



2020 Rulebook

Louisiana Stock Horse Association, INC

LaSH was started in 2006 by fellow horsemen to offer affordable, fun, and standardized ranch horse riding clinics and competitions. Rider knowledge and skills are taught to maximize horse trainability, performance and safety. The overall goal is to create better horses and horsemen.

The LaSH association not only wants to exhibit a broke stock horse, but also show horsemen how to break and train this horse. The events are designed to show the stock horse in competitive events as well as provide instruction on breaking and training a broke stock horse. The ideal Western Stock or Ranch Horse must be proficient in many areas of everyday ranch work to be a true all-around horse. The LaSH program is directed to this type of horse—a broke, competitive horse.

LaSH is an innovative partnership between interested horse users, breeders, ranchers, associations, and any interested organization(s). A special thanks to Louisiana State University Cooperative Extension for helping to facilitate in organizing this association to meet the present and emerging needs of and continuously strengthen the Louisiana western stock horse industry.

Clinics—Offer riders affordable, fun and standardized riding clinics in various locations in the state, where stock horse maneuvers are identified and rider knowledge and skills are taught (to maximize horses trainability, performance and safety), so that riders can develop nicer horses, improve their on-the-job performance, and enhance their riding pleasure.

Competitions/Evaluations—Offer riders standardized, practical, low-key, low-cost measurement tests, where horse performance is measured against a clearly defined standard, and rider skills are assessed against a proficiency standard, so that riders can make maximal rider skill progress in the most time efficient manner.

Promotion and Sales—Support sales companies and offer breeders and ranchers additional private treaty and public auction opportunities, where prospects and trained horses (at various levels) can be more objectively evaluated, promoted and sold with both seller and buyer satisfaction of highest priority.

Organization Services—Offer associations, organizations, stock horse shows, sales companies and other groups and/or individuals, serving stock horse clientele, assistance in planning educational programs and competitions/ evaluations, plus provide a forum for routine discussions on industry strengths, opportunities, weaknesses and threats, so that these groups can better serve clientele.

Positive Atmosphere—Provide all programs, activities and projects in the atmosphere of honesty, openness, personal growth and politeness toward fellow horseman, where horses are always respected, and where true western tradition is genuinely honored.

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Rules and Regulations

Entries—Online entries are preferred. Online, email or phone entries will be taken up until 10 p.m. the Wednesday prior to the competition. Show day entries will close one hour prior to the start of each class. There will be a \$30.00 late charge for members entering after books are closed on Wednesday prior to the competition. This late charge will include entries received the day of the show. (Exception: A new member purchasing a membership the day of the show can enter up until one (1) hour prior to the show).

LaSH MEMBERSHIP—The Louisiana Stock Horse Association is dedicated to and open to all western stock horse enthusiasts. The Association is open to all stock horse breeds, registered or grade, whether ridden on the ranch, in the ring or down the road. Members are eligible to participate in all Louisiana Stock Horse Association events and to vote on directors. Officers will be elected by the board. Upon completion and acceptance of an application form, an applicant is issued a membership card with a membership number (used in all official communication with LaSH). Membership is available for individuals and families for a one-year period (January 1 to December 31). There is not a lifetime membership at this time.

- Individual membership is \$50.00/year
- Family membership is \$75.00/year (children 19 and under are included in family membership).
 - Grandchildren (19 and under) can be listed on grandparent's membership
 - Children (19 and under) can be listed on parent's or legal guardian's membership
- A one day \$20 permit can be purchased. This permit allows the contestant to ride in that show **only**. Points do not count for year-end awards and permit fee does not count toward membership unless member decides to join before leaving the show in which the day permit was purchased or before entering the next show. Any day awards will be awarded to the day permit holder.

Any false or misrepresented statement on an application or entry shall constitute unsportsmanlike conduct and will subject the applicant, exhibitor and/or owner of horse to disciplinary action as deemed appropriate by the officers and board of directors of LaSH.

Current and updated information will continuously be available to members as necessary.

The Louisiana Stock Horse Association is a non-profit corporation to provide and administer educational programs for the horse industry.

General Rules for Competition

General Rules for Competition or Clinics—All riders of horses showing in LaSH approved competition or clinics must be members in good standing or nonmembers must purchase a day permit. When entering any LaSH approved classes, entry forms must identify horse and rider.

❖ **Lame horses cannot be shown in competition.**

Etiquette—

- **No one can approach the judge at anytime during or after the show.**
- **Riders must be courteous and exhibit good sportsmanship at all times.**
- **Humane treatment of animals is mandatory.**
- **A grievance must be presented in writing to the competition committee.**

Safety—Any unmanageable horse will be asked to leave the grounds. This applies to all horses, but especially to Stallions. Any competitor or clinic participant riding a horse that is out of control will be asked to leave the premises. Judges will have the authority to blow a whistle at any time to **stop** and or excuse any exhibitor who is not in control of their horse. This is especially critical to the working cow class where the goal of this class is for the horse/rider to control the cow. To accomplish this goal, the exhibitor **MUST** be in control of their horse. Safety to the cattle is also important. We do not want to cause injury to any cattle.

LaSH Competition Divisions—A LaSH approved show offers eight (8) class divisions: **Open, NonPro, Jr. Horse, Amateur, Novice, 14 to 18 Youth, Youth 13 & Under, and 8 & Under.** LaSH competitions are open to any rider with any horse who is a current member, in good standing, of the Louisiana Stock Horse Association or nonmembers must purchase a day permit. **Competitions shall be divided into one of the following divisions based entirely on the ability of the rider, regardless of the horse they are riding with the exception of the Jr. Horse, Youth (14 to 18, 13 & Under) and 8 & Under divisions.** A rider may show more than one horse in a division. All awards—high point and class—(show and/or year-end) shall be based on each one horse/one rider team with the **exception** of the 8 & Under division—points will remain with one horse/one rider, but they will not have a high point award. If a rider competes on two horses he/she may win more than one money/points/awards in a class. Rider's ability will be assessed and the rider may be asked to move to another division.

OPEN DIVISION—is open to any member, in good standing, with any horse regardless of past winnings. An Open rider has received money and/or compensation for riding, training, and/or showing horses or training riders. The Open Division will be offered in both jackpot or non jackpot. Points will not change.

NONPRO DIVISION—is open to any member who has not received money within the last five years for training or showing horses.

- **Once a contestant has shown in the Open, NonPro, and/or Jr. Horse division and has won High Point Year-End or High Point at the Finals Championship, they cannot ride in the Amateur nor Novice Divisions. If a contestant in any division has gone down the fence to turn a cow, they cannot move back down to the Amateur Division to compete.**

AMATEUR DIVISION—is open to upper-level novice riders, in good standing, who have never received money for riding, training, or showing horses and have consistently placed in the Novice Division. Once an **Amateur rider has won the Amateur Division High Point for the year, they must move up to one of the next divisions with the exception of the Working Cow Class only. They may compete in the Working Cow class and the points will count only for the Amateur Working Cow Class; with the exception of a Youth—Once a Youth rider turns eighteen (18) and has previously won the Amateur and/or Novice Division (s) High Point, they cannot go down to the Amateur nor Novice Division.** Rider's ability will be assessed and the rider may be asked to move to another division.

NOVICE DIVISION—is open to beginners or novice members, in good standing, who have never received money for riding, training, or showing horses. **Novice High Point winner for the year can no longer compete in the Novice division.** Rider's ability will be assessed and the rider may be asked to move to another division.

JR. HORSE DIVISION—will be open to any horse five (5) years and under age effective January 1. For example, a horse that turns 3 on April 12th is considered a 3 year old January 1. **Age must be verified by providing a copy of registration papers or veterinarian certificate.** If challenged, a committee will be appointed to mouth the horse.

- **When youth age out of the youth classes, they should be required to show in the appropriate division based on the skill level as evaluated by the board or based on competitiveness in classes/divisions they have previously shown in (for example—a youth showing in the Open or NonPro division and is very competitive). The object is not to penalize them for showing in higher divisions but competing on their level of skill and appropriate division.**
 - **Youth must ride in their youth age group only. If the youth rides up, the youth must ride in a class not designated for youth—Must be Novice, Amateur, Jr. Horse, NonPro, and/or Open.**

14 to 18 UNDER YOUTH DIVISIONS—Age of the youth member will be determined as of January 1 of the of the current show season.

13 and UNDER YOUTH DIVISIONS—Age of the youth member will be determined as of January 1 of the of the current show season.

8 AND UNDER YOUTH DIVISION—Age of the youth member will be determined as of January 1 of the of the current show season. This division will compete in Ranch Pleasure and Ranch Trail only. This exhibitor is allowed a designated coach in the arena, but the coach cannot touch the rider or horse unless there is an

emergency. **The exhibitor cannot be led by anyone with a lead rope or reins. The 8 and Under exhibitor is the only exhibitor allowed the use of roping reins. They may use split reins.** The points will count toward year end class awards, but will not count toward any high point awards.

A horse may be shown in any division by eligible riders, but **may not** be shown in any class within a division more than once. Any reported violation of division eligibility will be reviewed by the executive committee of LaSH. If horse and/or rider are found to be in violation, they may be barred from further LaSH competitions and any year-end awards will be forfeited.

Year End Awards

Participation Award—A member must participate in at least six (6) LaSH sanctioned shows plus both days at the Finals to receive a participation award. Once qualified, the member may enter any class(es) and ride any horse(s), but must compete in their respective division or compete at a higher class level.

Year End High Point Awards—Will be awarded to the one horse/one rider with the most points in each division, with the exception of the 8 and Under Division. **Horse/rider combination must have competed in 60% of the approved shows in a minimum of four (4) classes—1 cattle class and 3 of the other 4 classes.** **ONLY** points accumulated from the shows in which the minimum number of classes entered will be counted toward the Year End High Point Award. High Point points will be figured based on the number of contestants that are competing for high point in their respective divisions. **ONLY** those contestants vying for high point points will receive points toward the year end high point award.

Tie Breaker(s) for All-Around/High Point Individual Class Ties—All-Around ties for each competition and year end awards will be broken by awarding the high point award to the horse/rider with the highest placing in the working cow class. If this does not break the tie, the other classes will be used in the following order, cutting, reining, trail and pleasure. If a tie occurs in an individual class, the tie will be broken with the most 1st places followed by 2nd, 3rd, etc.

Year End Individual Class Winners—If a rider competes on multiple horses, points will remain with the horse/rider combination for the Year End Individual Class Award. The Year End Individual Class winners will be based on the total number of points earned at the total number of shows.

Hardship Clause—Exhibitor may petition the Board of Directors for a hardship or extenuating circumstance in the case of either the horse or rider. The **hardship** must be preapproved by the board prior to the next show. This applies to the rider/horse combination and if granted, the original horse must be out of competition for the remainder of the year for the new horse to qualify. Hardships will be granted on a very limited basis.

Finals—A Finals competition will be held. To compete in the year-end Finals, a member must have competed in at least six (6) of the LaSH sanctioned shows.

- Tie-breaker—if a tie-breaker is needed, the judge's scores from each performance will be added together. The higher score will determine the placing. The second tie-breaker will be the judge's score from the second day.
- **Must be present to receive Finals award(s) or have a designee to get your award or forfeit the award.**

Awards will be determined by the overall financial status of LaSH as determined by the Board of Directors and Executive Committee.

Monthly High Point Show Awards

For the 2020 show season—High Point Show Awards of \$75, \$50, and \$25 will be awarded in each division with the exception of the 8 and Under at each regular show during the 2020 season. Contestant must **show in a minimum of four (4) classes—1 cattle class and 3 of the other 4 classes** to qualify for a High Point Award.

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 ring snaffle, bosal, or curb bit. Split reins shall be used on all bits except that a romal is acceptable with a curb bit and a mecate type rein is acceptable on ring snaffle bits and hackamores (bosal). No fingers between the reins are allowed with a romal. Curb chains or straps must be attached with nylon string, leather, or leather straps. No metal to metal will be allowed. No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under the jaws. Prohibited equipment includes tie down's, gag bit's, mechanical hackamores, cavessons, and running martingales. A judge may prohibit the use of any equipment deemed to be inhumane or give an unfair advantage.

Attire—Riders shall wear protective headgear or western hats, long-sleeved shirt or a short sleeve shirt with buttons/snaps (completely down front) and collar, 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.

Scoring

Disqualification—A contestant shall be disqualified for illegal equipment or obvious lameness of the horse. A contestant will be given credit for what they can do subject to a few standard deductions. Specific deductions are listed with each class.

Open, NonPro, Jr. Horse, and Amateur riders will receive a score of "0" will be placed at the bottom of the class and will receive 1 point.

Point System—The judge must place each class in its entirety. In the case of ties in the working cow horse, trail, pleasure, and reining classes the secretary shall use the first obstacle or maneuver to break ties followed by the 2nd, 3rd, etc. Points will be determined by the number of horses in the class (one point for each horse). This system will be used for any size class.

Entry Fees and Payback Schedule

Cattle class entry fees are subject to change depending on the cost of leasing cattle. The Open Division classes are the only classes that will be jackpotted.

