. Lope over no more than five poles. The space between lope-overs should be 6’ to 7’. Poles may be elevated a maximum of 10 “. These can also be in a straight line, curved, zigzagged or raised.

2. Opening, passing through, and closing gate. A gate should be used that will not endanger horse or rider and requires minimum side passing.

3. Ride over wooden bridge. (Suggested minimum width shall be 36” wide and at least six feet long). 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.

4. Backing obstacles – Backing obstacles are to be spaced a minimum of 28” spacing. If elevated, 30” spacing is required. Back through and around at least three markers. Back through L, V, U, straight or similar shaped course. May be elevated no more than 24”.

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 “.

6. Rope drag – For Open, Non-Pro, LTD Non Pro and Green Horse Classes ONLY. A rope drag is not to be used in Novice or Youth classes. Drag must be a complete figure eight and may begin either direction.

7. Green Horse - Distances may be adjusted for green horses only, if so desired.

4. Optional obstacles: New obstacles may be added at any time, we welcome any new and different tests which members may come up with provided they can be found in everyday ranch work. Following is a list of optional obstacles from which selections can be made, but not limited to: 1) Jump - An obstacle whose center height is not less than 14” high or more than 24” high. Holding the saddle horn is permissible for this obstacle, 2) Carry object from one part of the arena to another, 3) Remove and replace materials from mailbox, 4) Trot through cones – spacing to be minimum of 6’, 5) Cross Natural ditches or up embankments, 6) Swing rope – throw rope at dummy steer head. 7) Step in and out of obstacle, 8) Put on slicker or coat, 9) Stand to mount with mounting block, 10) Walk over water obstacle, 11) Open gate on foot, 12) Pick-up feet, 13) Walk through brush, 14) Ground Tie, or 15) Lead at the trot.

C. Scoring Stock Horse Trail

The rider has the option of eliminating an obstacle and taking a score of “0” for the missed obstacle. A judge may ask a horse to pass on an obstacle after three refusals or for safety concerns.

Trail Credits:

- + Credit is given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed.
- + Horse should receive credit for showing attentiveness to obstacles and capability of picking their own way through the course when the obstacles warrant it, and willingly responding to the rider’s cues on more difficult obstacles.
- + Quality of movement and cadence should be part of the maneuver score for the obstacle.

Trail Deductions:

Minor Deductions-

- Artificial appearance and/or unnecessary delay while approaching or going through obstacles.
- Each tick of an obstacle
- Break of gait at walk or jog
- Placing both front or hind feet in a single-strided slot or space
- Skipping over or failing to step into a required space
- Split pole in lope-over
- Stepping on a log, pole, cone or obstacle

Major Deductions:

- Wrong lead or breaking gait at lope
- Stepping outside the confines of; falling off or out of an obstacle such as a back thru, bridge, side pass, box, or water box
- Refusals, balk, or attempting to evade an obstacle by shying or backing
- Blatant disobedience (kicking out, bucking, rearing, striking)
- Failure to ever demonstrate correct lead or gait, if designated
- Failure to complete obstacle

EV-008 ARSHA STOCK HORSE REINING CLASS

This class measures the ability of the western stock horse to perform many basic handling maneuvers. The Arkansas Stock Horse Association has five recognized regular patterns plus two Novice & Youth Patterns. The patterns are broken down into either 7 or 8 maneuvers to be scored a maximum of 10 points each.

A. These maneuvers include:

Stops

Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the 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 should continue in a straight line while maintaining ground contact with the hind feet.

Spins

Spins are a series of 360-degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs and contact should be made with the ground and a front leg. The location of hindquarters should be fixed at the start of the spin and maintained throughout the spins.

Rollbacks

Rollbacks are the 180 degree 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 a canter, as 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 changes. Circles must at all times be run in the geographical area of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed and size of a small, slow circle and a large, fast circle and the speeds 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 a required distance, at least 10 feet.

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 to the judge(s) the completion of the pattern.

Lead Changes

Lead changes are the act of changing the leading legs of the front and rear pairs of legs, at a lope, when changing the direction traveled. 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. The change of front and rear leads must take place within the same stride to avoid deductions.

Run Downs and Run-arounds

Run downs are runs through the middle of the arena, and runs along the side and ends of the arena. Run downs and run-arounds should demonstrate control and gradual increase in speed to the stop.

B. Scoring Stock Horse Reining

Credits:

- + Overall smoothness of pattern
- + Degree of difficulty exhibited by stops, spins and rollbacks and speed in circles and run-outs.
- + Horse should guide willingly without undue resistance.
- + Lack of set-ups or anticipations in the execution of any of the maneuvers.
- + Exhibiting finesse, attitude, quickness, authority and controlled speed while completing a correct maneuver.

Deductions: to be subtracted from maneuver scores are as follows

Five Point Deductions:

1. Blatant disobediences, including kicking, bucking or rearing.
2. Spurring in front in cinch or the use of either hand to instill fear or praise.

Two Point Deductions:

1. Break of Gait
2. Freeze up in spins or rollbacks. A freeze up is any time the lateral movement of horse's shoulders is completely stopped and has to be restarted to complete the maneuver.

3. In trot in patterns, failure to stop or walk before executing a canter departure.
4. In run in patterns, failure to be at a canter before first marker
5. Failure to completely pass a specified marker before initiating a stop.
6. Using two hands on a curb bit or using more than one finger between split reins or any finger between romal reins will result in a two point run content deduction each time there is a violation. The free hand may be used to straighten excess rein at any place a horse is allowed to be completely stopped during a pattern.
7. Over or under spinning of more than one-fourth turn
8. Jogging more than two strides to start circles or exit rollbacks.

One point Deduction:

1. Each time a horse is out of lead . Penalties are cumulative for each occurrence and each one-fourth circle.

One-half point Deduction:

1. Jogging less than two strides to start circles or exit rollbacks.
2. Failure to maintain a minimum of twenty feet from wall or fence for stops or rollbacks on standard patterns with the exception of Novice & Youth Pattern # 1.
3. For one stride delayed lead change.

PLEASE SEE SECTION EV-011 FOR COMPLETE DESCRIPTION AND DRAWINGS OF ALL ARSHA REINING PATTERNS.

EV-009 ARSHA STOCK HORSE WORKING COW HORSE CLASS

A versatile western stock horse must also be a cow horse and this class has been designed to demonstrate and measure the horse's ability to do cow work. Holding the saddle horn is permitted in this class. Timing will be done by the announcer. At the end of the time limit, the announcer will call time. 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 contestant to quit work.

The judge may blow a whistle at any time for the contestant to cease work for safety reasons. Judges will give credit for what they have seen. Only the judge may award a new cow to a contestant to replace a cow that will not honor a horse. Contestants must continue working until time is called to avoid a run content deduction.

A. Working Cow Horse Class for Open and Non-Pro Divisions

There will be a 3 minute time limit per horse to perform the entire work beginning when the cow is turned into the arena. When there is one minute left on the time, the announcer will announce, "one minute". At 3 minutes, the announcer will call time. The work in the open and non-pro cow horse class will consist of the following three parts.

Part One – Boxing the Cow – The rider shall ride into the arena and face the cattle entry gate. 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 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 deliberately release the cow 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 half-way mark of the arena. All turns down the side shall be completed before reaching the end fence.

Part Three – Optional Roping or Circling For the third part of this class, the rider has the option to either

rope and stop 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 rider must be carrying a rope when the class starts. The rider may pull up after the fence work, take down the rope, and proceed to rope and stop the cow. The rider may only throw two loops. A no catch does not mean a score of zero for this portion of the class. A horse must be given credit for rating and tracking, but should not be scored higher than a horse that has also demonstrated the ability to stop and hold the cow.

B. Scoring Open and Non-Pro Working Cow Horse Class

Scoring for the working cow horse class shall be 20 points for each of the three parts of the class with a total of 60 points for the entire class. Each of the three parts of the class is broken into two scores of 10. In selecting tie-breakers, a judge may use 1,2,3,4,5,6 in any order. Scoring columns 5 and 6 for both circling and roping may be given any tie breaker rankings, but should be given the same tie breaker rankings.. In other words, give only 6 tie breaker rankings with circling and roping scoring columns being the same.

1. Scoring for Part One – Boxing (Maximum of twenty points)

- a. The horse will be scored 10 points for control, position and correctness
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

Credits:

- + Expression by the horse and making moves with little rider assistance
- + Holding and controlling the cow
- + Amount of work actually done and the degree of difficulty of the work
- + Horse forces cow to turn

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting cow escape to start rundown instead by being held, released, and driven down the fence
- Using side fences to turn cow

2. Scoring for Part Two – Fence Work (Maximum of twenty points)

- a. The horse will be scored 10 points for control, position and correctness
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

Credits:

- + First run at least ½ length of arena
- + Turns that are right on the cow
- + Controlling a difficult cow

Deductions:

- Making first run less than ½ length of arena
- Using end fences to help turn cow
- Going around the end of arena to get a turn
- Sliding by cow by more than a horse length on turns

3. Scoring for Part Three – Optional Circling or Roping (Maximum of twenty points)

Circling

- a. The horse will be scored 10 points control, position and correctness

b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

Credits:

- + Getting up on cow close enough to control the circles
- + Acknowledging the cow during circling and working willingly

Deductions:

- Lack of control in circles due to distance from cow
- Not acknowledging the cow or simply lack of horse's ability

Roping

a. The horse will be scored 10 points for rating, position, stop and holding.

b. The horse will be scored 10 points for speed, degree of difficulty, eye appeal and cow sense.

