



Sarah Carroll 2008

2009 Rulebook

WELCOME

Heritage Farm and Stillwater Equestrian Center are offering a second year of the New England Stock Horse Series. This program, designed for the horse that can ‘do more’ and for the rider who wants to have fun, closely follows the format of the very successful S.H.O.T. program which has been in existence since 1998. Check out their website at www.stockhorsetexas.org for additional information. Also, we are excited to announce that Robert Johnson of Quarry Town Stables in Portland, Ct. will be the newest affiliate of the 2009 season. The association between HF, SEC, and QTS offers competitors throughout New England and surrounding states the opportunity to travel to and compete in 17 different shows. Join us for the fun, build your horsemanship skills, and help develop your horse into a “broke horse” along the way! Day awards, cash jackpots and year-end championships will also reward your joining.

New England Stock Horse Series

The New England Stock Horse Series was developed to run under the standards developed by the Stock Horse Of Texas Association. The following quote defines that ideal;

“We, in the Stock Horse of Texas Association, are not at all interested in a ‘one-event specialist.’ We believe that the ideal Western Stock or Ranch Horse must be proficient in many areas of everyday ranch work and to be, quite frankly, a true all-around horse. It is to this type of horse that our entire Stock Horse of Texas Association Program is directed. If you study the following descriptions of our competitive events, as well as the judging standards for them, you will immediately become aware of the fact that it takes a ‘broke horse’ to do them well.”

The following pages will introduce you to the NESHS program, the six divisions and four equally challenging classes that comprise our Stock Horse Show. Rules and participant information are also included.

Competition Divisions

Open: The open division is open to any professional or non-professional, with any horse regardless of past LTE (winnings) In addition to the normal entry fee, this division will have a required minimum of \$20.00, and a maximum of \$40.00 per class in jackpot fees which will be paid back to winners according to the payout schedule.

Non-Pro: Non-Pro division exhibitors may show any time in the open division without losing their eligibility in the Non-Pro division as long as other stipulations of being classified as non-pro are still maintained. A Non-pro is classified as a non professional horseman. There is an optional jackpot in this division.

Green Horse: Open to any rider whose horse is in their first or second year of showing. Entries in this division may cross-enter into other divisions. There is an optional jackpot in this division.

Novice: A novice rider shall be defined as a rider who is inexperienced at riding, more specifically the level of riding required to compete in the NESHS shows. Novice riders finishing in the top four places at year’s end, must move up to the Non-Pro division the following year. Novice riders will ride concurrently and use the same reining and working cow horse patterns as the youth division. There will be an optional jackpot in this division.

Youth: Exhibitors in the youth division must be 18 and under of the current year. Riders in this class will work a Youth Reining Pattern and shortened version of the cow horse pattern, which will not include turns down the fence, circling or roping. There will be an optional jackpot in this class.

Stallions are prohibited in this class.

Walk/Trot: Open to any age rider. Competitors may not cross-enter into any other division at same show. Competitors in this division will use reining pattern # 4 with no lope. The Working Cow Horse pattern will not include turns down the fence, circling, or roping.

A horse may be shown in any division by eligible rider. No ownership of horse is required. A horse may not be shown in any class more than once. Any horse/rider combination may show in the open division at any time. Green entries may enter Non-Pro or Open.

Day End and Year End Awards

All-Around High Point and Reserve High Point awards shall be given to **Day End & Year End Champions**. One horse/rider combination in each division.

All-Around High Point and Reserve High Point **Day & Year End High Point Individual Class** winners (one horse/rider combination) will also be recognized.

Year end awards will be awarded in each division to the horse/rider combination acquiring the most total number points at season end. Points will accrue from and up to the contestants top twelve shows.