Ranch Cutting

\$115/Open (jackpot \$50)
\$65/Open Non Jackpot
\$65/NonPro, Jr. Horse, Amateur and Novice
\$45/Youth—14 to 18; 13 & Under

Reining, Pleasure & Trail

\$50/Open (jackpot \$25)
\$25/Open Non Jackpot
\$25/NonPro, Jr. Horse, Amateur, Novice
\$20/Youth—14 to 18; 13 & Under

Working Cow Horse

\$115/Open (jackpot \$50)
\$65/Open Non Jackpot
\$65/NonPro, Jr. Horse, Amateur and Novice
\$45/Youth—14 to 18; 13 & Under

Pleasure & Trail—8 and Under

\$20

Each rider will be charged a \$15 office charge.

Schooling Class

\$50

Payback Schedule

# of Horses	1 – 2	3 – 4	5 – 8	9 – 12	13 – 16	17 – 21	22 – 26	More than 26
# of Places	1	2	3	4	5	6	7	8
1	100%	60%	50%	40%	30%	30%	28%	25%
2		40%	30%	30%	25%	24%	23%	20%
3			20%	20%	20%	18%	16%	15%
4				10%	15%	12%	12%	12%
5					10%	9%	9%	10%
6						7%	7%	8%
7							5%	6%
8								4%

Louisiana Stock Horse Classes

Following is a list of five classes to be offered at each LaSH competition with descriptions and guidelines for judging:

All LaSH Classes Judging Procedures—A scribe shall assist each judge by recording the score after each of the maneuvers on the appropriate class score sheet. Show secretaries will total individual scores and check for accuracy. Tie-breakers will be used in the order of maneuvers (starting with the first maneuver) listed on the score sheet 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.

Rein Handling—How to Hold Your Reins

Cutting

- Split reins may be held any way with one (1) hand; two (2) hands on reins may be used with a snaffle bit or bosal.
- Romal reins must be held with one (1) hand, thumb up, no fingers between reins, Romal tail in the other hand.

Working Cow, Reining, Pleasure, and Trail

- Split reins must be held with one (1) hand, thumb down, index finger only between reins; two (2) hands on reins may be used with a snaffle bit or bosal.
- Romal reins must be held with one (1) hand, thumb up, no fingers between reins, Romal tail in the other hand.

EXCEPTION

- Youth can use two (2) hands with split reins only in the youth classes.
- Two (2) hands when using a snaffle bit or bosal.

DISQUALIFICATIONS

- Finger between reins when using romal reins
- Thumb up (as held on Romal) on split reins in any class except the cutting.
- More than the index finger between split reins
- Use of two (2) hands on reins, with the exception of the tail of the Romal reins.

LaSH Ranch Cutting Class – 1¼ minutes (75 seconds)

This class serves to measure the ability of the horse and rider to remove a single cow from the herd and maintain control of the cow without disturbing the herd excessively for the time required. Rider may assist the horse with minimal reining and spurring. Horse and rider will be scored on herd work, working advantage, and

ability of horse to maintain control of the cow selected. Points will be deducted for losing a cow, losing working advantage, and excessive reining or spurring. Herd holders are to help control the herd, but the cutter should take the initiative to make the cut. The run will consist of one cow per contestant. If a cow escapes the working area (goes behind the judge) during a run, time will be stopped until the cow is returned to the working. **If the contestant loses the cow, they may get a second cow to complete the 75 seconds.** The Ranch Cutting will be divided according to divisions.

Scoring the Ranch Cutting—Scoring will be from 0 – 80 with 70 denoting an average penalty free run.

Credit – Run Content

- Herd work
- Controlling the cow
- Degree of difficulty
- Eye appeal
- Amount of courage
- Loose reins

Judges are encouraged to give credit for dropping hand and put reasons for scores.

No Score

- A – Abuse
- B - Lameness

-0- Score

- A – Horse turns tail
- B – Using two hands on the reins in a curb bit (except YOUTH in YOUTH classes ONLY)
- C – Fingers between the Romal reins
- D – Illegal equipment
- E – Leaves working area before time expires
- F – Fall of horse or rider (shoulder and hip out to the side)
- G – Bloody Mouth (inside)
- H – Improper Western attire

3 Point Penalty

- A – Hot quit
- B – Cattle picked up or scattered
- C – Back fence

5 Point Penalty

- 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

1 Point Penalty

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

LaSH Working Cow Horse Class – 3 minutes
(Open & NonPro Divisions)

The Cow Work Class has been designed to demonstrate and measure the horse's ability to do cow work. Holding the saddle horn is permitted in this class. Time will start when the cow enters the arena. There will be a 3-minute time limit per horse to perform the cow work. At 3 minutes, the announcer will call time. If a contestant completes the work before the 3-minute time is completed, the judge should 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. If a cow leaves the arena for any reason or the judge grants the exhibitor a new cow, the time will start over. Only a judge may award a contestant a new cow to replace an unworkable cow. The work in the cow horse class will consist of the following three parts.

WHISTLES:

- **1 whistle—the run is over**

- **2 whistles—contestant has the option for a new cow or keep the one he/she has**
- **2nd 2 whistles—contestant must quit the cow**
- **Judge can stop the run at any time the cow is run into the fence.**

Part One—Boxing the Cow— One yearling heifer or steer will be turned into the arena. Cattle will be gate cut. The rider shall ride to the middle of the arena, face the cattle entry gate, and 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 **before the penalty markers** at least once in each direction. The first run out for a turn shall be past the half-way mark of the arena. No points will be added for more than one turn in each direction. Markers will be placed at the 1) center of the arena; 2) 1 point penalty marker for cow work shall be placed at each corner of the arena, and 3) 2 point penalty marker for cow work shall be placed a minimum of 20 feet past the 1 point penalty marker. **NOTE: If roping—the 2nd turn must be completed and the horse must be facing the cow before pulling the rope.**

Points deducted:

- 1 point deduction if turn is past first (1st) end marker
- 2 points deduction if turn is past second (2nd) end marker

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.

Circling—should be both left and right: After turning the cow on the fence, the rider should drive the cow off of the fence and circle it once in each direction. The cow should be driven in a circle. Degree of difficulty should be taken into consideration when awarding points (extreme speed of the cow, stubbornness of the cow or the cow’s refusal to move).

Roping—points for roping and stopping: 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. If a contestant pulls his or her rope they must rope and not circle. A contestant may not throw one loop, miss, and then decide to circle the cow. The rider may only throw two loops. Failing to catch does not necessarily mean a score of zero for this portion of the class. A horse may 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. The cow should be tracked, roped and stopped **slowly**. After stopping the cow, the rope is to be released. Should a rider choose to rope the cow, the rope may be attached to the horn with a string such that the rope will breakaway from the saddle horn once the rope comes tight. **There will be a mandatory 10 point reduction if a rider chooses to use a breakaway rope.** In addition, should the rope breakaway from the horn prior to coming tight, this will count as a no catch.

All maneuvers shall be scored whether completed or not.

Deductions for **Cow Work**

- losing working advantage of a cow
- not turning a cow once in each direction
- changing sides of arena to turn a cow
- overworking a cow
- using the corner or the end of the arena to turn a cow
- attempting first turn of a cow before the cow has passed the center of the arena
- each horse length past the cow (when horse’s buttocks is past the cow’s head—one horse length)

Circling—(Circling should be done after fence work)

- deduction for horse's inability to run and rate
 - deduction for excessive reining and spurring
- or

Roping—The contestant has the option to rope instead of circling.

- deduction for the horse's inability to track and rate.
- deduction for not stopping the cow

Credits:

A - Maintaining control of the cow at all times

B - Exhibiting superior cow sense and natural ability without excessive reining or spurring

C - Degree of difficulty

D - Eye appeal

0 Score

A – Turn tail

B – Using 2 hands on reins in with a curb bit

C – Fingers between the Romal reins

D – Balking

E – Extremely out of Control

F – Bloody mouth

G – Illegal equipment

H – Leaving working area before pattern is complete

I – Fall of horse or rider (shoulder and hip on the ground with legs out to the side)

J – Quit work before all maneuvers have been completed prior to time and judge blowing whistle

K – Schooling horse between cows, if new cow is awarded

L – Rider hits or kicks the animal being worked with reins in an abusive manner

1 pt penalties:

A – Loss of working advantage

C – Using the corner to turn the cow. Cow's head breaks the plane of the 1 pt marker.

E – Changing sides of arena

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 down the fence

W – Excessive whipping, spurring, or hollering

2 pt penalties:

It is the judge's discretion as to whether or not a contestant receives another cow, in the event the cow the contestant has drawn is not up to standards. The contestant cannot ask for another cow. This will be done by the blowing of a whistle by the judge.

A – Going around corner of arena before turning cow

B – In an open field turn animal gets within 3 feet of the end fence before being turned

3 pt penalties:

E – Exhausting or overworking before circling

H – Hanging up on fence (refusing to turn)

K – Knocking down cow without having working advantage

R – Two loop catch when roping in Open/NonPro classes

5 pt penalties:

A – Not getting a turn each way (5 pts each way)

B – Spurring or hitting in front of cinch at any time

C – Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate

R – Failure to catch when roping in Open/NonPro classes

Y – Not completing the turn before pulling rope

NO SCORE

A – Abuse

B – Lameness

NOTE: Judge may blow whistle at any time to terminate the work.

LaSH Working Cow Horse Class – 2 minutes (Jr. Horse, Amateur & Novice Division)

This class has been designed to demonstrate and measure the horse's ability to do cow work. Holding of the saddle horn is permitted in this class. After calling for the cow, there will be a two minute time limit for cow work in this class. At two 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 any time for the contestant to cease work for safety reasons. Once a rider feels he/she has demonstrated their ability to hold their cow on both ends of the arena, they may choose to wave off the cow regardless of time left. However, should the judge feel they failed to demonstrate that ability, they will be scored accordingly. **ALL RIDERS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT.**

The Working Cow Horse Class will consist of the following three parts:

Part One – Boxing the cow – The rider shall 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. When boxing the rider should drive the cow back and forth across the arena, release the cow and drive around the corner.** 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.

Part Two – Set Up Cow and Drive Down Fence to Opposite End of Arena – After the cow has been controlled on the entry end of the arena, the rider shall set the cow up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately 3/4 the length of arena. Rider will then stop and release the cow and move horse toward center of arena to set the cow up for boxing.

Part Three – Boxing the Cow at Opposite End of Arena – The exhibitor will regain control or "hold" the cow at end of the arena to demonstrate the horse's ability to "hold" the cow.

Part Four – JR. HORSE AND AMATEUR DIVISION ONLY – Drive the cow back down the fence past the middle **marker and release the cow** or until the judge blows the whistle to show completion.

NOTE: Judge may blow whistle at any time to terminate the work.

Credits:

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

Scoring for Jr. Horse, Amateur & Novice Cow Work—Scoring for Part One and Three—Boxing

Credit:

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

Deductions:

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

Scoring for Part Two—Driving down arena—To have the opportunity to receive full credit for the drive down, the cow must be driven down the side of the arena under control.

Credit:

- Rating the cow
- Blocking the cow with pressure towards the end of the arena
- Driving cow to the opposite end of the arena

Deductions: Unable to direct the cow to the opposite end of arena

- Failure to rate the cow
- Letting the cow return to the entry gate

0-SCORE

- A** – Turn tail
- B** – Using 2 hands on reins in a bridle with a curb bit
- C** – Fingers between the Romal reins
- D** – Balking
- E** – Extremely out of control
- F** – Bloody mouth
- G** – Illegal equipment
- H** – Leaving working area before pattern is complete
- I** – Fall of horse or rider (shoulder and hip on the ground with legs out to the side)
- J** – Schooling horse between cows, if new cow is awarded
- K** – Improper Western Attire

NE – Failure of an exhibitor to attempt to complete the work

1 pt penalties:

- A** – Loss of working advantage
- P** – Working out of position
- S** – Slipping rein
- W** – Excessive whipping, spurring, or hollering

3 pt penalties:

- L** – Loss of control and cow leaves end of arena

5 pt penalties:

- B** – Spurring or hitting in front of cinch at any time
- C** – Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate

NO SCORE

- A** – Abuse
- B** – Lameness

LaSH Working Cow Horse Class – 50 Seconds (Youth 14-18 and 13 & Under Divisions)

This class has been designed to demonstrate and measure the horse's ability to do cow work. Holding the saddle horn is permitted in this class. This class has been developed for youth riders as an entry level working cow horse class. The rider will enter the arena and face the cattle entry gate. After calling for the cow, the rider will have 50 seconds to work the cow. At 50 seconds, the announcer will call time. The judge may blow a whistle at anytime for the contestant to cease work for safety reasons. Judge will give credit for what they have seen. If the judge feels that the rider has completed the cow work, he/she can blow a whistle to indicate the completion of the run.

Youth will not be penalized for riding with 2 hands in the YOUTH DIVISION ONLY. Credit will be given for riding with 1 hand.

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

Scoring the Youth Working Cow Horse Class—Same penalties as Jr. Horse, Amateur and Novice with the exception of two (2) hands on the reins with a curb bit or romal. **This is riding in the Youth class only.**

Schooling Class (2 minutes)

The purpose of this class is to allow members an opportunity to school their horse or practice in a working cow competition setting. The rider will be given a maximum of two (2) minutes or until they run out of cow to box or box/drive/box or box/fence/circle. This will be open to every member and will be the last class of the day. The Schooling Class will be a noncompetitive class and will not be judged. The rider will enter the arena and face the cattle entry gate. After calling for the cow, the rider will have two (2) minutes to work the cow. LaSH can cease work for safety reasons.