Credits:

- + Rating and following cow to allow roper the optimum position to rope
- + Stopping hard and staying in the ground during the jerk

Deductions:

- Not tracking, not rating and not catching up to the cow
- Poor stop

C. ARSHA Working Cow Horse Class for LTD Non Pro and Green Horse Divisions

This class has been developed for non-pro riders and the green horse division as an intermediate level working cow horse class. There will be a **two minute time limit** per horse to perform the entire work beginning when the cow is turned into the arena. When there is one minute left on the time, the announcer will announce, "one minute." At 2 minutes, the announcer will call time. The work in this class will consist of the following three parts.

Part One – Boxing the Cow – The rider shall ride into the arena and face the cattle entry gate. 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 a sufficient amount of time to demonstrate their horse's ability to "hold" the cow.

Part Two - Release cow and Drive down Side of Arena to Opposite End of Arena

After the cow has been controlled on the entrance end of the arena, the rider shall deliberately release the cow and set 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 three-fourths length of arena. Rider will then back horse off of cow and move horse toward center of arena to set cow up for boxing.

Part Three – Boxing the Cow at Opposite end of arena –The exhibitor will again control or "hold" the cow at this end of the arena to demonstrate the horse's ability to "hold" the cow. Continue boxing until time expires.

D. Scoring Working Cow Horse class for Limited Non Pro and Green Horse Divisions Scoring for the working cow horse class for limited non pro and green horse divisions will be 1 to 50 points based on 20 points for each "boxing the cow" and 10 points for the drive down the side of the arena. Each of the three parts of the class is broken into two scores. In selecting tie breakers, a judge may use 1 through 6 of the scoring columns in any order.

1. Scoring for Part One – Boxing (Maximum of 20 points)

- a. The horse will be scored 10 points for control, position and correctness.
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

Credit

- + Expression by the horse and making moves with little rider assistance
- + Holding and controlling the cow
- + Amount of work actually done and the degree of difficulty of the work

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting cow escape to start rundown instead of being held, released, and driven down the fence of arena
- Using side fences to turn cow

2. Scoring for Part Two – Driving down arena fence (Maximum of 10 points)

To receive full credit for the drive down the cow must be controlled on the fence for at least three - fourths the length of the arena.

- a. The horse will be scored 5 points for control, position and initiative.
- b. The horse will be scored 5 points for degree of difficulty, amount of work done, eye appeal and cow sense.

Credit:

- + 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

Deductions:

- Unable to direct cow to opposite end of arena
- Failure to rate the cow and drive against the fence
- Letting cow return to entry gate

3. Scoring for Part Three – Boxing (Maximum of 20 points)

- a. The horse will be scored 10 points for control, position and correctness.
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

Credit:

- +Expression by the horse and making moves with little rider assistance
- +Holding and controlling the cow
- +Amount of work actually done and the degree of difficulty of the work

Deductions:

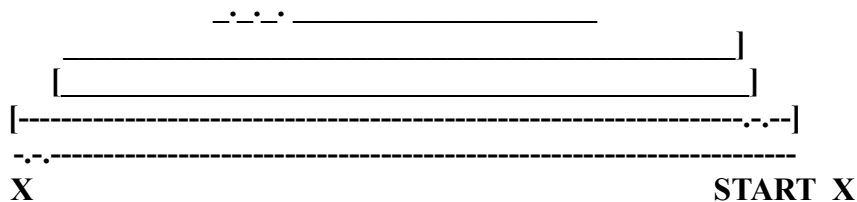
- Missing cow badly on turns
- Horse having to be handled excessively
- Letting cow escape

E. ARSHA Working Cow Horse Class for Novice & 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 1 minute to work the cow.** Timing will be done by the announcer starting when the cow is turned into the arena. At 1 minute, the announcer will call time. 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.

PIVOT 90 DEGREES TOWARD COW



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 one minute 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.

F. Scoring Novice & Youth Working Cow Horse Class

Scoring for the working cow horse class shall be 20 points for the Cow Horse Pattern and 40 points for the Cow Work for a total of 60 points for the entire class. The Cow Horse Pattern is divided into five maneuvers with a maximum score of 4 points each. The Cow Work is divided into two scores of 20 points each. In selecting tie breakers, a judge may use 1 through 7 maneuvers in any order.

1. Scoring for Part One – Cow Horse Pattern (Maximum of twenty points)

1. The horse will be scored 1-4 points for entering at trot, extended trot to first cone, stop, back two steps and rollback to right.
2. The horse will be scored 1-4 points for extended trot to cone, stop, back two steps and rollback to left.
3. The horse will be scored 1-4 points for lope, stop and rollback to right.
4. The horse will be scored 1-4 points for lope, stop and rollback to left.
5. The horse will be scored 1-4 points for lope to center, stop, back, pivot, call for cow.

Credit:

- + Good Hard Straight Stops
- + Correct Rollbacks
- + Correct Gaits

Deductions:

- Failure to complete pattern as described

- Poor stops
- Poor turns
- Poor backing

2. Scoring for Part Two – Boxing (Maximum of forty points)

6. The horse will be scored 1-20 points for control, position, correctness and initiative.
7. The horse will be scored 1-20 points for degree of difficulty, eye appeal and cow sense.

EV-010 ARSHA RANCH CUTTING

To be judged on a horse's smoothness, cow sense and natural ability to read and work a cow. Horse should display lightness of handle and quietness in the herd. Settling of the herd is permissible but not by the first exhibitor in the class.

- a. Minimum number of cattle in the herd will be ten (10) to be located at one end of the arena.
- b. A pen with gate and wing located on the fence line, size and degree of difficulty option of judge.
- c. **All cattle should be clearly marked with numbers. However it is permissible to use more than one cow with the same number if the cattle are obviously different (red vs. black). This may be done in situations where an odd number of entries are in the class (11 vs. 10). In extenuating circumstances only non-numbered cattle may be used however, the judge should make every effort to insure that no rider is given an advantage or disadvantage due to the way cattle are identified.**
- d. There is a 3 minute time limit starting from the time the cow's number is called. A time line at the middle of the arena should be designated. The cow number **(or other identification)** should be called when the rider crosses the line. The object will be to cut one cow from the herd and work cow with the assistance of two turn back riders. **(Two herd holders may be used but only for the purpose of keeping the cattle centered in the arena. Once the cow is separated from the herd they should not assist the rider being judged other than verbally. Noise directed at the cattle by the herd holders is not allowed.**
- e. Once the cow is clearly separated from the herd a 5 pt penalty will be charged if the cow re-enters the herd (lost). **On the second occurrence, a 2nd 5 pt. Penalty will be assessed and the judge will signal the rider to stop work. This will not be cause for disqualification but a rider that loses a cow twice should not place over a rider that does not. The rider must drive the cow into the pen and close the gate. Failure to do so will also result in a 5 pt. penalty and the rider cannot place over one that does pen the cow.**
- f. A signal whistle will be blown at 90 seconds and at conclusion of 3 minutes
- g. Scoring will be on a basis of 0-80.

Penalties:

- a. Excessive help by herd holders or turn back riders -5 pts. per incident
- b. **Allowing cow to return to the herd after it is clearly cut -5 pts per incident.**
- c. **Failure to pen the cow within the time limit -5 pts.**
- d. Loss of working advantage by more than 1 horse length-1 pt. per incident.
- e. Gaping mouth when reined-1pt.
- f. Excessive spurring-3 pts.
- g. Biting, striking, or kicking a cow-3 pts.

Credits:

- a. Quiet in the herd and smoothness of cut
- b. Degree of difficulty
- c. Time spent working
 - + Expression by the horse and making moves with little rider assistance
- d. + Holding and controlling the cow
- e. + Amount of work actually done and the degree of difficulty of the work

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting cow escape

Horse will not be penalized for reining during cutting portion but should display horse's natural cow ability in controlling and driving the cow. The judge will use and post the ArSHA judges score sheet.

The show committee should provide a pen with a 6 to 8 foot closeable gate and a wing of no more than 12 feet. If so desired the fence can serve as the wing.

