



**ALBERTA
REINED
COW HORSE
ASSOCIATION**

2011 Rules and Regulations

www.albertareinedcowhorse.ca

ARCHA MISSION STATEMENT

We Aim to be the best of what we are in Alberta, a friendly supportive organization dedicated to introducing the Western Reined Cow Horse competitor to the show arena.

We Aim to provide professionally run shows balanced between camaraderie and competitiveness.

We Aim to encourage skill development in cutting, stock horse and judging, through a variety of expertly guided training experiences.

We Aim to inspire an atmosphere where individuals can compete, have fun, develop relationships and encourage each other to new successes.

Alberta Reined Cow Horse Association

Office Manager - Terri Loree

RR 2 Site 13 Box 18 Olds, AB T4H 1P3

phone: 403-556-2640 fax: 403-556-8766

www.albertareinedcowhorse.ca

e-mail: tlore@telusplanet.net

ARCHA Stallion Service Sale

*Thank you to all the stallion owners that donated breedings
and to the mare owners that purchased breedings.*

*See our website www.albertareinedcowhorse.ca for more
information on these exceptional stallions.*

Audacious Playgun	Nic O Lena Badger
Berry Shiny	No Guns In The Bar
BL Whiz Kid	Nu Circle N Cash
Caught A Smarty	Pepinics Master
Circle Bar Gray Gun	Second Amentment CD
Dually Cat	Silver Gun
EF Pepi Kola	Smart Lil Boonlight
ER Spitfire	Smart Little Kid
ER U Talk Cash	Smart Little Pepinic
High Sign Nugget	Smart Peppy Date
Ima Bootscootin Lena	Smokin Rum
Lena In The Starlight	Smokums Prize
Lil Pepto Pistol	Sweet Like Pepto
Listo Pollito Lena	Sweeter Than Pepto
Neat Little Cat	Topsails Rien Maker

INDEX

	PAGE
Article I	Instruction To All Riders 5
Article II	Eligibility 6
Article III	Judges 6
Article IV	Membership 6
Article V	Year End Standings 6
Article VI	Show Approval 10
Article VII	Payment Of Earnings 10
Article VIII	Disciplinary Rules And Procedures 10
Article IX	Animal Abuse 12
Article X	ARCHA Policies 13
Article XI	Working Cow Horse
	A. Definitions 14
	B. Approved Classes 16
	C. Appointments and Equipment 17
	D. Broken Equipment 21
	E. Scoring 21
	F. Cow Work - Rules for Judging 22
	G. Cow Work - Penalty Points 24
	H. Reined Work - Rules for Judging 25
	I. Reined Work - Penalty Points 28
	Working Cow Horse Patterns 29
	Pattern Descriptions (Maneuvers) 42
Article XII	Rein/Box
	A. Definitions 43
	B. Approved Classes 44
	C. Appointments and Equipment 44
	D. Broken equipment 44
	E. Scoring 44
	F. Rules For Judging 44
	G. Cow Work (Boxing) Penalty Points 45
	H. Reined Work – Rules For Judging 45
	I. Reined Work – Penalty Points 45
	Rein/Box Patterns 46
Article XIII	Herd Work/Ranch Cutting
	A. Definitions 49
	B. Approved Classes 50
	C. Appointments 50
	D. Scoring 50
	E. Penalty Points 53
	F. Summary 55
APPENDIX	Miscellaneous Diagrams 55

ARTICLE I INSTRUCTIONS TO ALL RIDERS

Prior to start of each discipline, a judge may choose to give riders instruction and/or answer any relevant questions. A rider shall make an honest effort to comply with the judge's instructions. Please note: This is the only time when a competitor may approach the judge as per Article III of the ARCHA rule book. **As a competitor, in any of the ARCHA disciplines, please adhere to the rules outlined in this book with emphasis on the following guidelines:**