This class will not count towards year-end or high point points and will not have any awards attached.

LaSH Pleasure Class

This class serves to measure the ability of the cow horse to be functional and a pleasure to ride while being used as a means of conveyance from one western stock horse task to another. This horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The horse should be responsive to the rider and make all required transitions smoothly, timely and correctly. 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 circle of the arena in each direction. If open terrain is available, the class may be held outside an arena. The pattern may be started either in the left or right direction. Any one of the three (3) patterns may be used. Open, NonPro, Jr. Horse, Amateur, Novice, and Youth Pleasure patterns may be changed to include different maneuvers within the Pleasure pattern—trot overs, circles, serpentine—8 and under will run the regular patterns.

All Trots are Seated Trots; only Extended Trot can be seated or posted.

Pattern 1 – Walk, Trot, Extended Trot, Lope, Stop & Reverse, Walk, Lope, Extended Lope, Trot, Stop & Back

Pattern 2 – Lope, Extended Lope, Walk, Trot, Stop & Reverse, Extended Trot, Trot, Walk, Lope, Stop & Back

Pattern 3 – Trot, Extended Trot, Walk, Lope, Stop & Reverse, Walk, Trot, Lope, Extended Lope, Stop & Back

Pattern 4 – Walk, Lope, Trot, Extended Trot, Stop & Reverse, Extended Lope, Lope, Walk, Trot, Stop & Back

Pattern 5 – Trot, Walk, Extended Lope, Lope, Stop & Reverse, Extended Trot, Walk, Lope, Trot, Stop & Back

Pattern 6 – Walk, Lope, Extended Lope, Extended Trot, Stop & Reverse, Trot, Lope, Walk, Trot, Stop & Back

RIDERS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT. Youth will not be penalized for riding with two (2) hands in the Youth Division ONLY, but credit may be given for riding with one hand. **HOWEVER, YOUTH RIDING IN OTHER DIVISIONS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT.**

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 – 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 horse looking ahead.

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

Extended Trot – **The extended trot may be ridden with the rider either posting or standing to the front of the saddle in the stirrups.** Holding the saddle horn is permissible at this gait as might be done in open terrain. 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 with 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 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 have been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit earning situation. All transitions should be smooth. Please note the rules allow for a horse to be taken back (collected) a bit from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is very difficult to achieve, however, a good stock horse will have to make this transition several times during a day's work. This transition is down to the normal or sitting trot not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that bring the hocks together to go into a stopping position should be penalized according to the magnitude of the error.

Scoring Stock Horse Pleasure – Each gait, including transitions, will be scored from 1-10 with ½ points applicable. 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 – wrong lead, broken gait, lack of control, failure to perform requested gait, etc.
- 5-8 Points – Average quality of movement of gaits and transitions with some or no faults
- 9-10 Points – High quality mover that is functionally correct in all gaits and transitions well-mannered and responsive, soft and cadenced in all gaits.

LaSH Trail Class

The trail class, as the name implies, tests the horse's 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. It is required that the horse be asked to trot and lope during the event course. No less than six and no more than eight obstacles can be used in this event. Obstacles may be placed in any order and location, however, obstacles should nearly approximate those found on the ranch during the course of everyday ranch work. Show committees have the option of setting up the trail course to best fit their arena conditions. Each single performance event can be time-consuming, especially with large classes, so it is imperative that time restrictions are placed on this class. The show committee, either through a pilot run or estimation, shall select a reasonable course that can be negotiated in a reasonable amount of time (4 minutes or less). The actual trail course cannot be made available to exhibitors or posted prior to the day of competition. **The course may be walked on foot, but no horses are allowed on trail course prior to competition.**

RIDERS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT. Youth will not be penalized for riding with two (2) hands in the Youth Division ONLY, but credit may be given for riding with one hand. **HOWEVER, YOUTH RIDING IN OTHER DIVISIONS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT.**

Trail Class Obstacles —Each course will have a maximum of eight (8) obstacles up to 10 scores and a minimum of six (6) obstacles. New obstacles may be added at any time provided they can be found in everyday ranch work. Tarps and culverts will not be used.

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

Open & close gate (may change hands to open and close)	Do side pass maneuver	
Walk over bridge	Carry bucket	Walk over water obstacle
Ground tie	Pick-up feet	Walk through brush
Jump over obstacle	Lead at the trot	Trot or lope over posts
Swing rope	Load in trailer	Back thru, in, or around selected areas
Step in & out of obstacle	Put on slicker or coat	Drag obstacle with rope
Open gate on foot	Pick up and/or carry slicker or rope	Rope dummy steer head

All of these obstacles are not necessarily suitable to the Novice and Youth Divisions, notably the rope obstacles. Therefore, we recommend that concern for the safety of Novice and Youth Exhibitors be a criteria in selecting obstacles for the Novice and Youth Division. If eight obstacles are used in the Open Trail Class, one or two of these obstacles can be omitted for the Novice and Youth Division.

The Trail Pattern will be submitted to the Trail Committee prior to the show in order to make sure that the pattern flows, is workable, and is time efficient.

Scoring Stock Horse Trail Class — Horses will be scored from 0 to 100 with a 70 score denoting an average penalty free run. The pattern is broken down into maneuvers to be scored +/- 1½ points on each maneuver depending on the quality and degree of difficulty.

Quality Score — Each maneuver receives a quality score denoting the correctness and degree of difficulty of the maneuver. The scores will range from a -1½ to +1½ depending on its quality. Half points can be used, a "0" score being average. **RIDERS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT. Youth will not be penalized for riding with two (2) hands in the Youth Division ONLY, but credit may be given for riding with one hand. HOWEVER, YOUTH RIDING IN OTHER DIVISIONS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT.**

Scoring is made on the ability of the horse to negotiate obstacles clean, correct, briskly and without undue hesitation. 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 three refusals or for safety concerns.** The Trail Class is a pattern class. All riders should complete the pattern as posted. Any deviation will result in a reduction of total points awarded.

Penalties:

½ point penalties

- Each tick of log, pole, cone or obstacle

1 point penalties

- Hit or step on
- Incorrect gait at walk or jog 2 strides or less
- Both feet in space
- Skip space
- Split pole
- Failure to meet correct strides

3 point penalties

- Incorrect or break of gait at walk or jog over 2 strides
- Out of lead or break of gait at lope
- Knockdown
- Step out or jump off with one foot (after entering)

5 point penalties

- Step out or jump off with 2 or more feed (after entering)
- Drop object
- 1st refusal or evade
- Dropping gate
- 2nd refusal or evade
- Install fear or praise

0 point score

- Work obstacle wrong
- Two hands on the reins with a curb bit (**except Youth in Youth Class Only**)
- Fingers between the romal reins
- Wrong line of travel
- Working outside course boundary
- Illegal equipment
- Leaving working area before pattern is complete
- Fail to complete obstacle
- Excessively or repeatedly touching horse
- Overturns of more than ¼ turn
- No attempt to perform obstacle
- Performing obstacles out of order

LaSH Reining Class

Reining — This class measures the ability of the western stock horse to perform many basic handling maneuvers. The horse should guide willingly without undue resistance.

Scoring Stock Horse Reining — Horses will be scored from 0 to 100 with a 70 score denoting an average penalty free run. The pattern is broken down into maneuvers to be scored +/- 1½ points on each maneuver depending on the quality and degree of difficulty.

Quality Score — Each maneuver (circles, lead changes, stops, spins, and rollbacks) receives a quality score denoting the correctness and degree of difficulty of the maneuver. The scores will range from a -1½ to +1½ depending on its quality. Half points can be used, a "0" score being average. **RIDERS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT.** Youth will not be penalized for riding with two (2) hands in the Youth Division ONLY, but credit may be given for riding with one hand. **HOWEVER, YOUTH RIDING IN OTHER DIVISIONS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT.**

Penalties:

0 score—Open, NonPro, Jr. Horse, and Amateur riders will receive a score of "0" in any pattern if they fail to run the correct pattern. All disqualified riders will be placed at the bottom of the class and will receive one (1) point.

- Failure to complete pattern as given (i.e. over under spin more than ¼ turn)
- **RIDERS WILL BE DISQUALIFIED FOR RIDING WITH TWO HANDS ON REINS WITH A CURB BIT.** Youth will not be penalized for riding with two (2) hands in the Youth Division ONLY, but credit may be given for riding with one hand.
- Fingers between the Romal reins or more than the index finger with split reins
- Horse balking
- Bloody mouth (inside)

NO SCORE

- Abuse
- Lameness

0 score continued

- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back is called for in the pattern

NE – Failure of an exhibitor to attempt to work the pattern

½ point penalties

- Not changing leads simultaneously
- Jogging first two strides
- Over or under spin 1/8 turn

1 point penalties

- Cumulative per every ¼ circle out of lead
- Slipping rein in the bridle
- Over or under spin ¼ turn
- Scotching or anticipating stop
- Excessive whipping or spurring

2 point penalties

- Lead missed around end of arena past second corner
- Not ever changing leads in patterns where there is only ½ circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait
- Jogging beyond two strides [Simple lead changes must be made within two strides]
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first ¼ of the circle, after a lope departure, is a break of gait

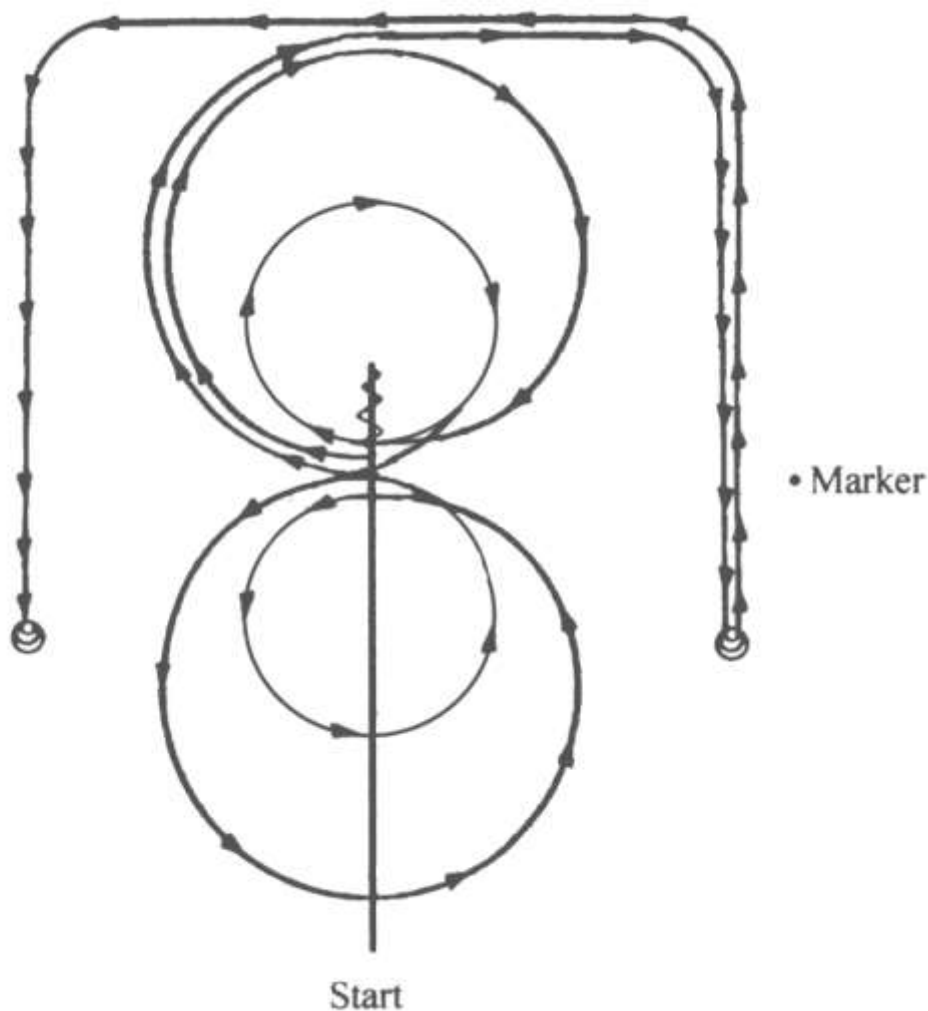
5 point penalties

- **Novice and Youth division riders ONLY—Off pattern**—the penalty is incurred on each maneuver that is performed off pattern or out of sequence. Examples would include: under or over spinning more than ½ turn, starting circles the wrong direction, rollbacks the wrong way or any maneuver out of order.
- Spurring or hitting in front of cinch at anytime
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate.
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western Attire