EV -011 ARSHA REINING PATTERNS

ARSHA Stock Horse Reining Pattern # 1

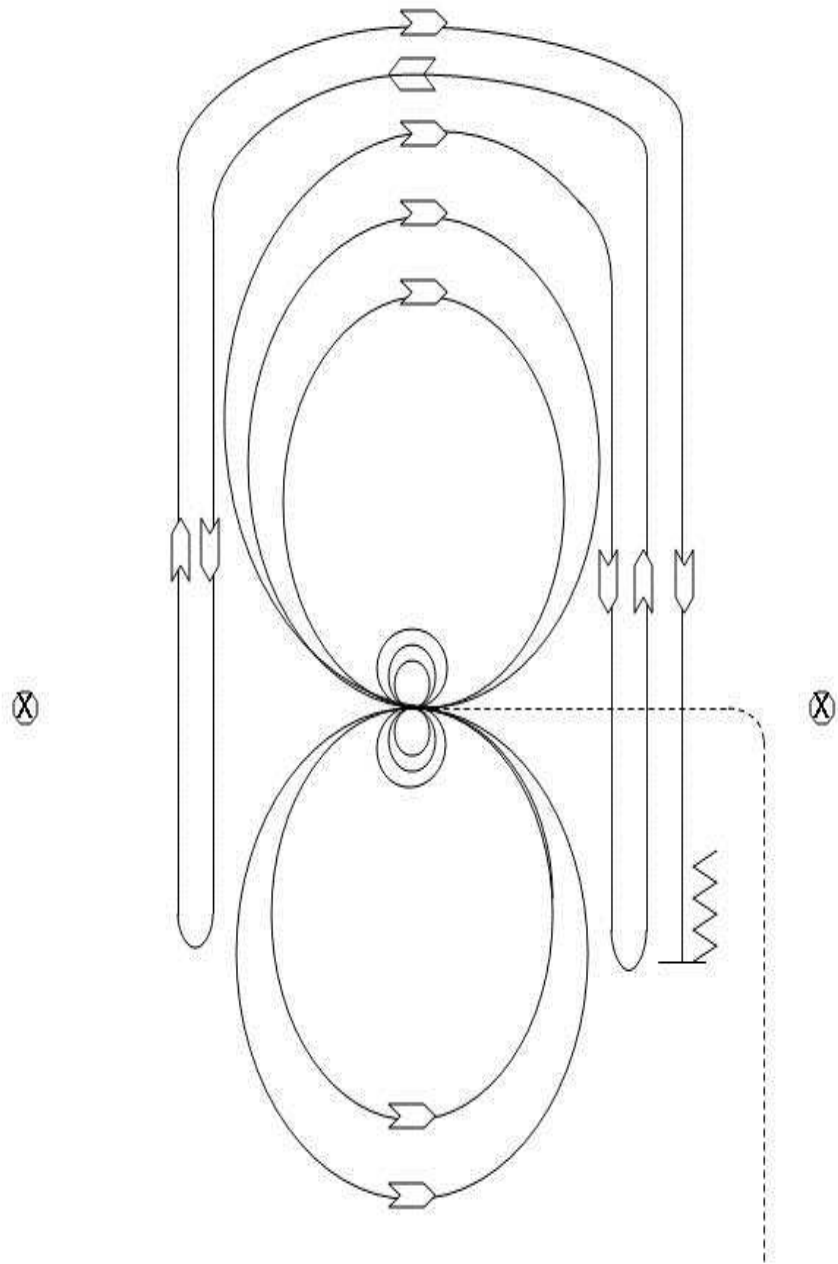
Mandatory Markers:

The judge shall indicate with markers on arena fence the center of the pattern.

Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction
3. Begin on right lead and lope two large circles to the right, change leads.
4. Lope two large circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

ARSHA Stock Horse Reining Pattern # 1



ARSHA Stock Horse Reining Pattern # 2

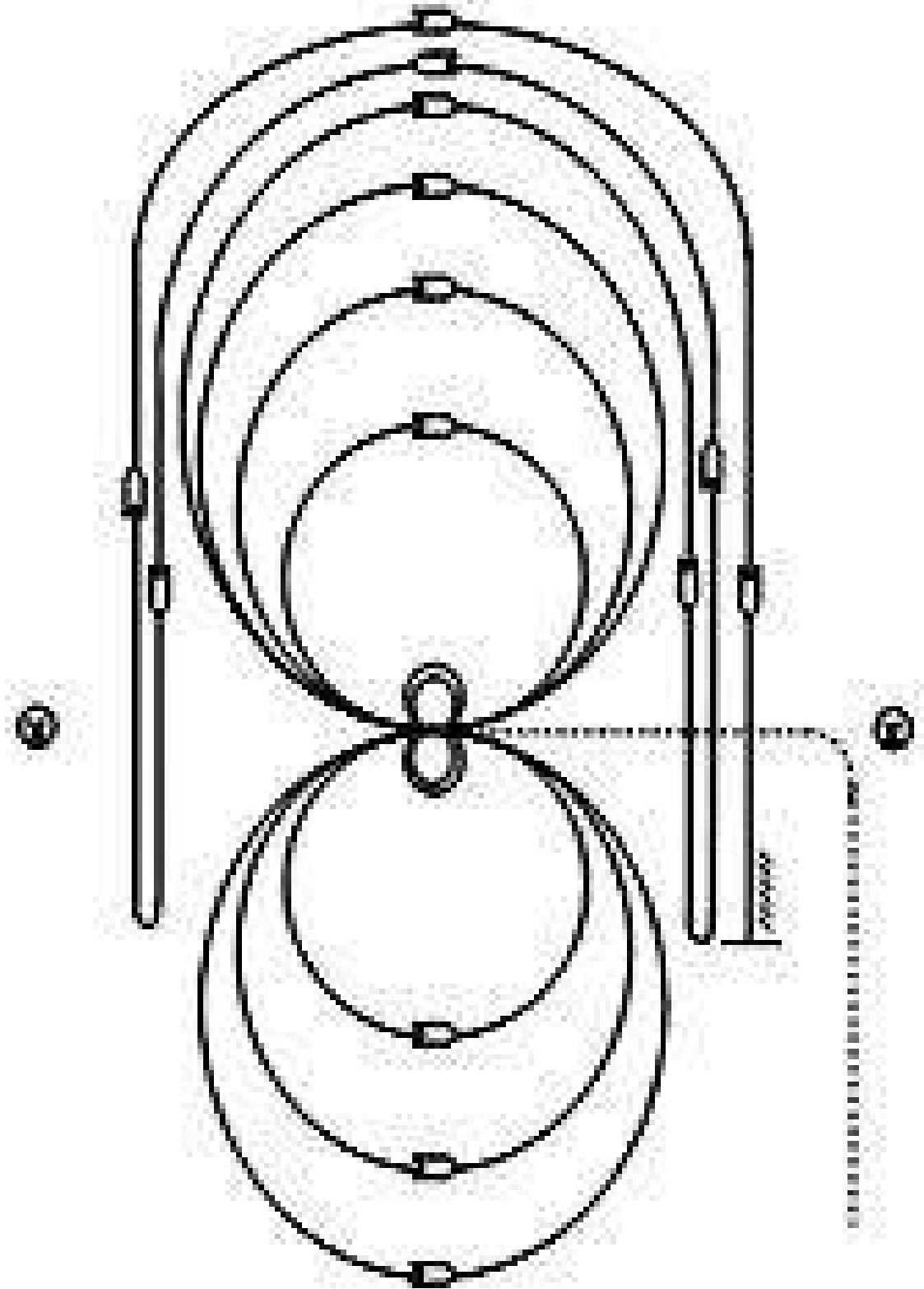
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four spins to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on stops.
7. Do four spins to the inside of the circle, slight hesitation, horse to be facing left wall.
8. Take a right lead & make a fast figure eight over the large circles, close the eight, & change leads.
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence, no hesitation. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence, no hesitation.
10. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

ARSHA Stock Horse Reining Pattern # 2



ARSHA Stock Horse Reining Pattern # 3

Mandatory Marker along Fence or Wall.

The judge shall indicate with markers on arena Fence or wall the center of pattern.

Ride Pattern as follows:

1. Enter arena at sitting trot. Walk or stop before lope.

Begin at the center of the arena facing the left wall or fence.

2. Begin on the left lead and complete three circles to the left. (The first two circles should be large and fast; the third circle small and slow.) Stop at the center of the arena. Hesitate.

