

Stock Horse Cow Horse

Open & Non-Pro

(Total of 3 Minutes)

PART ONE: Boxing the Cow

The rider shall ride into the arena and face the cattle entry gate.

The rider shall signal for their cow to be turned into the arena.

Upon entry into the arena, the cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.

PART TWO: Fence Work

After the cow has been controlled on the end of the arena, the rider shall deliberately release the cow and drive it down the side of the arena. The cow should be turned on the fence at least once in each direction. The first run out for a turn shall be past the half-way mark of the arena. All turns down the side shall be completed before reaching the end fence.

PART THREE: Optional Roping or Circling

For the third part of this class, the rider has the option to either rope and stop the cow or to take the cow to the middle of the arena and circle it at least once each direction. A rider may circle or rope the cow, but cannot combine the two to get credit for this portion of the class.

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



Stock Horse Cow Horse
Limited Non-Pro & Green Horse
(Total of 2 Minutes)

Part One – Boxing the Cow

The rider shall ride into the arena and face the cattle entry gate. The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate their horse's ability to "hold" the cow.

Part Two - Release Cow and Drive Cow Down Side of Arena to Opposite End of Arena

After the cow has been controlled on the entrance end of the arena, the rider shall deliberately release the cow and set up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately three-fourths length of arena. Rider will then back horse off of cow and move horse toward center of arena to set cow up for boxing.

Part Three – Boxing the Cow at Opposite end of arena

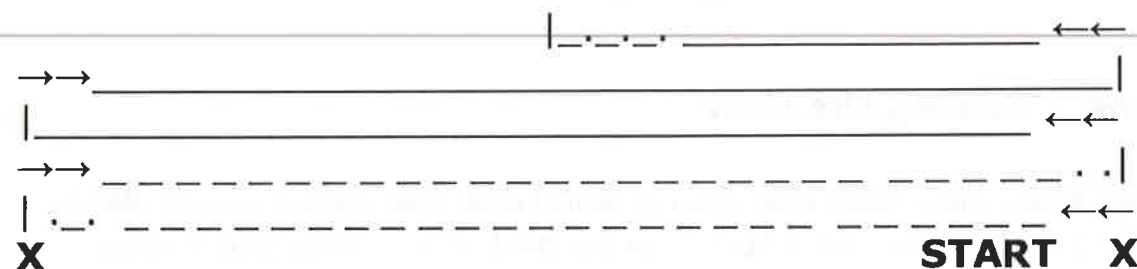
The exhibitor will again control or "hold" the cow at this end of the arena to demonstrate the horse's ability to "hold" the cow. Continue boxing until time expires.



Stock Horse Cow Horse

Novice & Youth + Intro
(1 Minute Cow Work)

PIVOT 90 DEGREES TOWARD COW



PART ONE:

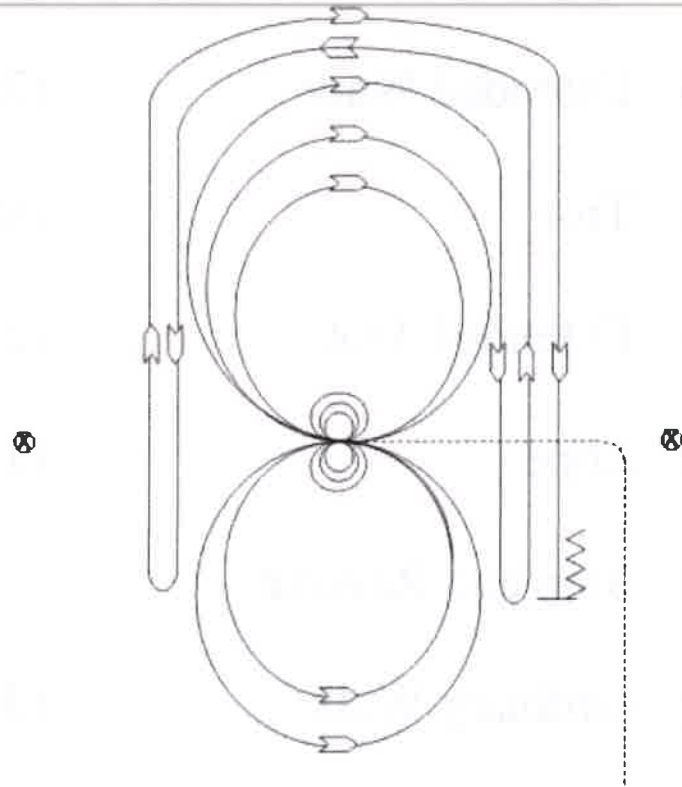
1. Rider shall trot into the arena, trot to first cone, and start pattern.
2. Extended Trot to second cone; Stop; Back Two steps; Rollback to right
3. Extended Trot back to first cone; Stop; Back two steps; Rollback to left
4. Lope to second cone; Stop; Rollback to right
5. Lope to first cone; Stop; Rollback to left
5. Lope to center; Stop, Back; Pivot 90 degrees toward cattle and call for cow to be worked.

PART TWO: Boxing the Cow – (1 Minute to Work Cow)

The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for one minute to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.



Open, Nonpro, LTD NP, Green
Stock Horse Reining
Pattern #1



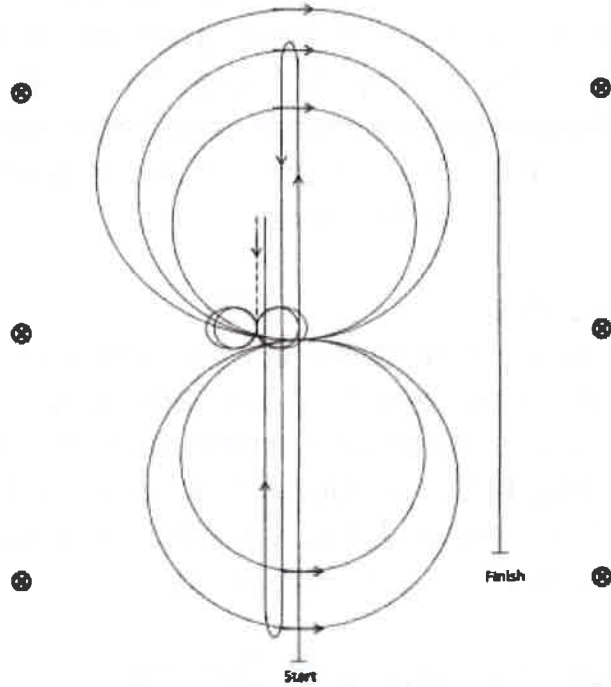
Mandatory Markers:

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

Ride Pattern as Follows:

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

Novice & Youth+ Intro
Stock Horse Reining
Pattern #8



Ride Pattern as follows:

1. Run with speed to the far end of the arena past the end marker. Do a left rollback. (To avoid a penalty, the horse must be loping when passing the first markers).
2. Run to opposite end of arena past the end marker and do a right rollback.
3. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet.
4. Complete two right spins
5. Complete two and 1/4 left spins. Horse to be facing left fence.
6. Beginning on the Right Lead, Complete two circles to the right. First circle to be large and fast. Second circle to be small and slow. Change leads at the center of the arena.
7. Complete two left circles. First circle large and fast and second circle small and slow. change leads at the center of the arena.
8. Begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena at least 20 feet from fence. Run past center marker and do a sliding stop. Hesitate.



All
Stock Horse Pleasure

Gaits to be Performed in this Order

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

*Distances are dependent on the size of space used for the event