



**SASKATCHEWAN REINED COW HORSE
ASSOCIATION (SRCHA)**

RULES AND REGULATIONS - 2023

www.reinedcowhorse.net

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ARTICLE 1: INSTRUCTION TO RIDERS

Read the Rule Book and be aware of equipment requirements before the show.

An owner may enter more than one horse and/or rider may ride more than one horse. A horse may be entered only once per division. All payments for entry and other fees will be made payable as instructed and must be negotiable funds. Pre-entry is required, but late entries may be accepted and charged a late entry fee at the discretion of the individual show host & situation. Competitors who pre-enter without payment, and then fail to show, shall be charged a “no show” fee payable before any entry at another SRCHA event will be accepted. Late entries received after the draw will compete at the bottom of the draw.

Prior to start of each discipline, a judge may give all riders instruction of dry work patterns to be followed and answer any relevant questions. At this time, the judge may introduce to the exhibitors the SRCHA representative who will be checking their equipment. Judges should note that spurs and/or romal shall not be used forward of the cinch.

ARTICLE 2: ELIGIBILITY

Horses must be of sound sight, wind and limb to be judged. Stallions, mares, and geldings of any breed that are 3 years old or more are eligible without discrimination, except that Youth may not ride or show stallions (Youth are those individuals under the age of 18 years as of January 1st the current year to comply with SHF rules regarding youth and helmets). Horses 2 years old or younger (as of Jan 1st of the current year) are not eligible to show.

ARTICLE 3: JUDGES

Annually, the Board of Directors shall compile and review a list of individuals that are approved by it to act as judges in the events approved by the Association. Individuals may be added or removed from the approved list of judges in the manner prescribed by the Board of Directors. Designation as an approved judge is a privilege, not a right, bestowed by the Board of Directors, according to procedures formulated by the Board. This privilege shall be open to individuals whose equine experience and expertise, as well as personal character, merits the honor. An individual's conduct will be subjected to continuous Board review. An application to be a judge may be obtained by request to the Office.

After a judge has accepted a judging assignment, exhibitors shall not contact, not attempt to contact the judge pertaining to his judging of any horses at that show. Further, exhibitors shall not approach a judge for any reason prior to the completion of the judging unless the show official is present. Any request to speak to a judge must be made through the show official. No exhibitor will visit or socialize with a judge the day prior to or the day of the contest.

When an exhibitor makes a request through the show official for the judge's opinion concerning the exhibitor's horse, it is urged that the judge will give his opinion courteously and sincerely in the presence of the show official; however, there will be no fraternization between the exhibitor and a judge during the show.

A judge may order any person or horse from the competition for bad conduct of one or both or may disqualify any contestant for excessive abuse of the horse.

A judge, at his discretion, may refuse entry into the arena or remove an entry from a class for improper attire and/or equipment.

To make a formal complaint against an SRCHA approved judge, such complaint must be in writing, signed by the complainant, and contain specific facts giving rise to the complaint, and be received by the Association within a reasonable time from the date of occurrence. Any complaint or protest must be accompanied by a \$100.00 non-refundable fee. By filing this complaint, the complainant may have to attend a hearing conducted with the Association.

ARTICLE 4: MEMBERSHIP

Membership applications will be available at shows and on-line, or from the SRCHA Office. To show at an SRCHA approved show and qualify for year end points, all riders must be members in good standing before competing.

Non-members applying for membership at a show, upon entering, must be prepared to justify their rider status upon inquiry by any board member. Non Pro status must be approved by the Board of Directors prior to any points being officially tabulated for the rider in any Non Pro class.

ARTICLE 5: YEAR END STANDINGS

The show season shall run on the calendar year.

During a show season, points will be awarded to horses for their placings in any approved SRCHA "horse" class (Open Bridle Horse, Hackamore/Snaffle Bit Horse [4 & 5 Yr Old]; 3 Year Old Snaffle Bit Horse; Novice Horse). During a show season, points in all other classes will be awarded to horse and rider combinations for their placings in any approved SRCHA class. Points are awarded from one (1) to five (5) – the first place horse receiving the higher number. Each horse in the top five will receive additional points for the number of horses beaten in that class, based on the total number of horses actually shown. (ie. In a class where ten horses were exhibited, the first place horse would receive five (5) points plus nine (9) points for the number of horses beaten, for a total of fourteen (14) points. In a class with less than five (5) entrants, points will be awarded from one (1) to the number of horses exhibited, with the first place horse receiving the higher number. In addition, each shall receive points corresponding to the number of horses beaten in the class.

This pertains to all divisions. A cumulative tabulation of all points earned by all riders/horses during the show season shall be kept at the Office. Said tabulation shall be published in the current SRCHA publication.

If there is a tie for a placing in the points for year-end standings, the horse and/or rider with the highest money earned shall be the winner.

To qualify for year end points, all riders and owners must be members in good standing. To qualify for year-end high point awards, a horse or horse/rider combination must have competed at a minimum of 50 percent of the sanctioned

SRCHA shows offered in that show season. The SRCHA Board of Directors shall have the right to waive this rule for Youth Rider divisions.

ARTICLE 6: DEFINITIONS

OPEN BRIDLE HORSE

Any horse 4 years old or older, and any level rider may show in this class. The horse must be shown one-handed in a regulation cow horse bit, with romal reins; or, **for one show season only**, in Two Rein Equipment as follows: NRCHA regulation Two Rein equipment will be allowed with the rider to use one hand on the reins, any number of fingers between the reins permitted; for horses that have not been shown in previous years in a bridle down the fence in any judged classes.

HACKAMORE / SNAFFLE BIT HORSE [4 & 5 YEARS OLD]

Open to any level of rider and all horses which are either 4 or 5 years old (as of January 1 of the current year). Horses must be shown in legal equipment as described for Working Cow Horse classes (regulation snaffle bit, or regulation hackamore) but the same type of headgear (hackamore or snaffle) must be used throughout the event (herd, rein and cow work) on a horse once a Derby competition has started. Points go to the horse.

THREE YEAR OLD SNAFFLE BIT HORSE

Open to any rider and all horses which are 3 years old (as of January 1 of the current year). Horses must be shown in a regulation ring or D-snaffle bit, ridden 2-handed, except in the herd work (ranch cutting) when either 1 or 2 hands on the reins are allowed. Points go to the horse.

NOVICE HORSE (\$250 Limit Class)

For horses 6 years of age or more (as of January 1 of the current year). Eligible for horses that have won up to, but NOT exceeding \$250 in any other association or circuit outside of Working Cow Horse classes. If a horse is eligible for this class at the beginning of the show season based on money earned they shall remain in that division for the balance of the show season. After that time they will be required to show in their appropriate class. Horses must be shown either 1-handed in a regulation cow horse bit, with romal reins or in regulation two rein equipment or 1 or 2 handed in a regulation snaffle bit or regulation hackamore. Any level rider may show in this class.

DEFINITION OF NON PRO [as given in the NRCHA Rule Book]

A Non-Pro shall be defined as any person, regardless of age, who is not currently receiving remuneration directly, or indirectly for showing, training, giving lessons, clinics or assisting in the training of a horse for remuneration and has not done so within the past 3 years. This does not include prize money. Payment of entry fees and/or expenses by anyone other than the Non-Pro, his/her immediate family, or his/her corporation is considered remuneration.

A Non-Pro may not show, train or assist in the training of a horse for which their spouse is accepting any form of remuneration either directly or indirectly for training, or assisting in the training or showing of said horses. Remuneration shall be defined as: (i). To pay, reward for work, trouble, etc. (ii). Reimburse, compensate. (iii). Make fair return for an action; barter. Non-Pro Riders can only exhibit horses owned by themselves or immediate family members.

All Non-Pro Riders must make declaration of money earned and apply to the SRCHA for proper classification and acceptance of Non-Pro status prior to competition. Non-Pro status is extended on a temporary basis and is subject to revocation pending approval of the SRCHA Board. Non-Pro status will be null and void if it is determined that a rider does not qualify under the NRCHA definition as given above.

ACCEPTABLE ACTIVITIES BY A NON PRO:

- a) A Non Pro may, without payment or remuneration, engage in walking, trotting, or loping for the purpose of warming up or cooling down, turn back, sitting astride a horse not owned by the Non Pro for the purpose of observing other horses perform, etc.
- b) A Non Pro may, with payment or remuneration, engage in ranching, cowboying, ranch manager, pack trip guides, horseback tour guide, feedlot or sale ring operators, or activities on foot such as round pen, longeing, ground work, teaching a horse manners, etc.

The above is not exhaustive in its description of the definition of “assisting in training” or “acceptable activities” but is meant to help interpret and guide the Board in any decision with regards to Non Pro eligibility.

The SRCHA does not consider spouses of professional reined cow horse trainers, who do not teach riders or train cow horses, to have received indirect remuneration.

Any professional trainer from another horse venue may not become a Non Pro in the SRCHA until Non Pro Requirements have been met.

\$500 LIMIT NOVICE NON PRO RIDER

Riders must meet Non Pro definition as given above. Any Non Pro rider who has earned \$500 or less (combined earnings) in any Working Cow Horse circuit, including the SRCHA. If a rider is eligible for Novice Non-Pro based on money earned at the beginning of the show season, they shall remain in that division for the balance of that show season. Riders may choose to ride up into higher divisions at their discretion. Riders in this class may ride a horse that they do not own for their first year of competition. However the owner of the horse must be a current SRCHA member in good standing.

\$2500 LIMIT NON PRO RIDER

Riders must meet Non-Pro definition as given above. Any Non-Pro rider who has earned \$2500 or less (combined earnings) in any Working Cow Horse circuit

including SRCHA. If a rider is eligible for \$2500 Limit Non-Pro based on money earned at the beginning of the show season, they shall remain in that division for the balance of that show season. Riders may choose to ride up into higher divisions at their discretion.

\$5000 LIMIT NON PRO RIDER

Riders must meet Non-Pro definition as given above. Any non-pro rider who has earned \$5000 or less (combined earnings) on any Working Cow Horse circuit including SRCHA. If a rider is eligible for Intermediate Non-Pro based on money earned at the beginning of the show season, they shall remain that division for the balance of that show season. Riders may choose to ride up into higher divisions at their discretion.

NON PRO RIDER

Riders must meet Non-Pro definition as given above. Any non pro rider who has earned \$5001 or more (combined earnings) in any Working Cow Horse circuit including the SRCHA [Non Pro Riders with less money earned than \$5001 may also enter Non Pro Rider at their discretion.]

14-18 YOUTH RIDER

Open to any rider who is fourteen (14) to eighteen (18) years of age, as of January 1 of the current year. A Non-Pro youth 14-18 rider may compete in any other Non Pro class he/she so chooses provided that his/her lifetime earnings do not exceed the limit of the class. Dollars earned in youth competition count towards lifetime Reined Cow Horse earnings. Any Youth in the 14-18 year old age group that do not wish to complete full fence-run cow work are encouraged to enter the applicable Rein-Box Division. **Youth must wear helmets.**

10-13 YOUTH RIDER

Open to any rider who is ten (10) to thirteen (13) years of age, as of January 1 of the current year.

For safety reasons youth riders under the age of 14 are not allowed to “ride up” into any other divisions that require a full fence run in working cow horse component. Youth riders 10-13 years of age are allowed to ride only in “rein-box only” divisions. Dollars earned in 10-13 youth competition count towards lifetime Rein-Box earnings. **Youth must wear helmets. NOTE: Youth 10-13 Rein-Box is comprised of the dry work and a boxing cow work. See Article 14 for rules.**

NOTE: YOUTH MEMBERS ARE NOT REQUIRED TO OWN THE HORSE THEY COMPETE ON. HOWEVER THE HORSE OWNER MUST BE A SRCHA MEMBER IN GOOD STANDING.

\$500 LIMIT NOVICE REIN-BOX

Riders must meet Non-Pro definition as given above. Any Non-Pro rider who has earned less than \$500 (combined earnings) in Rein-Box in any Working Cow Horse circuit, including the SRCHA. If a rider is eligible for \$500 Limit

Novice Rein-Box based on money earned at the beginning of the show season, they shall remain in that division for the balance of that show season. Riders may choose to ride up into higher divisions at their discretion. Riders in this class may show a horse that they do not own for their first year of competition. However the horse owner must be a SRCHA member in good standing.

\$1000 LIMIT NON PRO REIN-BOX

Riders must meet Non-Pro definition as given above. Any Non-Pro rider that has earned less than \$1000 (combined earnings) in any Working Cow Horse circuit including the SRCHA. If a rider is eligible for \$1000 Limit Rein-Box class based on money earned at the beginning of the show season, they shall remain in that division for the balance of that show season. Riders may choose to ride up into higher divisions at their discretion. Horse must be shown in age- appropriate head gear.

OPEN REIN-BOX

Open to any rider. Riders who have competed in judged fence work classes three (3) or more times may choose to fall back into the Rein-Box, however, they may not go down the fence again in any judged classes or events in any circuit and remain in the Rein-Box Class. Competitors may fall back into the Rein/Box Class ONE (1) time only. No cross entry is allowed between Rein/Box class and full fence work classes. **NOTE: Rein-Box Division Working Cow Horse component is comprised of the dry work and a boxing cow work. See Article 14 for rules.** Any Youth in the 14-18 year old age group that do not wish to complete full fence run cow work are encouraged to enter the Open Rein-Box Division.

THE SRCHA BOARD OF DIRECTORS MAY REVIEW RIDERS AT ANY TIME AND AT THEIR DISCRETION REQUIRE THEM TO COMPETE IN APPROPRIATE DIVISIONS

ARTICLE 7: CLASSES

A. RANCH CUTTING / HERD WORK

Class offered to the following divisions: Open Bridle Horse; Hackamore/Snaffle Bit Horse [4&5 Yrs Old]; Three Yr Old Snaffle Bit Horse; Novice Horse; \$500 Limit Novice Non Pro Rider; \$2500 Limit and \$5000 Limit Non Pro Rider; Non Pro Rider; Youth 14-18, Youth 10-13, \$500 Limit Novice Rein-Box, \$1000 Limit Non Pro Rein-Box, and Open Rein-Box. Open to any breed or age of horse, except in Hackamore/Snaffle Bit Horse which must be 4 or 5 years old, and Three Year Old Snaffle Bit Horse which must be 3 years old, and Novice Horse which must be 6 years old or more. Horses to be judged in the manner described in Article 13, with a 2.5 minute time frame. With the exception of Youth classes, \$500 Limit Novice Non Pro, \$500 Limit Novice Rein-Box and Novice Horse **the horse must be shown in same equipment as working cow horse portion.** No horse may be used as a herd settler for a class that horse is competing in. They may be used as turn back horses. See Article 13 for details on Ranch Cutting.

B. WORKING COW HORSE (REINED WORK & FENCE WORK OR BOXING)

Class offered to the following divisions: Open Bridle Horse; Hackamore/Snaffle Bit Horse [4 & 5 Yrs Old]; Three Yr Old Snaffle Bit Horse; Novice Horse; \$500 Limit Novice Non Pro Rider; \$2500 Limit and \$5000 Limit Non Pro Rider; Non Pro Rider; Youth 14-18, Youth 10-13, \$500 Limit Novice Rein-Box, \$1000 Limit Non Pro Rein-Box and Open Rein-Box.

NOTE: Youth 10-13, \$500 Limit Novice Rein-Box, \$1000 Limit Non Pro Rein-Box and Open Rein-Box divisions are Dry Work with Boxing Cow Work. Horses to be judged in the manner prescribed in Article 14. Working Cow Horse is comprised of two elements: the dry work (or reined work), and the fence work; with scores added together to achieve final score for the class. Ties are broken by the higher fence work score. See Article 14 for further details.

OPEN BRIDLE HORSE: WORKING COW HORSE

Open to horses 4 years old or older shown by any level of rider, shown 1-handed in a regulation cow horse bit and romal reins; or, for one show season only, in Two Rein Equipment [See Article 14.A.7 regarding Two Rein].

HACKAMORE/SNAFFLE BIT HORSE [4 & 5 YEARS OLD]: WORKING COW HORSE

Open to 4- and 5-year-old horses, as of January 1st of current show year, to be shown in an approved snaffle bit, or hackamore. The horse may have been shown previously in the bridle down the fence. The same type of headgear (hackamore or snaffle) must be used throughout the event (herd, rein and cow work) on a horse once a Derby competition has started.

Entries must be shown with both hands on the reins, except in the herd work (ranch cutting) when either 1 or 2 hands on the reins are allowed.

THREE YEAR OLD SNAFFLE BIT HORSE: WORKING COW HORSE

Open to any 3 year old horse, as of Jan.1st of the current year, to be shown in an approved snaffle bit by any level of rider. Entries must be shown with both hands on the reins, except in the herd work (ranch cutting) when either 1 or 2 hands on the reins are allowed.

NOVICE HORSE: WORKING COW HORSE

The purpose of this class is to provide opportunity for older horses that have never been shown in cow horse, to gain one show season's experience with any level of rider. Open to horses 6 years of age or more (as of Jan 1 of the current year) that have never been shown in Working Cow Horse on any circuit. A horse is eligible to compete in this division for 1 show season only [For further information on Novice Horse refer to Article 6].

\$500 LIMIT NOVICE NON PRO RIDER, \$500 LIMIT NOVICE REIN-BOX & YOUTH: WORKING COW HORSE

The purpose of these classes is to encourage new competitors to experience the cow horse class. Riders may use one (1) or two (2) hands but once work is started, the rider must maintain their chosen hand position until work is completed. Horses may be ridden 1 or 2 handed in any legal NRHA/NRCHA approved bit with a flat leather chin-strap at least 1/2 inch wide or approved hackamore. (See Article 13.A.5) Romal reins are optional. Split reins or mecate (closed) reins are allowed. Youth must wear helmets.

\$2500 LIMIT, \$5000 LIMIT & NON PRO RIDER: WORKING COW HORSE AND OPEN REIN-BOX & \$1000 LIMIT NON PRO REIN-BOX

Horses 5 years old and under may be ridden 2-handed in an approved snaffle bit with split reins, or hackamore with mecate (closed) reins; horses 6 years old or older must be shown 1-handed in a regulation 2-rein or cow horse bridle with romal reins.

ARTICLE 8: SHOW APPROVAL

Any show committee or event seeking approval by the Saskatchewan Reined Cow Horse Association must comply with numerous criteria. Classes offered as described in this Rule Book must follow these rules; Show hosts; must comply with SRCHA per-day money added requirements and full show results and cash prizes awarded must be provided in a timely fashion to the SRCHA Office. SRCHA standard Show Host Check-List available from SRCHA office.

ARTICLE 9: PAYMENT OF MONEYS AT CONTEST

SRCHA approved shows will pay back to the contestants the total of the add back plus the total added purse, if any. The contestants will be paid from this pool on a percentage basis as prescribed by SRCHA standard payout schedule. NOTE: each SRCHA-approved show shall conduct its own prize money pay-outs according to SRCHA standard payout schedule for shows.

ANY DEVIATION FROM THESE CRITERIA NEED TO BE APPROVED BY THE BOARD OF DIRECTORS.

ARTICLE 10: DISCIPLINARY RULES AND PROCEDURES

APPLICATIONS

The provisions of these disciplinary rules and procedures shall apply at any recognized show of the SRCHA to the following persons: owner, exhibitor, agent, trainer, manager, rider, parent of any exhibitor, or member of the family or employee of any of the aforementioned or any individual member of the Saskatchewan Reined Cow Horse Association.