Equipment and Attire

Equipment:

Horses shall be shown in a stock saddle. Silver equipment will not count over good clean, working equipment. Horses of all ages may be shown in a snaffle, bosal, or curb bit. Split reins shall be used with all bits except that a romal is acceptable with a curb bit. No more than one finger is allowed between non-romal reins with a curb bit. No fingers between the reins are allowed with a romal. Chin straps are required and the curb chains or straps must be at least ½ inch in width and must lie flat against the horse's chin. Wire curbs are not permitted, regardless of padding. Absolutely no iron will be permitted under the jaws.

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

Attire:

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

All riders under 18 must have protective head gear on at all times when mounted.

Scoring

No horse shall be disqualified except for illegal equipment, obvious lameness, or considered by judge to be unsafe. A horse will be given credit for what it can do subject to a few standard deductions.

Using two hands on a curb bit will result in a **two point run content deduction per maneuver** in all classes. Specific deductions are listed with each class. Two hands are permitted with a conventional snaffle bit.

Point System:

The judge must place each class in entirety. The judge should avoid ties, one-half points are permissible. Specific maneuvers will be designated by the judge to be tiebreakers in the class. The tie breaker maneuvers will be made prior to the start of the class and so noted on score sheets for the show secretary to use in breaking ties in the class.

Horses placing in the class are awarded one point for each horse they beat, plus one point.

(Ex: In a class of 10 horses, the first place horse gets 10 points and the tenth place horse gets 1 point. In a class of 5 horses, the first place horse gets 5 points and the last place horse gets 1 point.)

Disqualified horses for equipment or lameness will count as entries in the class, but will not receive points

High Point Ties:

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

Judging Procedures

A scribe shall assist each judge by recording the score after each of the maneuvers on the appropriate score sheet. Specific maneuvers will be selected by judges prior to the class as tie breaking maneuvers. These maneuvers will be ranked as first tie breaker, second, third, and so on. Show secretaries will total individual scores and check for accuracy. They will then use the judge's tie breakers in the order listed to place the class on points earned. The class score sheets will then be posted as soon as possible after each class to allow riders to evaluate their performance.

Jackpot and Payout Schedule

The Open division will be charged the same entry fee as other divisions, **plus an additional jackpot fee**. It is intended that the jackpot fee for this division will be a minimum of \$20.00 and a maximum of \$40.00, which will be jackpotted and paid back to the winner(s). Participants in the Non-Pro and Youth divisions have the option to pay into their respective division jackpot. Entries showing in all four classes of their division will be eligible for the All-Around Jackpot. In each division, half of the jackpot fees will be for the class entered and half of the fees will go to the All-Around Jackpot. Entries are competing for class points in addition to jackpot winnings. Contestants not entering the Working Cow Horse class will not be charged the \$20.00 cattle charge fee. A jackpot may be entered by division only.

Jackpot Winning will be paid according to the following schedule:

One place per every five entries (or part of) - 5 or Less Entries – 1st place paid

6 to 10 Entries – 1st place and 2nd place paid

11 to 15 Entries – 1st, 2nd, and 3rd place paid

Stock Horse Pleasure

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

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

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

The class may be conducted inside or outside of an arena. Markers shall be setup to designate gait changes or called on the public address system. If the class is held inside of an arena, the pleasure course shall be setup to make approximately one pass of the arena in each direction. The pattern may be started either in the left or right direction. The order of gaits shall be:

- 1) Walk
- 2) Trot
- 3) Extended Trot
- 4) Lope
- 5) Stop and Reverse
- 6) Walk
- 7) Lope
- 8) Extended Lope
- 9) Trot
- 10) Stop and Back

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

Description of Ideal Pleasure Gaits

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

Walk-A stock horse pleasure walk should be straight, square, flat footed, relaxed and should move out freely with the horse looking ahead.

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

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

Lope- This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride over long distances.

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

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

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

Part of the evaluation of this class is on smoothness of transitions. There is no advantage to making these transitions with cues that are imperceptible to a judge. These horses are not “trick horses” but rather have been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit earning situation.