3. Complete four spins to the left. Hesitate.

4. Begin on the right lead and complete three circles to the right. (The first two circles should be large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

5. Complete four spins to the right. Hesitate.

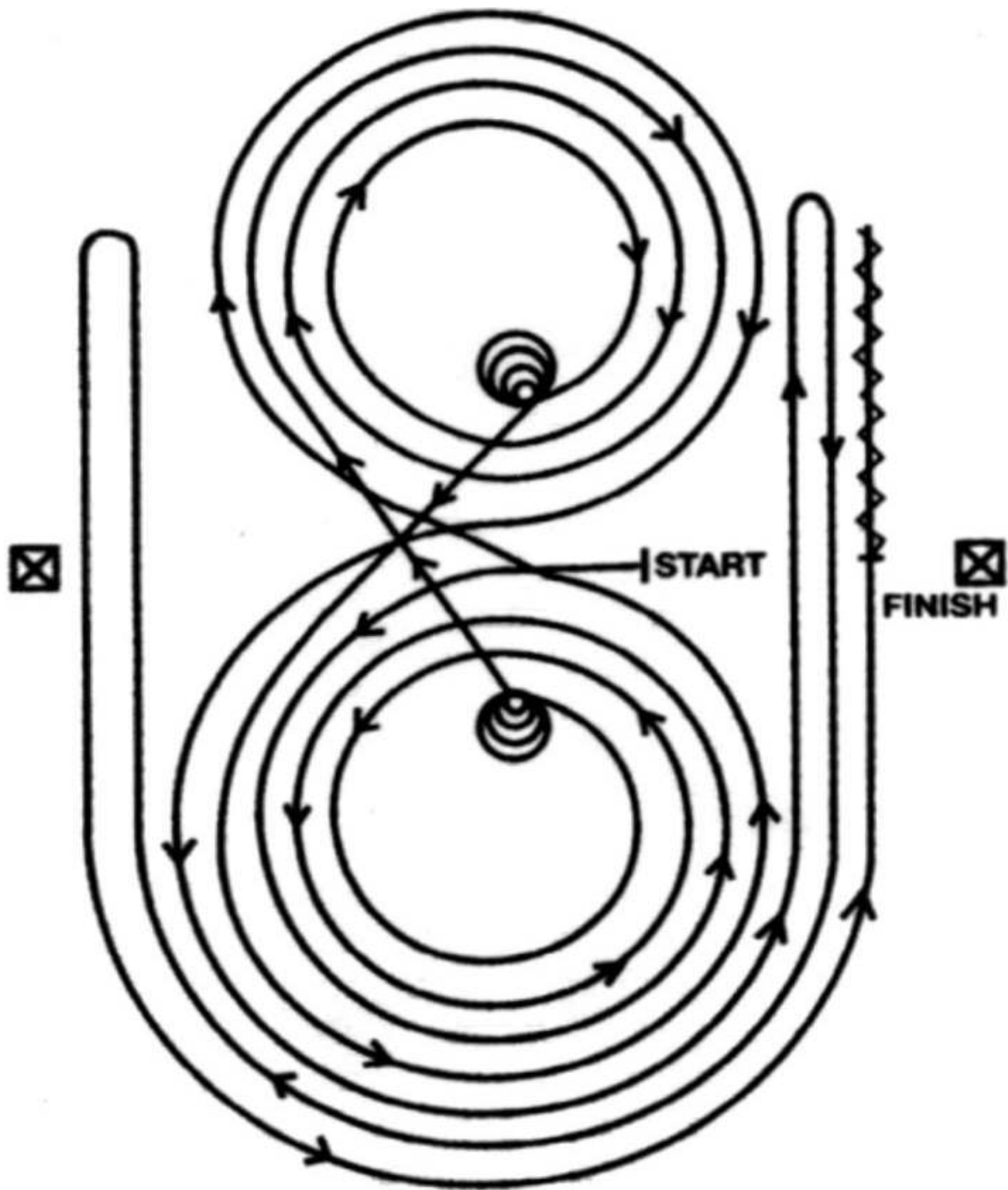
6. Begin on the left lead and ran a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right and change leads at the center of the arena.

7. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.

8. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.

9. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at lest ten feet. Hesitate to demonstrate completion of the pattern.

ARSHA Stock Horse Reining Pattern # 3



ARSHA Stock Horse Reining Pattern # 4

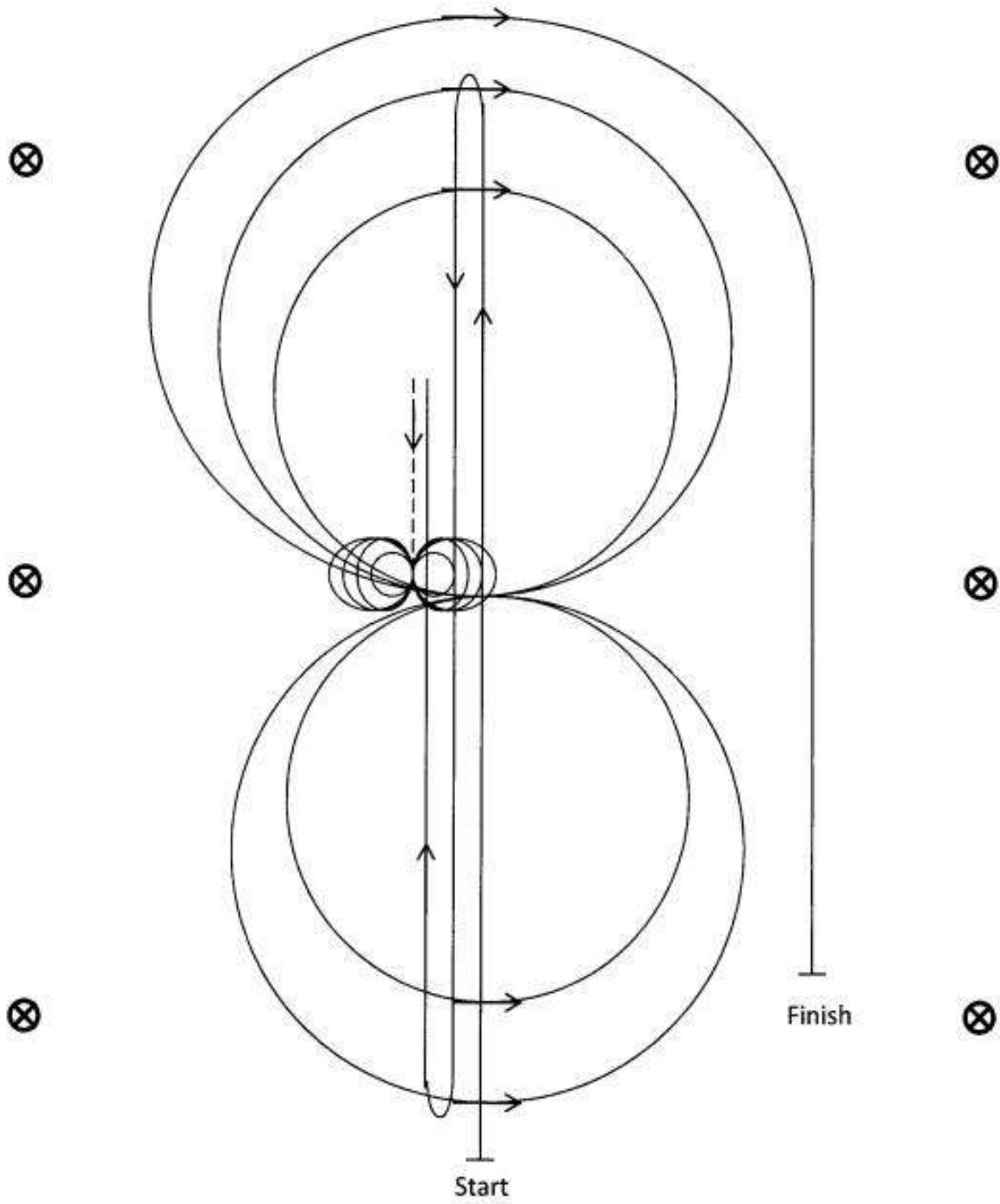
Mandatory Markers along Fence or Wall

The judge shall place markers on arena fence to establish distances.

Ride pattern as follows:

1. Run with speed to the far end of the arena past the end marker and execute a stop followed by a left rollback. (To avoid penalty, the horse must be at a lope when passing the first marker.)
2. Run to the opposite end of the arena past the end marker and do a stop followed by a right rollback.
3. Run past the center marker and do a sliding stop. Back to the center of the arena or at least 10 feet. Hesitate.
4. Complete four right spins.
5. Complete four and 1/4 spins to the left. Horse to be facing the left fence. Hesitate.
6. Beginning on the right lead, complete two circles to the right. The first circle should be large and fast and the second circle small and slow. Change leads at the center of the arena.
7. Complete two circles to the left. The first circle should be large and fast and the second circle should be small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close the circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet from the fence. Hesitate to demonstrate completion of pattern.