1. Read and know the rules.
2. Get to the show early. Pay your entry fee **before you ride**. Allow time to warm-up, check the draw, and be ready to go when called upon.
3. Use legal equipment and wear proper dress; after each work, exhibitors should watch for the ARCHA representative checking equipment.
4. Do not talk to the judge(s) beyond the exchange of normal greetings.
5. Inhumane treatment or abuse of a horse in any manner is prohibited.
6. Control rude behavior of your horse.
7. Exhibitor conduct should be in keeping with good showmanship.
8. Rider's attire should be clean and neat.
9. Practice courtesy in the loping pen and warm-up areas:
 - Stay inside to go slow, stay to the outside if you want to go fast.
 - Never stop in traffic. Apply boots and groom in areas with no traffic.
 - If you must tie your horse, tie it to something secure. Don't tie studs, kicking or biting horses in the loping pen. Do not get upset if someone disciplines your horse for kicking or biting.
 - Look before leaving or entering traffic. Yield to lopers.
 - Do not exercise horses or season young horses when there is limited space in the loping area.
 - Do not weave in and out of traffic. Maintain constant speed.
 - Change directions and maintain flow in one direction when asked. Always ask when you wish to change directions.
 - Yield to tractor and be aware of people wishing to exit or enter.
 - Leave pen immediately when asked by announcer.
10. Other key points to remember when showing in the cutting pen include:
 - When you are called to work, ride forward to the center and acknowledge the introduction.
 - There will be no warming up of horses in the working area.
 - Turn back riders and herd holders will move into position along the arena's side walls.
 - Be ready to move in promptly to avoid delays.
 - Upon completion of the last work, the turn back riders, herd holders, and the cattle will immediately leave the arena.

Most importantly, be patient with newcomers. Try to help them learn loping pen etiquette, ARCHA show procedures, and encourage them to achieve their goals.

ARTICLE II ELIGIBILITY

Horses must be of sound sight, wind and limb to be judged. Stallions, mares, and geldings of any breed are eligible without discrimination, except in Youth classes where stallions shall not be allowed.

ARTICLE III JUDGES

Exhibitors shall not contact or attempt to contact the designated judge pertaining to his/her judging of any horses at that show. Further, exhibitors shall not approach a judge for any reason prior to the completion of the judging unless the show official is present. Any request to speak to a judge must be made through the show official. When an exhibitor makes a request through the show official for the judge's opinion concerning the exhibitor's horse, it is urged that the judge will give his/her opinion courteously and sincerely in the presence of the show official; however, there will be no fraternization between the exhibitor and a judge during the show.

A judge may order any person or horse from the competition for bad conduct or may disqualify any contestant for excessive abuse of the horse. A judge may refuse entry into the arena or remove an entry from a class for improper attire and/or equipment.

To make a formal complaint against a judge, such complaint must be in writing, signed by the complainant, and contain specific facts giving rise to the complaint. The complaint must be received by the association within 7 days from the date of occurrence and accompanied by a \$100.00 non-refundable fee. The complainant may have to attend a hearing conducted by the Association.

ARTICLE IV MEMBERSHIP

Membership applications will only be accepted through the ARCHA office. To show at an ARCHA approved show, and qualify for year end points, all riders and owners must be members in good standing before competing.

Competitors who neglect to pay their membership fees through the ARCHA office prior to showing, will have any payouts earned withheld for a minimum of two weeks pending membership approval.

New members must be prepared to justify their rider status to any ARCHA board member upon entering. Any money won will be held by the ARCHA office pending status review and approval by the Board of Directors.

ARTICLE V YEAR END STANDINGS

A. SHOW SEASON

The show season shall begin January first of the calendar year and points awarded will

be aggregated for those classes as outlined in ARCHA approved shows. During a show season, points will be awarded to horses entered for their placing in any approved ARCHA “Open” class. Points in all other classes will be awarded to horse and rider combinations entered. Points will be awarded based on the total number of entries paid and shown in a particular class.

B. AWARDING OF POINTS

Fifteen bonus points will be awarded to the first through fifth places – the first place entry receiving five (5) bonus points, the second place entry receiving four (4) bonus points and so on. In addition, each entry shall receive additional points calculated on the number of other entries in that class which placed behind that particular entry. For example, in a class with ten entries, the first place entry would receive five (5) bonus points for first place, plus nine (9) additional points for the number of entries placing behind it, for a total of fourteen (14) points. The entry placing last in the class would receive no points.

C. LESS THAN FIVE ENTRANTS

In a class with less than five (5) entrants, bonus points will be awarded based on the total number of entries, with the first place entry receiving points totaling the total number of entries, the second place entry receiving bonus points equaling the total number of entries less one (1) and so on. In addition, each entry shall receive additional points calculated on the number of other entries in that class which placed behind that particular entry. For example in a class with three (3) entries, first place would receive three (3) bonus points plus two (2) additional points for a total of five (5) points; second place would receive two (2) bonus points plus one (1) additional point for a total of three (3); third place would receive one (1) bonus point.