Please note that the rules allow for a horse to be taken back (collected) a bit from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is very difficult to achieve, however, a good stock horse will have to make this transition several times during a day’s work. This transition is down to the normal or sitting trot not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that bring the hocks together to go into a stop position should be penalized according to the magnitude of the error.

Scoring Stock Horse Pleasure

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

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

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

Stock Horse Trail

The trail class, as the name implies, tests the horses' ability to cope with many situations encountered in everyday ranch work. The horse is ridden through a pattern of obstacles and is judged on his ability to negotiate them correctly.

No less than six and no more than ten obstacles can be used in this event. Obstacles may be placed in any order and location, however obstacles should be nearly approximate those found on the ranch during the course of everyday ranch work.

Show management has the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if appropriate terrain is available. Each single performance event can be time consuming, especially with large classes, so it is imperative that time restrictions are placed on this class.

The actual trail course is not available to exhibitors prior to competition day. The course may be walked on foot with no horse accompanying the exhibitor.

Trail Course Obstacles

We believe that new obstacles may be added at any time, and welcome different tests that competitors come up with, provided they too are in line with the NESHS mission of Stock Horse, and can be found in everyday ranch work.

The following is a list of obstacles from which selections can be made but, not limited to:

Open -close gate	Walk over bridge	Carry sack of feed
Jump over obstacle	Do side pass maneuver	Walk water obstacle
Ground tie	Pick up feet	Hobble
Stand to saddle	Lead at the trot	Walk through brush
Swing rope	Load in trailer	Trot or lope over poles/posts
Step in /out of obstacle	Put on slicker or coat	Stand to mount
Ride double	Open gate on foot	Rope dummy steer head
Drag obstacle with rope through obstacle		Back through, in or around selected areas

Scoring Stock Horse Trail

Each obstacle shall have a numerical score of 10, and the possible score for each obstacle shall be the same. Scoring is made on the ability of the horse to negotiate the obstacle clean, correct, briskly and without undue hesitation. Horses must be given credit for any portion of an obstacle that is done in a correct and timely manner.

The rider has the option of eliminating any obstacle and taking a score of "0" for the missed obstacle. A judge may ask a horse to pass on an obstacle after 3 refusals or for safety concerns.

The rider will have a maximum time allowed to complete the course. The time allowed will be posted on the course, and per the judge's discretion, may be altered after three competitors have completed the course.

Stock Horse Reining

This class measures the horse's ability of the western stock horse to perform many basic handling maneuvers. The horse should guide willingly without undue resistance. Walk/Trot contestants will ride pattern #4, with no lope.

Scoring

The patterns are broken down into either 7 or 8 maneuvers to be scored 10 points each. Reductions in scores of 2 points per maneuver will be assessed for using 2 hands on a curb bit. Over or under spinning will reduce the score 2 points per maneuver. Maneuvers performed incorrectly or without any degree of difficulty will be scored accordingly.

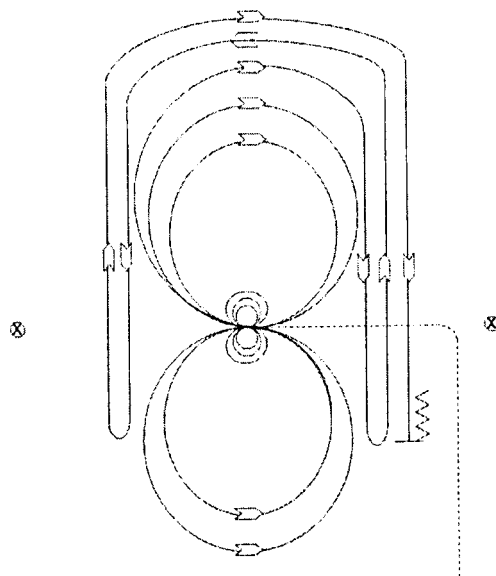
Pattern # 1

Mandatory Markers:

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

Ride the 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 arena past 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 arena past 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.