ARSHA Stock Horse Reining Pattern # 4



ARSHA Stock Horse Reining Pattern #5

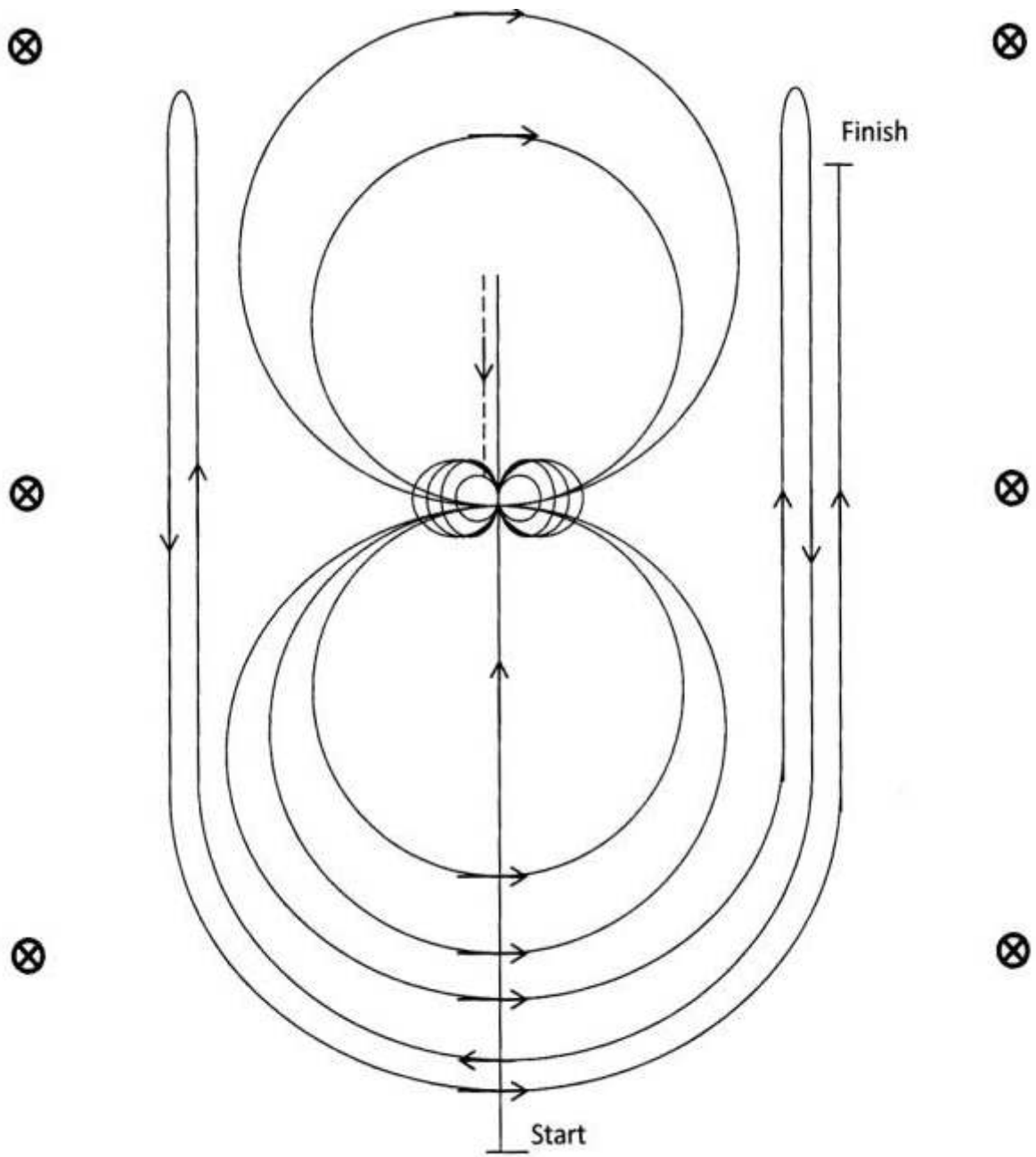
Mandatory Markers along Fence or Wall

The judge shall indicate the area for the pattern with six markers on arena fence.

Ride pattern as follows:

1. RUN past the center marker and do a SLIDING STOP. BACK to center of arena or at least 10 feet. Hesitate. (To avoid penalty, the horse must be loping when passing the first markers.)
2. Complete four RIGHT SPINS.
3. Complete FOUR and 1./4 LEFT SPINS. Horse to be facing left fence at completion. Slight Hesitation.
4. Beginning on the left lead complete TWO CIRCLES to the LEFT. First circle to be small and slow and second circle to be large and fast. CHANGE LEADS at the center of the arena.
5. Complete two CIRCLES to the RIGHT. First circle to be small and slow and second circle to be large and fast. CHANGE LEADS at center of arena.
6. Begin a large fast circle to the LEFT. Do not close this circle. RUN up the right side of the arena past the center marker and at least 20 feet from the fence. Do a RIGHT ROLLBACK.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a LEFT ROLLBACK.
8. Continue back around previous circle. RUN up the right side of the arena at least 20 feet from the fence and past the center marker. do a SLIDING STOP. Hesitate

ARSHA Stock Horse Reining Pattern # 5

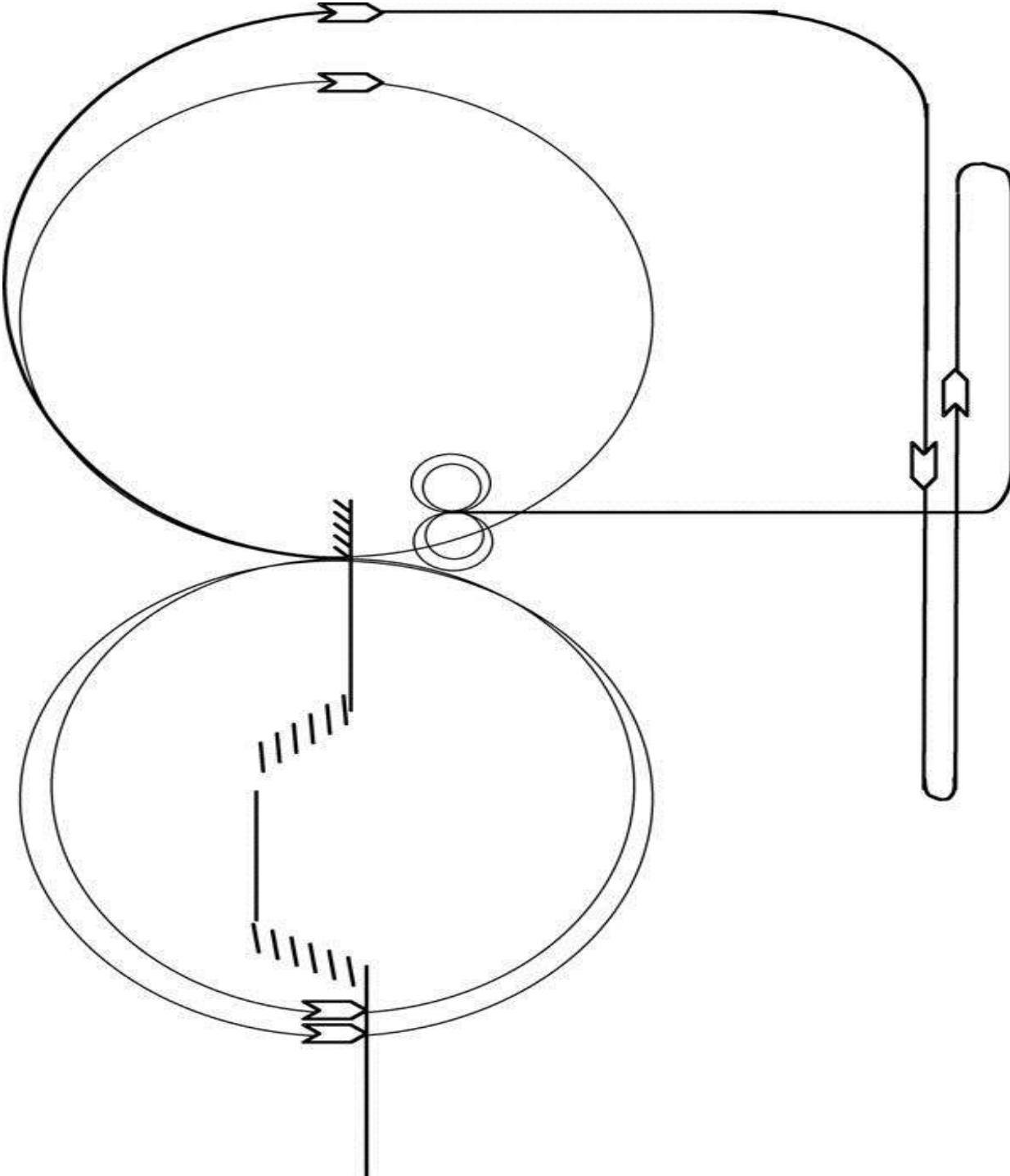


ARSHA Novice and Youth Stock Horse Reining Pattern #1

Ride pattern as follows:

1. Enter arena at SITTING TROT
2. TWO-TRACK LEFT, straight TROT, TWO-TRACK RIGHT
[Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
3. Move up to an EXTENDED TROT
4. STOP and BACK; Make left 90 degree PIVOT
5. Begin on right lead and LOPE 1 fast circle
6. CHANGE LEADS; LOPE two fast circles to left
7. CHANGE LEADS; LOPE, beginning a second RIGHT circle
8. Continue circle to wall and LOPE down wall
9. Make LEFT ROLL BACK using wall as assistance
10. LOPE straight down wall; Make RIGHT ROLL BACK using wall as assistance
11. LOPE to middle of arena; STOP
12. Make TWO SPINS EACH DIRECTION
13. Exit arena at a TROT.