D. TIE FOR FIRST PLACE

(a) In the Working Cow Horse classes the highest cow work score will be used to break the tie. In the event both cow work scores are the same, the tied contestants will have a work-off down the fence, or may flip a coin if mutually agreed.

(b) In the Cutting classes the tied contestants will evenly split first and second place prize money and points, but must determine the awarding of prizes by the flip of a coin.

E. AWARDING OF POINTS FOR TIES (other than first place)

If the scores of two or more entries are equal, the points awarded to both (or all) tied entries will be calculated by adding together all points which would have been awarded to those places had the entrants not have had equal scores, and divided by the total number of tied entrants. For example, there are eleven (11) entries in a class and equal scores occur in the third and fourth and seventh and eighth places. Points will be awarded as follows:

PLACING	BONUS POINTS AWARDED	ADDITIONAL POINTS AWARDED	TOTAL
1	5.0	10.0	15.0
2	4.0	9.0	13.0
3 / 4	2.5	7.5	10.0
3 / 4	2.5	7.5	10.0
5	1	6.0	7.0
6		5.0	5.0
7 / 8		3.5	3.5
7 / 8		3.5	3.5
9		2.0	2.0
10		1.0	1.0
11		0	0
TOTAL	15.0	55.0	70.0

F. YEAR END POINT TABULATION AND TIES

A cumulative tabulation of all points earned by all entries during the show season shall be kept at the ARCHA office. Tabulation of points shall be published in the ARCHA publication or website. If there is a tie for a placing in the points for year-end standings, the entry with the highest earnings shall be declared the winner.

G. QUALIFICATIONS

To qualify for year end points, riders and owners must be members in good standing. Horses that have been leased do not require the owners to become members. A copy of the lease agreement must be filed with the ARCHA office prior to the showing of the horse. In the case of Non Pro competitors, leasing a horse does not constitute ownership as per Non Pro rules.

H. SCRATCHES - POINTS AND PURSE

When exhibitors scratch the day of the show, the full entry fee will be payable and left in the purse for that entry. Payout and point calculations for the number of horses entered in the class will be based on total paid entries regardless of whether they show. Any competitor scratching prior to 6:00 p.m. of the day before the first date show date, will pay cattle and office fees only. This fee must be paid prior to the next show date before the competitor will be allowed to show or they will not be considered a member in good standing. When a competitor fails to show without notice to the show management - all fees will be charged and payable prior to the next show date.

TABLE A

NUMBER OF HORSES

NUMBER OF PLACES	NUMBER OF HORSES										ARCHA PAYBACK PERCENTAGES	
	1-3	4-6	7-9	10-13	14-18	19-24	25-28	29-32	33-36	37-40		
1	100	65	50	40	34	32	28	26	26	26	25	
2		35	30	30	27	22	22	22	19	18		
3			20	20	20	19	17	14	13	13		
4				10	10	10	10	10	10	10		
5					9	9	9	9	9	9	8.5	
6						8	8	8	8	8	7	
7							6	6	6	6	6	
8								5	5	5	5	
9									4	4	4	
10	100	100	100	100	100	100	100	100	100	100	100	3.5

ARTICLE VI SHOW APPROVAL

Any show committee or event seeking approval by this Association must comply with numerous criteria. A show package, outlining the mandatory requirements and helpful recommendations, is available to any interested parties at no cost or obligation from the ARCHA office.

ARTICLE VII PAYMENT OF EARNINGS

Approved shows pay back contestants the total of the add back plus the total added purse. The contestants will be paid from this pool on a percentage basis depending on placement and number of entries, as outlined in Table 'A'.

ARTICLE VIII DISCIPLINARY RULES AND PROCEDURES

A. APPLICATIONS

The provisions of these disciplinary rules and procedures shall apply at any recognized show of the ARCHA to the following persons: owner, exhibitor, agent, trainer, manager, rider, parent of any exhibitor, member of the family or employee of any of the aforementioned or any individual ARCHA member.