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

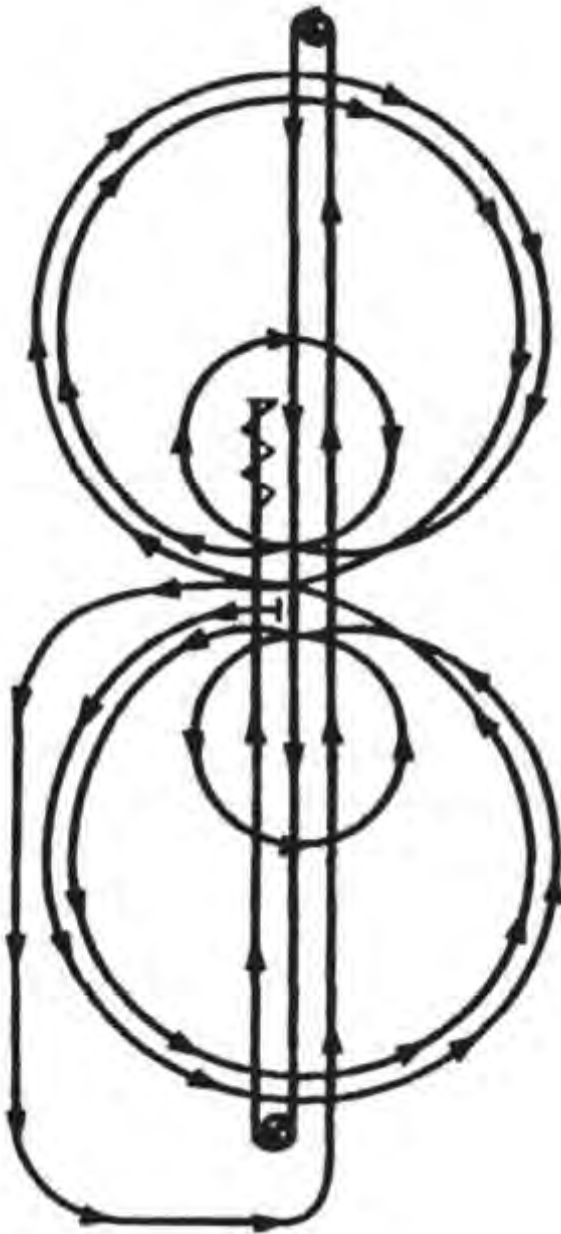
All divisions, including Youth and Novice, will run all Patterns. Youth and Novice have two additional patterns available **when the arena is small**. Patterns are rotated throughout the year. At some locations, however, the size of the arena dictates specific patterns. **Novice and Youth are allowed to do simple lead changes. A simple lead change must be made within two (2) strides.**

Reining 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. 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 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 1/2 spins to the left. Hesitate to complete pattern.

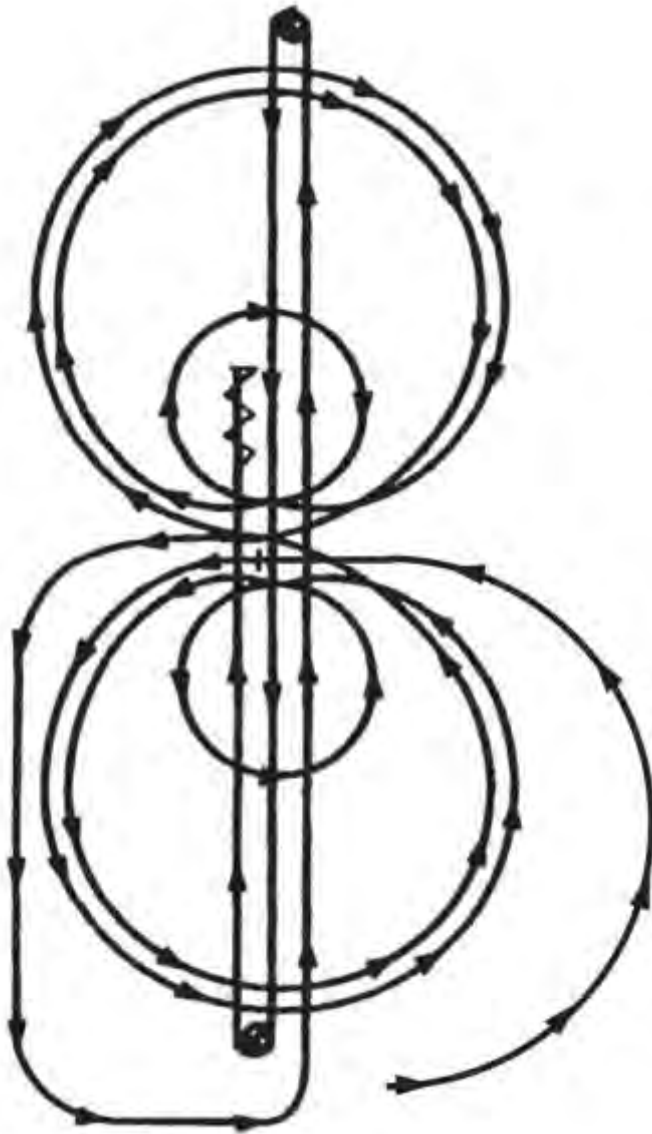
Reining Pattern #2



Trot to center of arena, stop. Start pattern.

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.

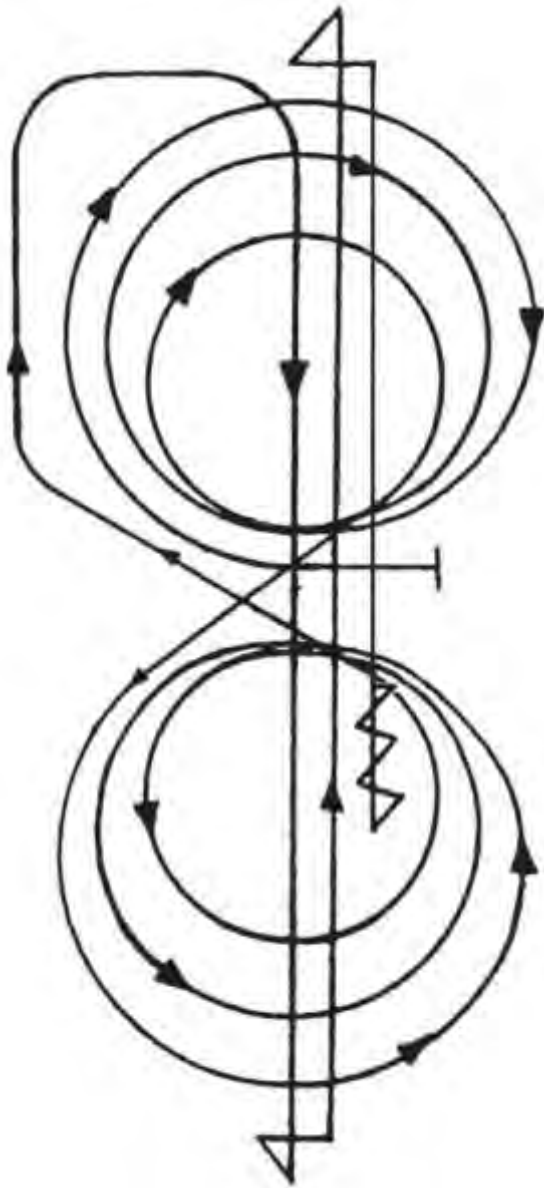
Reining Pattern #2 – Lope In



Begin on Left Lead. At the center, without stopping or breaking gait, begin pattern.

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.

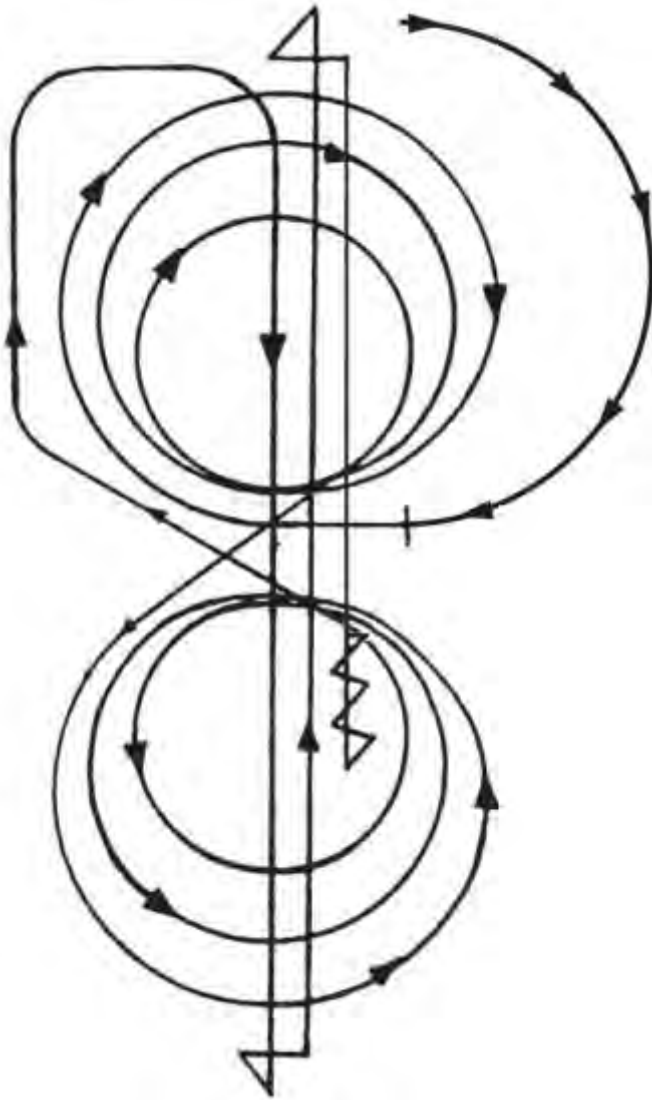
Reining Pattern #3



Trot to center of arena, stop. Start pattern.

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.

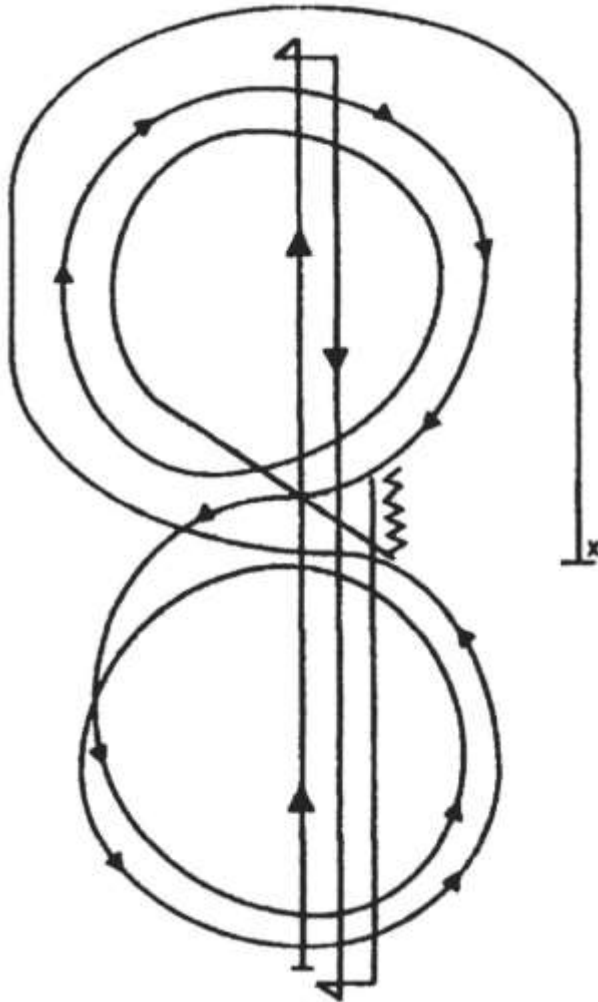
Reining Pattern #3 – Lope In



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

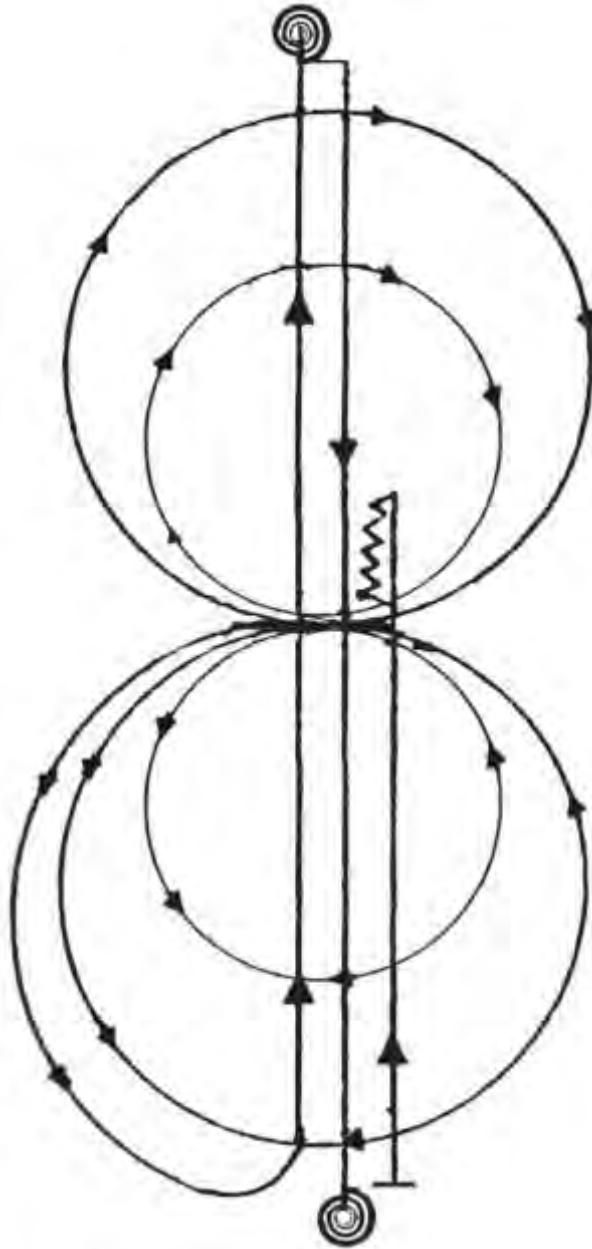
1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
2. Continue loping around end of arena without breaking gait.
3. Run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