ARSHA Novice and Youth Stock Horse Reining Pattern #1

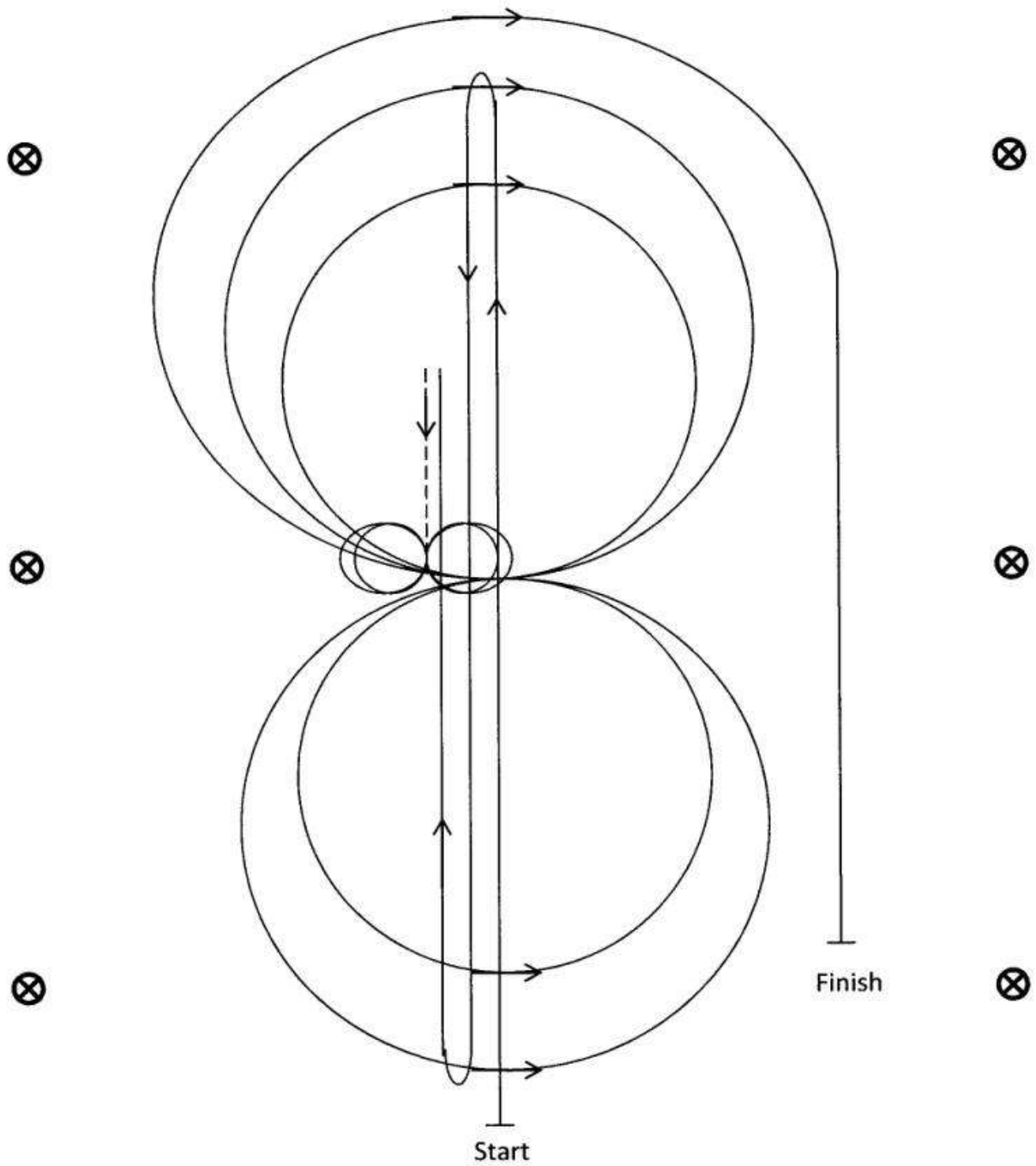


ARSHA Novice and Youth Stock Horse Reining Pattern # 2

Ride pattern as follows:

1. RUN with speed to the far end of the arena past the end marker. Do a LEFT ROLLBACK. (To avoid a penalty, the horse must be loping when passing the first markers.)
2. RUN to opposite end of arena past the end marker and do a RIGHT ROLLBACK.
3. RUN past the center marker and do a SLIDING STOP. BACK to center of arena or at least 10 feet.
4. Complete TWO RIGHT SPINS
5. Complete TWO and 1/4 LEFT SPINS. Horse to be facing left fence.
6. Beginning on the Right Lead, Complete TWO CIRCLES to the RIGHT. First circle to be large and fast. Second circle to be small and slow. CHANGE LEADS at the center of the arena.
7. Complete two LEFT CIRCLES. First circle large and fast and second circle small and slow. CHANGE LEADS at the center of the arena.
8. Begin a large fast circle to the right, but do not close this circle. RUN straight down the right side of the arena at least 20 feet from fence. RUN past center marker and do a SLIDING STOP. Hesitate.

ARSHA Novice and Youth Stock Horse Reining Pattern # 2



EV-012 ARSHA DIVISIONS AND ELIGIBILITY

A. Open Division Eligibility – Every person competing in an open division must possess a current ARSHA Membership card issued by ARSHA. The Open Division is open to a professional or non-professional 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 in the ARSHA Rule Book. These jackpot fees may range from a minimum of \$10 to a maximum of \$20 per class except for special events or championships.

B. Non Pro Division Eligibility – Every person competing in a non pro division, which includes limited non pro and novice, must possess a current ARSHA Non Pro Membership card issued by ARSHA. The description of Non Pro Eligibility is as follows:

1. Has not received payment, directly or indirectly for riding, training, assisting in training, showing horse(s) at any time during the past 5 years.
2. 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.
3. Has not had any expenses (including lodging, transportation, mileage, etc.) paid by someone else other than family members.

EXCEPTIONS for 2 and 3 above

A Non-Pro who otherwise qualifies, under these rules may conduct clinics provided the only remuneration they receive is reasonable expenses. If questions are raised about non-pro eligibility, contestant must be able to document that any remuneration was for expenses only.

Collegiate Members, - Students, while enrolled in an equine program as part of an educational curriculum is exempt from items 2 and 3 above.

(Please note that these EXCEPTIONS are for ARSHA only and individuals should check with other association non-pro rules if they are concerned.)

4. Premium money won is not considered remuneration.
5. A non-pro may show in the Open Division without losing their Non Pro Eligibility as long as requirements for a Non Pro are still met.

C. Limited Non Pro Division Eligibility – Exhibitors who qualify as a Non Pro Rider 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 which will not involve turns down the fence, circling or roping (see ARSHA LTD Non Pro and Green Horse Working Cow Horse rules for specifics on rules for this division.)

D. 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 ARSHA at a beginners pace. Everyone new to ARSHA competition doesn't necessary need to start in the Novice division. Their skill may be better suited for one of the other divisions.

Individuals competing in a novice division must possess a current ARSHA Non Pro Membership card with

eligibility for Novice division noted on the card. 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 never won a High-Point or Reserve High-Point Championship in any division at any ARSHA show **or similar association.**
3. Has never won an End-of –Year All Around High Point Champion or Reserve All around High Point Champion in any division in ARSHA or **similar association.**
4. **Has had no showing experience in cow horse, cutting or any other cattle-working events and has had less than four years showing experience in other classes prior to participating in ARSHA.**
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 will work Novice and Youth Reining Patterns and a 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 ARSHA Novice and Youth Reining and ARSHA Novice and Youth Working Cow Horse rules for specifics on rules for this division.) Stallions are prohibited in this division.

E. Youth Division Eligibility and Restrictions - Exhibitors in the youth division must be youth, aged 6 through 18 as of January 1 of the current year. Youth competing in a youth division must possess a current ARSHA Youth Membership card issued by ARSHA. Riders in this division will 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 which will not involve turns down the fence, circling or roping. (See ARSHA Novice and Youth Reining and Working Cow Horse 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.

F. Green Horse Division Eligibility and Restrictions – Horses competing in the green horse division must possess an ARSHA Horse Competition License. Any rider possessing a current ARSHA membership may show a horse in this division. There will be no jackpot in this division. 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 will be the Modified Working Cow Horse pattern. (See ARSHA LTD Non Pro and Green Horse Working Cow Horse rules for specifics on rules for this division.)

A horse is eligible to be shown in this division if the following criteria are met:

1. Be five years of age and younger as of January 1 of current year.
2. Has never won a Champion or Reserve Champion All-Around in any ARSHA approved division.
3. 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.
4. A green horse may be shown by a rider from any division.

G. Division Eligibility Exceptions The ARSHA shall have a classification committee from the ARSHA Board of Directors. A member may petition, in writing, the ARSHA Classification committee for a change in division eligibility due to extenuating circumstances. The written petition will be reviewed and the member notified of

the ruling. In addition, the committee may reclassify a member for a division.

H. Eligibility Violations Non Pro, Novice, Youth, and Green Horse Eligibility may be revoked at any time for violations of any ARSHA rule or regulation. A person revoked from these special division statuses must relinquish their membership card and return it to the ARSHA upon notice.