VIOLATIONS

A violation is an act done by or at the discretion of those enumerated in paragraph A which, consists of any of the following:

1. The misrepresentation of the eligibility of a horse to participate in any class either because of its age and/or experience in the snaffle bit and/or hackamore and/or bridle.
2. The misrepresentation of one's professional or limit status.
3. Physically assaulting any judge or other person enumerated in paragraph A during the course of the recognized show.
4. Making any remark to a judge or other person enumerated in paragraph A during or after the show, which is of a threatening or abusive or unsportsmanlike character either orally or in writing.
5. While in the arena any exhibitor after showing before the judge or judges makes any obscene gesture to or for the benefit of the judge or judges.
6. Abusing or mistreating in any fashion a horse or a bovine while on the grounds of any SRCHA approved show, either before, during or after the event.
7. Any person who does not pay bills or fees due to the SRCHA or any approved show.

PENALTIES

Any person enumerated in paragraph A who has been found to have been in violation of any of the acts enumerated in paragraph B shall be subject to the following penalties:

Suspension. Any person found to have been the subject of a violation set forth in paragraph B may be suspended from exhibiting or having exhibited for him/her any of his/her horses in any show approved by the SRCHA. Any such suspended person is forbidden for the time specified in the period of suspension to hold or exercise office in the Association, and will be published in the Association's publication.

There may be a suspension for any period, of the horse or horses owned by the person violating the matters set forth in paragraph B.

ARTICLE 11: ANIMAL ABUSE / LIVESTOCK HANDLING / MEDICATIONS

Inhumane treatment or abuse of a horse in any manner in the show arena, practice arena or on the show grounds is strictly prohibited.

1. If show management, judge, or Board Director at any SRCHA approved or sponsored event discovers inhumane treatment or abuse of a horse, he/she may immediately bar the responsible party and horse from further competition in the event. The SRCHA office must be notified within seven (7) days of the closing date of the show involved, and the complaint will be referred to the Board of Directors for investigation and consideration.

2. Inhumane treatment is the exhibition of a crippled or injured horse, or a horse with any other health abnormality, which could thereby result in the horse's undue discomfort or distress. The decision of show management, judge or Board Director as to inhumane treatment should be based upon consultation with a veterinarian. If show management, judge, or Board Director determines, in their sole discretion, that the welfare of the horse requires immediate action, and a veterinarian is not available, show management, judge, or Board Director may implement any action allowed by this rule.
3. Abuse includes excessive jerking, spurring, whipping and any other act intended to cause trauma or injury to a horse. Any act of abuse, or intent to abuse a horse, in the show arena or on the show grounds which could also potentially endanger the safety of other persons or animals will be dealt with in the strongest possible manner as provided in Article 10, Disciplinary Rules and Procedures.
4. Administration of drugs while on the show grounds, including show arena and practice area, is strictly prohibited unless administered in a lifesaving situation. Such an instance must be reported to show management. The decision of show management or Board Director as to lifesaving treatment should be based upon consultation with a veterinarian. Show management shall disqualify and/or refuse entry to any contestant and/or owner for violation of this rule.
5. Abuse of cattle or livestock at any SRCHA event is strictly prohibited, either in the show arena, practice arena, livestock pens or unloading areas or anywhere on the show grounds. Abuse of cattle in performance as well as in handling will not be tolerated. Abuse includes excessive force used in handling, where it is not necessary for safety of either human or equine; failure to provide feed and water within reasonable time frames, and failure to provide suitable and adequate handling and housing facilities.
6. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures or veterinary standards or livestock handling procedures, would determine to be cruel, abusive or inhumane.

FURTHER:

CARE AND MAINTENANCE OF CATTLE:

1. A veterinarian should be in attendance, or reasonably available at every reined cow horse show and will attend to any injured animal after its removal from the arena. Should humane destruction of an animal be recommended, such destruction will take place as soon as possible and shall be carried out by the most humane means possible.
2. A conveyance of a type on which injured animals may be easily placed without causing additional injury should be made available at all reined cow horse shows to remove animals from the arena in case of injury.

3. Cattle are recommended to be between 500 and 650 lbs. They should appear strong and healthy.
4. Chutes, corrals, mangers, etc., should be so constructed as to prevent injury to cattle and horses. All areas in which cattle are kept and the arena shall be free of rocks, holes, and obstacles.
5. Arena help may be fired and/or contestant may be disqualified for mistreatment of cattle.
6. No cattle should be confined to vehicles beyond a period of twenty-eight (28) hours or as otherwise established by the federal government without being unloaded, properly fed and watered, provided that when animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provision for unloading shall not apply.
7. Cattle that become excessively excited, so that they appear in danger of injuring themselves, should be released from the arena.
8. No sick or injured animals will be permitted to be used in competition. Blinded animals or animals with bad eyes will not be permitted to be used in competition.
9. Animals will be inspected and objectionable ones eliminated.
10. Any member tampering with competition livestock will be disqualified for the remainder of that particular reined cow horse show and will be subject to a fine.
11. If a rider kicks the animal being worked, or hits it with the romal or reins in an abusive manner, he or she will receive a score of 0.
12. Cattle with horns longer than 2" will not be permitted down the fence.

CARE AND TREATMENT OF REINED COW HORSES:

THE SASKATCHEWAN REINED COW HORSE ASSOCIATION TAKES VERY SERIOUSLY THE WELFARE OF THESE GREAT HORSES THAT WE ARE DEVOTED TO. Inhumane treatment of a horse in any manner in the show arena, practice pen or on the show grounds is strictly prohibited.

1. Inhumane treatment is the exhibition of a crippled or injured horse, or a horse with any other health abnormality, which could thereby result in the horse's undue discomfort or distress. Abuse includes excessive jerking, spurring, whipping, slapping, or any other act intended to cause trauma or injury to a horse. Any act of abuse, or intent to abuse a horse, in the show arena or on the show grounds which could also potentially endanger the safety of other persons or animals will be dealt with in the strongest possible manner as provided by this standing rule.
2. If show management at any SRCHA approved event discovers inhumane treatment of a horse, it may immediately bar the responsible party and horse from further participation in the event. The decision of show management as to inhumane treatment shall be based upon consultation with a veterinarian. If show

management determines in its sole discretion that the welfare of the horse requires immediate action and a veterinarian is not available, show management shall consult with the Ethics Committee or Show Representative before taking any action allowed by this rule.

3. In the event show management discovers any inhumane treatment of a horse, the SRCHA Board of Directors shall be notified and a hearing to consider disciplinary action against the responsible party shall be scheduled.
4. Administration of drugs while in the show arena or practice arena is strictly prohibited unless administered in a lifesaving situation. Such an instance must be reported to show management. The decision of the show management as to life saving treatment should be based on consultation with a veterinarian. Show management shall disqualify and/or refuse entry to any contestant and/or owner for violation of this rule.
5. Humane Treatment.

No person shall exhibit any horse which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired. No person on show grounds, including, but not limited to, barns, stalls, practice area and show arena, may treat a horse in an inhumane manner, which includes, but is not limited to: (1) Placing an object in a horse's mouth so as to cause undue discomfort or distress. (2) Tying a horse up or around in a stall or when lounging or riding in a manner as to cause undue discomfort or distress. In addition, leaving a bit in a horse's mouth for extended periods of time. (3) Use of inhumane training techniques or methods; poling or striking horses legs or body with objects, excessive spurring and/or excessive jerking of reins. (4) Use of illegal equipment including, but not limited to, tie-downs (bosal permitted in two-rein class only), saw tooth bits, hock hobbles, tack collars or tack hackamores or any item or appliance that restricts movement or circulation of the tail. (5) Inhumane treatment which results in any bleeding.

6. Prohibited medication, drugs, mechanical device or artificial appliance.

No person shall cause to be administered internally or externally to a horse, either before or during an approved event, any medication, drug, mechanical device or artificial appliance which is of such character as could affect its performance or appearance at that event, EXCEPT FOR THOSE CONDITIONALLY PERMITTED THERAPEUTIC MEDICATIONS, THE USE OF WHICH IS SPECIFICALLY PROVIDED FOR IN THIS RULEBOOK AND NOT OTHERWISE PROHIBITED BY GOVERNMENTAL REGULATIONS. Upon discovery of administration of such drug, medication, mechanical device or artificial appliance, show management shall immediately report the matter to SRCHA. Any action or substance, administered internally or externally, whether drugs or otherwise, which may interfere with the testing procedure, or mask or screen the presence of such drug, is forbidden.

- a) Presence of such medication or drug in a horse participating in an SRCHA-approved event shall be grounds for the Board of Directors to take the following action if it is determined that the use of said drug or medication

was not within the guidelines set forth in the Therapeutic Medication Addendum following subsection of this rule:

- (1) The horse shall be disqualified from all classes in which it participates at the show and all awards and monies must be returned and horse will not be allowed to be shown for a period of 90 days.
 - i) In a first offense, in addition to the above, the responsible individual(s) will be fined \$500 each. Responsible individual(s) will be suspended until payment is made and reinstatement fee determined by the Board is paid.
 - ii) For the second offense, in addition to the above, responsible individual(s) will be fined \$1,000 each. Each individual receiving a second offense will be suspended for a period of 3 months and will not be reinstated until payment fee determined by the Board is paid.
 - iii) For the third offense, in addition to above, responsible individual(s) will be fined \$2,500 each and suspended until review by the SRCHA Board. At that time, the SRCHA Board will determine the length of suspension. The individual will not be reinstated until payment is made, the suspension time served, and reinstatement fee determined by the Board is paid.
- (2) Below specified individuals are absolutely responsible for a horse's condition, are presumed to know all rules and regulations of SRCHA and the penalty provisions of said rules, and their voluntary action in presenting or causing the horse to be presented at show grounds for exhibition, entering a horse or exhibiting one in an approved show, and their absolute responsibility for the condition of the horse makes them eligible for disciplinary sanctions, whether or not they had actual knowledge of the presence of a forbidden drug, directly participated in the administration thereof, innocently miscalculated its retention time in the horse's system, or any other reason for its presence is established.
- (3) It is presumed the sample of urine, saliva, blood or other substance tested by the approved laboratory is the one taken from the horse in question, its integrity is preserved, and that all procedures of such collection and preservation, transfer to the laboratory, and analysis of the sample are correct and accurate, and the report received from the laboratory pertains to the sample taken from the horse in question and correctly reflects the condition of the horse during the show in which he was entered, with the burden on the exhibitor or other responsible party to prove otherwise at any hearing in regard to the matter conducted by SRCHA.
 - i) Every exhibitor shall, upon request of show management or SRCHA representative, permit a specimen of urine, saliva, blood or other substance to be taken for testing, and refusal to comply with such request shall constitute grounds for immediate disqualification of the horse from further participation at the show, and shall

constitute grounds for suspension of SRCHA membership. If the laboratory report on the chemical analysis of saliva, urine, blood or other sample taken from the horse indicates the presence of a forbidden drug or medication, this shall be taken as prima facie evidence such substance has been administered to the horse either internally or externally.

- ii) An individual is absolutely responsible for a horse's condition if:
(A) he/she designates himself/herself on the entry form as exhibitor, or authorizes another to designate him as exhibitor on the entry form; (B) he/she signs the entry form on behalf of himself or another, or causes an agent or representative to sign it; (C) he/she physically participates in the event by riding or showing the horse; or (D) he/she is the actual owner. The exhibitor and owner acknowledge an exhibitor represents the owner in regard to his/her horses entered in an approved show.

THERAPEUTIC MEDICATION ADDENDUM:

(Does not apply if prohibited by governmental regulations)

Exhibitors, owners, trainers and veterinarians are cautioned against the use of medicinal preparations, tonics, pastes and products of any kind, the ingredients and quantitative analysis of which are not specifically known, as many of them may contain a forbidden substance.

1. Forbidden drugs or substances:

- a) Any drug or substance considered a Class I or Class II substance as defined in the most recent edition of ARCI's Uniform Classification Guidelines for Foreign Substances.
- b) Any stimulant, depressant, tranquilizer or sedative which could affect the performance of a horse (stimulants and depressants are defined as substances that stimulate or depress the cardiovascular, respiratory or central nervous system).
- c) Any substance, regardless of how harmless or innocuous it might be, that might interfere with the detection or quantification of any substance defined in (A)(B) or (C).
- d) Any non-steroidal anti-inflammatory drug (NSAID) other than those listed in section below.
- e) Any metabolite and/or analog of any of the above described forbidden drugs or substances.

2. Conditionally permitted therapeutic medication:

Any drug, medication or substance that could affect the performance of a horse that is used for the legitimate treatment of illness or injury and is not specified as a forbidden substance as defined in sections above. Approved therapeutic antibiotics may be given by (or on the order of) a licensed

veterinarian. Approved antibiotics includes only those without masking ingredients.

Use of these drugs or substances is forbidden and use thereof subjects the person to disciplinary action, unless all conditions of their administration are met.

Each of the following requirements is a condition to authorize administration of conditionally permitted therapeutic medications, which shall be verified in a written medication report, available from SRCHA or show management, completed in its entirety, and filed with show management before exhibition of the horse.

- a) Administration by (or on the orders of) a licensed veterinarian which documents administration of medication is necessary for the legitimate treatment of illness or injury.
- b) The horse must be withdrawn and kept out of competition for not less than 24 hours after the medication is administered.
- c) Identification of the medication: the name, amount, strength/concentration and mode of administration.
- d) Date and time of administration.
- e) Identification of the horse: name, age, sex, color and entry number.
- f) Diagnosis of illness/injury, reason for administration, and name of administering and/or prescribing veterinarian.
- g) Signature of veterinarian or person administering the medication. If by prescription (written instructions), a copy must be attached to the medication report.
- h) The medication report must be filed with show management within one hour after administration of the medication or one hour after show management is available, if administration occurs at a time other than during competition hours.
- i) The medication report must be signed by show management and time of receipt recorded on the report.
- j) While the medication report must be filed only if the administered medication will be present in amounts detectable in blood and/or urine samples at the time of competition/sampling, exhibitors are hereby cautioned it is their responsibility to determine whether or not such medication has had time to clear the horse's system.

IF THERE IS ANY DOUBT, A MEDICATION REPORT SHOULD BE FILED.

- k) Regardless of whether the medication report requirements described above are met, laboratory detection of concentration levels of an otherwise conditionally permitted therapeutic drug that are inconsistent with the administration of a therapeutic dosage of such drug (including, but not limited to, inconsistencies regarding reported dosage and time constraints) shall constitute presumption of a violation of this rule, and the responsible

party has the burden of persuasion to establish that the drug was administered in a therapeutic dosage and not less than 24 hours prior to competition.

- 1) Unless all of the conditionally permitted therapeutic medication requirements listed in section 2 are met, it shall be considered a rule violation if the same plasma or urine sample contains more than one (1) of the permitted NSAIDs listed in section (3)(C)(1-8) below.
3. Restrictions concerning the use of conditionally permitted therapeutic medications that may be administered within 24 hours of showing:
 - a) Subject to the specified restrictions, only those twelve (12) drugs or medications listed in section (3)(C)(1-12) below may be administered within 24 hours of showing. The provisions in (3)(C)(1-12) below contain rules concerning maximum allowable plasma concentration levels followed by “Guidelines”.

The Guidelines are applicable to most horses. Nevertheless, reliance upon the Guidelines does not guarantee compliance with the rules, since the response of individual horses may vary. Exhibitors, owners, and trainers should consult the drug manufacturer and knowledgeable veterinarians for up to date information and more specific advice concerning the therapeutic use of a drug or medication for a particular horse.

The Guidelines, if needed, will minimize the chances of positive drug tests. However, all responsible parties are cautioned that the guidelines are only general guidelines, and it is their responsibility to see to it that conditions prevail for full compliance with all SRCHA rules. Reliance upon the guidelines will not serve as a defense to a charge of violation of the rule in the event of a positive drug test.

Should the testing laboratory report the presence of one of the drugs or medications listed in section (3)(C)(1-12) below in an amount greater than what would be consistent with the Guidelines or at a level higher than a specified maximum permitted plasma concentration, the matter will be reviewed and disciplinary action may be taken.

- b) Regardless of whether all of the conditionally permitted therapeutic medication requirements for a specific NSAID listed below are met, it shall be considered a rule violation if the same plasma or urine sample contains more than one (1) of the NSAIDs listed in section (3)(C)(1-8) below.
- c) Only those twelve (12) drugs or medications listed in section (3)(C)(1-12) below may be administered within 24 hours of showing:
 - (1) Phenylbutazone (an NSAID) - The maximum permitted plasma concentration of phenylbutazone is 15.0 micrograms per milliliter.

Guidelines: When phenylbutazone is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 2.0 milligrams per pound of body weight should be administered, preferably less. For a 1,000 pound animal, the maximum daily dose is 2.0 grams, which equals two 1.0 gram tablets, or two 1.0 gram units of paste, or 10.0 cc of the injectable (200 milligrams per milliliter). Neither a total daily dose nor part of an injectable dose should be administered during

the 12 hours prior to competing. In the event the phenylbutazone is administered orally, half of the maximum daily dose (1.0 gram per 1,000 lbs) can be administered each 12 hours during a five day treatment program. Phenylbutazone should not be used for more than five successive days.

- (2) Diclofenac (Surpass) (an NSAID) - The maximum permitted plasma concentration of Diclofenac (Surpass) is 0.005 micrograms per milliliter.

Guidelines: Every 12 hours, not more than 73 mg of diclofenac liposomal cream should be administered (not more than 146 mg per 24 hour period) to one affected site. This 73 mg dose equals a 5-inch ribbon of cream not greater than 1/2 inch in width, which should be rubbed thoroughly into the hair over the joint or affected site using gloved hands. Administration of diclofenac cream should be discontinued 12 hours prior to competing. Do not apply diclofenac cream in combination with any other topical preparations including DMSO, nitrofurazone or liniments, and do not use on an open wound. Diclofenac cream should not be administered for more than 10 successive days.

- (3) Flunixin (an NSAID) - The maximum permitted plasma concentration of Flunixin is 1.0 microgram per milliliter.

Guidelines: When Flunixin Meglumine (Banamine®) is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 0.5 milligrams per pound of body weight should be administered. For a 1,000 pound animal, the maximum daily dose is 500 milligrams, which equals two 250 milligram packets of granules, or one 500 milligram packet of granules, or 500 milligrams of the oral paste (available in 1,500 milligram dose syringes), or 10.0 cc of the injectable (50 milligrams per milliliter). No part of a dose should be administered during the twelve (12) hours prior to competing. Any medicated feed must be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five successive days.

- (4) Ketoprofen (an NSAID) - The maximum permitted plasma concentration of Ketoprofen is 40.0 nanograms per milliliter.

Guidelines: When Ketoprofen (Ketofen®) is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 1.0 milligram per pound of body weight should be administered. For a 1,000 pound animal, the maximum daily dose is 1.0 gram, which equals 10.0 cc of the injectable (100 milligrams per milliliter). No part of a dose should be administered during the twelve (12) hours prior to competing. The medication should not be used for more than five successive days.

- (5) Meclofenamic Acid (an NSAID) - The maximum permitted plasma concentration of Meclofenamic Acid (Arquel®) is 2.5 micrograms per milliliter.

Guidelines: When Meclofenamic Acid is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 12

hours, not more than 0.5 milligram per pound of body weight should be administered, preferably less. For a 1,000 pound animal, the maximum 12 hour dose is 0.5 gram, which equals one 500 milligram packet of granules. The medication should not be used for more than five successive days.

- (6) Naproxen (an NSAID) - The maximum permitted plasma concentration of Naproxen is 40.0 micrograms per milliliter.