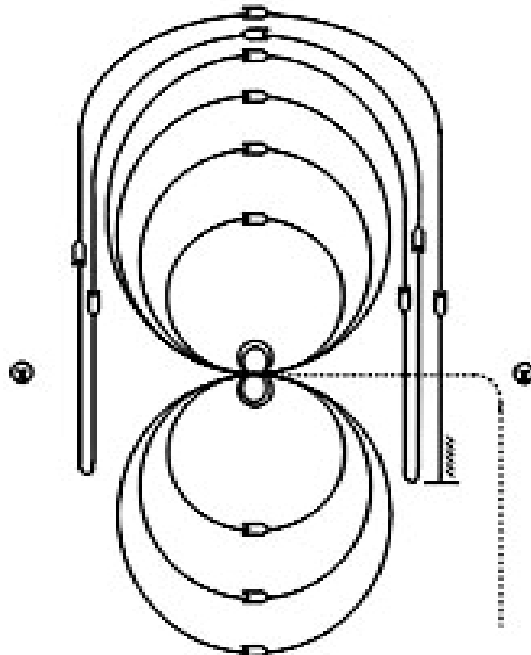
Pattern # 2

Mandatory Markers:

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

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four spins to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on stops.
7. Do four spins to the inside of the circle, slight hesitation, horse to be facing left wall.
8. Take a right lead & make a fast figure eight over the large circles, close the eight, & change leads.
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
10. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence, no hesitation.
11. 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.



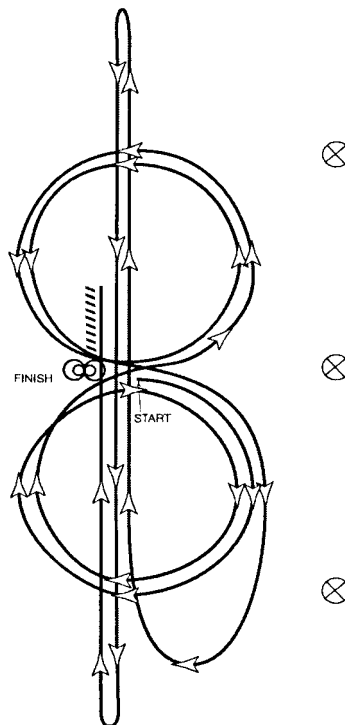
Pattern # 3

Mandatory Markers:

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

Ride the pattern as follows:

1. Beginning at the center, take a right lead and do two circles to the right, away from the judge, of moderate size and speed.
2. At the center of the arena, change leads and do two circles to the left both of moderate size and speed.
3. At center of the arena, change leads.
4. Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena; run the length of the arena past marker.
5. Do a square, sliding stop, hesitate.
6. Turn left and begin a run to the opposite end of the arena; run length of arena past the marker.
7. Do a square, sliding stop, then hesitate.
8. Turn right, and begin a run down past the center marker of the arena.
9. Do a sliding stop, and back to the center of the arena or at least 10 feet (3 meters). Let horse settle in approximate area of stop
10. Do two spins to the right.
11. Do two spins to the left.
12. Hesitate to show completion of pattern.



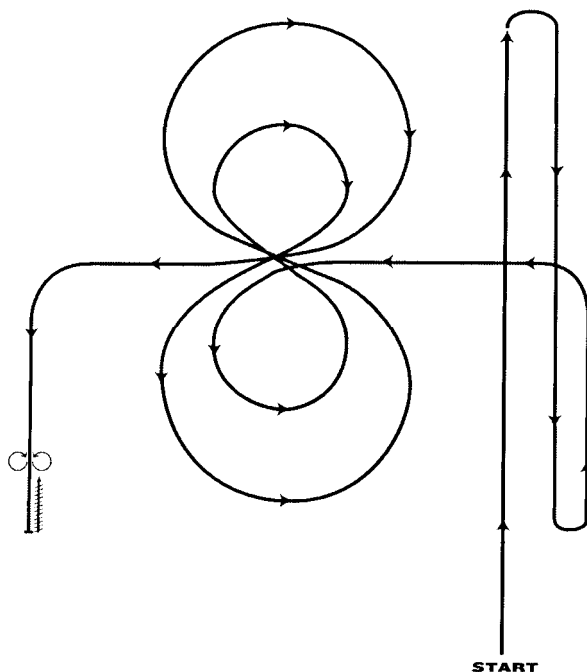
Pattern #4

Mandatory Markers:

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

Ride the pattern as follows:

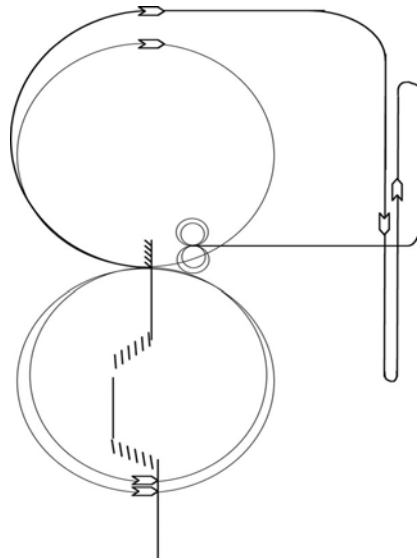
1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do 360-degree spin right or left.
11. Do 360-degree spin opposite direction taken in
12. Hesitate to show completion of pattern.



Pattern #5

Ride Pattern as follows:

1. Enter arena at sitting trot.
2. Two-track left, straight trot, two track right.
(Two tracking is moving the horse forward and laterally simultaneously with bit contact. The body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure)
3. Move up to an extended trot.
4. Stop and back; Make left 90 degree pivot.
5. Begin on Right lead and lope 1 fast circle.
6. Change leads; lope two fast circles to the left.
7. Change leads; lope, beginning a second right circle.
8. Continue circle to wall and lope down wall.
9. Make left roll back using wall as assistance.
10. Lope straight down wall; Make right roll back using wall as assistance.
11. Lope to middle of arena; stop and back.
12. Make two spins each direction.
13. Exit arena at a trot.



Open & Green Working Cow Horse

(Management reserves the right to decline roping option)

A model western stock horse must also be a cow horse and this class has been designed to demonstrate and measure the horses' ability to do cow work. Holding the saddle horn is permitted in this class. There will be a 3 minute time limit per horse to perform the entire work. When there is one minute left on the time, the announcer will announce "1 minute". At 3 minutes, the announcer will call time. If a contestant completes the work before the 3 minute time is completed, the judge may blow a whistle to indicate that all requirements of the class have been met. The judge may also blow a whistle at anytime for the contestant to cease work for safety reasons. If a contestant is satisfied with their work, prior to the 3 minute limit, they may raise their hand and quit working. Judges will give credit for what they have seen.

The work in the cow horse class will consist of the following 3 parts.

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

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

Part Three-Optional Roping or Circling- For the third part of this class, the rider has an option to either rope & stop the cow or to take the cow to the middle of the arena and circle it at least once in 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.

Scoring

Scoring for the working cow horse class shall be 20 points for each of the three parts of the class with a total of 60 points for the entire class.

Scoring for Part One- Boxing – (max. 20 points)

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

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

Scoring for Part Two:- Fence Work (max. 20 points)

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

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

Scoring for Part Three- Optional Circling or Roping (max. 20 points)

Circling -

Credit: + Getting up on cow close enough to control the circles
+ acknowledging the cow during circling and working willingly

Deductions: - Lack of control in circles due to distance from cow
- Not acknowledging the cow or simply lack of horses' ability

Roping -

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

Deductions: - Not tracking, not rating and not catching up to the cow
- Poor stop
- Being pulled around by the cow