Reining Pattern #4



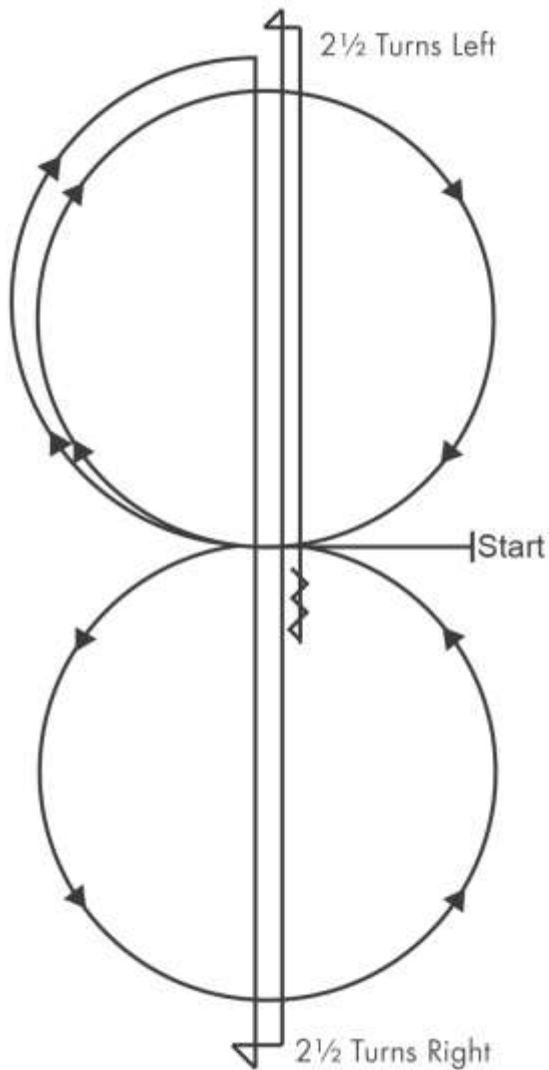
1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back at least 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.

Reining Pattern #5



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.

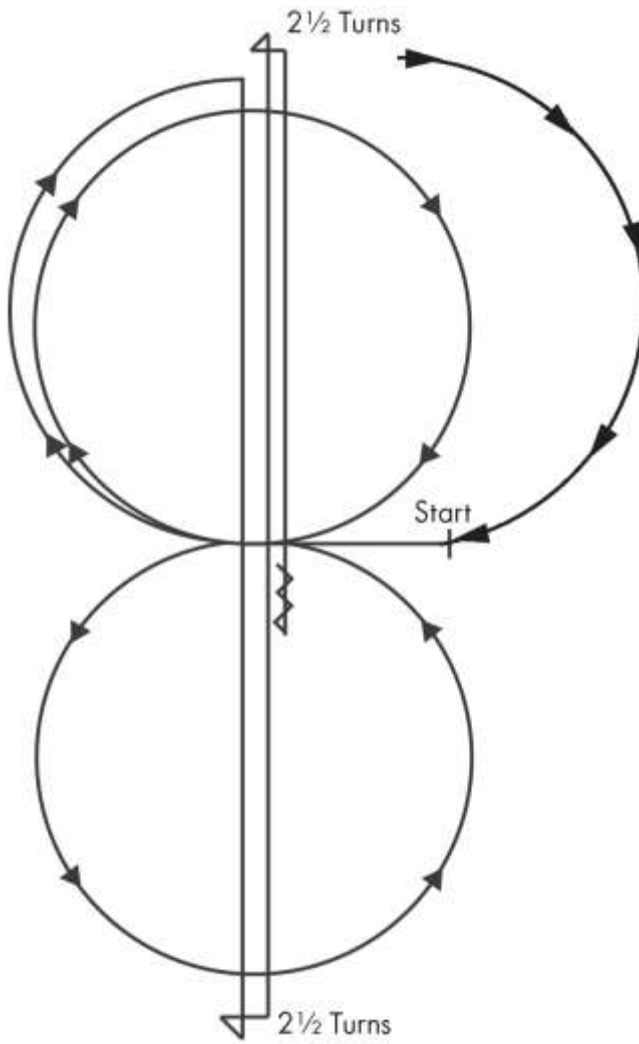
Reining Pattern #6



Trot to center of arena, stop. Start pattern.

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.

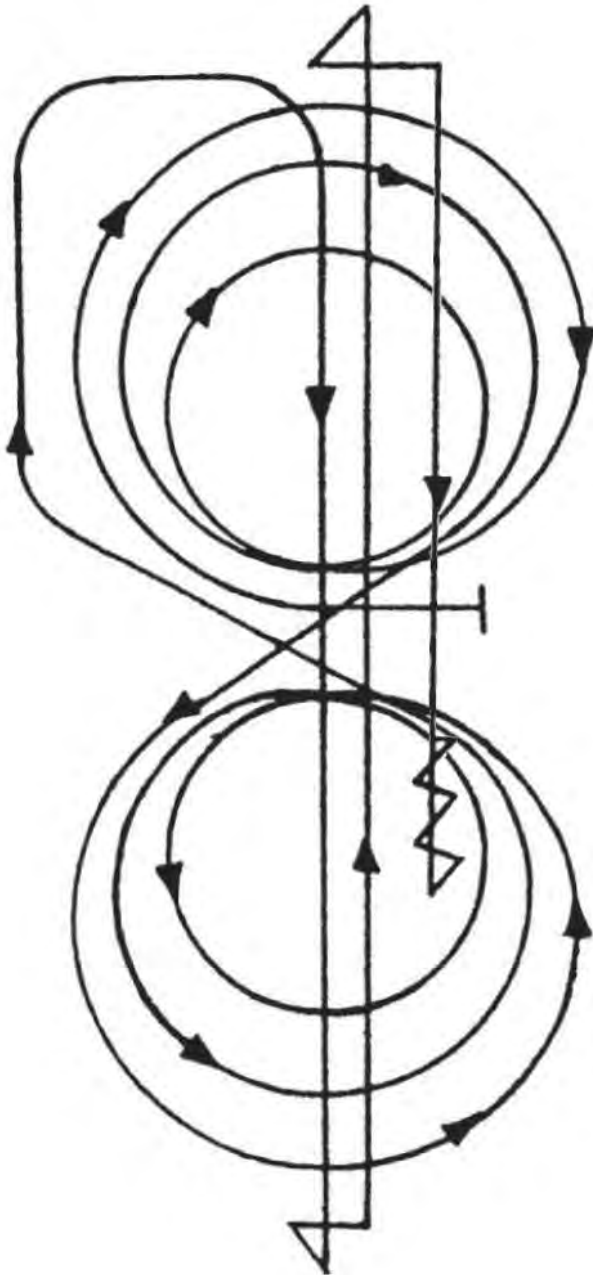
Reining Pattern #6 – Lope In



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

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.

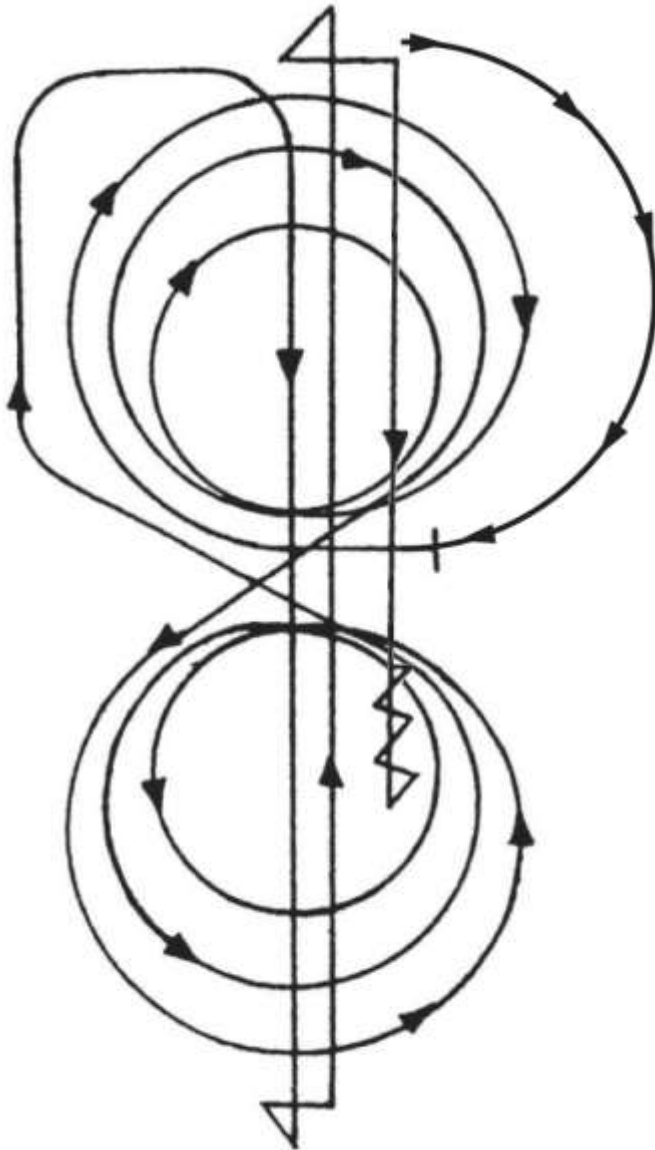
Reining Pattern #7



Trot to center of arena, stop. Start pattern.

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.

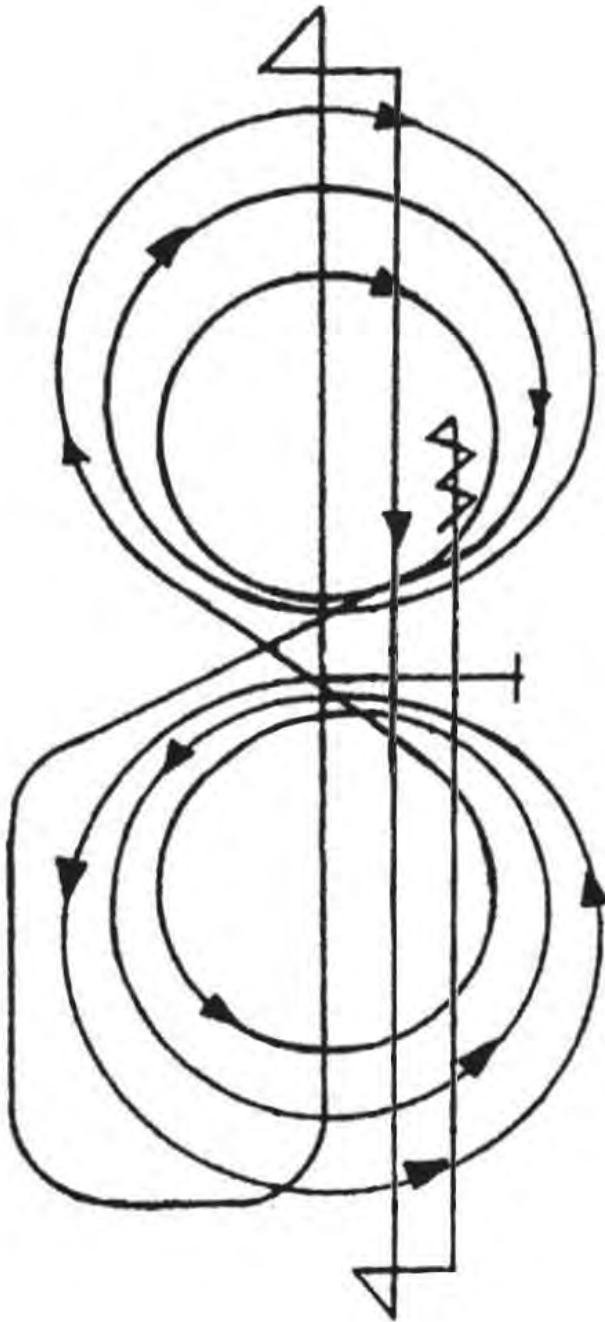
Reining Pattern #7 – Lope In



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

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.