Guidelines: When Naproxen is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 4.0 milligrams per pound of body weight should be administered. For a 1,000 pound animal, the maximum daily dose is 4.0 grams, which equals eight 500 milligram tablets. No part of a dose should be administered during the twelve (12) hours prior to competing. Any medicated feed should be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five successive days.

- (7) Firocoxib (Equioxx) (an NSAID) - The maximum permitted plasma concentration of Firocoxib (Equioxx) is 0.240 micrograms per milliliter.

Guidelines: When Firocoxib (Equioxx) is administered, the dose should be accurately calculated according to the actual weight of the animal. For a 1,000 pound animal, the maximum daily dose is 45.5 milligrams, which equals 0.1 milligram per kilogram of body weight once daily. No part of a dose should be administered during the 12 hours prior to competition. Firocoxib (Equioxx) should not be administered for more than 14 successive days.

- (8) Eltenac (an NSAID) - (PENDING FDA APPROVAL – SEE BELOW)
The maximum permitted plasma concentration of Eltenac is 0.1 microgram per milliliter.

Guidelines: When Eltenac is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 0.25 milligram per pound of body weight should be administered, preferably less. For a 1,000 pound animal, the maximum daily dose is 250 milligrams, which equals 5.0 cc of the injectable (50 milligrams per milliliter). No part of a dose should be administered during the 12 hours prior to competing. Eltenac should not be administered for more than five successive days. ELTENAC HAS BEEN APPROVED FOR USE PENDING FDA APPROVAL. THIS MEDICATION MAY NOT BE USED UNTIL THE NRCHA HAS NOTIFIED MEMBERS AND EXHIBITORS OF THE FDA APPROVAL.

- (9) Acetazolamide - may only be administered to horses documented through DNA testing to be positive (N/H or H/H) for HYPP (Hyperkalemic Periodic Paralysis). While these rules do not contain a maximum allowable plasma concentration level for Acetazolamide, laboratory detection of levels of Acetazolamide that are not consistent with administration in accordance with the following Guidelines may result in prosecution of a rule violation.

Guidelines: When acetazolamide is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 3 milligrams per pound of body weight should be administered. For a 1000 pound animal, the maximum daily dose is 3 grams.

(10) Furosemide or Lasix® - When used must be administered intravenously at least four hours prior to competition.

(11) Isoxsuprine - Guidelines: When administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 1.6 milligrams per pound of body weight should be administered (usually divided in two equal doses given 12 hours apart). For a 1,000 pound animal, the maximum daily dose is 1,600 milligrams, which equals 80 20- milligram tablets. No part of a dose should be administered during the four hours prior to competing. Any medicated feed should be consumed and/or removed at least four hours prior to competing.

(12) Dexamethasone - The maximum permitted plasma concentration is 3.0 nanograms per milliliter at the time of competition.

Guidelines: In order to help trainers, owners and their veterinarians achieve compliance with this rule in connection with the therapeutic use of dexamethasone, it should be administered in accordance with the guidelines below. These guidelines include several alternative scenarios for dose time and route of administration. Whenever dexamethasone is administered, the dose should be accurately calculated according to the actual weight of the animal.

(a) Alternative Number 1. (2.0 mg or less per 100 pounds IV or IM at 12 or more hours before competition). Each 24 hours, not more than 2.0 milligrams of dexamethasone injectable solution per 100 pounds of body weight should be administered intravenously or intramuscularly, preferably less. For a 1,000 pound animal, the maximum daily intravenous or intramuscular dose of dexamethasone injectable solution is 20.0 milligrams, which equals 5.0 milliliters of the injectable solution (4.0 milligrams per milliliter). No part of this dose should be administered during the 12 hours prior to competing. Dexamethasone should not be administered for more than five successive days.

(b) Alternative Number 2. (0.5 mg or less per 100 pounds IV at 6 or more hours before competition). Each 24 hours, not more than 0.5 milligram of dexamethasone injectable solution per 100 pounds of body weight should be administered intravenously, preferably less. For a 1,000 pound animal, the maximum daily intravenous dose of dexamethasone injectable solution is 5.0 milligrams, which equals 1.25 milliliters of the injectable solution (4.0 milligrams per milliliter). No part of this dose should be administered during the six hours prior to competing. Dexamethasone should not be administered for more than five successive days.

(c) Alternative Number 3. (1.0 mg or less per 100 pounds orally at 6 or more hours before competition). Each 24 hours, not more than 1.0

milligram of dexamethasone powder per 100 pounds of body weight should be administered orally, preferably less. For a 1,000 pound animal, the maximum daily oral dose of dexamethasone powder is 10.0 milligrams, which equals one packet of dexamethasone powder (10.0 milligrams per packet). No part of this dose should be administered during the 6 hours prior to competing. Any medicated feed should be either consumed or removed at least six (6) hours prior to competing. Dexamethasone should not be administered for more than five successive days.

- (d) In the case of sickness or injury to a horse at the event, therapeutic medication may be given to a horse by a licensed veterinarian under actual observation by event management or designated representative to treat a condition/illness/injury that would not prevent the horse from competing following treatment. An example is Lidocaine/Mepivacaine - used under actual observation of event management (or designated representative) and/or the official show veterinarian, either of which must sign the medication report form, to aid in the surgical repair of a minor skin laceration which, by its very nature, would not prevent the horse from competing following surgery. Another example would be treatment of a horse for a mild colic with Banamine that already had an NSAID in the allowed amount in its system. Medication must be done in the presence of show management or designated representative and report form must be filed with show management as required above.

ARTICLE 12: SRCHA POLICIES

MISSING ORDER OF GO

The competitor will fall to the bottom of the herd or draw.

HORSE DRAWS BACK TO BACK BETWEEN CLASSES

The competitor may choose to request a change of order by contacting the Rider Rep and the show office. Every attempt will be made to notify the competitors involved. If a change is agreed upon, the competitor will drop to the bottom of the herd or draw.

LONE OR SINGLE ENTRIES IN A CLASS

Where possible the competitor will be notified after the official entry close date. The competitor has the choice of staying in the classes as entered, or moving to an alternate class without penalty. If the draw has been done in the alternate class, the office has the following draw options: in cutting moving the entry to the bottom of the herd; in working cow horse moving the entry to the bottom of the draw; in reining moving the entry to the top of the draw; or in any discipline, dropping the entry in as a sub-entry.

INSTRUCTION TO ALL RIDERS

Prior to start of each discipline, a judge may choose to give riders instruction and/or answer any relevant questions. A rider shall make an honest effort to

comply with the judge's instructions. Please **NOTE**: this is the only time when a competitor may approach the judge as per Article 3 of SRCHA Rule book.

As a competitor in any of the SRCHA disciplines, please adhere to the rules outlined in this book with emphasis on the following guidelines:

- a) Read and know the rules
- b) Get to the show early. Pay your entry fee before you ride. Allow time to warm up, check the draw and be ready to go when called upon
- c) Use legal equipment and wear proper dress; after each work exhibitors should watch for SRCHA representative checking equipment
- d) Do not talk to the judge(s) beyond the exchange of normal greetings
- e) Inhumane treatment or abuse of a horse in any manner is prohibited
- f) Control rude behavior of your horse
- g) Exhibitor conduct should be in keeping with good showmanship
- h) Riders attire should be clean and neat
- i) Practice courtesy in the loping pen & warm up areas:
 - Stay inside to go slow, stay to the outside if you want to go fast
 - Never stop in traffic. Apply boots and groom in areas with no traffic
 - If you must tie your horse, tie it to something secure. Don't tie up studs, kicking or biting horses in the loping pen. Do not get upset if someone disciplines your horse for kicking or biting
 - Look before leaving or entering traffic. Yield to lopers
 - Do not exercise horses or season young horses when there is limited space in the loping area
 - Do not weave in and out of traffic. Maintain constant speed
 - Change directions and maintain flow in one direction when asked. Always ask when you wish to change directions
 - Yield to tractor and be aware of people wishing to exit or enter
 - Leave pen immediately when asked by announcer
- j) Other key points to remember when showing include:
 - There will be no warming up of horses in the working area
 - Be ready to move in promptly to avoid delays

Most importantly, be patient with newcomers. Try to help them learn the loping pen etiquette, SRCHA show procedures, and encourage them to achieve their goals.

ARTICLE 13: RANCH CUTTING / HERD WORK

A grouped animal work known as the "herd" work is to be performed during a 2 and 1/2 minute interval as timed by the show management. During the allotted time, a contestant shall enter the herd of cattle for the purpose of cutting out an individual cow and bringing it to the front of the herd. The contestant must hold his/her particular cow, keeping it from returning to the herd, until such time as the rider finds the horse to have sufficiently shown its ability at the task. The number of cattle to be cut out by a contestant during the allotted time is to be determined by the rider.

There shall be two (2) turnback mounts and two (2) herd-holders allowed per contestant. It shall be up to the contestant to assemble his/her own herd holders and turnback mounts. The responsibility to see that the herd is settled shall be with the first contestant in each set of cattle.

A. APPOINTMENTS

With the exception of Youth classes, \$500 Limit Novice Non Pro and \$500 Limit Novice Rein-Box, **the horse must be shown in same equipment as working cow horse portion.**

For Ranch Cutting classes, horses are to be shown in a regulation snaffle bit or rawhide bosal and may be shown with two hands. A bridle shall have no nose band or bosal, and hackamores shall be of braided rawhide with no metal parts. A judge must be able to freely pass two fingers between the hackamore and muzzle completely around the horse's nose. Choke ropes, tie downs, wire around the horse's neck, nose, or brow band, tight nose band, quirt, bat or mechanical device giving the rider undue control over a horse will not be permitted in the arena. Wire of any kind and on any part of the curb device is not permissible. A breast collar may be used, no portion of which may pass over the horse's neck. Breast collars attached to the swell of the saddle on competing horses will be considered illegal. Chaps and spurs may be worn. A competing horse's tail cannot be tied in any manner, which would restrict movement of the tail. Any time a contestant is guilty of an infraction of this rule or any part therein, he shall be disqualified. A judge has the right to have a contestant report to him if he is suspicious of any infraction of this rule.

Use of training equipment will not be permitted in the show arena on the day of an approved SRCHA show, either previous to or during the show.

B. GUIDELINES TO CONSIDER WHEN JUDGING

Cutting horse runs are seldom identical. A judge can determine the difference in cutting runs by following these guidelines.

1. Give credit:
 - (a) for entering the herd quietly with very little disturbance to the herd or to the animal brought out;
 - (b) for taking an animal toward the center of the arena;
 - (c) for driving a cow a sufficient distance from the herd to assure that the herd will not be disturbed by the contestant's work;
 - (d) for riding with a loose rein throughout a performance;
 - (e) for setting up a cow and holding it in a working position as near the center of the arena as possible.

NOTE: A herd holder's duty is to assist the Cutter in containing the herd and group of cattle the Cutter is trying to cut from. This gives the Cutter ample opportunity to demonstrate to the judges his/her ability to work the herd, drive

a cow, and set a cow up in the middle of the pen. These conditions allow a judge to give credit to the Cutter. After assisting the Cutter in making a cut, the herd holder should move to a position toward the arena wall that will enable him/her to contain the herd, but not distract from the run. Any excessive action by the herd holder will be dealt with as a reduction in run content. Although there is no specific major penalty for this action, it does hinder the Cutter's horse from showing his full potential. Therefore, judges will begin reducing run content when excessive help from herd holders affects the run, such as: saving a major penalty from occurring; cutting the pen down; and in fresh cattle, driving the herd out for the Cutter to cut from. Herd holders should keep in mind they are jeopardizing the Cutter's score when they give too much assistance to the Cutter.

2. Consider the degree of difficulty of the run. Degree of difficulty is determined by the amount of effort exerted by the cow in its attempt to return to the herd. A cow that turns quickly and moves rapidly is more difficult to hold in a working position than a cow that turns and moves slowly. A judge must give credit when a cutter is able to hold a working position on a tough cow.
3. Consider the eye appeal of the run. Runs that are attractive because of the style of the horse and the correctness of the overall performance shall receive credit.
4. Consider the amount of courage shown by the cutter. A judge shall give credit for a cutter staying on a tough cow. Credit shall be given for a cutter coming off a fence with a cow and then establishing a working position near the center of the arena before quitting the cow.

NOTE: Coming off the fence in an attempt to set up a cow in the center of the arena before quitting and staying on a tough cow are high risk situations. If a rule infraction occurs in these situations, a judge must call it; therefore, the cutter who shows this type of courage and commits no rule infractions shall receive credit.

5. Consider the amount of time that the cutter actually spends working cattle during the 2 1/2 minute run. A cutter shall be given credit for his/her willingness to exhibit his horse actually working cattle. Obvious stalling in the herd or reluctance to cut a cow to allow time to run off the clock will have a negative influence on the total point value of the run.

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

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

C. SCORING

1. Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy this rule. Failure to satisfy this requirement will result in a three (3) point penalty.
 - (a) A horse should be given credit for his ability to enter the herd quietly with very little disturbance to the herd or to the one brought out.
2. When an animal is cut from the herd, it is more desirable that it be taken toward the center of the arena, and credit will be given for same. Additional credit will be given to the horse, which drives its stock a sufficient distance from the herd to assure that the herd will not be disturbed by his work, thereby showing his ability to drive a cow.
3. Credit will be given for riding with a loose rein throughout the performance.
4. Credit will be given for setting up a cow and holding it in a working position as near the center of the arena as possible.
5. If the cutting horse or his rider creates a disturbance at any time throughout his working period, he will be penalized.
 - (a) Any noise directed by the contestant toward the cattle will be penalized one (1) point.
 - (b) Each time a horse runs into the herd, scatters the herd while working, or picks up cattle through fault of the horse, he will be penalized three (3) points
 - (c) The judge shall stop any work because of training or abuse of his horse by the contestant or disturbance of the cattle.
6. A horse will be penalized three (3) points each time the back fence actually stops or turns the animal being worked within one step (3 feet) of the fence, to be agreed on and designated by the judge or judges before the contest starts, meaning the actual fence only, no imaginary line from point to point to be considered. If any of the contestants voice any objection before the contest starts, the judge or judges shall take a vote of the contestants, and a "back fence" acceptable to the majority will be designated and used.
7. If a horse turns the wrong way with tail toward the animal being worked, an automatic score of zero (0) points will be given.
8. Spurring behind the shoulder shall not be considered a visible cue. A five (5) point penalty shall be assessed each time a horse is spurred in the shoulder.
9. A toe, foot, or stirrup on the horse's shoulder is considered a visible cue. A one (1) point penalty shall be charged for each occurrence.

10. If a horse lets an animal that he is working get back in the herd, he will be penalized five (5) points.
11. If a rider changes cattle after visibly committing to a specific cow, a five (5) point penalty will be assessed.
12. When a horse goes past an animal to the degree he loses his working advantage, he will be penalized one (1) point each time he does so.
13. Unnecessary roughness, such as a horse actually pawing, kicking or biting cattle or disobedience such as bucking, rearing or striking will be penalized five (5) points.
14. A contestant may quit an animal when it is obviously stopped, obviously turned away, or is obviously behind the turnback horses and the turnback horses are behind the time line. A contestant quitting the cow under any other circumstances is a hot quit incurring a 3 pt penalty.
15. If a horse quits a cow, a penalty of five (5) points will be assessed.
16. If a horse clears the herd with two or more cattle and fails to separate a single animal before quitting, a five (5) point penalty will be charged. There is no penalty if time expires.
17. When a contestant is thrown from a horse, or horse falls to the ground, an automatic score of (0) zero will be given.
18. Any rider who allows his/her horse to quit working or leave the working area before his/her allotted time is up will be disqualified for that go-round with no score.
19. A judge marks from 60 to 80 points. One-half points are permissible.
20. When the judge is in doubt about a penalty, the benefit always goes to the contestant.

D. HERD WORK / RANCH CUTTING PENALTY POINTS

1 point penalties:

- A. (Miss) losing working advantage
- B. Noise directed by contestant to cattle
- C. Working out of position
- D. Toe, foot, or stirrup on shoulder

3 point penalties:

- A. Hot quit
- B. Cattle picked up/running into or scattering herd
- C. Failure to make a deep cut
- D. Back fence

5 point penalties:

- A. Horse quitting a cow
- B. Losing a cow
- C. Changing cattle after a specific commitment
- D. Failure to separate a single animal after leaving the herd
- E. Blatant disobedience
- F. Spurring or hitting in front of the cinch at any time or excessively whipping or spurring the horse

-0- score:

- A. Horse turns tail
- B. Using two hands on the reins in a bridle (except in Youth and Novice Non Pro classes)
- C. Fingers between the reins in a bridle
- D. Illegal equipment
- E. Leaving working area before time expires
- F. Fall of horse or rider
- G. Bloody Mouth (inside)
- H. Improper Western Attire
- I. Failure to work in the proper working order

No Score:

- A. Abuse
- B. Lameness

N-E – Failure of an exhibitor to attempt to complete the work

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

ARTICLE 14: WORKING COW HORSE

A working cow horse class must consist of a reined work (dry work) and a cattle work. The required cattle work is a "fence" work. Points scored for the reined work and the cattle work are to be totaled. The scoring system is based on 60 to 80 points. Half-points may be used. The contestant is judged from the time he/she enters the arena until he/she completes the pattern.

OVERALL CHARACTERISTICS OF A GOOD WORKING COW HORSE

The following are considered characteristics to be exhibited at all times by a good working cow horse:

- Horse should have an alert, responsive attitude;
- Horse should be shifty, smooth and have his feet under him at all times;
- Horse should have a soft mouth and respond to a light rein;
- Horse should have a natural, unaltered, relaxed tail carriage;
- Horse should be able to work at reasonable speed and still be under control of rider;
- Horse should have a natural head carriage.

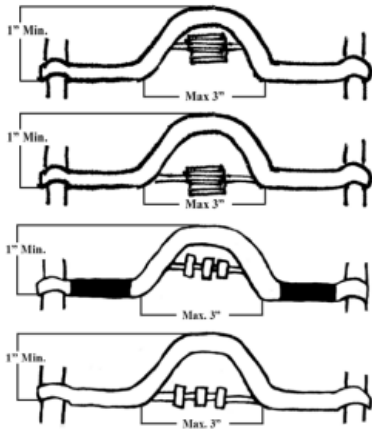
A. APPOINTMENTS AND EQUIPMENT:

- 1) **GENERAL APPOINTMENTS:** Horses shall be shown astride with a western saddle. Riders must wear a western hat or helmet approved for riding by an equine organization, western long sleeve shirt and boots. Chaps or chinks are optional, but recommended. Carrying of a rope or riata is optional. Use of training equipment will not be permitted in the show arena on the day of an SRCHA approved show, either previous to or during the show. On an SRCHA approved show day, an hour prior to start of show and until the conclusion of the show, any persons entering the show pen must be wearing a western hat or helmet and long sleeve shirt. Youth riders under the age of 18 must wear an approved helmet at all times when riding in the arena or warm up area.