B. VIOLATIONS

A violation is an act done by, or at the discretion of those identified in paragraph 'A', which consists of any of the following:

1. The misrepresentation of eligibility of a horse to participate in any class either because of its age and/or experience in the snaffle bit, two rein and/or hackamore and/or bridle.
2. The misrepresentation of one's non-professional or limit status.
3. Physically assaulting any judge or other person outlined in paragraph 'A' during the course of the recognized show.
4. Making any remark to a judge or other person outlined in paragraph 'A' during or after the show, which is of a threatening, abusive or unsportsmanlike character either orally or in writing.
5. While in the arena any exhibitor, after showing before the judge or judges, makes any obscene gesture to or for the benefit of the judge or judges.
6. Abusing or mistreating in any fashion a horse while on the grounds of any ARCHA approved show; either before, during or after the event.
7. Any person who does not pay bills or fees due to the ARCHA or any approved show and or show management.
8. Where a competitor scratches, please refer to article V (H).
9. Making a derogatory remark or threatening an ARCHA sponsor, its agents, servants, or employees in the context of the involvement of that sponsor in ARCHA events.

C. PROTEST PROCEDURES

1. Any person wishing to file a complaint regarding an alleged violation may do so by submitting their protest in writing to the ARCHA Office together with a cheque for \$100.00 made payable to the ARCHA within seven (7)

days of the discovery of an apparent violation. Complaints filed by an ARCHA Director, Show Representative, Show Management, or Judges do not have to be accompanied by such payment. Upon receipt all complaints will be forwarded to an appointed ARCHA Ethics Committee for investigation, consideration, and disposition. If no action is deemed warranted, the complainant will be notified ending the matter. If the complaint is upheld and disciplinary action deemed to be warranted a recommendation will be made to the ARCHA Board of Directors for their consideration and action. The decision of the Board shall be final and binding on all parties. \$100 will be refunded if the complaint/violation is upheld.

2. Anyone accused of a rule violation will be given not less than 15 days notice of a time and place for a hearing by the Ethics Committee at which time they shall have the opportunity, in person or through counsel, to be heard and to present evidence on their behalf and to refute evidence offered against them.
3. No continuance shall be granted unless requested in writing at least seven (7) days prior to a scheduled hearing and providing good cause. A continuance may be granted or denied solely at the discretion of the ARCHA President or the Chair of the Ethics committee.
4. When disciplinary action is taken against any member or non-member, the person's name, the rule violated, and the disciplinary action taken will be published.
5. Every notice required by these procedures will be served by delivering a copy of said notice to the person being served or their agent in person or by mail to the last known address as it appears on the Association's records. Such notice shall be deemed received when it is delivered to Canada Post.

D. PENALTIES

1. Any member may be disciplined, placed on probation, or suspended from the Association and any non-member may be denied all privileges of the Association by the Board of Directors wherever it has been established by the preponderance of evidence that such a member or non-member has violated any rule of the Association. When the rule in question contains a specific punishment provision, any disciplinary action taken by the Board Directors must be consistent with that provision, otherwise the period of probation or suspension will be set by the Board of Directors and may be for any period of time.
2. A member on probation may participate in ARCHA activities, although any rule violations occurring during probationary status will result in additional penalties, fines, or in suspension.
3. A suspended member of the ARCHA will not be considered a member in good standing and will not be allowed to participate in ARCHA approved or sponsored events as an owner, rider, agent or judge. Failure to comply with this condition will result in an additional six (6) month suspension.

4. A suspended member may not hold office in the ARCHA for the period of suspension.
5. An assault or threatened assault by any ARCHA member on another person in the course of an ARCHA show or in connection with ARCHA business shall automatically result in suspension from membership for a period of not less than one (1) year.
6. The ARCHA may honor disciplinary action of any cow horse association when provided with satisfactory evidence of a full and impartial hearing by that association. Any action taken by another cow horse association will not limit any authority or jurisdiction of the ARCHA.

ARTICLE IX ANIMAL ABUSE

Inhumane treatment or abuse of a horse in any manner in the show arena or on the show grounds is prohibited.

A. If show management, judge, or Board Directors at any ARCHA approved or sponsored event discovers inhumane treatment or abuse of a horse, he/she may immediately bar the responsible party and horse from further competition in the event. The ARCHA office must be notified within seven (7) days of the closing date of the show involved, and the complaint will be referred to the Board of Directors for investigation and consideration.

B. Inhumane treatment includes the exhibition of a crippled or injured horse, or a horse with any other health abnormality, which could thereby result in the horse's undue discomfort or distress. The decision of show management, judge or Board Director as to inhumane treatment should be based upon consultation with a veterinarian. If determined that the welfare of the horse requires immediate action, and a veterinarian is not available, show management, judge, or Board Director may implement any action allowed by this rule.