Non-Pro Working Cow Horse

This class has been developed for the non-pro riders as an intermediate level working cow horse class. Holding the saddle horn is permitted in this class. There will be a **2 minute time limit** per horse to perform the entire work. When there is one minute left on the time, the announcer will call "1 minute". At 2 minutes, the announcer will call time. If a contestant completes the work before the two minute time is completed the judge may blow a whistle to indicate that all requirements of the class have been met. The judge may also blow a whistle at anytime for the contestant to cease work for safety reasons. If a contestant is satisfied with their work, prior to the 2 minute time limit, the rider may raise their hand and quit working. Judges will give credit for what they have seen.

Markers To be Set up For this Class: two cones will be placed approximately 20 ft. off to the side fences and at approximately half the length of the arena.

The work in this will consist of the following 3 parts:

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

Part Two-Release Cow and Drive Down Middle Arena to Opposite End of Arena- After the cow has been controlled on the entrance end of arena, the rider shall deliberately release other cow and drive it down the middle of the arena to the opposite end. Driving will be down the center of the arena to demonstrate the horse's ability to rate and control the cow.

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 for a sufficient amount to time to demonstrate the horses ability to hold the cow. Contestant should stop and raise their hand if they desire to quit before the 2 minutes are up.

Scoring

Scoring for the modified working cow horse class for non pro class will be form 1-60 points based on 20 points for each “boxing the cow” work and 20 points for the drive down the center of the arena.

Part One & Three- Boxing (maximum of 20 points at each end of arena)

Credit:

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

Deductions:

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

Part Two

Cones will be placed must be driven between the cone. Cattle driven between the markers and the fence will receive a score of 10 points or less. Cattle driven between the cones can receive an extra 10 points or the maximum of 20 points

Credit :

- + Rating the cow
- + Blocking the cow with pressure toward the end of the arena
- + Driving the cow down the middle of the arena

Deductions:

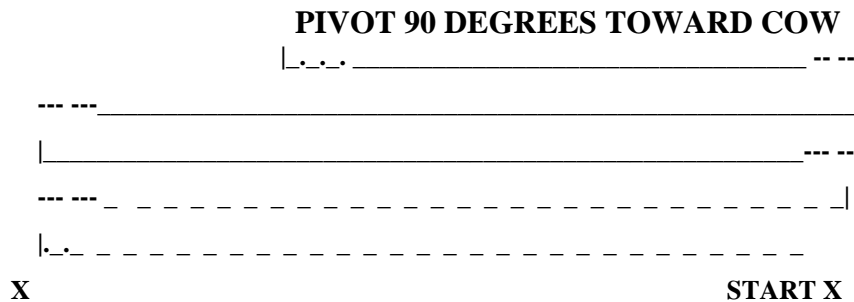
- Unable to direct cow to opposite end of the arena
- Failure to rate the cow
- Letting cows return to entry gate
- Using side fence to help drive the cow

Novice and Youth Working Cow Horse

A versatile western stock horse must also be a cow horse and this class has been designed to demonstrate and measure the horse's ability to do cow work. Holding the saddle horn is permitted in this horse class. This class has been designed for the youth rider as an entry level working cow horse class. After calling the cow, the rider will have 90 seconds to work the cow. At 90 seconds the announcer will call time. The judge may blow a whistle at anytime for the constant to cease work for safety reasons. The judge will give credit for what they have seen. The work in the cow horse class will consist of the following two parts.

Part one – Cow Horse Pattern – The rider shall trot into the arena, trot in the first cone and start pattern.

Markers: marker placement shall be a minimum of 20 ft from wall.



Enter arena at trot and trot to first cone

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

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

Part Three - Cow Moving – Drive the cow into an open ended pen at the opposite end of arena. Use of fence is allowed to help guide cow.

Total Combined Time Allowed for Part Two and Part Three is 90 seconds.