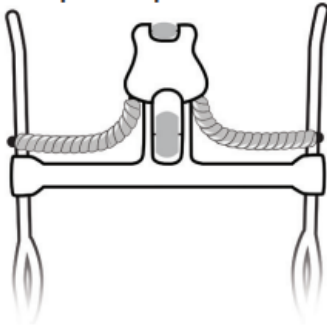
- 2) **COW HORSE / SPADE BIT:** A spade bit or a bit having the following characteristics must be used in any of the bridle classes and for all horses 6 years of age or more (with the exception of \$500 Limit Novice Non Pro, \$500 Limit Novice Rein-Box, and Youth classes where any NRHA or NRCHA approved bit is allowed). Said characteristics shall be: one with an unbroken bar mouthpiece with one inch or higher port measured from the bottom of the bar to the top of the port. There must be an operable cricket or roller (with single or multiple rings) incorporated within the mouthpiece of the bit. A barrel made of copper or metal, wrapped around the bar space of the bit is to be considered a part of the mouthpiece. The barrel must be round, smooth, and made up of one continuous, unbroken piece. The minimum diameter, on any part of the bar of the mouthpiece, is 5/16 inch. Bars must be round, oval or egg shaped smooth and unwrapped metal. Latex wrap or any foreign material is not acceptable. Nothing abnormal may protrude from either the bars or the port, such as extensions or prongs. The cheeks must be connected at the bottom. The overall length of the bit shall not be longer than 8 1/2 inches. Optional tongue release shall not exceed 3 inches in width. Braces, copper port cover and/or having copper smoothly inlaid in the mouthpiece are optional. The use of bosal, martingale or tie-down is prohibited. No wire, chain or other metal or rawhide device may be used in conjunction with the bit or a part of the leather chin strap. Leather chin strap must be flat, flexible and at least 1/2 inch wide. No metal rivets are allowed to come in contact with the chin, or chin groove of the horse. Metal keepers are not acceptable on the chin strap. Reins with romal required. The reins can be held in either hand, with hand around reins in a fist position with thumbs up. The non-rein hand must be on the romal (the keeper, or hobble, that attaches the romal to the reins is considered to be a part of the romal). The non-rein hand is not allowed, at any time, to touch the reins or a score of -0- will be applied. The rider is allowed to shorten the reins while the horse is in motion as long as their hands are held in a legal manner. No fingers are permitted between the reins in Bridle classes except on Two Rein equipment.



Acceptable

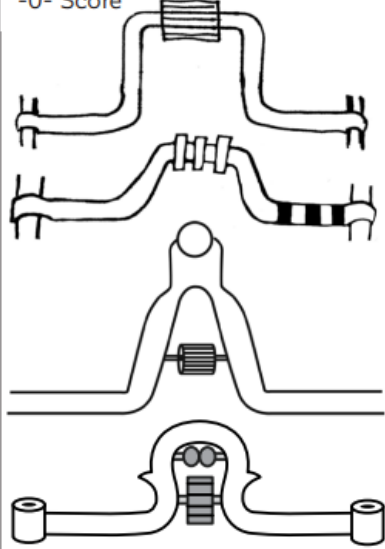


Acceptable Spade Bit



Unacceptable

-0- Score



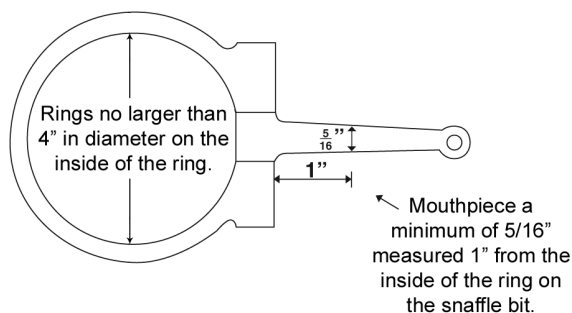
Acceptable:



Unacceptable:



- 3) **HACKAMORE / BOSAL:** Hackamores shall be round in shape and constructed of uniform braided rawhide or leather and have a non-metal flexible core. The noseband of the hackamore must measure at least 5 ½ inches of smooth rawhide or leather before any braided buttons. No gimmick of any kind may be used in conjunction with the bosal. No rigid material of any kind may be used, regardless of how padded or covered, in conjunction with the bosal. Horse hair bosals are prohibited. Tape is not allowed on the noseband of the hackamore. Smooth, flat, wrapped tape is allowed on the hackamore between the headstall and the mecate reins. Maximum amount of tape allowed is 2 inches on each side of the hackamore. Mecate (closed) reins must be used.
- 4) **SNaffle BIT:** Snaffle Bit shall be either “D” or “O” Ring type, no larger than 4 inches in diameter on the inside of the ring. It must have a broken, 2 piece, mouth piece, being a minimum of 5/16 inch in diameter, measured 1 inch in from the inside of the ring on the snaffle bit, with a gradual decrease to center of the snaffle. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but must be smooth. Latex wrap is not acceptable. These bits must be such that when the reins are pulled no undue leverage is applied, i.e. the inside of the circumference of the ring must be free of rein, curb, or head stall attachments. A leather or other woven material chin strap of any width is to be used. No iron, chain or other material may be used. Chin strap is allowed to include metal buckles and/or keepers on snaffle bits only. Reins are to be attached above the chin strap. Split reins must be used; no closed reins. Two hands must be used on the reins, except in the herd work or to provide safety to rider or adjust equipment.



- 5) **\$500 LIMIT NOVICE NON PRO, \$500 LIMIT NOVICE REIN-BOX & YOUTH:** For \$500 Limit Novice Non Pro, \$500 Limit Novice Rein-Box or Youth classes only, any NRHA/NRCHA legal bit may be used. In all cases, a flat leather chin strap at least ½ inch wide must be used with such a bit, for SRCHA shows (metal keepers on chin straps are not acceptable).
- 6) **BROKEN EQUIPMENT:** If at any time during a performance a piece of equipment breaks, the rider may continue provided the broken equipment does not pose a hazard to the rider and/or is not cruel to the horse. In the event that the fence work immediately follows the rein work, broken equipment may be

repaired within a 1 minute time period. Rider may dismount if necessary to make the repair. Horse and rider may not leave the arena and may not receive physical assistance or equipment from outside the arena. If the rider is unable to continue because of the broken equipment, the rider will be excused with a score of zero.

- 7) **TWO REIN:** For the Two Rein option, bosals may be of any size, constructed of braided rawhide or leather and have a non-metal flexible core. No iron or foreign substance may be used. The rider must use one hand on the reins. Fingers between the reins will be permitted. Both mecate and bridle reins are to be held in the rein hand.

Rider or representative may be asked to drop the bridle to the designated bridle checker. The bridle checker must have a magnet available to check the hackamores and chin straps for metal objects (inside) or cores. Designated bridle checker will not touch the horse's mouth. Failure to drop bit for bit checker will result in a score of zero (0).

B. SCORING

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

Scoring System: The scoring system for SRCHA/NRCHA approved classes/events is based upon a 60 - 80 point system. The lowest score possible is 60 points and the highest score possible is 80. The average score for a typical work is 70 points.

Tie For First Place: In case of a tie for first place, the highest cow work score will be used to break the tie. In the event both cow work scores are the same, the tied contestants will have a work-off down the fence or may flip a coin if mutually agreed. Ties below first place will split earnings and points.

Two Judge System: Both scores are combined.

Three Judge System: Each judge scores a separate card, all three scores are then compared and the two closest scores are used, with the odd score being eliminated. (i.e. the three scores are 72,73 and 75, the total score is 145 (72 and 73) with the high score of 75 being eliminated). If the score are evenly divided, the lowest score is eliminated (i.e. the three scores are 71, 72 and 73, the total score is 145 (72 and 73) with the lowest score of 71 being eliminated).

Failure of an exhibitor to attempt to complete the cow work portion of the class, as well as the rein work, will result in the exhibitor not being eligible for points or placing. This will be considered a Non-Entry and will be designated by the judge as N-E in the score box of the judge's cards. An entry which attempts to complete the

cow work and has not been disqualified will be scored accordingly at the judge's discretion. An entry going off pattern in the rein work will receive a score of zero. An entry which attempts both the rein work and the cow work portion may be placed, even if a 0 score is received in one portion of the class. (Example: If a horse is disqualified and receives a 0 score for the rein work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.)

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

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

A No Score will include abuse or lameness of the horse. Abuse is defined as exhibiting a lame horse, abusive showing or schooling techniques. Zero tolerance is defined as: Abusive showing techniques will not be tolerated and will be whistled out immediately. Failure of exhibitor to stop immediately will result in a fine, suspension or both.

A No Score is not eligible for placing or points but will count as an entry in the class. A Zero Score is eligible for placing or points and will count as an entry in the class. A Non-Entry (N-E) is not eligible for placing or points and will not count as an entry in the class

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

C. REINED WORK - RULES FOR JUDGING

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

- 1 1/2Extremely Poor
- 1Very Poor
- 1/2.....Poor
- 0.....Correct
- +1/2.....Good
- +1.....Very Good
- +1 1/2.....Excellent

Reined Work: Horses shall work individually. Judging begins the moment the horse enters the arena. There will be no schooling from the time the horse enters the arena. A reined work must consist of the following: circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a back-up of a reasonable distance with slight hesitations denoting each maneuver. The SRCHA suggests the use of approved patterns found in this book. The judge may deviate from traditional order of performance and he/she may also deviate from the exact printed

pattern due to arena conditions. The judging ends when the rider indicates he/she is finished by coming to a complete stop.

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

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

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

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

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

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

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

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

Hesitate: Hesitation is only long enough to show the completion of one maneuver before the next one starts. There shall be slight hesitation to indicate each maneuver.

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

Definition of Fall of Rider: Rider is no longer astride the horse.

D. REINED WORK PENALTY POINTS

1/2 point penalties:

- Not changing leads within the same stride
- Over or under spin 1/8 turn
- Jogging first two strides

1 point penalties:

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

2 point penalties:

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only 1/2 circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- Jogging beyond two strides
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first 1/4 of the circle, after a lope departure, is a break of gait
- At end of pattern, failure to hesitate to demonstrate completion of pattern.

5 point penalties:

- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse
- Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

-0- Score:

- Failure to complete the pattern as given (i.e. over or under spin more than 1/4 turn)
- Two hands on the reins in a bridle or two-rein class (except Youth and Novice Non Pro classes)
- Fingers between the reins in a bridle class, except the two rein class
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back up is called for in the pattern
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western Attire
- Failure to work in the proper working order
- A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time

Figure #2 - Lead Departure

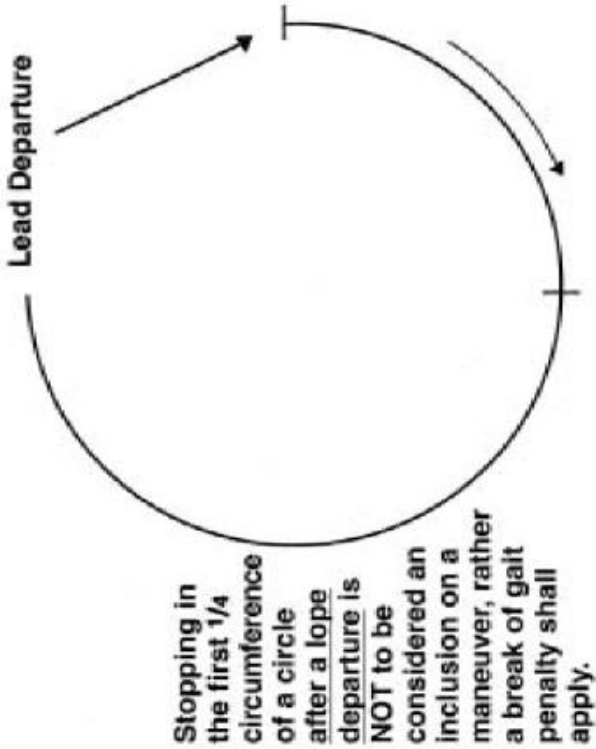


Figure #3 - Lead Changes

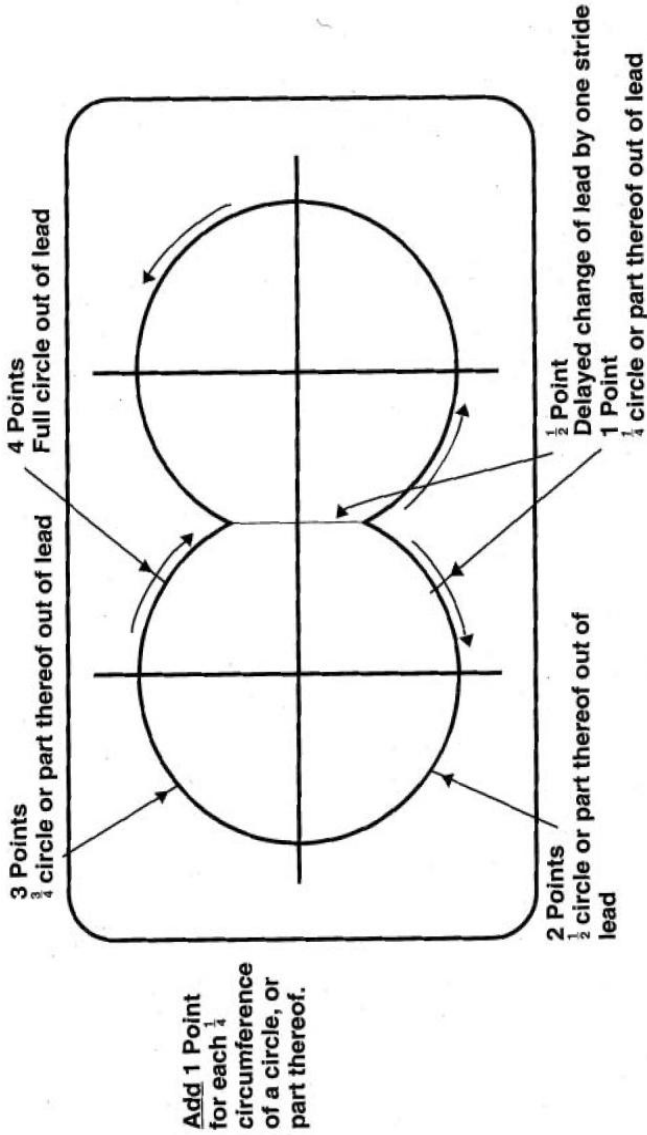


Figure #4 - Jogging

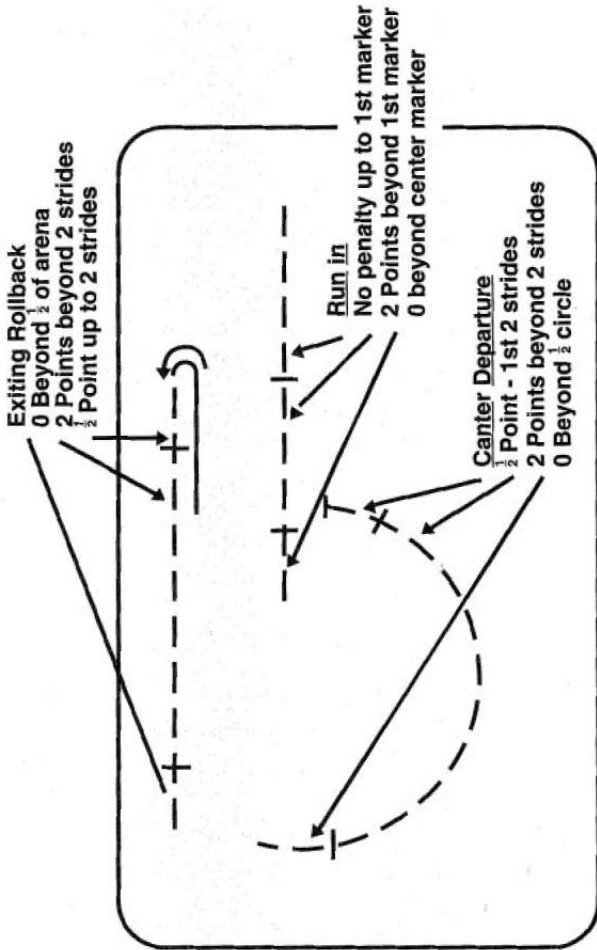


Figure #5 - Out of Lead on Run-Around

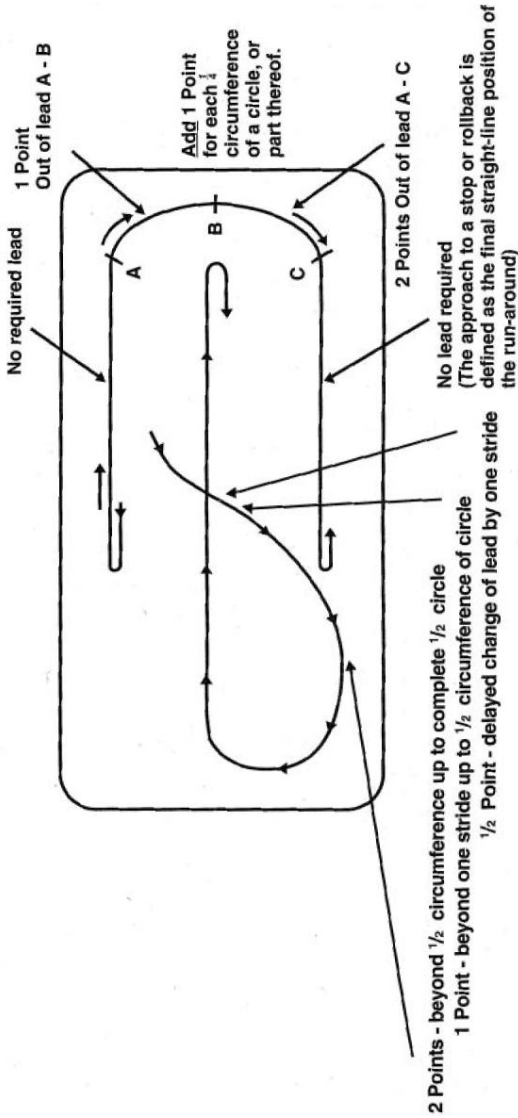
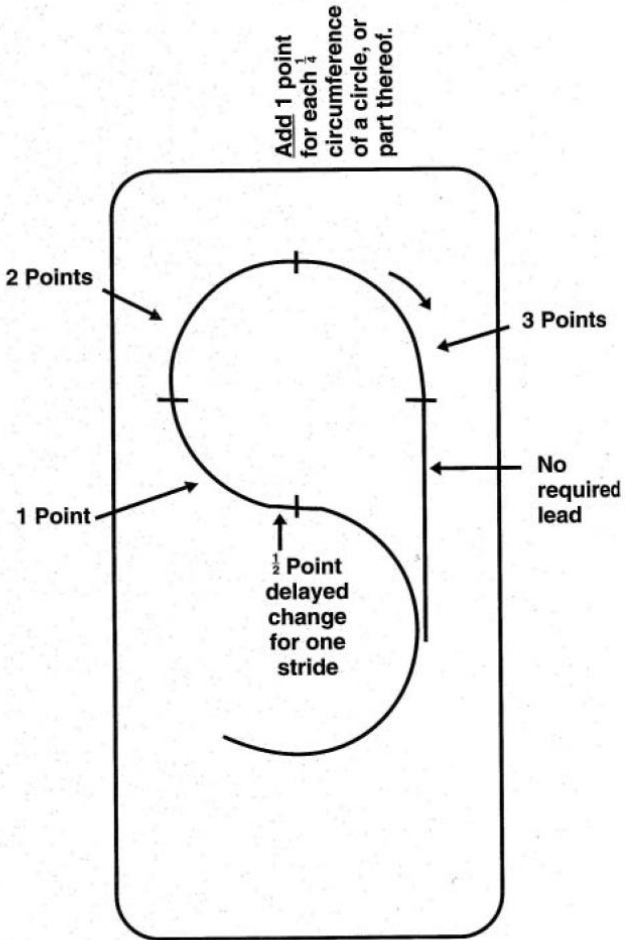


Figure #6 - Out of Lead on Partial Circle Leading to Run-down



E. COW (FENCE) WORK - RULES FOR JUDGING

Judging begins when the contestant enters the arena.

There shall be no schooling between the completion of the rein work and cow work, when the cow work immediately follows the rein work; the penalty for this will be a zero.