C. Abuse includes excessive jerking, spurring, whipping and any other act intended to cause trauma or injury to a horse. Any act of abuse, or intent to abuse a horse, in the show arena or on the show grounds which could also potentially endanger the safety of other persons or animals will be dealt with in the strongest possible manner as provided in the section "Disciplinary Rules And Procedures, item 'C'.

D. Administration of drugs while on the show grounds, including show arena and practice area, is strictly prohibited unless administered in a lifesaving situation. Such an instance must be reported to show management. The decision of show management or Board Director as to lifesaving treatment should be based upon consultation with a veterinarian. Show management shall disqualify and/or refuse entry to any contestant and/or owner for violation of this rule.

ARTICLE X ARCHA POLICIES

A. MISSING ORDER OF GO or BACK TO BACK DRAWS BETWEEN CLASSES The competitor may choose to request a change of order by contacting the ARCHA Director In Charge and the show office. Every attempt will be made to notify the competitors involved. If a change is agreed upon the competitor will be moved to the bottom of the draw.

B. LONE OR SINGLE ENTRIES IN A CLASS Where possible the competitor will be notified after the official entry close date. The competitor has the choice of staying in the classes as entered, or moving to an alternate class without penalty. If the draw has been done in the alternate class, the office has the following draw options: in cutting moving the entry to the bottom of the herd; in working cow horse moving the entry to the bottom of the draw; or in any discipline, dropping the entry in as a sub-entry.

C. TRAINING EQUIPMENT Use of training equipment (non ARCHA approved equipment) will not be permitted in the show arena or designated warm up arena on the day of an ARCHA approved show. Anyone found to be in violation of this will be asked to leave the arena until approved equipment is used. The ARCHA bit checker will not knowingly permit an exhibitor to enter the show pen, while being judged, with illegal equipment, regardless of their acceptance of the resulting "No Score".

D. SHOW DAY Show day will commence one half hour before the scheduled start time and will end following the last class .

WORKING COW HORSE

ARTICLE XI WORKING COW HORSE

A working cow horse class must consist of a reined work and a cow work. The required cow work is a "fence" work. Points scored for the reined work and the cow work are to be totaled. The scoring system is based on 60 to 80 points. Half- points may be used. The contestant is judged from the time he/she enters the arena until he/she completes the pattern.

OVERALL CHARACTERISTICS OF A GOOD WORKING COW HORSE

The following are considered characteristics to be exhibited at all times by a good

WORKING REINED COW HORSE:

- Horse should have an alert, responsive attitude;
- Horse should be shift, smooth and have their feet under them at all times;
- Horse should have a soft mouth and respond to a light rein;
- Horse should have a natural, unaltered, and relaxed tail carriage;
- Horse should be able to work at reasonable speed and still be under control of rider;
- Horse should have a natural head carriage.

A. DEFINITIONS

1. **OPEN** Any rider may show in this class.
2. **LIMITED OPEN** Any rider that has not won more than **\$15,000** in any working cow horse shows excluding limited aged events. Riders must apply for limit status and eligibility will be decided by the Board of Directors whose decision shall be final. If a limit class rider reaches the limit during the course of the show season, said rider may still remain in that class for the duration of the year.
3. **LIMIT RIDER** Any rider that has lifetime earnings in cow horse, excluding limited aged event earnings (i.e. futurities, derbies, etc), less than the dollar limit of the class. Riders must apply for limit status and eligibility will be decided by the Board of Directors whose decision shall be final. If a limit class rider reaches the limit during the course of the show season, said rider may still remain in that class for the duration of the year. Earnings in any Rein/Box classes DO NOT count towards Life Time Earnings in any working cow horse classes.

***EARNINGS IN ANY ASSOCIATION, OR ANY OTHER SHOW
COUNT TOWARD ARCHA RIDER LIMIT STATUS.***

4. **YOUTH** Open to any rider who is eighteen (18) years of age or younger, as of January 1 of the current year. A youth rider may compete in any other class he/she so chooses provided that his/her lifetime earnings, excluding limited aged event earnings, do not exceed the limit of the class or meets Non Pro eligibility requirements. Dollars earned in youth competition count towards lifetime earnings. Youth riders may not ride stallions in a youth class. Any youth, competing in any class, does not need to own the horse they are showing with the exception of those Youth competing in Non Pro classes.
5. **NON PRO** Open to approved Non Pro riders (see definition below). Non Pro status must be applied for on an official ARCHA membership form. Non Pro declarations must be signed using the appropriate ARCHA forms and eligibility will be decided by the Board of Directors whose decision shall be final.
6. **NOVICE NON PRO** Open to Non Pro riders with less than **\$7500** **LTE** January 1 of the current year in any and all judged working or reined cow horse classes or events, excluding limited aged events earnings. Riders must apply for Non Pro status on an official ARCHA membership form and eligibility will be decided by the Board of Directors whose decision shall be final. If a rider reaches the limit during the course of the show season, said rider may still remain in that class for the duration of the year.