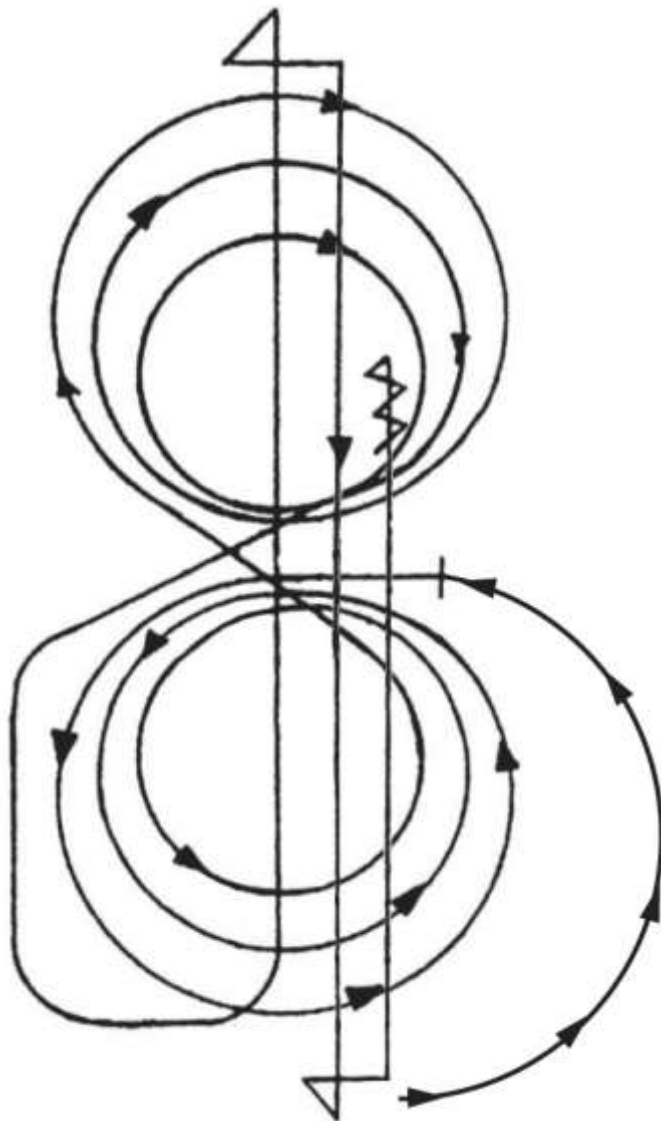
Reining Pattern #8



Trot to center of arena, stop. Start pattern.

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.

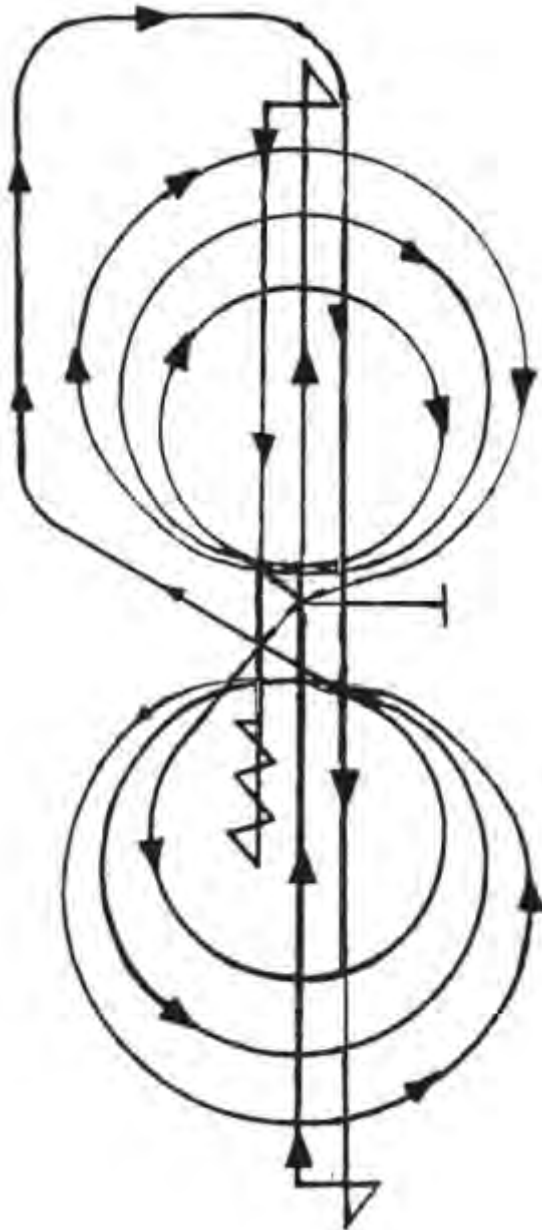
Reining Pattern #8 – Lope In



Begin on left lead. At the center, without stopping or breaking gait, begin.

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.

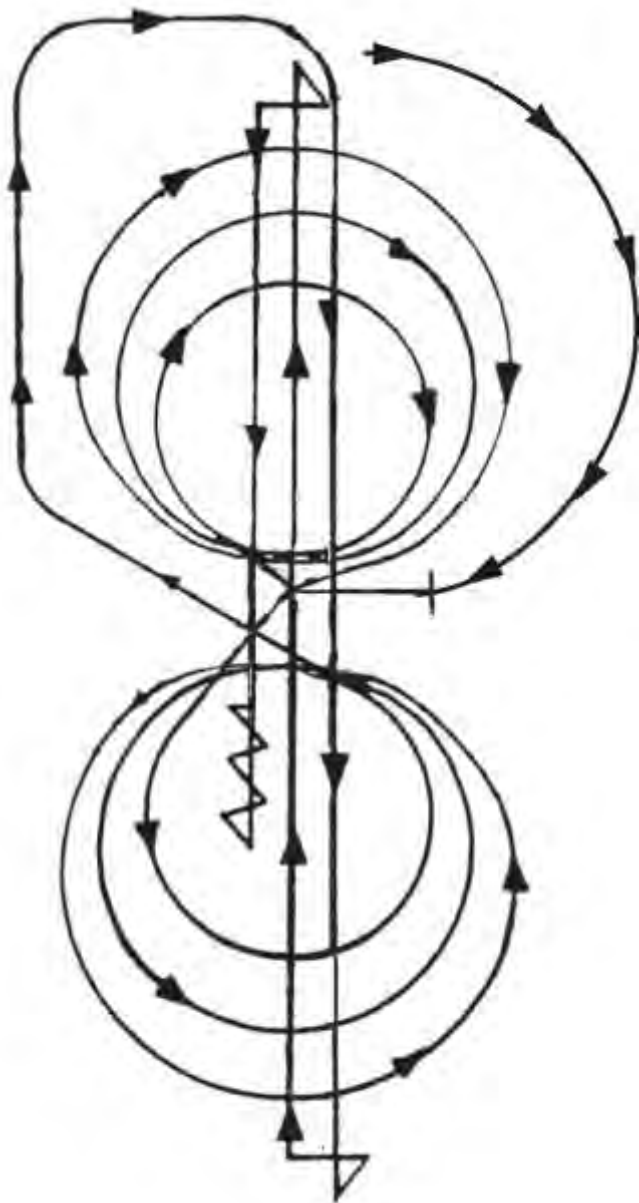
Reining Pattern #9



Trot to center of arena, stop. Start pattern.

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 3½ spins to the left.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3½ spins to the right.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

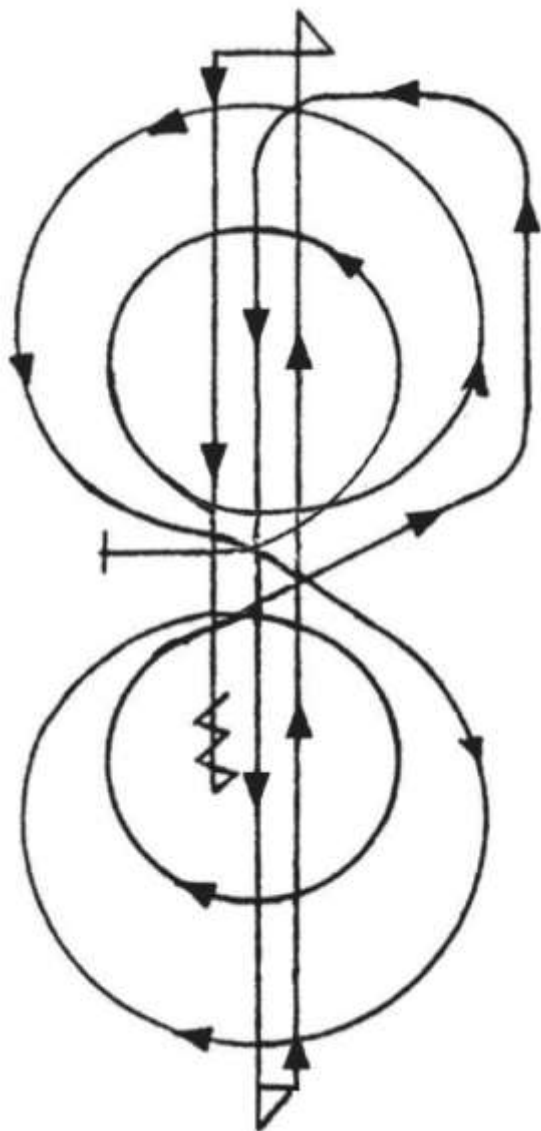
Reining Pattern #9 – Lope In



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

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 3½ spins to the left.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3½ spins to the right.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

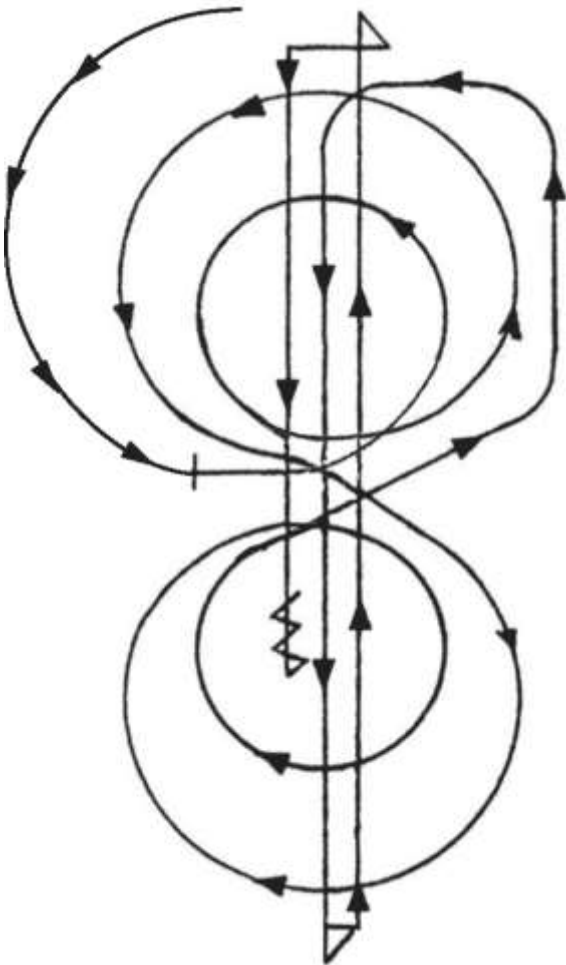
Reining Pattern #10



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 $3\frac{1}{2}$ 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.

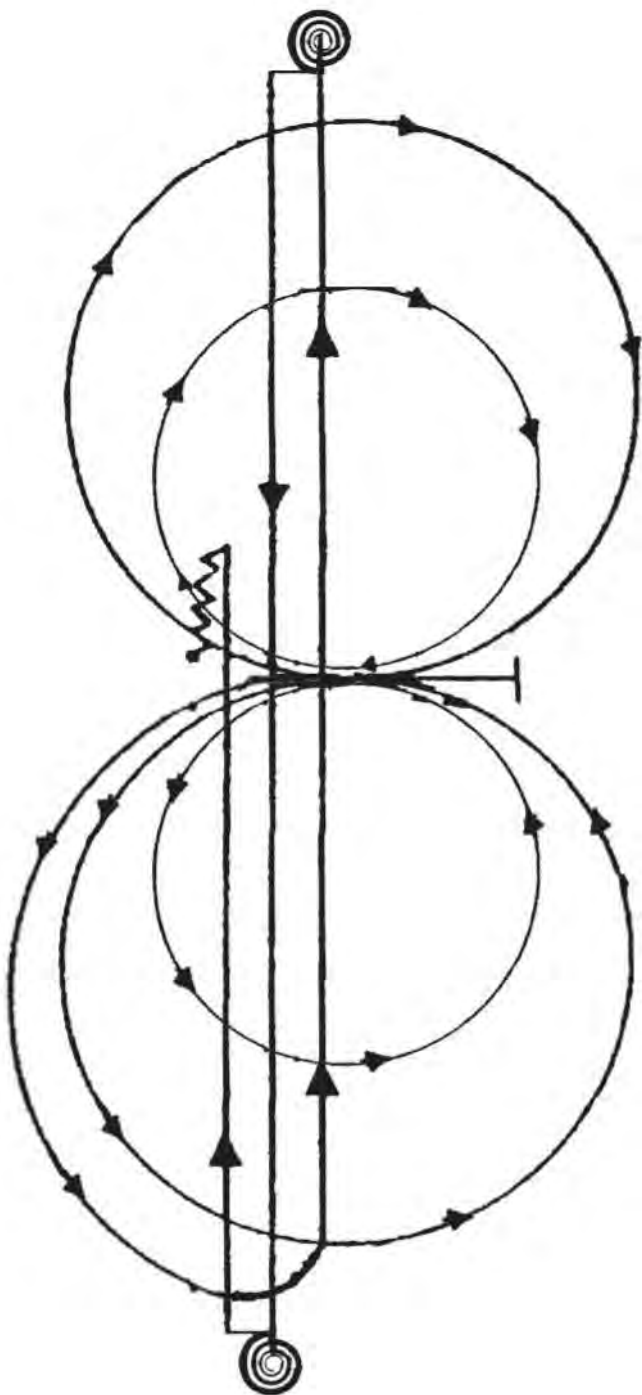
Reining Pattern #10 – Lope In



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

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.