Pattern: The required pattern for the cow work is: boxing, fence turns and circles, in that order.

Boxing: At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

Turning: After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. The contestant must get a minimum of one turn in each direction when attempting the fence work. To qualify as a turn, the turn must be accomplished without the aid of the END fences to actually stop or turn the animal being worked unless the horse and rider are in working position. During the turn, the horse should use himself in a controlled athletic manner, using its hocks to stop and drive out of the turn, while using its front end to balance and turn. More than two good turns in each direction should not result in extra credit but also should not be penalized unless the cow is thereby too exhausted to circle correctly. One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.

Types of Turns:

Fence Turn: A turn in which the cow, while being run down the fence on one side of the arena is turned in a different direction and held near the same fence while being run in the new direction. The exhibitor must be close enough to the cow to be the cause of the turn. The situation where a horse and rider attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider.

Open Field Turn: A turn in which the cow, while being run down the arena more than 20 feet away from the perimeter fence is turned in a different direction and held on the same side of the arena, while being run in the new direction. The exhibitor must be close enough to the cow to be the cause of the turn.

Circling Turn: A turn in which the horse, while attempting an open field turn does not use its hocks to stop and drive out of the turn, but instead continues forward motion and guides or 'circles' the cow into the new direction. If an exhibitor performs a circling turn as the second turn of a two (2) turn run, then they must show separation between the second turn and the first circle. To avoid a 2C penalty, they must then change sides on the cow after completing the circling turn and before beginning the first circle.

Circling: Then the contestant shall take the cow to an open part of the arena and 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 a credit situation. The circles should be completed before the cow is exhausted.

Run Content:

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

The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant. The most controlled cow work, with the highest degree of difficulty, that exhibits good form throughout, should be marked the highest. Bad manners exhibited by the horse will be penalized under run content.

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

New Cow:

When enough cows are available, the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. The judge will indicate new cow by blowing his/her whistle twice – indicating the awarding of a new cow. Allowing the horse to quit working before the judge signals for a new cow will result in a zero score. If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work. If the exhibitor intends to accept the new cow, he or she must pull up immediately. With a multiple judge system, any one of the judges may terminate the work or signal for a new cow.

In the case of an emergency (Such as a person falling into the arena or part of the arena falling apart) the judge may blow two whistles for a second time. At this point, the contestant has no option to continue and must receive a new cow. Contestant must pull up immediately or a score of zero will be given.

During the cow work, when a cow leaves the working area, it is automatic that the contestant will receive a new cow and scoring will begin again with the new cow, unless the contestant has been awarded a new cow and opted to continue working the current cow.

Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements.

In the case that a rider is awarded a third cow, the rider will have the option to work their new cow or to rest their horse and work their new cow at the end of the next set. If the rider is in the last set of the class they shall be afforded up to 20 minutes for their horse to recover before working the third cow.

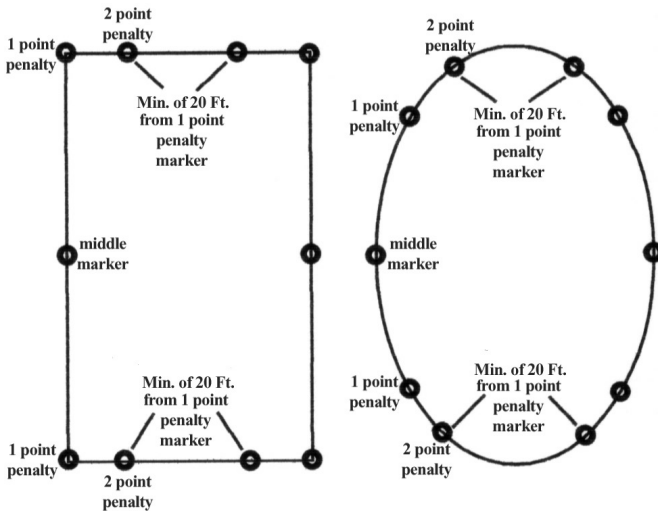
Terminating the Work

The judge may blow his/her whistle once at any time during the work to terminate it.

If at any time a judge feels that the contestant is out of control endangering themselves and/or their horse, the judge may terminate the work, and a score of zero will be given.

Judging ends when the whistle blows. A score of zero will be given if the work is not complete at that point.

F. COW WORK (FENCE WORK) PENALTY POINTS



1 point penalties:

- A. Loss of working advantage
- C. Cow's head breaks the plane of the 1 point marker
- E. Changing sides of arena to turn cow
- L. For each length horse runs past cow
- P. Working out of position
- S. Slipping rein
- T. Failure to drive cow past middle marker on first run before initiating the turn
- W. Excessive hollering

2 point penalties:

- A. Going around the corner of the arena before turning the cow
- B. In an open field turn animal gets within 3 feet of the end fence before being turned
- C. Failure to change sides after a circling turn prior to the first circle

3 point penalties:

- E. Exhausting or overworking before circling cow
- H. Hanging up on the fence (refusing to turn)
- K. Knocking down cow without having working advantage

5 point penalties:

- A. Not getting one turn each way (5 points each way).
- B. Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse
- C. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate.

0- score:

- A. Turn tail.
- B. Using two hands on the reins in a bridle or two rein class (except Youth and Novice Non Pro classes)
- C. Fingers between the reins in a bridle class except the two-rein class
- D. Balking
- E. Extremely out of control
- F. Bloody mouth (inside)
- G. Illegal equipment.
- H. Leaving the work area before the pattern or work is complete
- I. Fall of horse or rider
- J. Schooling between rein work and cow work
- K. Schooling of the horse between cows, if new cow is awarded
- L. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner
- N. Improper Western Attire
- O. Failure to work in the proper working order

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

NO SCORE:

- A. Abuse
- B. Lameness

N-E: Failure of an exhibitor to attempt to work the pattern (fence work)

G. YOUTH 10-13 REIN-BOX, \$500 LIMIT NOVICE REIN-BOX, \$1000 LIMIT NON PRO REIN-BOX & OPEN REIN-BOX

BOXING COW WORK GUIDELINES – The goal of this class is to introduce the rider to the “boxing” phase of the cow work. Judging begins when the contestant enters the arena. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty for this is -0-. Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. The horse will be scored using the “boxing cow work scoring guidelines”.

H. BOXING COW WORK - PENALTY POINTS

1 point penalties:

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

3 point penalties:

- C. Loss of control and cow leaves end of arena

5 point penalties:

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

-0- score:

- A. Turn tail
- B. Using two hands on the reins in a bridle or two rein (except Youth and Novice Non-Pro classes)
- C. Fingers between the reins in a bridle class, except in the two rein
- D. Balking
- E. Extremely out of control
- F. Bloody mouth (inside)
- G. Illegal Equipment
- H. Leaving working area before pattern is complete
- I. Fall of horse or rider
- J. Schooling between rein work and cow work
- K. Schooling between cows, if new cow is awarded
- M. Improper Western Attire
- N. Failure to work in proper working order

No Score:

- A. Abuse
- B. Lameness

N-E:

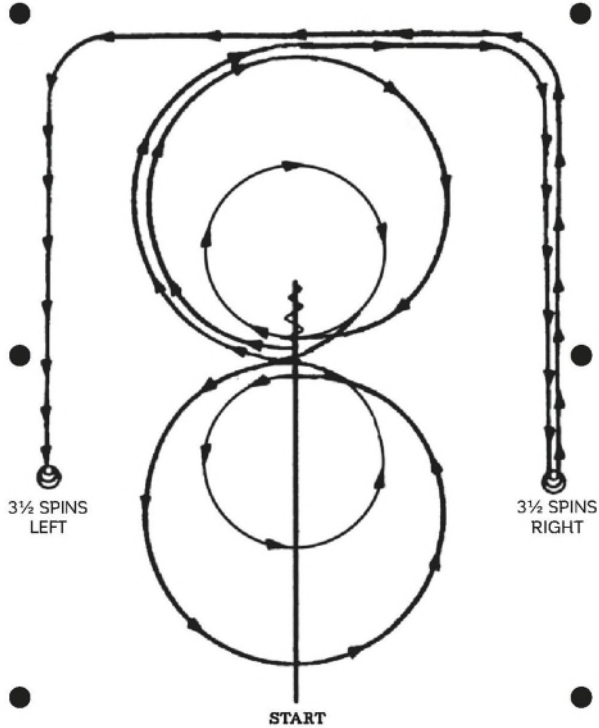
Failure of an exhibitor to attempt to complete the work

Credits:

- A. Maintaining control of cow at all times
- B. Maintaining proper position
- C. Degree of difficulty
- D. Eye appeal
- E. Time worked

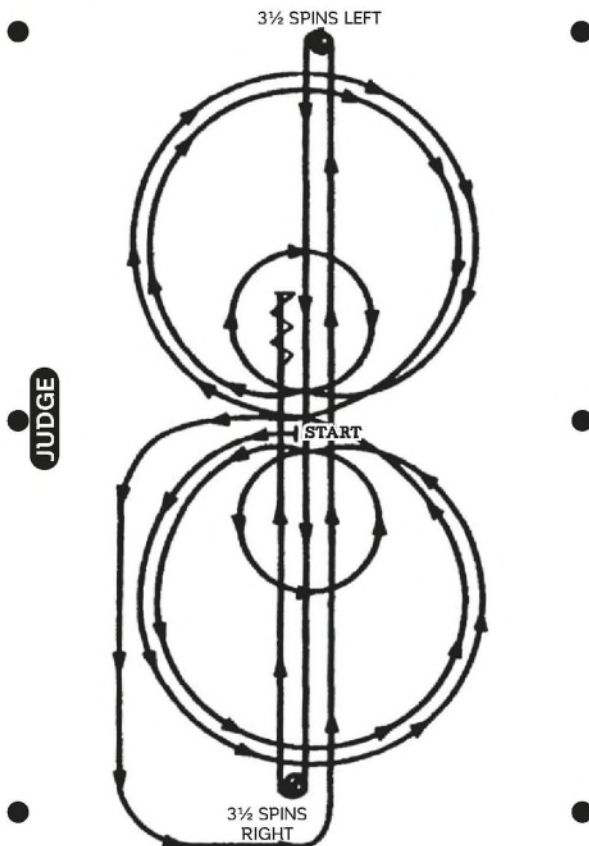
I. NRCHA REINED WORK COW HORSE PATTERNS

PATTERN 1



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

PATTERN 2

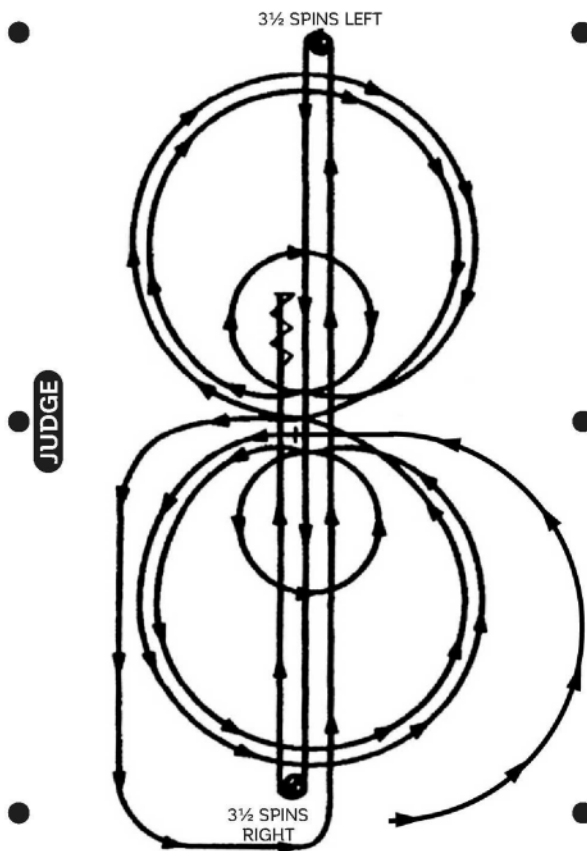


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast Change leads at the center of arena.
3. Continue loping to run down.
4. Run to far end past the marker to a sliding stop. Hesitate.
5. Complete 3½ spins to the left. Hesitate.
6. Run to far end past marker to a sliding stop. Hesitate.
7. Complete 3½ spins to the right. Hesitate.
8. Run past center marker to a sliding stop. Hesitate.
9. Back at least 10 feet. Hesitate to complete pattern.

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

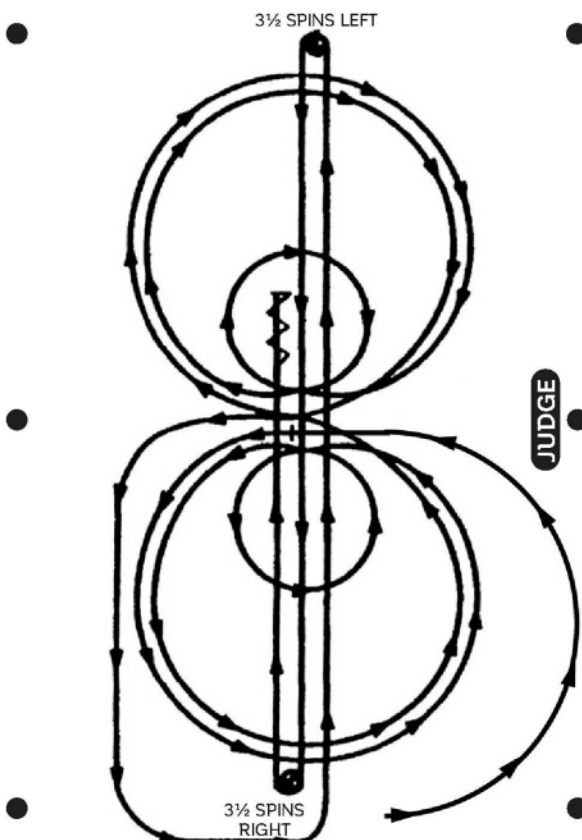
PATTERN 2- LOPE TOWARD



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

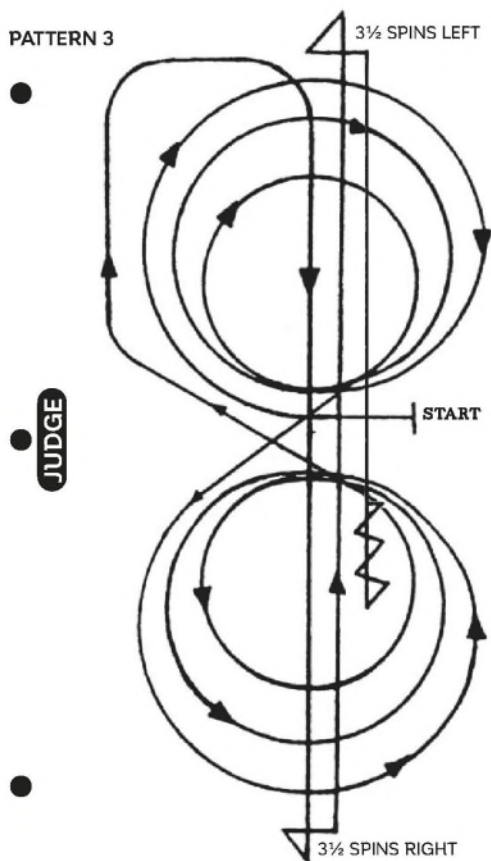
1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast. Change leads at the center of arena.
3. Continue loping to run down.
4. Run to far end past the marker to a sliding stop. Hesitate.
5. Complete 3½ spins to the left. Hesitate.
6. Run to far end past marker to a sliding stop. Hesitate.
7. Complete 3½ spins to the right. Hesitate.
8. Run past center marker to a sliding stop. Hesitate.
9. Back at least 10 feet. Hesitate to complete pattern.

PATTERN 2- LOPE AWAY



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

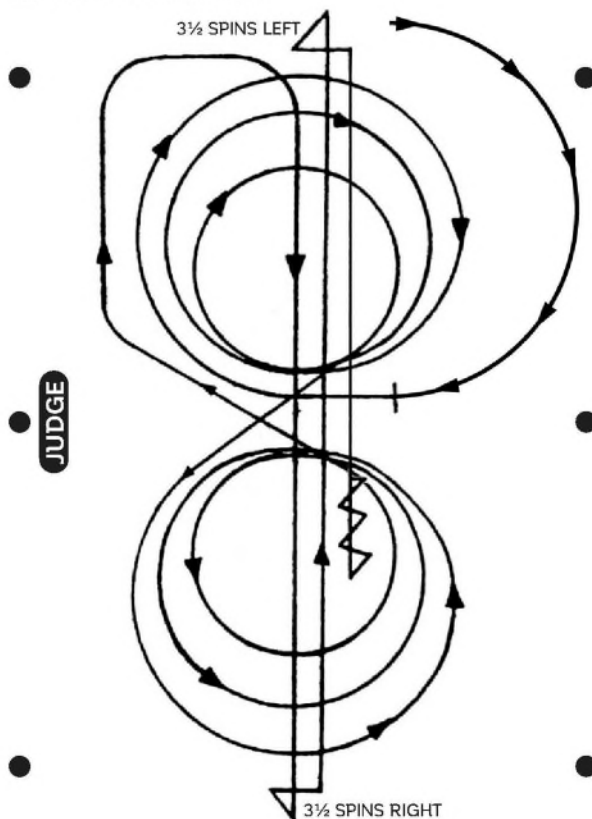
1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast.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



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

1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
 2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
 3. Continue loping around end of arena without breaking gait.
 4. Run up center of arena to far end past the end marker and come to a sliding stop.
 5. Complete 3½ spins to the right.
 6. Run up center of arena past the end marker, and come to a sliding stop.
 7. Complete 3½ spins to the left.
 8. Run back to middle of the arena past the center marker and come to a sliding stop.
 9. Back at least 10 feet in a straight line. Hesitate to complete pattern.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6.