EV-013 HORSE ELIBIGILITY AND LICENSING

A. All horses in an ARSHA approved competition must show their ARSHA Competition License Certificate or photocopy to participate. ARSHA Competition Licenses may be purchased at an ARSHA event and horses may show in a show without an approved competition license, but with a PENDING license provided an ARSHA Competition License Application is completed with

- a. A copy of Horse breed registration papers attached for registered horses or,
- b. A copy of veterinarian statement verifying age and description of horse with appropriate markings and brands for unregistered horses attached. (An E.I.A. (Coggins) laboratory test results properly executed to include age will be sufficient for nonregistered horses.) A digital photo I.D. on Coggins test papers is preferred.
- c. and payment of licensing fees.
- d. Without identification papers listed above, an additional \$10 will be charged.

B. No horse may be shown in the green horse division without an ARSHA competition license as proof of age and eligibility for green horse division.

C. A horse may be shown in any division by eligible riders Excepting only horses that meet green horse division eligibility may be shown in that division.

D. A horse may not be shown in any class more than once.

EV-014 CLASSIFICATION AND TYPES OF SHOWS

A. Competition Classifications - Competitions shall be classified according to the number of entries in approved classes and guidelines will be provided to help show management conduct shows with the corresponding expected number of entries and report their competition accordingly.

Class A Competitions 130 - 200 or more horse/rider combinations

Class B Competitions 75 – 130 horse/rider combinations

Class C Competitions 30 – 75 horse/rider combinations

Class D Competitions 30 or less horse/rider combinations

B. Single Judged Shows: A single judged show is limited to one judge in one arena or area at any given time and held on one or more days. Scores from one judge in each event are tabulated, places broken by pre-determined judge's tie-breakers, and exhibitors ranked and pointed. Points from each class are added to determine the all-around division winners.

C. Doubled Judged Shows – Double judged shows have two judges in one arena or area at one time, judging independently of each other.

For two independent show results: each independent judge's score sheets in each class will be turned into show secretary and tabulated separately for pointed rankings, which will be determined according to the number of entries in a class. Scores from each judge in a class are tabulated, places broken by the judge's pre-determined tie-breakers, and exhibitors ranked and pointed under each judge. . Each judge's scores, class placings and

points will be posted separately. Judges for Show A and Show B for each class should be determined before the show and points kept for two complete shows – keeping all of Show A Judges scores together and all of Show B Judges scores together can result in two different and complete shows results being determined.

For one combined show result: When using two judges to determine one set of winners, the classes will first be placed under each judge and complete class scores showing class placing and points awarded for placings will be posted. One judge shall be designated as the tie breaker judge before judging begins. The final class placings and winners will have the placing or ranking points from each judge added together with the tie breaker judge's placing points breaking ties and class winners being named. Exhibitors competing in all four classes shall have their points from the final class placing points which were determined by both judges entered into one All-Around tabulation. All around winners will not be selected for each judge, but all around winners will be selected on the basis of the one set of points from the final class ranking being entered into one All-Around tabulation. Pay out monies will be paid based on the final placings based on combined judge's scores. Ties will be broken first by the working cow horse class, then by reining, trail and pleasure.

EV-015 ARSHA Entry Fees and Payback Schedule

It is recommended that novice entry fees be kept as low as possible. Non-Pro, Limited Non Pro, Novice, Youth and Green Horse entries will basically compete for points and class prizes.

1. Open classes will be charged the same entry fee as other classes, but may have an additional jackpot fee. It is recommended that the jackpot fee in each class be a minimum of \$10 and a maximum of \$20 that will be jackpotted and paid back to winners with the exception of special events. Fees should be divided into entry fees and jackpot fees. Half of jackpot fees will be for the class entered and half of the fees will go to the All-Around jackpot.

2. Class paybacks: Half of the jackpot will be for the class entered. Open class entries are competing for class points, plus a payback (½ of the jackpot monies collected for that class) according to the following schedule.

3. All-Around paybacks: Exhibitors in all four classes will be eligible for the All-around paybacks – (½ of all open entries jackpot money). The All-Around paybacks in the Open Division will pay only to exhibitors showing in all four classes. The All-Around paybacks will be figured on the total number of entries in the Open Division, divided by four (4) to ascertain the average class size on which to base the all-around paybacks. Using the average class size, the number of paybacks to exhibitors showing in all four classes will be paid according to the following schedule.

(Example: 52 total entries in open division divided by four will equal an average class size of 13 exhibitors and paybacks will go to five exhibitors showing in all four classes. (Example: 72 total entries in open division divided by four will equal an average class size of 18 exhibitors and paybacks will go to six exhibitors showing in all four classes.). (Example: 15 entries in open division, but only three exhibitors showing in all four classes – the all-around jackpot money will be paid to TWO PLACES according to the three pay outs in ASHA Pay Out Schedule.)

EV -016 EVENT MANAGERS FOR ARSHA CLINICS AND COMPETITIONS AS WELLAS SPECIAL EVENTS

A. Eligibility Any reputable person who can furnish proof that he/she is capable through ability or experience may act in the capacity of the event manager. The Event Manager and Secretary should be a current member of ARSHA.

B. Person in Charge – The event manager shall be the person in charge of the ARSHA event. **MANDATORY ATTENDANCE OF THE SHOW MANAGER ON THE EVENT GROUNDS IS REQUIRED WHILE HE/SHE IS IN CHARGE.**

C. Announcement Flyers, Entry Forms, and Show Schedules – The Event Manager shall have the jurisdiction over preparing and mailing all items related to the event. The event manager shall provide announcement flyers, schedules, entry forms, etc. to the ARSHA Office at least 60 days prior to the event for publicity purposes. The manager shall enforce the arrival and departure times as advertised.

D. Responsibilities - The event manager shall at all times extend every effort to satisfy the comfort of the horses, the exhibitors, the spectators and the officials. The manager shall be held responsible for maintenance of clean and orderly condition throughout the event. The manager is responsible to see that ARSHA Event Reports, Fees and competition results are submitted to the Association within fourteen (14) days of the last date of the event.

E. Authority - The event manager shall have the authority to enforce all rules and requirements referring to the event. The manager may excuse any horse or exhibitor from the event for the safety of other horses, exhibitors or spectators or remove an exhibitor for unsportsmanlike conduct.

F. Retain Copies of Judges Sheets–Show management shall retain copies of original signed judges score sheets, copy of show results and entry forms for at least one year.

EV 017 SHOW SECRETARY

A. Eligibility- Any reputable person may act in the capacity of show secretary who can furnish proof that he or she is capable through ability and experience and is familiar with ARSHA rules and procedures. The show secretary may not hold the position of show manager or ring steward at a show at which he/she serves as show secretary. The show secretary shall be the primary person responsible for verifying exhibitor and horse/s eligibility and correctness of clinic and show reports and results, thus requiring **MANDATORY** attendance of the show secretary on the event grounds throughout the duration of his/her responsibilities at the event.

B. Responsibility - The responsibility of the show secretary shall be to:

1. Serve as primary contact for show results by recording both entries and show results and maintaining these records for at least one year.

2. Submitting ARSHA Event Reports and monies along with competition results in hard copy to the Association within fourteen (14) days of the last date of the event. Competition results in electronic format should be submitted to the Association as soon as possible after the event.

EV – 018 COMPETITION RESULTS

A. Submission of Competition Results –The submission of the original, correct and **ACCURATE** competition results to ARSHA must be postmarked and sent by electronic (e-mail) within 14 days. Any competition results including all official judges’ sheets signed by judges, any ARSHA fees, membership or horse registrations joined at competition not received in the ARSHA office within 14 days of the last Event may be subject to a

\$50.00 late fee.

Each class result sheet must list the actual number of horses that competed in the class including the name of the horse on the ARSHA competition license, the ARSHA number of the horse, the exhibitor's name and the exhibitor's ARSHA number. Other information as requested on each class sheet must be completed and the original score sheet must be signed by the judge. All forms and electronic score sheets will be supplied to a show secretary when an ARSHA competition is officially approved.

B. Competition Assessment Fees – Competition management must collect a \$5 bookkeeping fee per horse/rider entry per show AND FORWARD TO ARSHA OFFICE WITH THE COMPETITION RESULTS IN ORDER FOR COMPETITION RESULTS TO BE PROCESSED. These fees help to defray the costs of record keeping and ARSHA Certificates and/or awards.

C. Competition results must be submitted in the format specified by the ARSHA accompanied by the original, signed, final judges' score sheets.

D. Retaining Records – At the close of the competition, the event management shall retain copies or duplicates of the judges' original signed, final placing score sheets, a copy of competition results as forwarded to ARSHA and competition entry forms for one (1) year from date of show.

E. Competition Result Mailing or Cancellation Deadline – Failure to mail the completed show result forms or notification of cancellation to the Association within fourteen days of the last scheduled event date may result in future approval being denied. Competitions which are more than thirty days delinquent in filing their results may be fined.

F. Publication and Correctness of Competition Results – Competition results of ARSHA approved events will be listed on the Official Association Website. A period of six months from the date of the competition will be allowed for a correction of show results. After that date, no request for competition result correction will be considered. It is the responsibility of the exhibitor to notify ARSHA of any possible errors in competition results.