NON PRO DEFINITION AND RULES

1. A Non Pro shall be defined as any person, regardless of age, who is not currently receiving remuneration directly, or indirectly for showing, training, giving lessons, clinics or assisting in the training of a horse astride for

remuneration. This does not include prize money. Payment of entry fees and/or expenses by anyone other than the Non Pro, his/her immediate family, or his/her corporation is considered remuneration. A Non Pro may not show, train or assist in the training of a horse astride for which their spouse is accepting any form of remuneration either directly or indirectly for training, or assisting in the training or showing of said horses. Remuneration shall be defined as: (i). To pay, reward for work, trouble, etc. (ii). Reimburse, compensate. (iii). Make fair return for an action; barter.

2. A Non Pro may not accept remuneration of any kind, as noted above, however, a Non Pro and/or corporate entity for which a Non Pro has a majority interest may endorse a product by lending their personal image and/or testimonial as long as there is no remuneration or product received, and a disclaimer as to such is in print within the body of the advertisement. In addition, a Non Pro may not wear endorsement logos or signage on apparel or equipment in the show arena for the purpose of advertising said product. This applies to endorsement logos. Logos on award apparel or logos from/for personally owned entities are allowed

3. Students while enrolled in an equine program as part of an educational curriculum are eligible to be Non Pros provided the horses they train or accept remuneration for are part of the educational program. They can retain their Non Pro status as long as they comply with all other Non Pro eligibility requirements.

4. Non Pro status shall be achieved by filling out a Non Pro Declaration. The Non Pro Committee will screen all applicants and review eligibility annually. The Non Pro Committee can require, at any time, a Non Pro to submit his/her card for review of eligibility. The Non Pro Committee can refuse a Non Pro card to anyone deemed not in compliance with the eligibility criteria set forth in the ARCHA rule book. An applicant must have applied to obtain a Non Pro card prior to entering a Non Pro class. The Non Pro Committee shall review eligibility for the Non Pro status whose decision shall be final.

5. A Non Pro who surrenders their Non Pro status must notify the ARCHA office by written statement within thirty (30) days of that change.

6. A person who does not meet the criteria for Non Pro status or a Professional seeking Non Pro status, may apply for Non Pro status after said person has met the ARCHA Non Pro definition for a period of one year for every year, or partial year, they did not meet the ARCHA Non Pro definition with a maximum of five (5) years.

7. Non Pros must not exhibit in Non Pro classes any horses owned by any third party, but shall only exhibit horses solely owned by the exhibitor or the exhibitor's family, which is the exhibitor's spouse, child, stepchild, parent, grandparent, grandchild, step-parent, sibling, half-sibling, spouse's parent, spouse's step-parent, spouse's sibling, spouse's half sibling, spouse's step sibling, sibling's spouse, half-sibling's spouse, step-sibling's spouse, legal ward,

or legal guardian. Separate legal entities such as family corporations, trusts or partnerships, are also authorized by this rule and must meet the family requirements as stated above. "Owned" means, in addition to other legitimate methods of acquiring ownership, the bona fide legal ownership obtained for adequate consideration in reasonable relationship with the actual market value of the horse.

8. Any transaction relating to the sale of a horse to a Non Pro other than by family members must be at fair market value. The Non Pro is responsible for documenting said transaction in a satisfactory manner in the event of a protest.

9. Horses owned in partnership or jointly with any person other than immediate family are not considered as fulfilling ownership requirements.

10. It is up to the discretion of the show management at any ARCHA approved event to ask competitors for proof of ownership. The Non Pro contestant must be able to prove ownership at the time of the show by presenting the registration certificate or a legible photocopy with the correct owner or owners' name printed on the registration document as issued by a breed association. Horses cannot be shown on transfers in Non Pro classes. Ownership must be current on horse's papers in order to show in Non Pro classes. A witnessed Bill of Sale or a written declaration of ownership will only be acceptable for establishing ownership when the horse is unable to be registered. Both buyer and seller must sign a bill of sale to be acceptable. Proof of ownership may be requested at anytime.