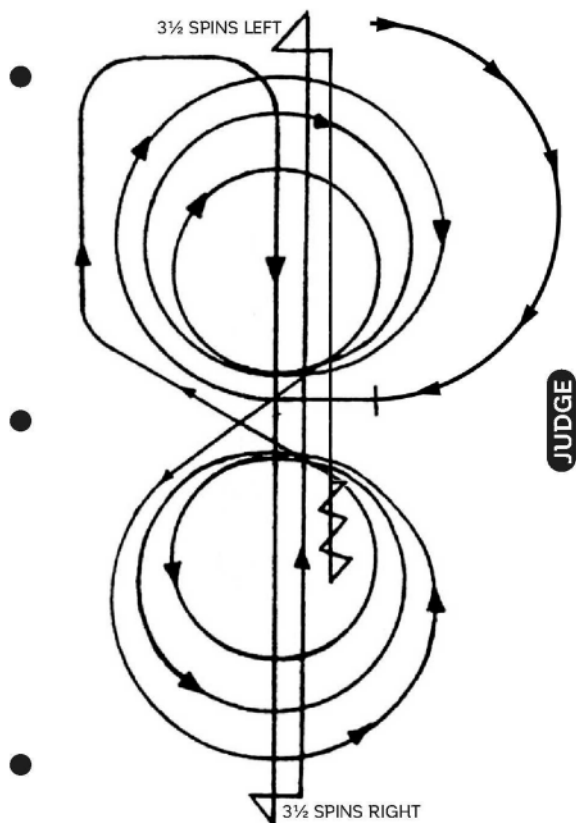
PATTERN 3-LOPE TOWARD



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

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

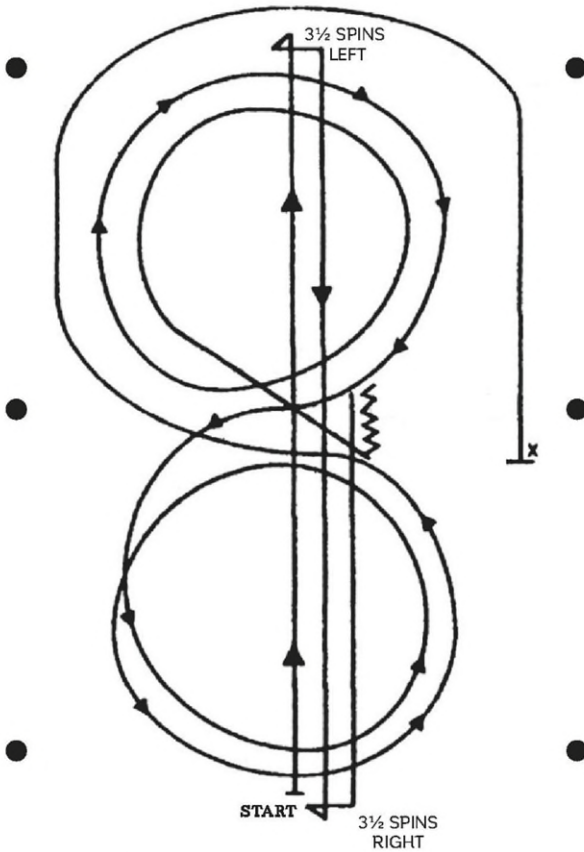
PATTERN 3-LOPE AWAY



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

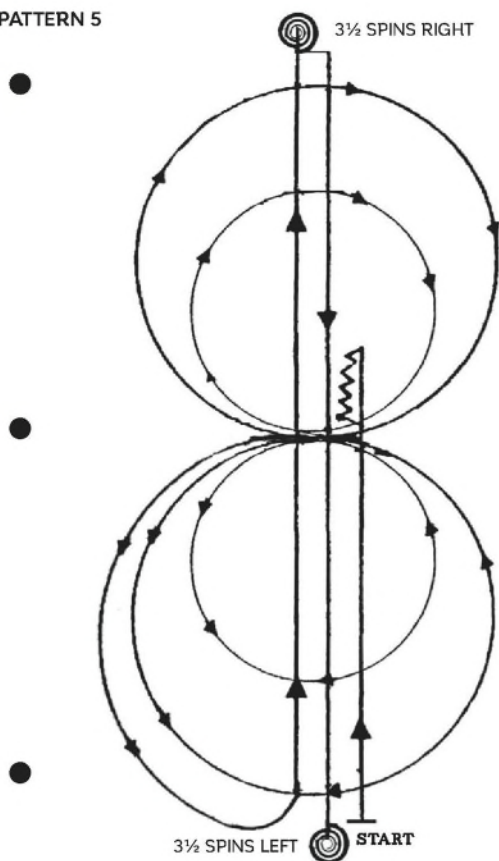
1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run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

PATTERN 4



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

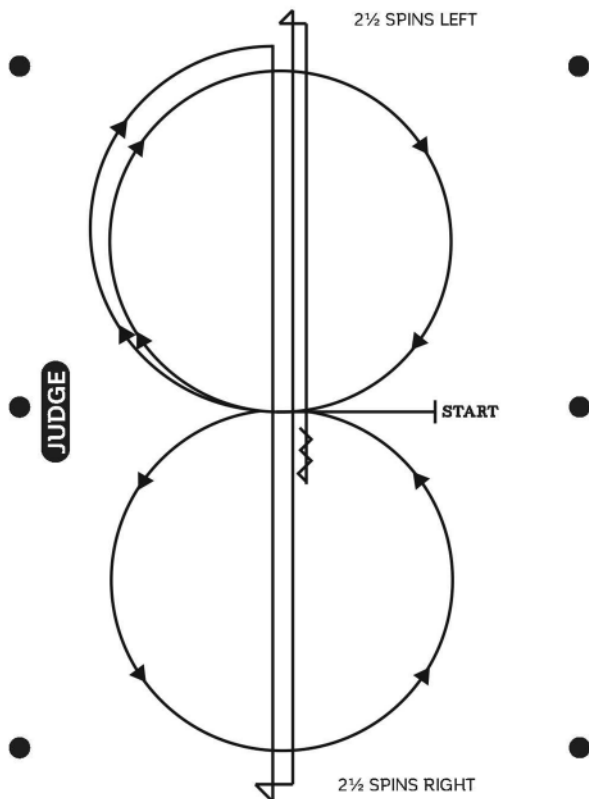
PATTERN 5



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

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

PATTERN 6

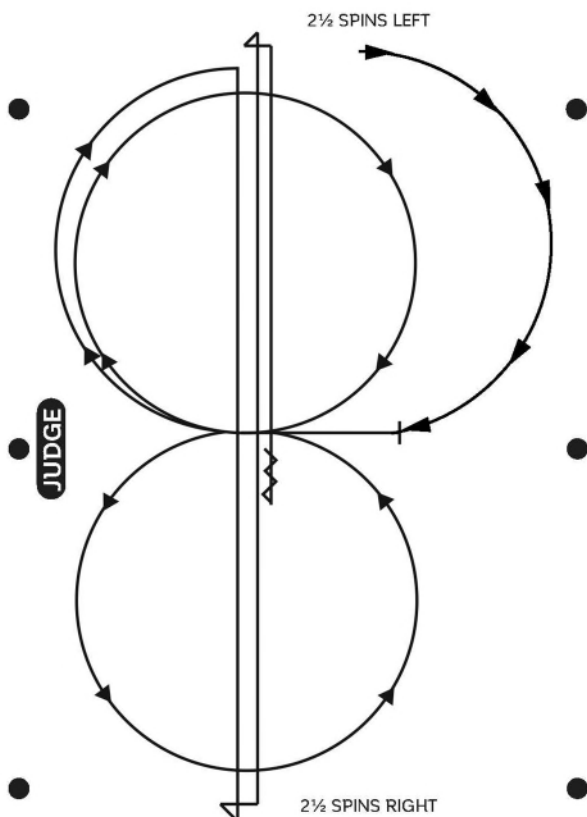


Trot to center of arena, stop. Start pattern facing towards judge

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

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

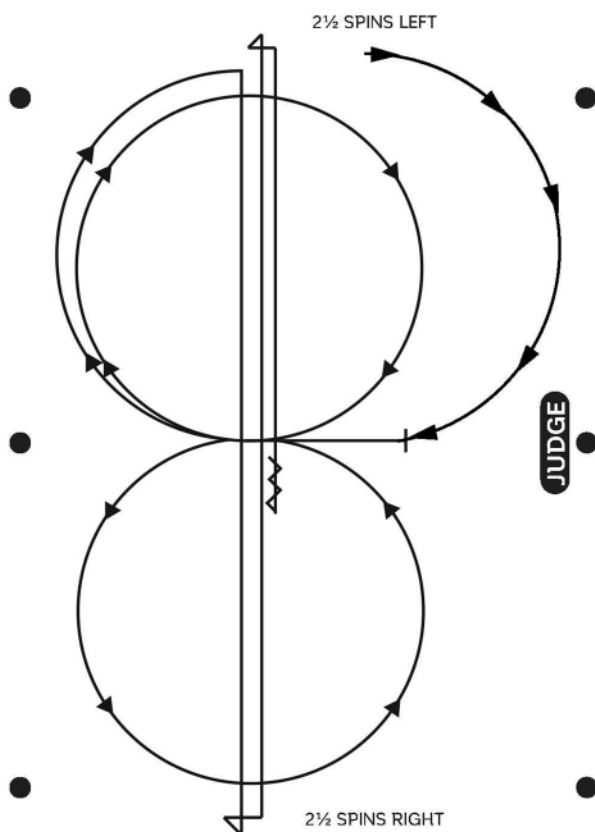
PATTERN 6-LOPE TOWARD



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

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

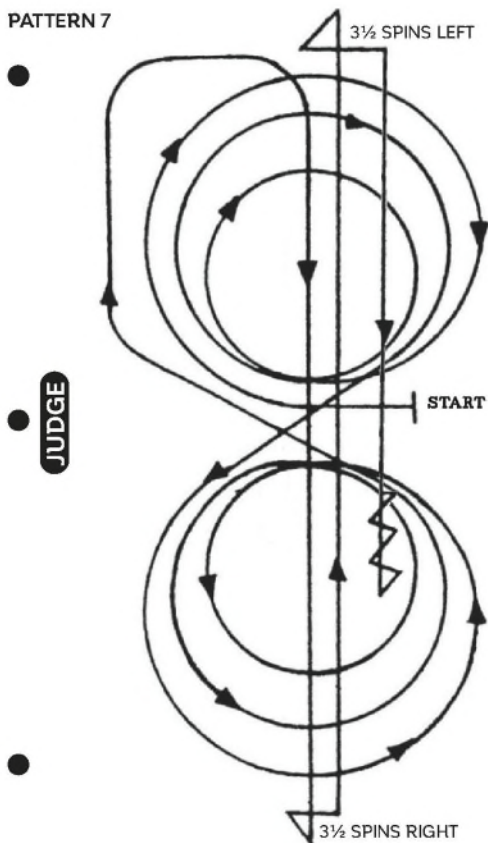
PATTERN 6-LOPE AWAY



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

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

PATTERN 7

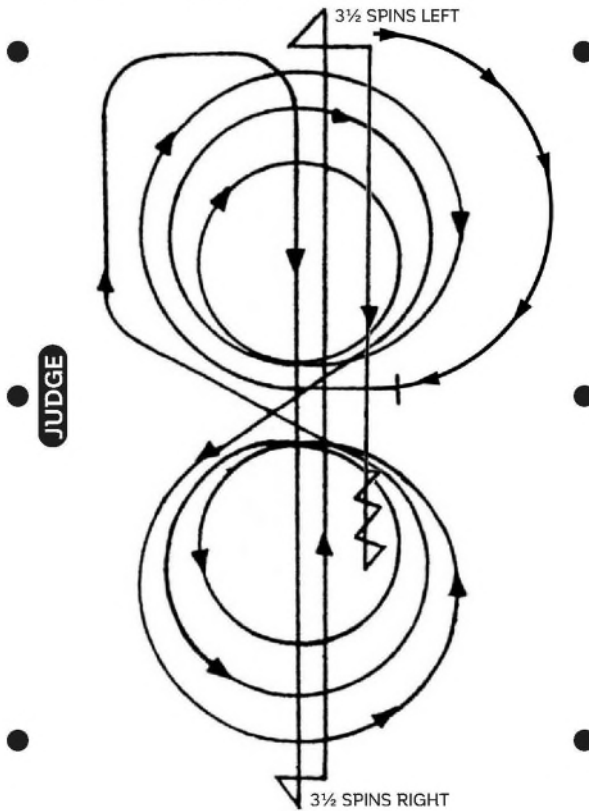


Trot to center of arena, stop. Start pattern facing towards judge.

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

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

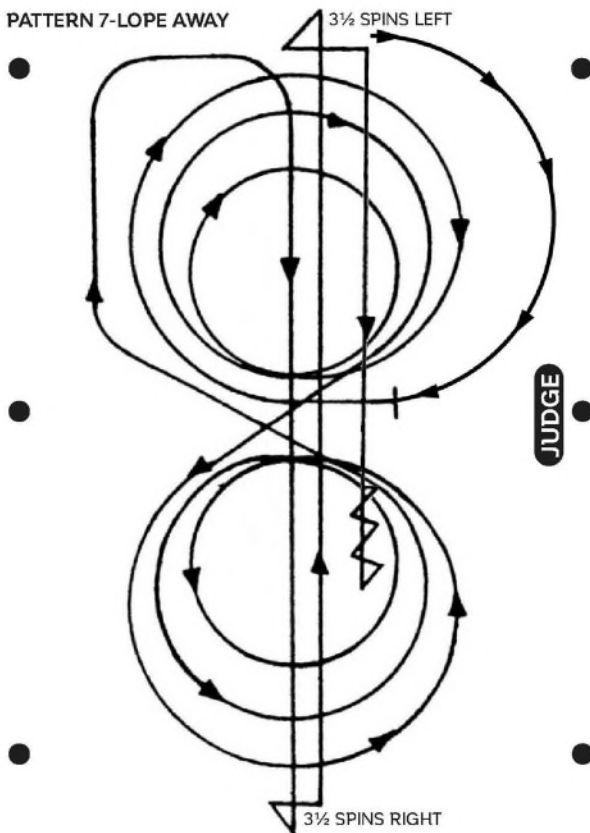
PATTERN 7-LOPE TOWARD



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

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

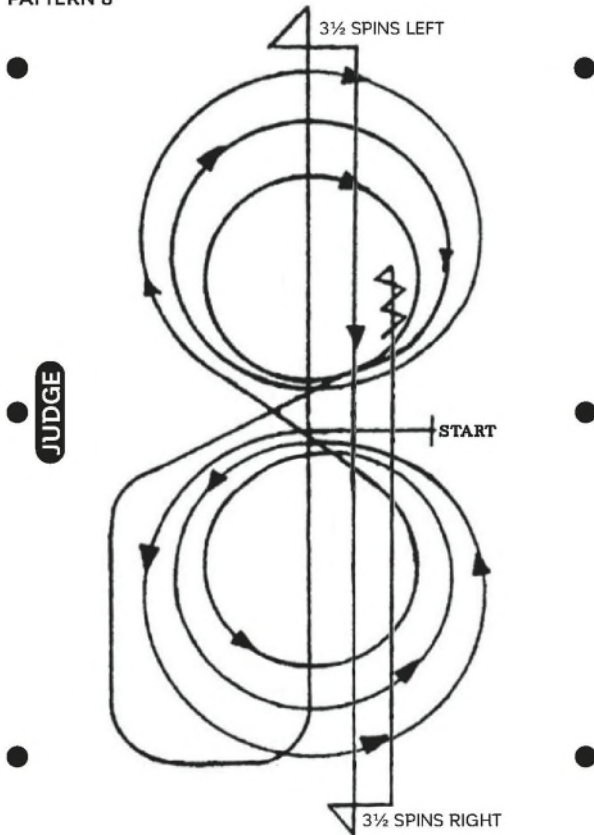
PATTERN 7-LOPE AWAY



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

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

PATTERN 8

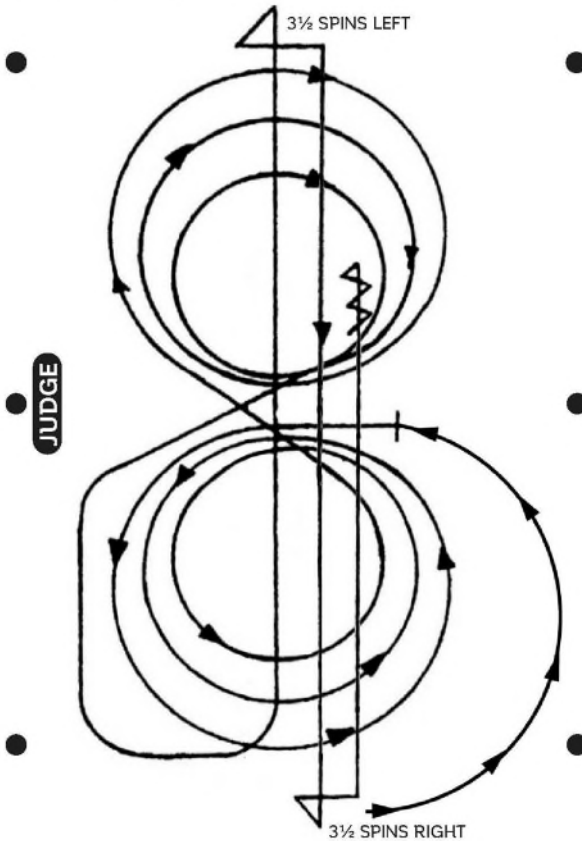


Trot to center of arena, stop. Start pattern facing towards judge.

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

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

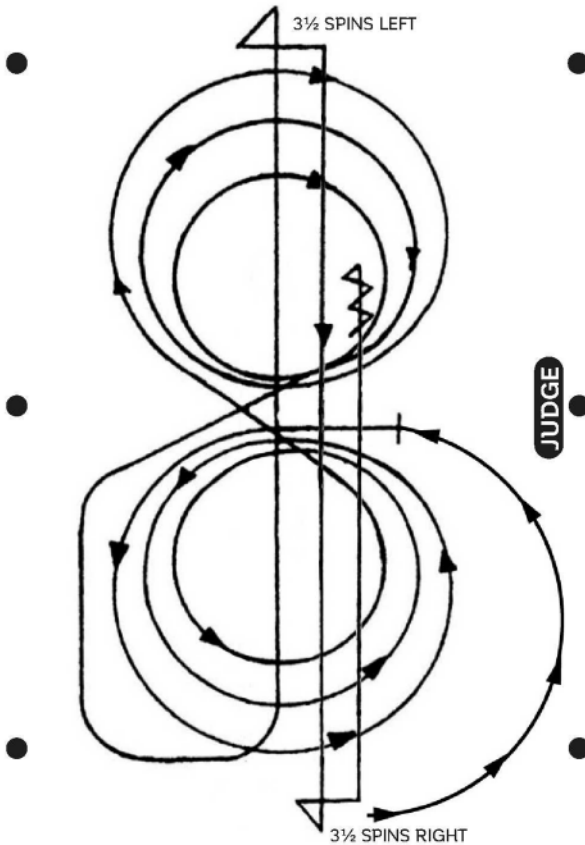
PATTERN 8-LOPE TOWARD



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

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

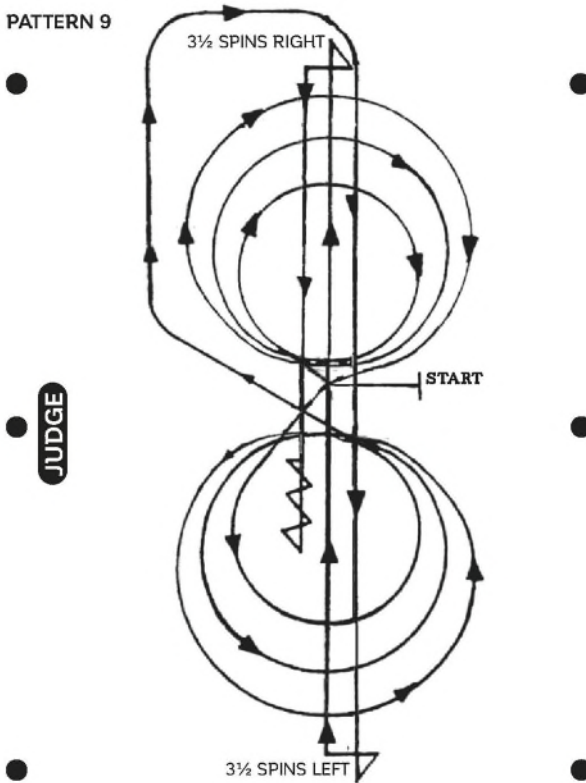
PATTERN 8-LOPE AWAY



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

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

PATTERN 9

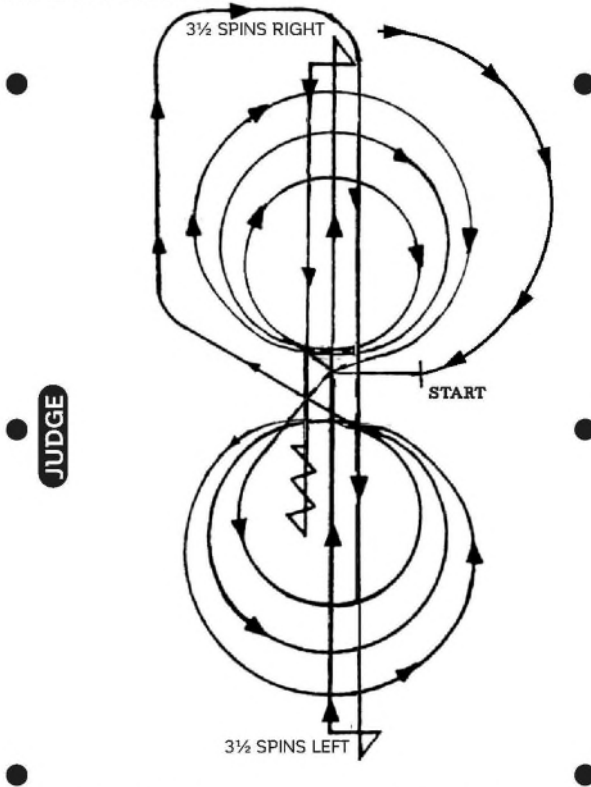


Trot to center of arena, stop. Start pattern facing towards judge.

