

EV-200 American Stock Horse Association Classes

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

EV-230 ASHA Stock Horse Reining Class

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

A. These maneuvers include:

Stops

Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet

Spins

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

Rollbacks

Rollbacks are the 180 degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a canter, as one continuous motion. There should be no hesitation; however a slight pause to regain footing or balance should not be deemed hesitation. The horse should not step ahead or backup prior to rolling back.

Circles

Circles are maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide and degree of difficulty in speed and speed changes. Circles must at all times be run in the geographical area of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed and size of a small, slow circle and a large, fast circle and the speeds to the left and right should be consistent.

Backups

A backup is a maneuver requiring the horse to be moved in a reverse motion in a straight line a required distance, at least 10 feet.

Hesitate

To hesitate is the act of demonstrating the horse's ability to stand in a relaxed manner at a designated time in a pattern. In a hesitation, the horse is required to remain motionless and relaxed. Reining patterns require a hesitation at the end of the pattern to demonstrate to the judge(s) the completion of the pattern

Lead Changes

Lead changes are the act of changing the leading legs of the front and rear pairs of legs, at a lope, when changing the direction traveled. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. The change of front and rear leads must take place within the same stride to avoid deductions.

Run Downs and Run-arounds

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

B. Scoring Stock Horse Reining

Credits: + Overall smoothness of pattern

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

Deductions: to be subtracted from maneuver scores are as follows

Five Point Deductions:

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

Two Point Deductions:

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

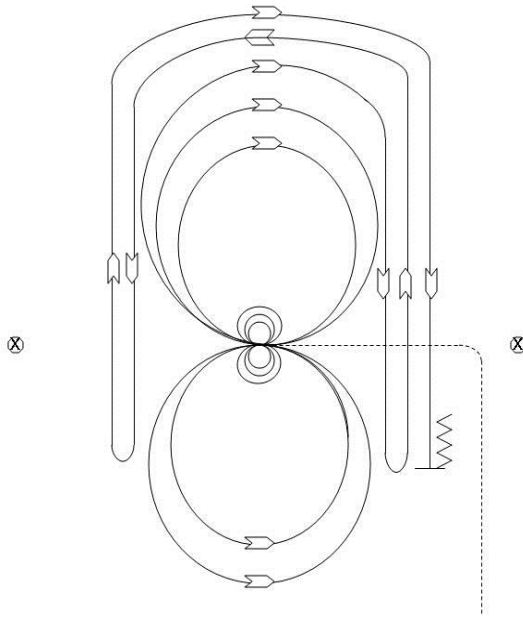
One point Deduction:

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

One-half point Deduction:

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

ASHA Stock Horse Reining Pattern # 1



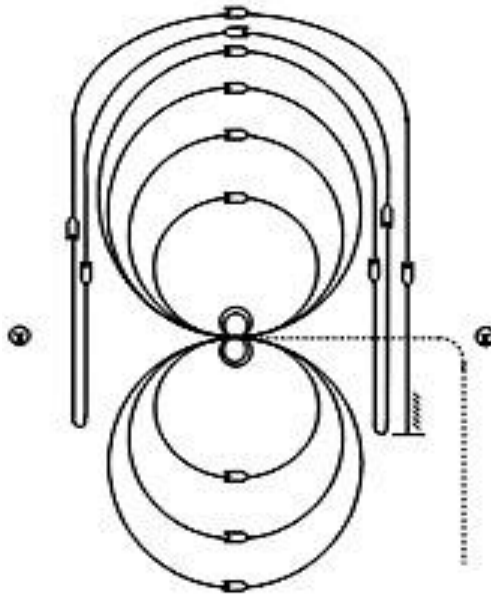
Mandatory Markers:

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

Ride pattern as follows:

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

ASHA Stock Horse Reining Pattern # 2



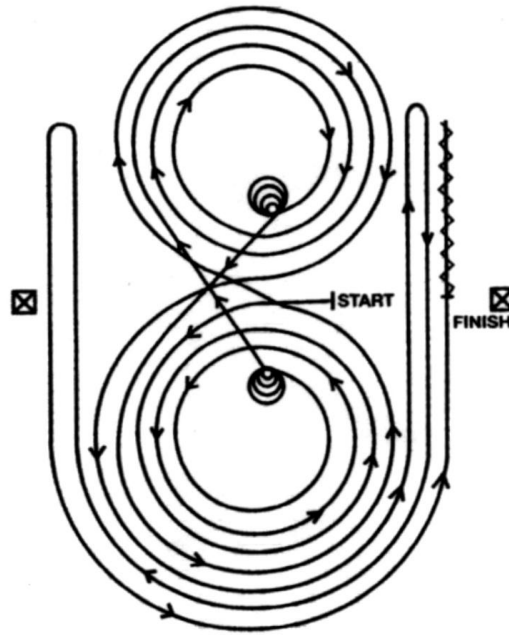
Mandatory Marker along Fence or Wall

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

Ride pattern as follows:

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

ASHA Stock Horse Reining_Pattern # 3



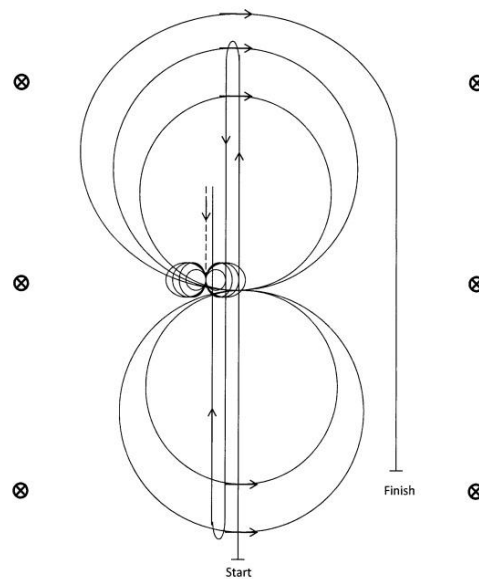
Mandatory Marker along Fence or Wall.

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

Ride Pattern as follows:

1. Enter arena at sitting trot. Walk or stop before lope.
Begin at the center of the arena facing the left wall or fence
2. Begin on the left lead and complete three circles to the left. (The first two circles should be large and fast; the third circle small and slow.) Stop at the center of the arena. Hesitate.
3. Complete four spins to the left. Hesitate.
4. Begin on the right lead and complete three circles to the right. (The first two circles should be large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
5. Complete four spins to the right. Hesitate.
6. Begin on the left lead and ran a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right and change leads at the center of the arena.
7. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.
8. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.
9. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at lest ten feet. Hesitate to demonstrate completion of the pattern.

ASHA Stock Horse Reining Pattern # 4



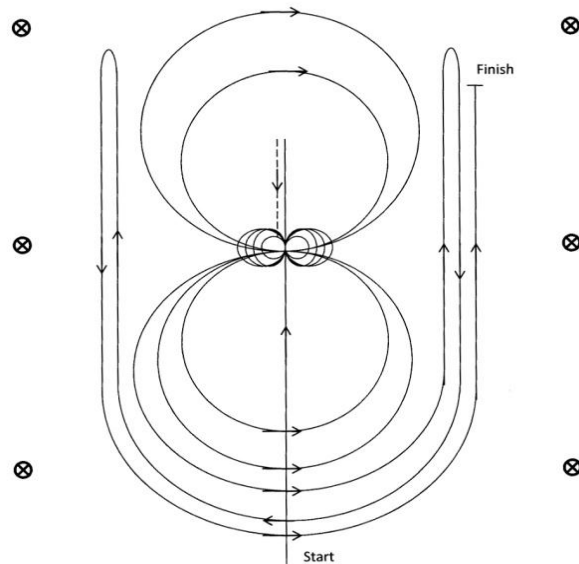
Mandatory Markers along Fence or Wall

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

Ride pattern as follows:

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

ASHA Stock Horse Reining Pattern # 5



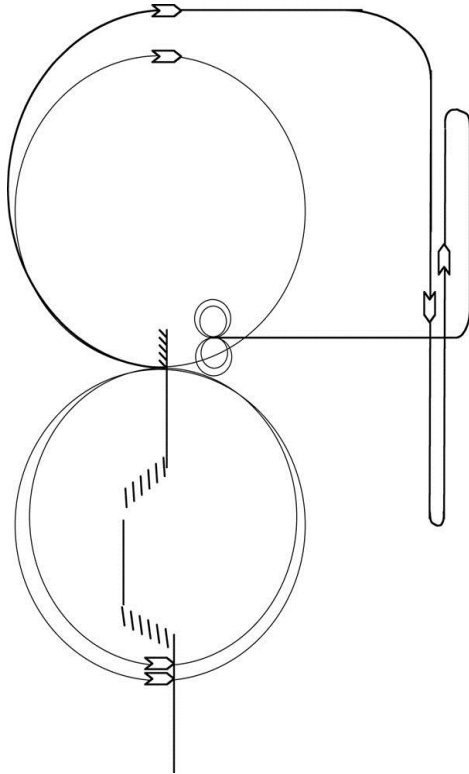
Mandatory Markers along Fence or Wall

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

Ride pattern as follows:

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

ASHA Novice and Youth Stock Horse Reining Pattern # 1



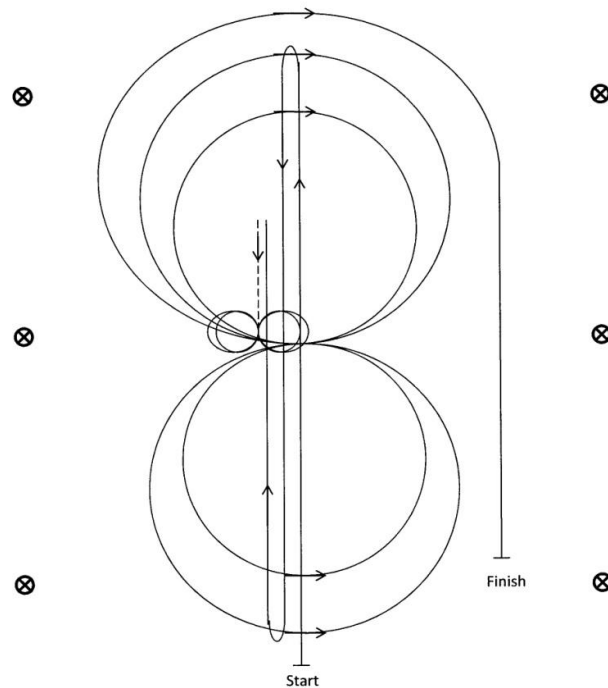
Ride pattern as follows:

1. Enter arena at SITTING TROT
2. TWO-TRACK LEFT, straight TROT, TWO-TRACK RIGHT

[Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]

3. Move up to an EXTENDED TROT
4. STOP and BACK; Make left 90 degree PIVOT
5. Begin on right lead and LOPE 1 fast circle
6. CHANGE LEADS; LOPE two fast circles to left
7. CHANGE LEADS; LOPE, beginning a second RIGHT circle
8. Continue circle to wall and LOPE down wall
9. Make LEFT ROLL BACK using wall as assistance
10. LOPE straight down wall; Make RIGHT ROLL BACK using wall as assistance
11. LOPE to middle of arena; STOP
12. Make TWO SPINS EACH DIRECTION
13. Exit arena at a TROT.

ASHA Novice and Youth Stock Horse Reining Pattern # 2



Ride pattern as follows:

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



Judge's Signature _____



Judge's Signature _____



Judge's Signature _____



Judge's Signature _____



Judge's Signature _____



Novice-Youth Reining Pattern # 1 Scoresheet

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Judge's Signature _____

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Judge's Signature _____