11. Should a member wish to protest the eligibility of a Non Pro, s/he may do so by following the procedure outlined in Article VIII C.

B. APPROVED CLASSES

- 1. BRIDLE CLASSES (Open, Limited Open, Non Pro, Novice Non Pro and Youth)** Open to horses of any age, to be ridden in an approved bit. Reins with romal required. Only one hand may be used on the reins and hands must not be changed.
- 2. TWO REIN CLASSES (Open and Non Pro)** - Open to horses of any age that have not been shown in the bridle down the fence in any judged classes or events with the exception of horse sales, prior to January 1 of the current show year. These horses can be shown only one year in this class. The rider must use one hand on the reins. Any number of fingers between reins will be permitted.
- 3. SNAFFLE BIT/HACKAMORE CLASSES (Open and Non Pro)** - Open to horses five (5) years of age and under as of January 1st of current show year that have never been shown in a bridle or two-rein down the fence at any judged classes or events with the exception of horse sales. The rider shall use closed reins, with an approved hackamore or split reins with an approved snaffle bit. This is a two handed class.

- 4. LIMIT RIDER (\$2000 and \$500)** - Horses shown in a full bridle must be shown one handed with an ARCHA approved bit and romal reins are required, held in a closed fist thumbs up position. Horses can be shown two handed in an ARCHA approved snaffle bit or hackamore regardless of age. Horses also may be shown in approved two rein equipment, rider must use one hand on the reins, any number of fingers between the reins will be permitted.

C. APPOINTMENTS AND EQUIPMENT

Horses shall be shown astride with a western saddle. Riders must wear a western hat or helmet approved for riding by an equine organization, and appropriate western attire must be worn while showing. Western hat or approved safety helmet, long sleeve shirt with a collar (band, standup, tuxedo, etc.). Vests, jackets and sweaters may be worn over proper attire. Chaps or chinks are mandatory. Choke ropes, tie downs, wire around the horse's neck, nose, or brow band, tight nose band, quirt, bat or mechanical device giving the rider undue control over a horse will not be permitted in the arena. Wire of any kind and on any part of the snaffle bit or hackamore is not permissible. A breast collar may be used, no portion of which may pass over the horse's neck. Breast collars attached to the swell of the saddle on competing horses will be considered illegal. Any time a contestant is guilty of an infraction of this rule or any part therein, he or she shall be disqualified. A judge has the right to have a contestant report to him if he is suspicious of any infraction of this rule.

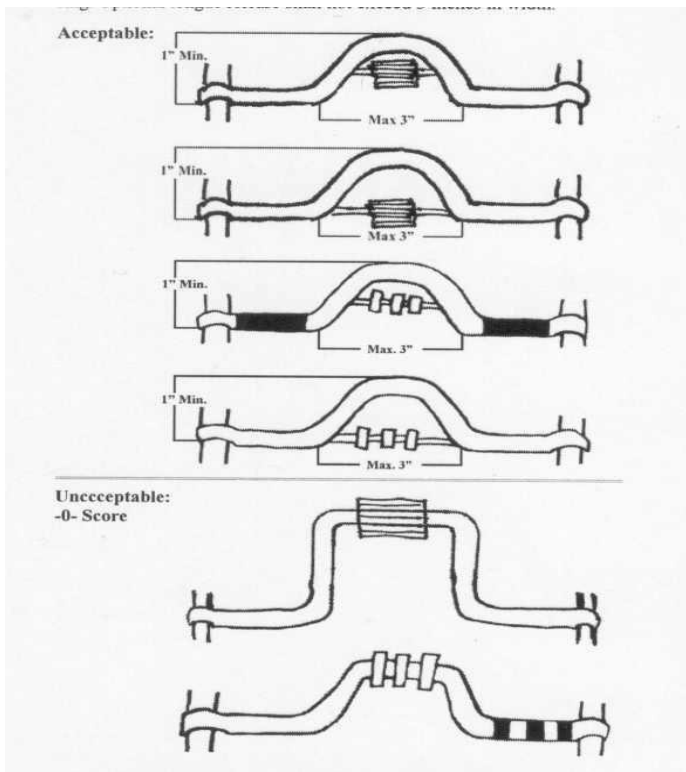
The same bridle or hackamore must be used through the class. If there is a final, an equipment change is allowed for the finals; however, the same bridle or hackamore must be used throughout the finals.