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

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

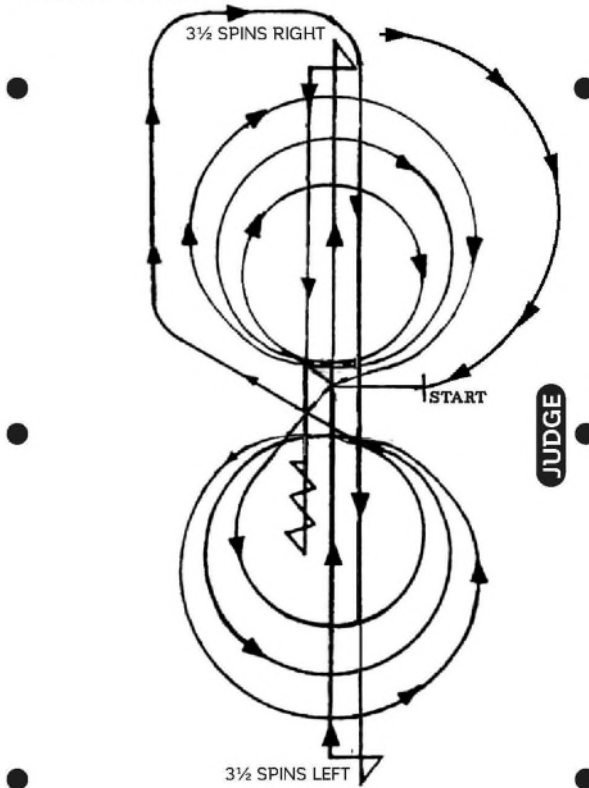
PATTERN 9-LOPE TOWARD



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

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

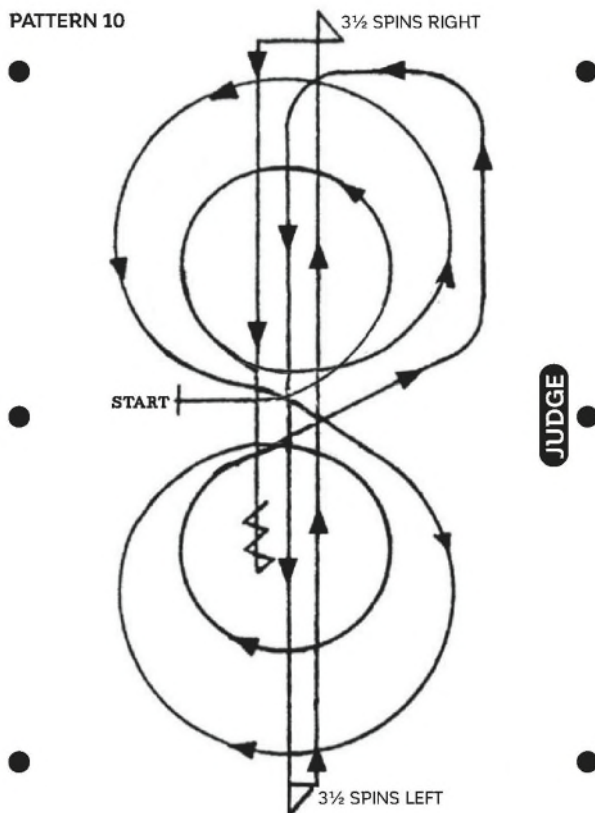
PATTERN 9-LOPE AWAY



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

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

PATTERN 10

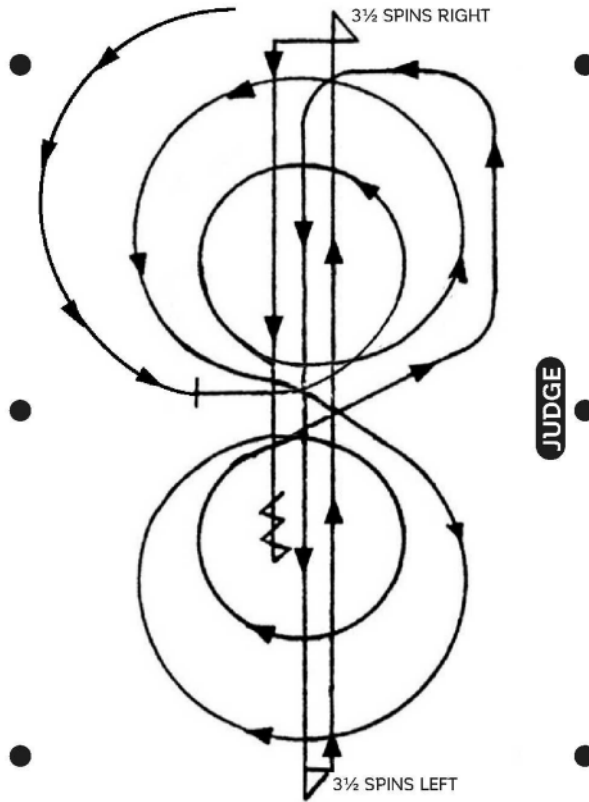


Trot to center of arena, stop. Start pattern facing toward the judge.

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

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

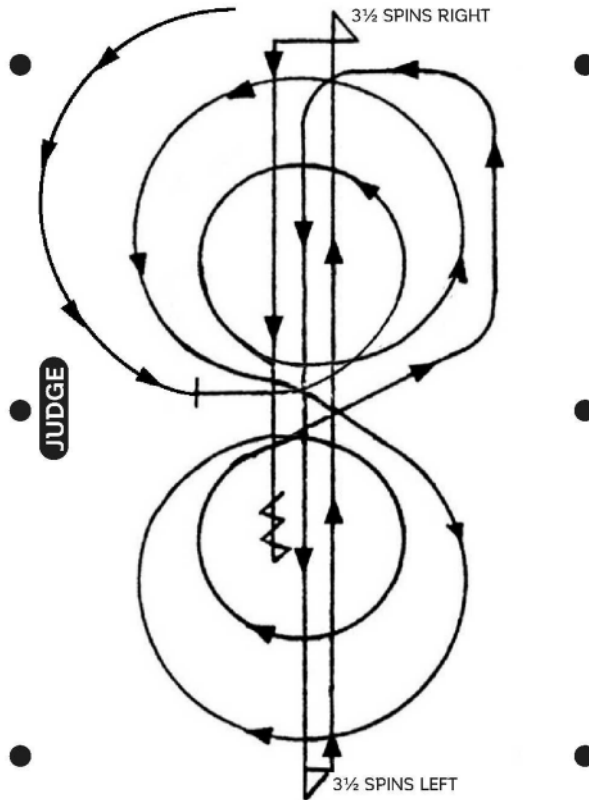
PATTERN 10-LOPE TOWARD



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

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

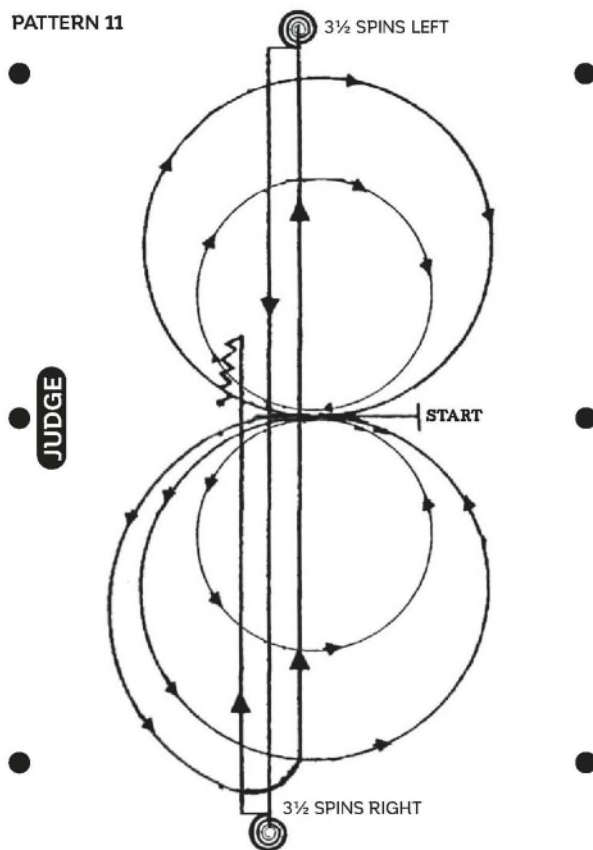
PATTERN 10-LOPE AWAY



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

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

PATTERN 11

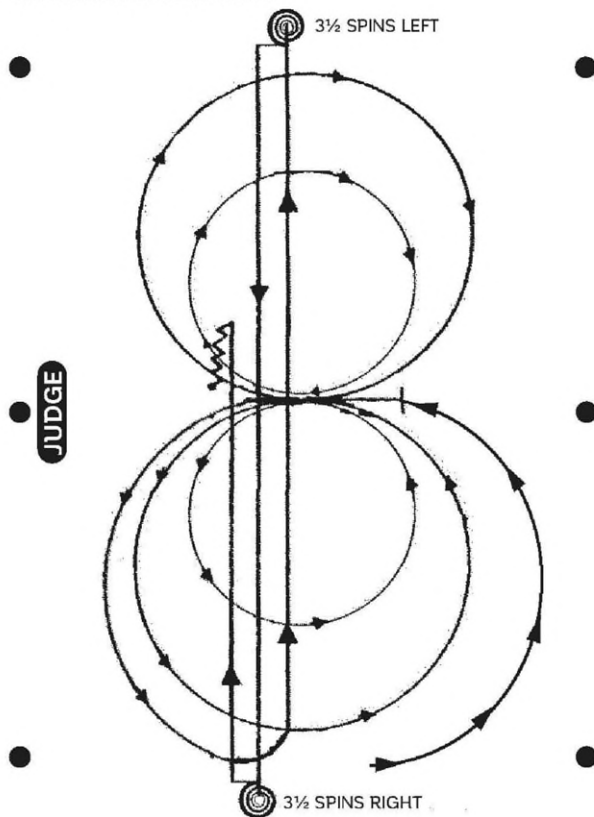


Trot to center of arena, stop. Start pattern facing towards judge.

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

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

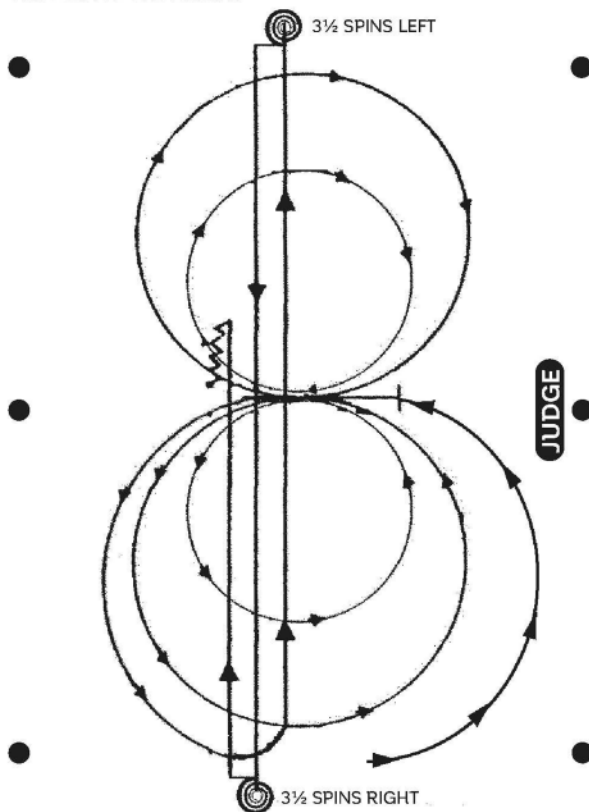
PATTERN 11-LOPE TOWARD



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

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

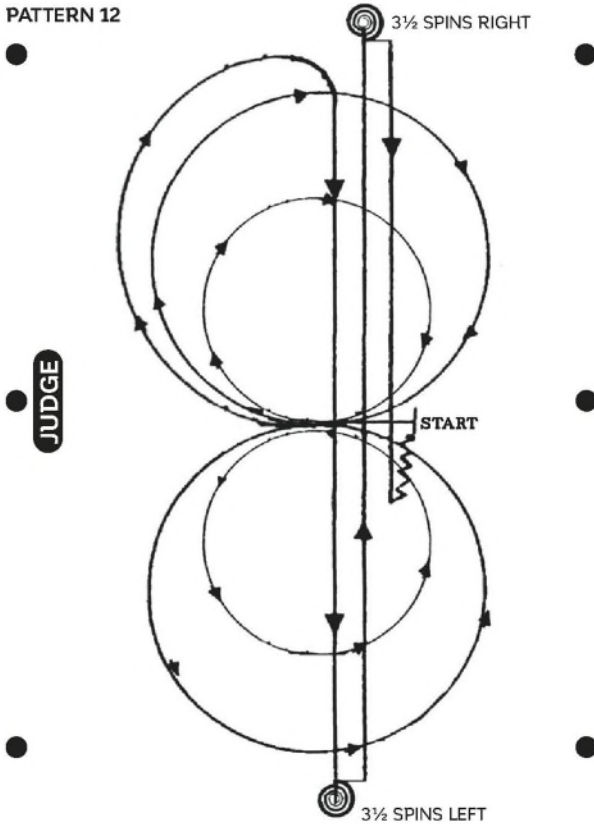
PATTERN 11-LOPE AWAY



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

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

PATTERN 12

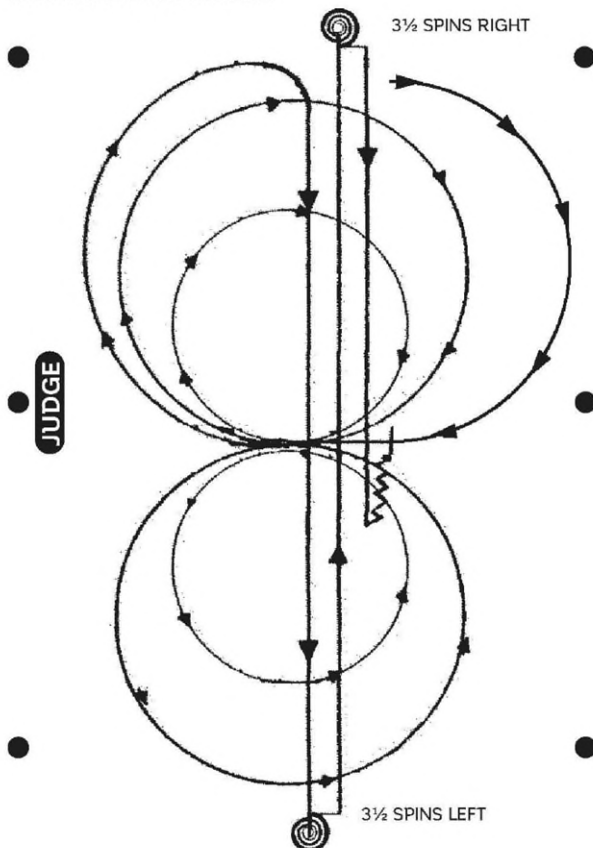


Trot to center of arena, stop. Start pattern facing towards judge.