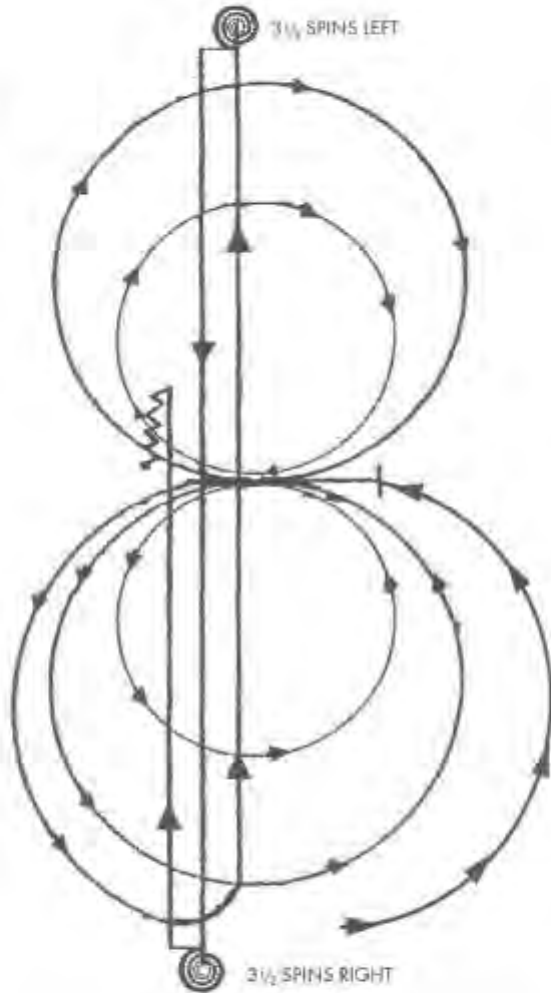
Reining Pattern #11



Trot to center of arena, stop. Start pattern.

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.

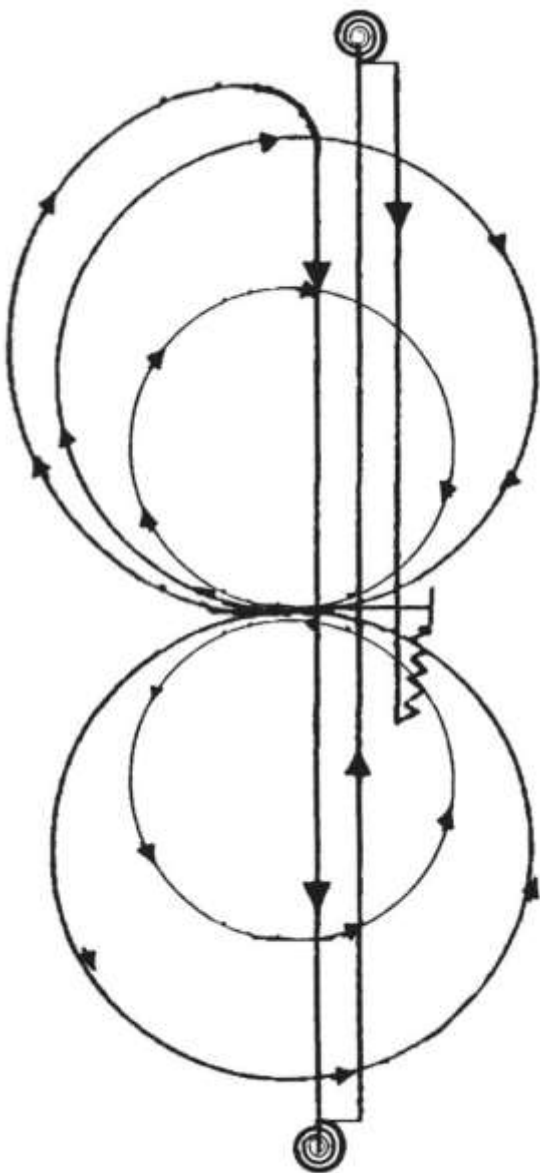
Reining Pattern #11 – Lope In



Begin on left lead. At the center, without stopping or breaking gait, begin.

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 east 10 feet. Hesitate to complete pattern.

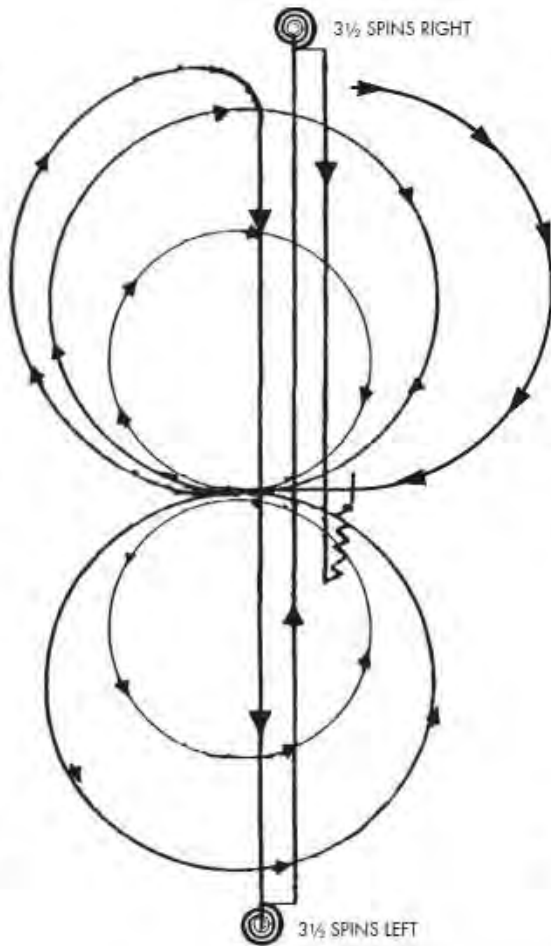
Reining Pattern #12



Trot to center of arena, stop.

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 $3\frac{1}{2}$ 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.

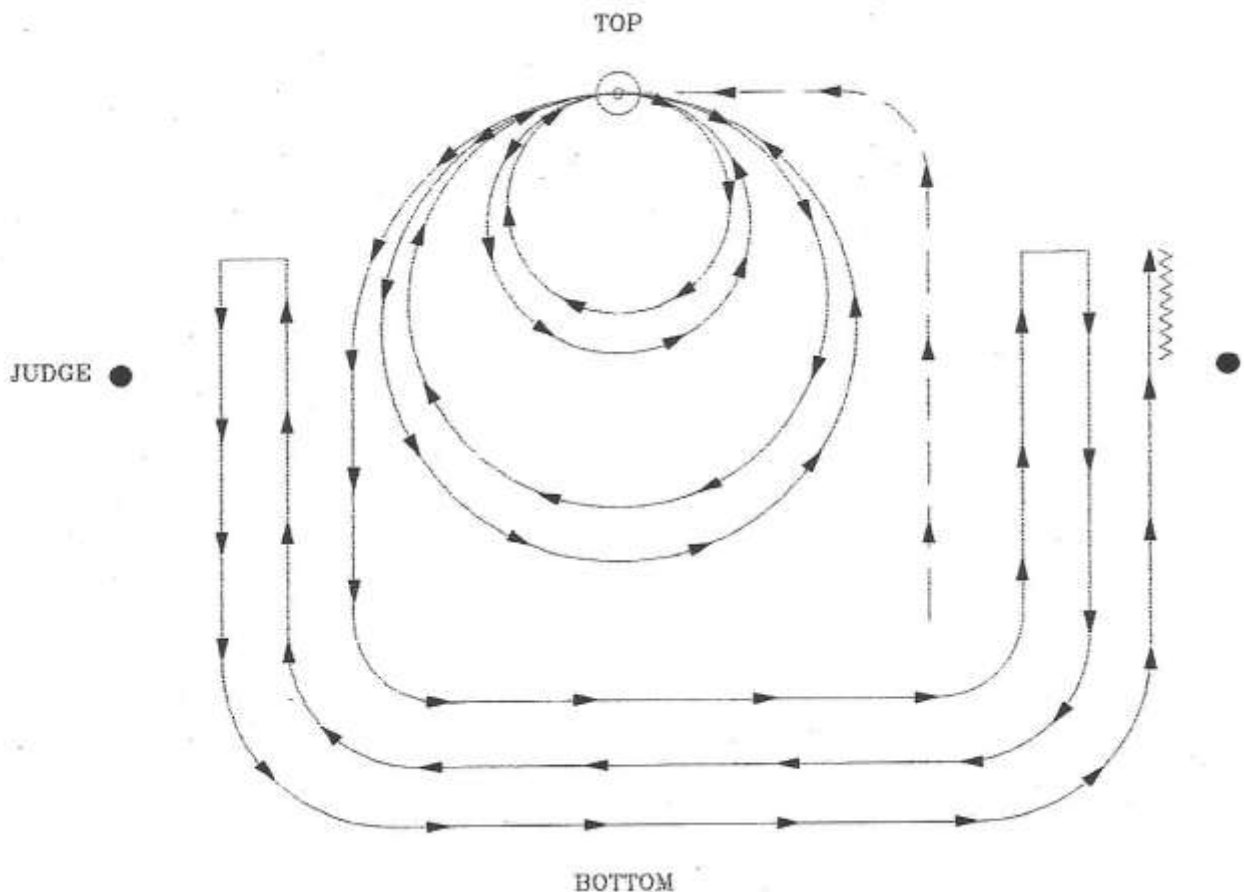
Reining Pattern #12 – Lope In



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

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 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.

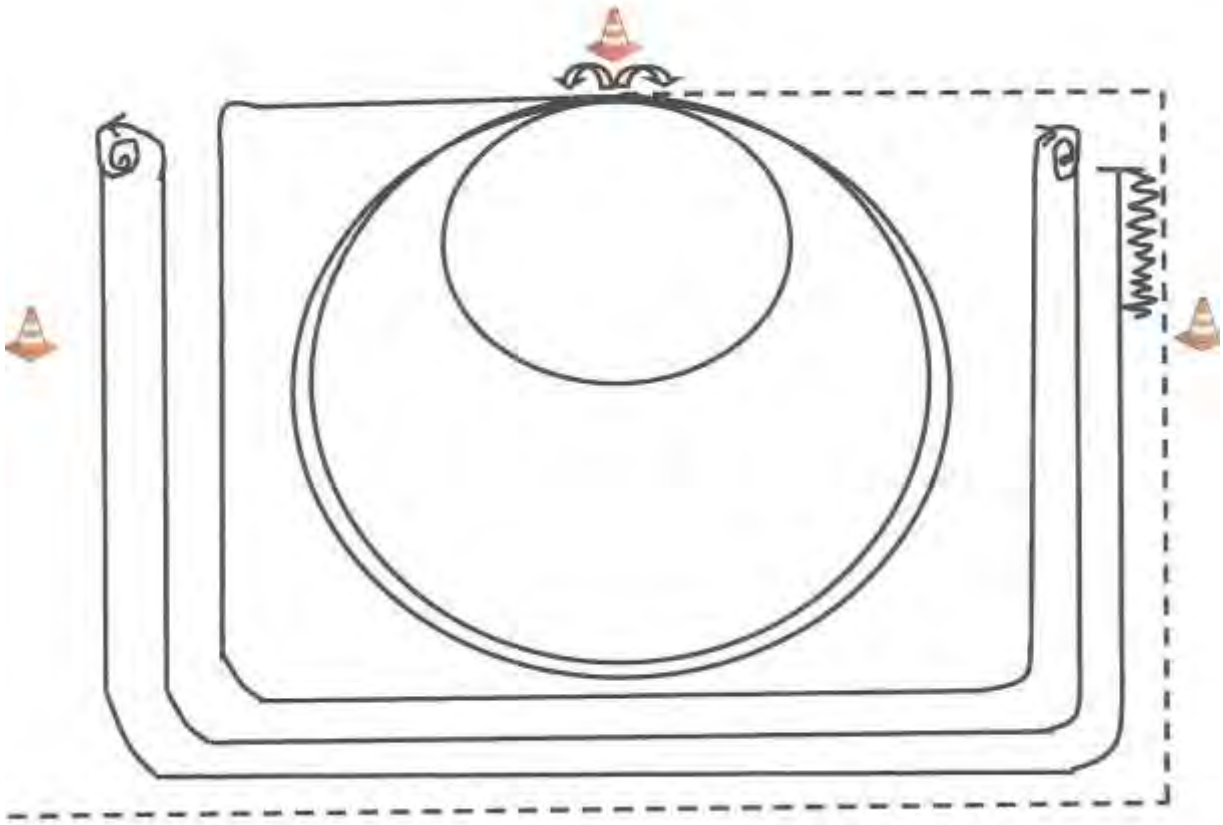
Novice & Youth Small Reining Pattern #1



Trot to the top of the pattern. Stop. Start pattern facing toward the judge.

1. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Stop at the top of the pattern.
2. Complete 2½ spins to the right.
3. Beginning on the right lead, complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Stop at the top of the pattern.
4. Complete 2½ spins to the left.
5. Beginning on the left lead, lope around the end of the arena without breaking gait or changing leads, run around the arena past marker, execute a square sliding stop. Rollback to the right.
6. Run around the arena past marker, execute a square sliding stop. Rollback to the left.
7. Run around the arena past marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

Small Reining Pattern #2



Horses should trot to the top of the pattern. Stop. Start the pattern facing the left wall or fence.

1. Beginning on the left lead, complete 3 circles to the left, the first two circles large and fast, third small and slow. Stop at the top of the pattern, and complete a rollback to the right. Hesitate.
2. Beginning on the right lead complete 3 circles, the first two circles large and fast, the third circle small and slow. Stop at the top of the pattern, and complete a rollback to the left. Hesitate.
3. Beginning on the left lead, lope around the arena without breaking gait, run around the arena past the marker, execute a square sliding stop.
4. Complete 3 1/2 spins to the right.
5. Beginning on the right lead, lope around the end of the arena without breaking gait, run around the arena p
6. Beginning on the left lead run around the arena past the marker, execute a square sliding stop. Back at least ten feet. Hesitate to complete pattern.

All Classes **Louisiana Stock Horse Association**

Cutting

- 1 POINT PENALTIES:**
 A- (Miss) losing working advantage
 B- Noise directed to cattle
 C- Working out of position
 D- Tow, foot, or stirrup on shoulder
- 3 POINT PENALTIES:**
 A- Hot quit
 B- Cattle picked up or scattered
 C- Back fence
- 5 POINT PENALTIES:**
 A- Horse pulling a coil
 B- Losing a coil
 C- Clanging coils after specific commitment
 D- Failure to separate a single animal after leaving the herd
 E- Blatant disobedience
 F- Spurring or tilting in front of the cattle at any time.
- 0- SCORE**
 A- Horse turns tail
 B- Using two hands on the reins with a curb bit (except Youth in Youth class only)
 C- Finger(s) between normal reins (not applicable for split reins)
 D- Illegal equipment
 E- Leaves working area before time expires
 F- Fall of horse or rider (shoulder and hip on the ground with legs out to the side)
 G- Bloody Mouth (inhibit)
 H- Improper Western Attire
- No Score:**
 A- Abuse
 B- Lameness
- Credit for putting hand down**
- Credit - Run Content**
 (+ Excellent / + Above Average / + Average / - Below Average / - Poor)
- Herd Work:** (+ / + / + / + / + / -)
Leaving the Cows: (+ / + / + / + / + / -)
Degree of Difficulty: (+ / + / + / + / + / -)
Eye Appeal: (+ / + / + / + / + / -)
Amount of Working Time: (+ / + / + / + / + / -)
Amount of Courage: (+ / + / + / + / + / -)
Loose Reins: (+ / + / + / + / + / -)
Excessive Herd Help: (-)

NO PENALTY—Youth using 2 leads in Youth Class ONLY **NOTE:** Judge may blow his/her whistle at any time to terminate the work.

NE - Failure of an exhibitor to attempt to complete the work. A score of zero will be given if the work is not complete at that time.

#	HORSE	PENALTIES			RUN CONTENT				(+ / + / + / + / + / -)				SCORE	Placing	Points
		1 point	3 point	5 point	Herd Work	Control of Eyes	Degree of Difficulty	Eye Appeal	Working Time	Courage	Loose Reins	Excessive Herd Help			
1															
2															

Louisiana Stock Horse Association

RANCH TRAIL JUDGES CARD

- 1/2 POINT PENALTIES:**
 - Each tick of log, pole, cone or obstacle
- 1 Point Penalties**
 - Hit or step on
 - Incorrect gait at walk or jog 2 strides or less
 - Both feet in space
 - Skip space
 - Split pole
 - Failure to meet correct strides
- 3 Point Penalties**
 - Incorrect or break of gait at walk or jog over 2 strides
 - Out of lead or break of gait at lope
 - Knockdown
 - Step out or jump off with one foot (after entering)
- 5 Point Penalties**
 - Step out or jump off with 2 or more feet (after entering)
 - Drop Object
 - 1st refusal or evade
 - Dropping gate
 - 2nd refusal or evade
 - (inhibit) fear or praise
- NO SCORE:**
 - Abuse
 - Lameness

- 0- Point Score

- Work obstacle wrong	- Wrong line of travel	- Fail to complete obstacle
- Two hands on the reins with a curb bit (except YOUTH in YOUTH CLASS ONLY)	- Working outside course boundary	- Excessively or repeatedly touching horse
- Fingers between the normal reins or more than one finger with split reins	- Illegal equipment	- Overturns of more than 1/4 turn
	- Leaving working area before pattern is complete	- No attempt to perform obstacle
		- Performing obstacles out of order

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#	CONTESTANT / HORSE	MANEUVER								Penalty Total	SCORE	Placing	Points
1		PENALTY											
		SCORE											

Open and NonPro

Louisiana Stock Horse Association

COW WORK JUDGE CARD

GUIDE FOR NEW COW: (At judges' discretion, rider will receive new cow(s) as necessary to show Horse)

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

- A- Maintaining control of the cow at all times
- B- Exhibiting superior cow sense and natural ability without excessive reining or spurring
- C- Degree of difficulty
- D- Eye Appeal

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 or first run
- W- Excessive whipping, spurring, or hitting

2 POINT PENALTIES

- A- Going around corner of arena before turning cow
- B- In an open field turn animal gets within 3 feet of the end fence before being turned

NO SCORE:
A- Abuse
B- Lameness

5 POINT PENALTIES

- A- Not getting a turn each way (5 points each way)
- B- Spurring or hitting in front of cinch at anytime
- C- Blatant disobedience (kicking, biting, bucking, rearing and striking or obviously insubordinate)
- R- Two loop catch when roping in Open/NonPro/ Jr Horse Classes
- Y- Not completing the turn before pulling rope

0- SCORE

- A- Turn tail
- B- Using two hands on the reins with a curb bit
- C- Fingers between the reins with more than the index with split reins
- 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 (shoulder and hip on the ground with legs out to the side)
- J- Quit work before all maneuvers have been completed prior to time and judge blowing whistle
- K- Schooling horse between cows; if new cow
- L- Rider hits or locks the animal being worked with reins in an abusive manner

3 POINT PENALTIES

- E- Exhausting or overworking before ending cow
- H- Hanging up on fence (refusing to turn)
- K- Knocking down cow without leaving working advantage
- R- Two loop catch when roping in Open/NonPro/ Jr Horse Classes

NE: Failure of an exhibitor to attempt to work the pattern (force work)

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

RUN CONTENT:
(+ Above Average, ✓ Average, - Below Average)

#	HORSE	RUN CONTENT (+ Above Average, ✓ Average, - Below Average)							JPT PRODUCT	SFT PRODUCT	EPT PRODUCT	SCORE	Placing	Points	
		MANEUVER	Basing	Drive	Timing	Form & Quality of Turns	Clipping	Position & Control							Degree of Difficulty
1		PENALTY													
		CONTENT													

Jr Horse & Amateur

Louisiana Stock Horse Association

COW WORK JUDGE CARD

GUIDE FOR "NEW COW"

(At judges' discretion, rider will receive new cow(s) as necessary to show Horse)

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

- A- Maintaining control of the cow at all times
- B- Maintaining Proper Position
- C- Degree of difficulty
- D- Eye Appeal
- E- Time Worked

1 POINT PENALTIES

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive whipping, spurring or hitting

3 POINT PENALTIES

- L- Loss of Control and cow leaves end of arena

5 POINT PENALTIES

- B- Spurring or hitting in front of cinch, at anytime
- 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 with a curb bit
- C- Fingers between the reins with reins or more than the index finger with split reins
- 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 (shoulder and hip on the ground with legs out to the side)
- J- Schooling between cows, if a new cow is awarded
- K- Improper Western Aste

NO SCORE:

- A- Abuse
- B- Lameness

NE: Failure of an exhibitor to attempt to complete the work.

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

#	Contestant/Horse	Basing	Drive	Timing	RUN CONTENT (+ Above Average, ✓ Average, - Below Average)					SCORE	Placing	Points
					Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked			
1												

Novice

Louisiana Stock Horse Association

Novice COW WORK JUDGE CARD

GUIDE FOR "NEW COW"

(At judges' discretion, rider will receive new cow(s) as necessary to show horse)

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

- A- Maintaining control of the cow at all times
- B- Maintaining Proper Position
- C- Degree of difficulty
- D- Eye Appeal
- E- Time Worked

1 POINT PENALTIES

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive whipping, spurring or holtering

3 POINT PENALTIES

- L- Loss of Control and cow leaves end of arena

5 POINT PENALTIES

- B- Spurring or hitting in front of cinch, at anytime
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

D- SCORE

- A- Turn tail
- B- Using two hands on the reins with a curb bit
- C- Fingers between the reins with hand or worse than the index finger with left hand
- 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 (shoulder and hip on the ground with legs out to the side)
- J- Schooling between cows, if a new cow is awarded
- K- Improper Western Attire

NO SCORE:

NE - Failure of an exhibitor to attempt to complete the work.

A- Abuse

B- Lameness

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

#	Contestant/Horse	Boring	Drive	Backing	RUN CONTENT(+ Above Average, /Average, - Below Average)							Placing	Points
					Position & Control	Degree Of Difficulty	Eye Appeal	Courage	Time Worked	Penalties	SCORE		
1													

Youth 14-18 and 13 & Under

Louisiana Stock Horse Association

COW WORK JUDGE CARD

GUIDE FOR "NEW COW"

(At judges' discretion, rider will receive new cow(s) as necessary to show horse)

- A- Cow that won't run
- B- Cow that doesn't respect horse
- C- When cow leaves arena

CREDITS

- A- Maintaining control of the cow at all times
- B- Maintaining Proper Position
- C- Degree of difficulty
- D- Eye Appeal
- E- Time Worked

1 POINT PENALTIES

- A- Loss of working advantage
- P- Working out of Position
- W- Excessive whipping, spurring or holtering

3 POINT PENALTIES

- L- Loss of Control and cow leaves end of arena

5 POINT PENALTIES

- B- Spurring or hitting in front of cinch, at anytime
- C- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking or obviously insubordinate

No Penalty—Youth using 2 hands in Youth Class ONLY

D- SCORE

- A- Turn tail
- C- Fingers between the reins with hand
- 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 (shoulder and hip on the ground with legs out to the side)
- J- Schooling between cows, if a new cow is awarded
- K- Improper Western Attire

NO SCORE:

NE - Failure of an exhibitor to attempt to complete the work.

A- Abuse

B- Lameness

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time. Each Work will be limited to 50 seconds

#	Contestant/Horse	Boring	Drive	Backing	RUN CONTENT(+ Above Average, /Average, - Below Average)							Placing	Points
					Position & Control	Degree Of Difficulty	Eye Appeal	Courage	Time Worked	Penalties	SCORE		
1													

All Divisions

Louisiana Stock Horse Association

REINED WORK JUDGES CARD

1/2 POINT PENALTIES:

- Not changing leads simultaneously
- Jogging first two strides
- Over or under spin 1/8 turn

1 Point Penalties

- Cumulative per every 1/4 circle out of lead
- Slipping rein in the bridle
- Over or under spin 1/4 turn
- Scooting or anticipatory stop
- Excessive whipping or spurring

NO SCORE:

- Abuse
- Lameness

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

0 - Score

- Failure to complete the pattern as given (i.e. over under spin more than 1/4 turn)
- Two hands on the reins with a curb bit
- Fingers between the reins or more than the index finger with split reins
- Horse balking
- Bloody mouth (inside)
- Illegal equipment
- Leaving working area before pattern is complete
- Fall of horse or rider (shoulder and hip on the ground with legs out to the side)
- Backing more than 2 strides when no back up is called for in the pattern

5 Point Penalties

- Spurring or hitting in front of cinch at anytime
- Eminent disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate
- Jogging in excess of one-half circle or one-half the length of arena
- Improper Western Attire

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

NE - Failure of an exhibitor to attempt to work the pattern

Contestant		MANEUVER SCORES: + 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											Penalty Total	SCORE	Placing	Points	
#	HORSE	MANEUVER DESCRIPTION	1	2	3	4	5	6	7	8	9	10					
1		PENALTY															
		SCORE															

All Divisions		LaSH PLEASURE CLASS -- Maneuvers will be applicable to pattern used											TOTAL SCORE 100 pts possible	Placing	Points
Contestant	Horse	1	2	3	4	5	6	7	8	9	10				
1		1 to 10	1 to 10	1 to 10	1 to 10	1 to 10	1 to 10	1 to 10	1 to 10	1 to 10	1 to 10				
2															