Scoring

Scoring for the working cow horse class shall be 20 points for the dry work, 20 points for the boxing, and 20 points for the cow moving, for a total of 60 points for the entire class.

Scoring for Part Two – Boxing (max 20 points)

Credit:

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

Deductions:

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

Scoring for Part Three – Cow Moving (max 20 points)

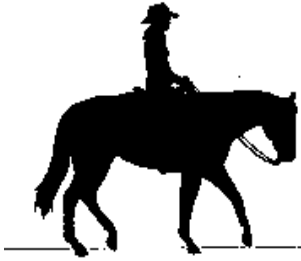
Credit:

- + Easily maintains position on cow
- + Good expression and attitude of horse

Deductions:

- Over handling horse
- Losing control of cow

Calendar of Show Dates



April

Sunday, April 19th - Heritage Farm

May

Sunday, May 3rd - Quarry Town Stables
Saturday, May 16th - Stillwater Equestrian Center
Sunday, May 17th - Heritage Farm

June

Sunday, June 7th - Quarry Town Stables
Saturday, June 20th - Stillwater Equestrian Center
Sunday, June 21st - Heritage Farm

July

Sunday, July 4-6th - Quarry Town Stables
Saturday, July 18th - Stillwater Equestrian Center
Sunday, July 19th - Heritage Farm

August

Sunday, August 2nd - Quarry Town Stables
Saturday August 15th - Stillwater Equestrian Center
Sunday, August 16th - Heritage Farm

September

Sunday, September 6th - Quarry Town Stables
Saturday, September 19th - Stillwater Equestrian Center
Sunday, September 20th - Heritage Farm

October

Sunday, October 18th - Heritage Farm

Heritage Farm
30 Florence Rd.
Easthampton, Ma
David Raucher
413-335-3468
www.farmheritage.com

Stillwater Equestrian Center
75 Stillwater Rd.
South Deerfield, Ma
Jay Quinlan
413-530-0371
www.stillwatereqcenter.com

Quarry Town Stables
239 Sand Hill Rd.
Portland, Ct. 06480
Robert Johnson
860-538-1095
www.quarrytown.com

Additional non-pointed classes may be offered at NESHS shows. Management may elect to award prizes or monies for these classes. However, the NESHS will only recognize points earned toward the day and year end awards in the following four NESHS show classes: Stock Horse Pleasure; Trail; Reining; and Working Cow Horse.

Examples of classes that may be offered:

- 1. Ranch Horse Conformation** – Horse to be led by exhibitor at walk to Judge, trotted pass Judge to & around a cone to the left then set up for inspection by Judge Head & Tail (in a row). Halters may include rope, nylon or leather. No silver halters, braids or bands, hoof black. Horses may have long hair clipped. Judged on conformation and movement of horse. All sexes judged together.
- 2. Ranch Cutting** - A single numbered cow is cut from the herd and the horse must demonstrate it's ability to work the cow. When satisfied that the horse has proven its cutting ability, the horse and rider must then pen the cow at the far end of the arena. Contestants will have two and one half minutes to cut and pen a designated cow from a herd of at least 10 head. Horses will not be penalized for reining during the cutting portion and should display the horse's natural cow ability.
- 3. Ranch Boxing** - 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. When satisfied that the horse has proven the ability to box, the horse and rider must then pen the cow at the far end on the arena. Contestants will have two minutes to complete maneuvers.
- 4. Ranch Roping** - The rider will enter a group of cattle and rope a designated cow. Rider may use a breakaway rope, or simply let go. Emphasis will be on the ability of the horse to stay quiet and not scatter cattle. Rider must catch to receive score. Two loops allowed.
- 5. Ranch Sorting** - Two riders will separate and cross cattle out of a roundpen in numerical order. Cattle crossing out of order results in a no time. Time allowed 90 seconds.
- 6. Cowboy Race** - A trail course judged on time and horsemanship. Each horsemanship point is worth one second off time. Points/seconds ratio may be adjusted to a particular course.