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

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

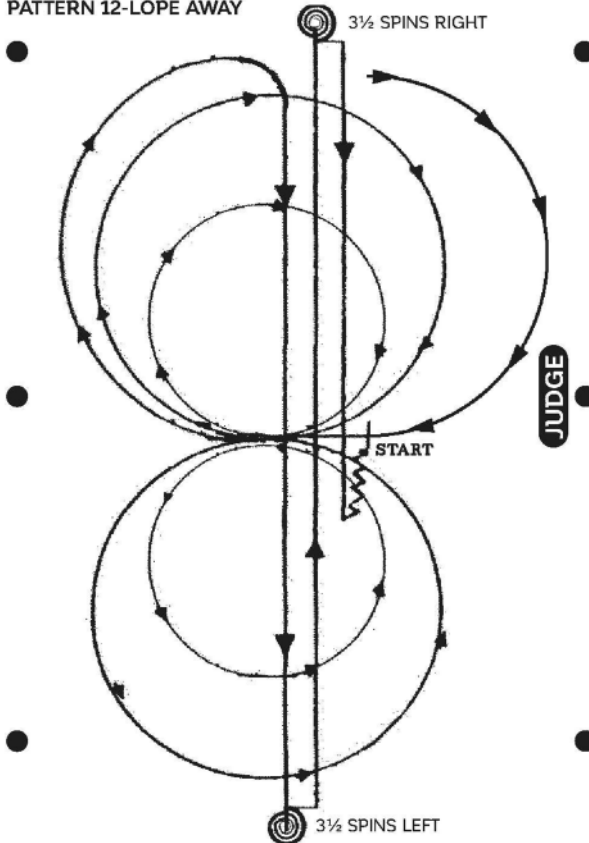
PATTERN 12-LOPE TOWARD



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

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

PATTERN 12-LOPE AWAY

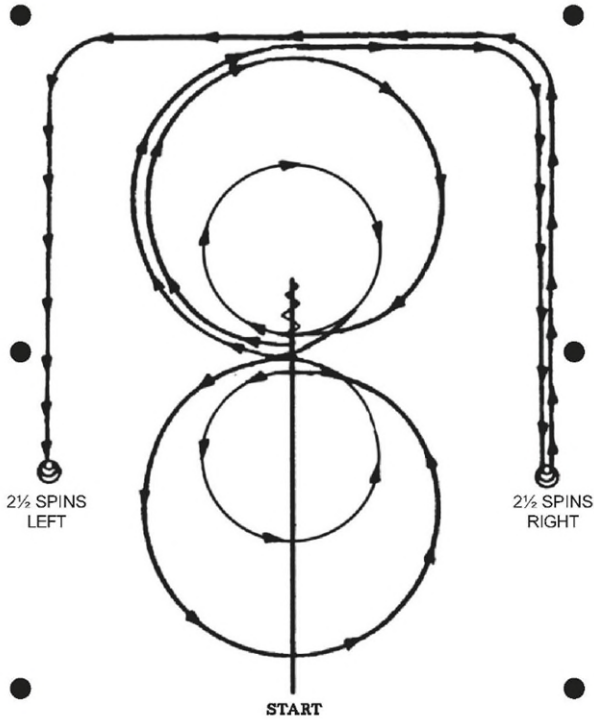


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

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

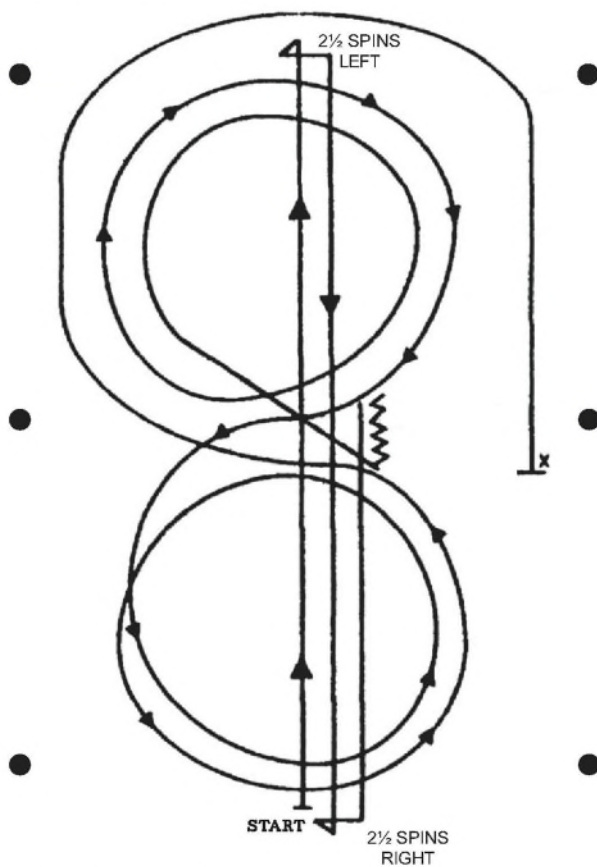
J. SRCHA YOUTH 10-13 REINED WORK COW HORSE PATTERNS

Youth 10-13 PATTERN #1



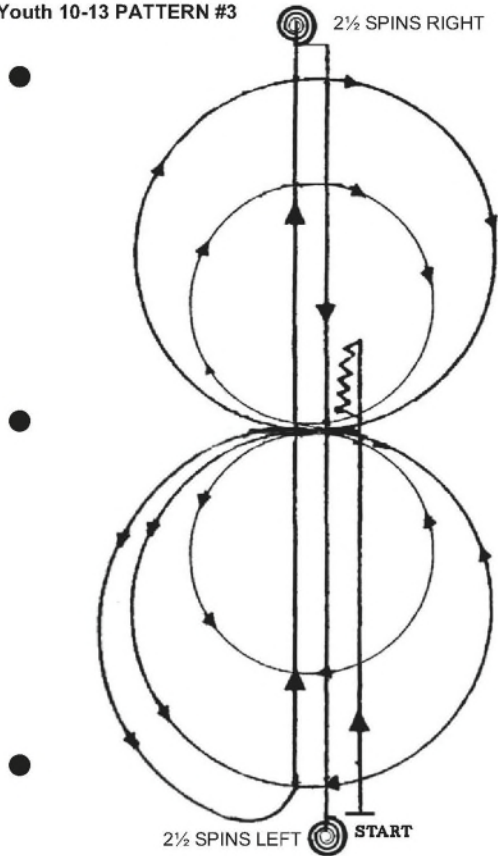
1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pick up right lead, large fast circle, small slow circle. Stop at center.
4. Pick up left lead, large fast circle, small slow circle. Stop at center.
5. Pick up right lead and lope around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 2½ spins to the right.
8. Lope back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 2½ spins to the left. Hesitate to complete pattern.

Youth 10-13 PATTERN #2



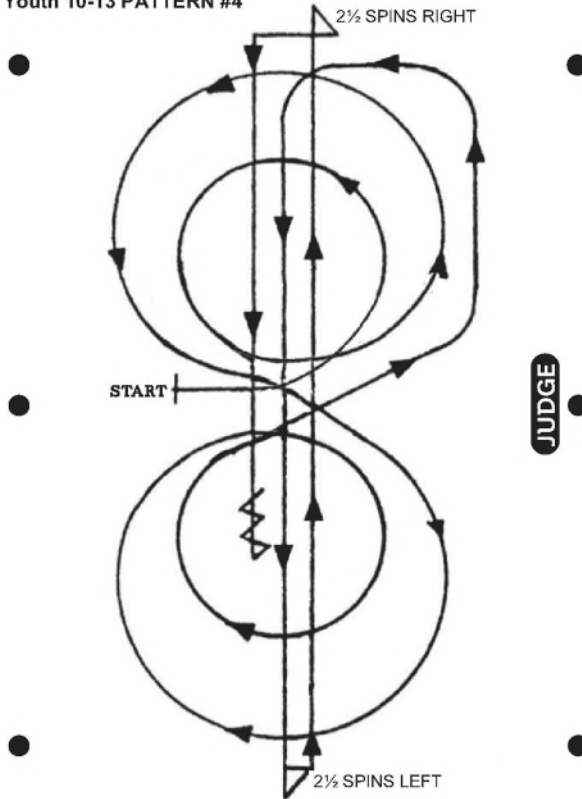
1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 2 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 2 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight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

Youth 10-13 PATTERN #3



1. Start at end of arena. Run past center marker, stop, and back at least 10 feet.
2. 1/4 turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Stop at center.
3. Complete 2 circles to the right. The first circle small and slow, the second circle large and fast. Stop at center.
4. Starting on the left lead, lope around end of arena, run down center of arena past end marker, execute a square sliding stop.
5. Complete 2 1/2 spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete 2 1/2 spins to the left. Hesitate to complete pattern.

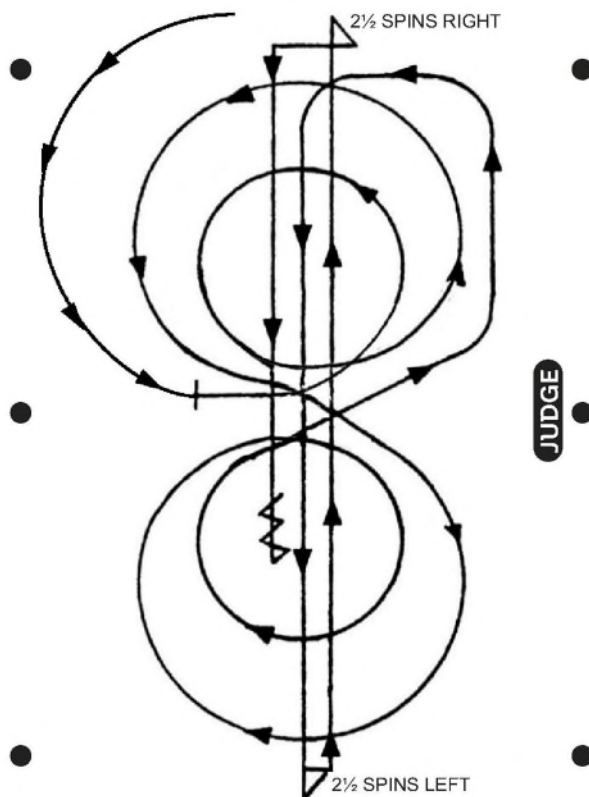
Youth 10-13 PATTERN #4



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

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Stope at center.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Stop at center.
3. Pick up the left lead, continue around end of arena, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

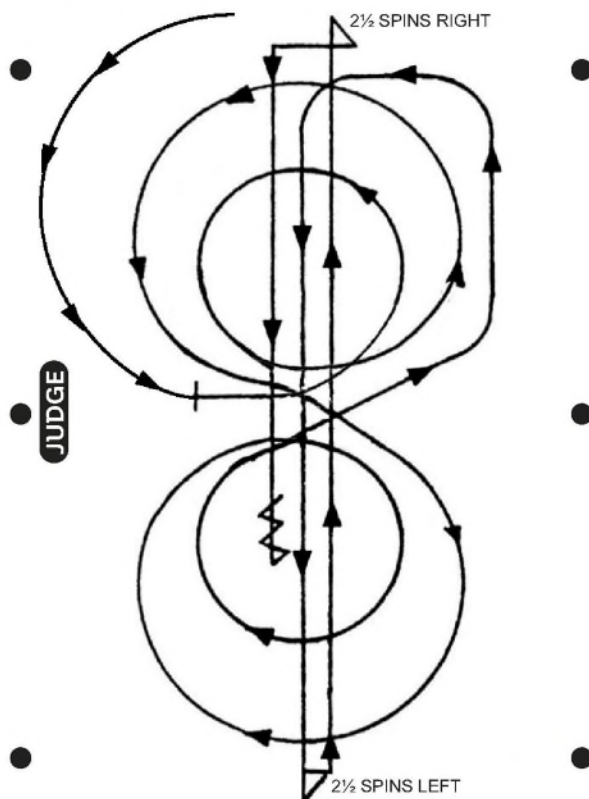
Youth 10-13 PATTERN #4 (Lope Toward)



Start on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge.

1. Complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Stop at center.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Stop at center.
3. Pick up the left lead and lope around end of arena, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 2½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 2½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

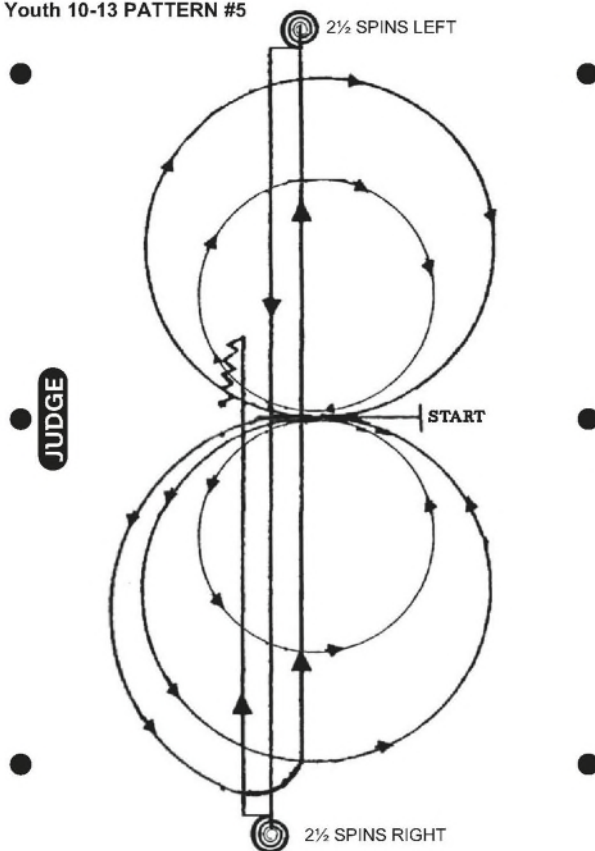
Youth 10-13 PATTERN #4 (Lope Away)



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

1. Complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Stop at center.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Stop at center.
3. Pick up the left lead, continue around end of arena, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 2½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 2½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

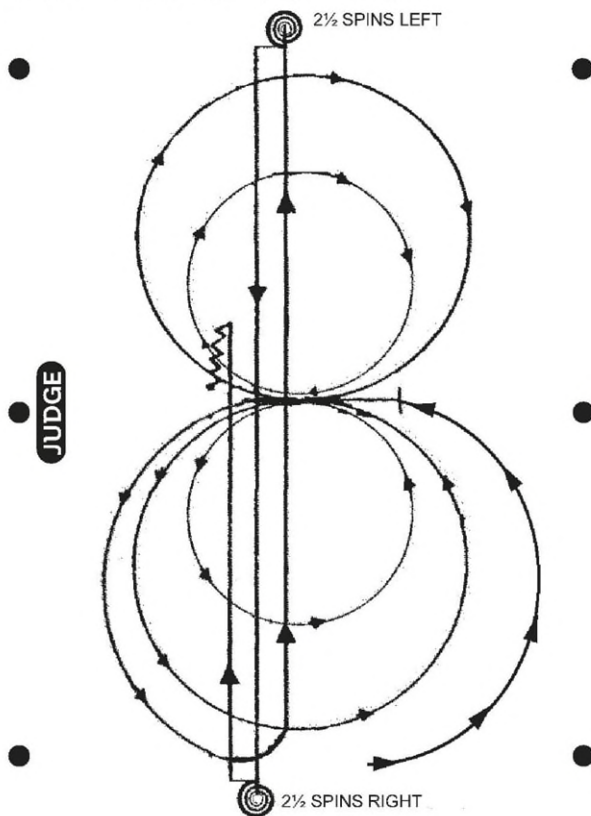
Youth 10-13 PATTERN #5



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

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Stop at center.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Stop at center.
3. Pick up the left lead and lope around end of arena, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

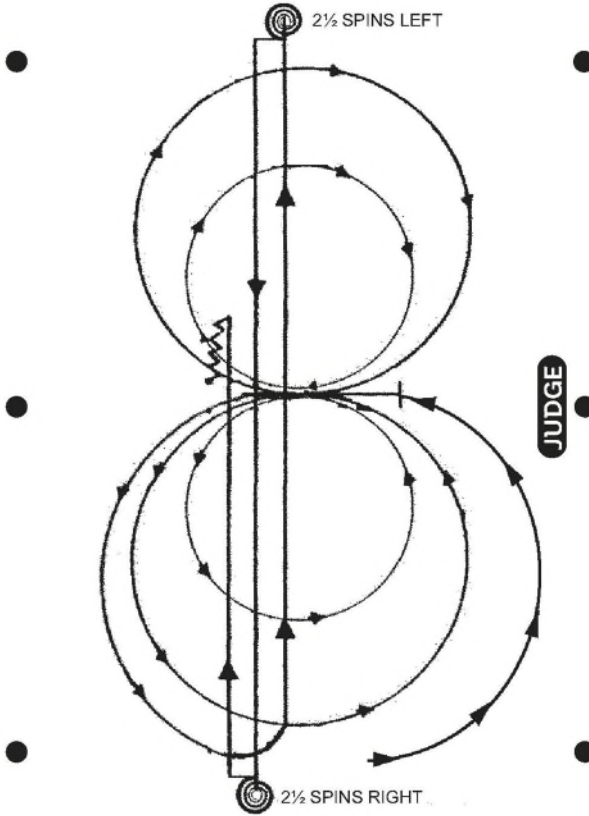
Youth 10-13 PATTERN #5 (Lope Toward)



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

1. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Stop at center.
2. Complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Stop at center.
3. Pick up the left lead and continue around end of arena, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

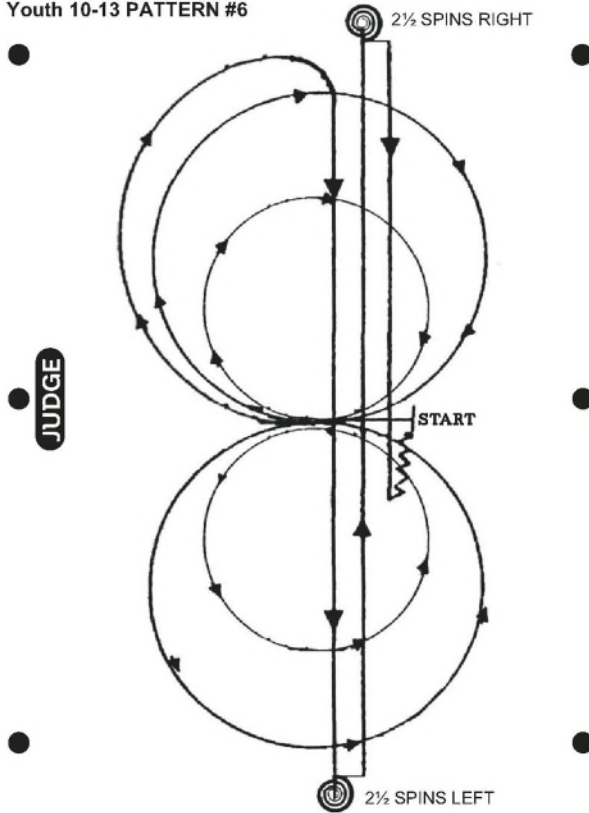
Youth 10-13 PATTERN #5 (Lope Away)



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

1. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Stop at center.
2. Complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Stop at center.
3. Pick up the left lead and continue around end of arena, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

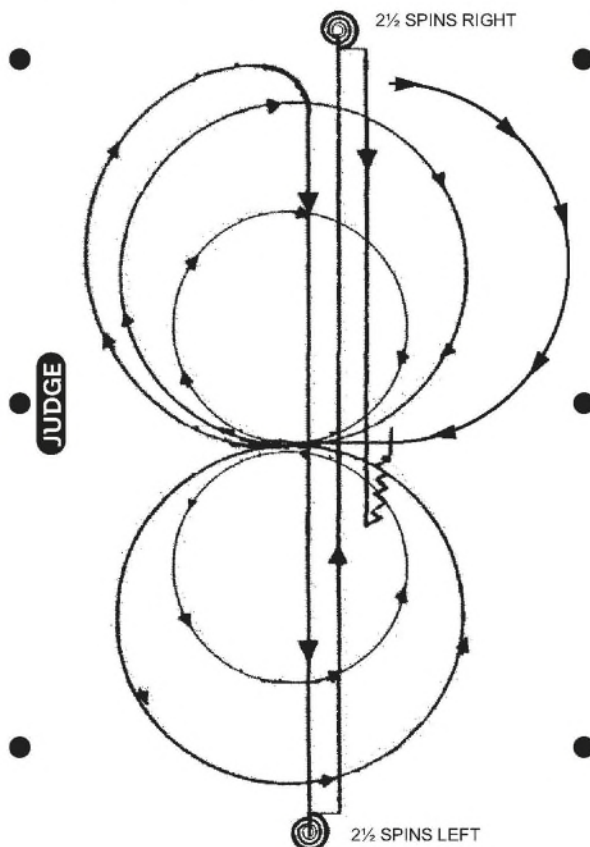
Youth 10-13 PATTERN #6



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

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Stop at center.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Stop at center.
3. Pick up the right lead and lope around end of arena, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

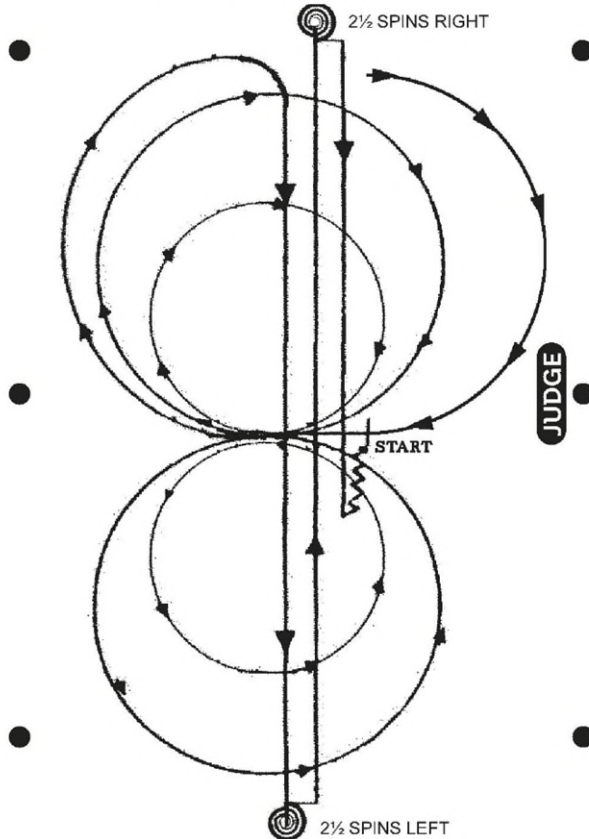
Youth 10-13 PATTERN #6 (Lope Toward)



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

1. Complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Stop at center.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Stop at center.
3. Pick up the right lead and lope around end of arena, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete $2\frac{1}{2}$ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete $2\frac{1}{2}$ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

Youth 10-13 PATTERN #6 (Lope Away)



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

1. Complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Stop at center.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Stop at center.
3. Pick up the right lead and lope around end of arena, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

