

# Judges Guidelines

## What Makes ASHA Different

**SCORING & SCORESHEETS:** Intended to be positive and straight forward, always encouraging growth and improvement.

- Scoring system is positive (1-10), giving the horse credit for what they accomplish, rather than using a negative penalty scoring system, which leads to many discouraging disqualifications or a no score. Scores of 8-10 are High Quality, 5-7 Average Quality, and 1-4 Major Faults.
- Exhibitors are disqualified and given a **0 for the entire run**:
  - 1) Illegal Equipment: Tie-downs, running martingales, mechanical hackamores, single rein or cavessons
  - 2) Obvious lameness
  - 3) Inhumane treatment or misconduct of riders
- Exhibitors are given a **0 for a maneuver** if an exhibitor leaves out part of a class or chooses to not attempt a maneuver, a portion of the score for this maneuver may be 0. All maneuvers attempted receive at least a 1.
- ASHA has tie breaker boxes on each of the score sheets. Rank ALL maneuvers in the order that you would like to use to break ties. When judging, mark each maneuver as objectively as possible, sign your sheet and turn it in to the show secretary. Show staff will total scores and break ties using your ranking order of maneuvers or obstacles.
- ASHA has introduced a COMMENT box (Not Penalty) on the scoresheets, with Credits + and Deductions -. Off Pattern (OP) will be recorded within the comment box and the maneuver will be scored. OP exhibitors do not drop to the bottom of the class within the ASHA show format.
- Class result sheets are posted showing each maneuver and obstacle score for each exhibitor. This helps ASHA meet its goals of helping members recognize their strengths and weaknesses, and to set goals to improve their ability and their performance.
- Even if a horse places last in a class, they still get 1 point.
- ASHA rules state that a judge should place the entire class, without any ties. Use the whole range of points allowed and use ½ points to give you even more distribution.
- Any horse of any age can be shown two-handed with a snaffle bit.
- If a horse is shown in a curb bit, only one hand is allowed on the reins, with customary finger rules. Putting the second hand on the reins is not a disqualification, but receives a 2-point maneuver deduction, per occurrence. This simply reduces the maneuver score by the number of deductions that occurred, but if continuous use of two hands on the reins is used this is considered a major fault.
- Judges should bring a whistle and use it where needed and use it to stop unsafe and dangerous runs. Persons may school in a class if they are not abusive to their horse or have not used up the time allotted for the class. Just reduce scores on specific maneuvers. If a rider is in the arena for a prolonged period or exhibits abusive behavior, blow the whistle, and dismiss and disqualify the rider. If a fall of either horse or rider occurs, blow the whistle to stop the run. The maneuvers completed before the incident should be scored and the rider not disqualified.

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**CLASSES:** Conducted with an effort to keep a horse natural vs artificial, while correct, soft and precise with balance and forward motion. Horses with drooped reins and artificial look cannot be credited.

**Overall Goal** is to encourage exhibitors to participate in all **4 Classes** to create a well versatile stock horse.

1) **Stock Horse Pleasure** - Measures whether the horse is functional and a pleasure to ride, while being a means of transportation from one task to another.

- Show management will place signs as markers around the arena to indicate each change of gait. Judges should check the placement of the markers according to the handbook.
- This class should be judged from the middle of the arena, to view all gaits and transitions.
- Class is run one horse at a time - walk, trot, and lope each direction. The extended lope and trot in one direction only.
- 10 separate maneuvers, Scored 1-10 on each maneuver for a total of 100 points.
- Riders should pick up and balance the horse into the bridle during the transitions.
- Establish an average score for each gait and score horses above or below this standard.
- Include the transitions in your evaluation of the gait in which the horse is going toward.
- Be ready to call a walk score before the horse trots. The pattern is fast. Keep your average in mind and work up and down from there both ways.
- Spread your scores when the performance warrants.

2) **Stock Horse Trail** - Measures the horse's ability to handle everyday work situations and chores.

- No less than 6 and a maximum of 9 obstacles. Scored 1-10 for each obstacle.
- Obstacles are to be common sense and seen in everyday encounters.
- Class is intended to be held on natural terrain.
- This class is not intended to trick exhibitors.

3) **Stock Horse Reining** - Measures how willingly the horse is guided through basic maneuvers.

- This class is run separate from the Working Cow Horse Class.
- If a horse under or over spins he is not disqualified - simply reduce the maneuver score by 2 points. Make other deductions according to the severity of the deviation.
- Added maneuvers or omissions may be marked a zero for the maneuver, but the entire run is not disqualified.
- Total of 8 different patterns: Six recognized regular patterns and two Novice and Youth patterns.
- Try to give a horse credit for what is done correctly.

4) **Working Cow Horse** - Measures the horse's ability to do cow work.

- Judge must have a whistle for these classes: 1 whistle reflects that the run is complete or unsafe/dangerous and 2 whistles reflects that the Judge is requesting a new cow for the participant.
- **Three** different Levels of difficulty: Pay close attention to the score range in the maneuver description.
  - 1) Open & Non-Pro: Full Cow Horse Pattern: Option of either Roping or Circling. (3 Minutes Available)
  - 2) Limited Open, Non-Pro & Green Horse: Includes Boxing, Driving Down the Fence, and Boxing at the opposite end of the arena. (2 Minute Total)
  - 3) Novice & Youth: Dry work pattern with two cones prior to the Cow Work, and Boxing. (1 Minute Total)