Discrepancies – Discrepancies between ARSHA approved events and programs, divisions and classes actually offered and conducted at the event shall be presented to the Executive Committee for judgment when properly submitted by participants or show management.

EV- 019 POINTS

Points shall be awarded to qualifying horses entered and exhibited in ARSHA approved competitions and events according to ARSHA rules. Each class must be placed through the total horses actually judged in that class and points awarded to each horse that placed. Points will be awarded with the horse placing first receiving one point for every horse they placed above plus 1. Example: If 28 horses are in a class, the first place horse gets 28 points, the second place horse gets 27, etc. If a horse is disqualified (DQ) in a class, he receives no points and is listed at the bottom of the class sheet with a DQ noted. Disqualified horses count as entries in a class with a DQ or 0 noted in the points received and the horses placing above them receive points for the total number of horses shown in the class including the disqualified horses.

EV-020 ARSHA SCORING SYSTEM

A. The ARSHA Scoring System is designed to be positive and straight forward - always encouraging growth and improvement. The scoring system is a positive one rather than a negative one which leads to many disqualifications. These rules give a horse credit for what they accomplish rather than a disqualification with no score. **Scores for each maneuver are scored 0-10. However, 0 is used only if an exhibitor leaves out part of**

a class or chooses to not attempt a maneuver, a portion of the score for this maneuver may be 0. All maneuvers of a class that are attempted should receive at least a 1.

B. No horse shall be disqualified except for illegal equipment, obvious lameness, inhumane treatment or misconduct from the rider.

C. 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 all four feet are pointing in the same direction. A horse will be given credit for what he has done prior to the fall.

D. In the case of equipment failure that delays competition or becomes unsafe, the run is stopped and the horse is given credit prior to that point.

E. Using two hands on a curb bit or using more than one finger between split reins or any finger between romal reins will result in a two point run content deduction each time there is a violation. Continuous use of two hands on reins with curb bit is a major fault and should be reflected in the maneuver score.

F. Specific deductions are listed with each class.

G. POINT SYSTEM: The judge must place each class in its entirety. The judge should avoid ties, one-half points are permissible. Specific maneuvers will be designated by the judge to be tie breakers in a class. The tie breaker maneuvers will be made prior to the start of the class and so noted on score sheets for show secretary to use in breaking ties in the class. Every horse in the class is awarded one point for each horse they beat, plus one point. (Examples: In a ten horse class, the first place horse gets ten points and the tenth place horse gets one point. In a five horse class the winner gets five points and the last place horse gets one point.)

Disqualified horses will count as entries in the class, but will not receive points (A class with a disqualified horse: In a twenty one horse class where one horse is disqualified, the first place horse gets twenty one points, the twentieth place horse gets two points and the disqualified horse gets 0 points. The last point is not given because the disqualified horse gets no points.) This system will be used for any size class and may include more than one disqualification.

H. HIGH POINT TIES: High Point ties for each competition and year end awards will be broken by awarding the high point award to the horse/rider with the highest placing in the working cow horse class. If this doesn't break the tie, the other classes will be used in the following order, reining, trail and pleasure.

EV-021 JUDGES

Judges should have equine expertise and personal character to merit the honor of being asked to judge. Judges must be knowledgeable horsemen. Judges must read all contest rules as well as the procedures for judging the events and agree to use these procedures and score exhibitors according to the class rules.

Judges in all ARSHA Events are prohibited from judging family members.

EV-022 ARSHA JUDGING PROCEDURES

A. ARSHA Score sheets shall be used to judge all classes. Specific maneuvers will be selected by judges prior to the class as tie-breaking maneuvers. These maneuvers will be ranked as first tie breaker, second, third, fourth, fifth, etc.

B. 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 secretary.

C. Show secretaries shall total individual scores, using the judge's tie breakers in the order listed, to place the class on points earned. They will check back with the judge if there are any questions.

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

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

F. 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.

G. 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 tie breaker judge before judging begins. The final class placings and winners will have the placing or ranking points from each judge added together with the tie breaker judge's placing points breaking ties.

Exhibitors competing in all four classes shall have the final class placing points which were determined by both judges entered into the All-Around tabulation. Pay outs will be made on the final class placings and all around placings.

EV-023 SCRIBES

Scribes are provided to assist the judge with the record keeping aspect of judging. Scribes should not double as a ring steward, but be available at all times to record scores given by the judge. A scribe's integrity must be above reproach and they must be willing to be attentive and accurate at all times. They should not attempt, in any way, to influence or change a judge's score, but always be available to assist the judge.

EV-024 ARSHA COMPETITION EQUIPMENT AND ATTIRE

A. Equipment: Horses shall be shown in a 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. When a bit is used, the mouthpiece must be at least 5/16" and not more than 3/4" in diameter measured one inch from cheek and must be smooth. Nothing may protrude below the mouthpiece such as extensions or prongs. **A standard western curb bit must not be longer than 8 1/2 inches measured on the outside length from the top bridle attachment to the rein attachment. The port must not be higher than 3 1/2 inches with rollers and covers acceptable. Broken mouthpieces, halfbreeds and spades are standard.** Split reins shall be used with all bits except that a romal is acceptable with a curb bit. Closed reins are not allowed except as standard romal reins **or standard mecate reins which include a tie rope with snaffle bit or bosal.** Curb straps are required for curb bits and the curb chains or straps 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. Absolutely no iron will be permitted under the jaws. .

B. Prohibited equipment includes tie downs, cavessons, gag bits, mechanical hackamores and running martingales. A judge may prohibit the use of any equipment deemed to be inhumane.

C. ATTIRE: Riders shall wear protective headgear or western hats. Long-sleeved shirts and western boots. *Western boots shall include typical cowboy boots and lace-up ropers. All other footwear is prohibited.* The use of spurs and chaps shall be optional. Clothing should be neat and clean.

EV-025 ARSHA TITLES AND AWARDS

Eligibility: ARSHA shall issue awards on an annual or life-time basis as described within this section with provisions that the rider of the horse eligible for such awards is a current member in good standing. ARSHA awards will only be issued to rider(s) of horses selected that have membership in the current year or year of notification should notification be given in a year following the year of earning an award or title as in the case of MERIT awards.

A. ARSHA Regional Honor Roll Awards

The Association will provide a Regional Honor Roll Versatility award annually based upon the highest number of points earned by an individual horse/rider combination in the all-around in each division at ARSHA approved competitions during that year's (Jan. 1 – Dec. 31) competitions. The award is based on total cumulative points (with a minimum of 8 points). In addition, ARSHA will provide a Regional Honor Roll award annually based upon the highest number of points earned by an individual horse/rider combination in each of the versatility classes in each division. Regional points are counted from shows held within the region in which the show was located. The Top ten High Point of each event including the all-around in each division will be published on the Associations web-site and will be recognized in each of the events.

B. ARSHA Merit Award Program

ARSHA offers a Merit Awards Program to recognize outstanding versatile western stock horses that have proven to be consistent over a period of time.

1. A horse/rider team is automatically awarded ARSHA Merit Points by competing in either the Open or Non-Pro Divisions of approved American Stock Horse Association competitions.
2. Consistent with other ARSHA policies, the Merit award is a joint award for a one horse/one rider combination earned in either the Non-Pro or Open Division in an approved American Stock Horse Association Show. Merit Points may only be awarded in one division at any one show.
3. ARSHA Merit Points shall be awarded to a one horse/one rider team showing in all four classes and based on the number of entries in the All-Around or High Point Division up to a maximum of 10 points. (Example: horses may receive a maximum of 10 ARSHA Merit points for being the high-point horse, 9 points for reserve, and 8 points for third, down to 1 Merit point for placing 10th high overall. If only 8 horses are entered in the All-Around – the high point horse will receive 8 points, down to 1 Merit point for placing 8th high overall.)
4. A horse may receive points with more than one rider, but the points cannot be added together for more than one rider or transferred to another rider. Horses that change riders must start over in accumulating Team Merit points for the Superior or Supreme Awards. Ownership may change, but the rider must remain constant.
5. **Superior STOCK HORSE VERSATILITY Award –100 ARSHA MERIT POINTS.** This award may be awarded to a horse/rider team that has earned at least 100 ARSHA MERIT POINTS at approved ARSHA Shows in the All-Around rankings of either the Open or Non-Pro division. Points may be combined from the two divisions as long as they were acquired at different shows. This designation shall be noted in the records of the association and certificates presented to both the rider and owner, if different.
6. **Supreme STOCK HORSE VERSAILITY Award – 200 ARSHA Merit Points.** This award may be awarded to a horse/rider team which has earned at least 200 ARSHA Merit Points at approved ARSHA shows in the All-Around rankings of either the Open or Non-Pro Division. Points may be combined from the two divisions as long as they were acquired at different shows. This designation will be noted in the records of the association and certificates presented to both the rider and owner, if different.

NOTES

Arkansas Stock Horse Association

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