Use of training equipment (equipment not legal in ARCHA classes) will not be permitted in the show arena on the day of an ARCHA approved show. On an ARCHA approved show day, and until the conclusion of the show, any persons entering the show pen must be wearing a western hat and long sleeve shirt.

1. BRIDLE EQUIPMENT

A spade bit or a bit having the following characteristics must be used in any of the stock horse classes. Said characteristics shall be: one with an unbroken bar mouthpiece with one (1) inch or higher port measured from the bottom of the bar to the top of the port. There must be an operable cricket or roller (with single or multiple rings) incorporated within the mouthpiece of the bit. It is legal to have a barrel, made of copper or metal, wrapped around the bar space of the bit and is to be considered a part of the mouthpiece. The barrel must be round, smooth, and made up of one continuous, unbroken piece. The minimum diameter, on any part of the bar of the mouthpiece, is 5/16 inch. Bars must be round, oval or egg shaped smooth and unwrapped metal. Latex wrap or any foreign material is not acceptable. Nothing may

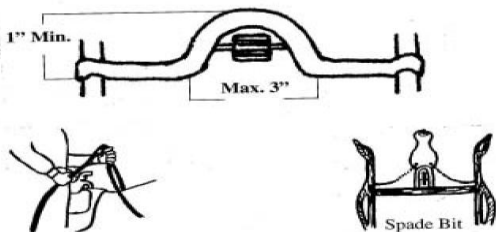




protrude below the mouthpiece (bar), such as extensions or prongs. The cheeks must be connected at the bottom. The overall length of the bit shall not be longer than 8 ½ inches measured from the inside bottom of the top of headstall ring to the point of pull in the bottom ring. Optional tongue release shall not exceed 3 inches in width.

Braces, copper port cover and/or having copper smoothly inlaid in the mouthpiece are optional. The use of bosal, martingale, or tie-down is prohibited (bosal permitted in two-rein equipment only). No wire, chain, or other metal or rawhide device may be used in conjunction with the bit or as part of the leather chinstrap. Leather chinstraps must be flat, flexible and at least 1/2 inch wide. No metal rivets are allowed to come in contact with the chin, or chin groove of the horse. Metal keepers are not acceptable on the chin strap. Reins with romal required. The reins can be held in either hand, with hand around the reins in a closed fist position with thumb up. The non-rein hand must be on the roman. The keeper, or hobble, that attaches the romal to the reins is

considered to be part of the romal. The non-rein hand is not allowed, at anytime, to touch the reins or a score of -0- will be applied. The rider is allowed to shorten the reins while the horse is in motion as long as their hands are held in a legal manner. No fingers are permitted between the reins in Bridle classes, except in the Two-Rein class.



Acceptable



Unacceptable - Score of -0-

2. TWO-REIN EQUIPMENT

In two-rein equipment bosals may be of any size, constructed of braided rawhide or leather and have a non-metal flexible core. No iron or foreign substance may be used. The rider must use one hand on the reins and fingers between the reins are permitted.

Two-rein equipment is legal for any age horse not shown in the bridle down the fence at any judged reined cow horse event held any time any place, prior to January 1 of the current year. These horses can be shown only one year in two-rein equipment. The rider must use one (1) hand on the reins. Any number of fingers between reins will be permitted.

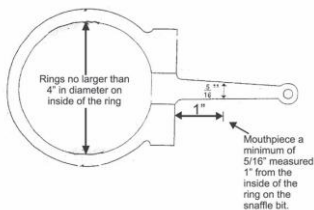
3. HACKAMORE EQUIPMENT

Hackamores shall be round in shape and constructed of uniform braided rawhide or leather and have a non-metal flexible core. No gimmick of any kind may be used in conjunction with the bosal. No rigid material of any kind may be used, regardless of how padded or covered, in conjunction with the bosal.

Horsehair bosals are prohibited. Tape is not allowed on the noseband of the hackamore. Smooth, flat, wrapped tape is allowed on the hackamore between the headstall and the mecate reins. Maximum amount of tape allowed is two (2) inches on each side of the hackamore.

4. SNAFFLE BIT EQUIPMENT

Snaffle bits shall be either “D” or “O” ring type, no larger than four (4) inches in diameter on the inside of the ring. They must have a broken, two (2) piece, mouthpiece being a minimum of 5/16 inch in diameter, measured one (1) inch in from the inside of the ring on the snaffle bit, with a gradual decrease to the center of the snaffle. The mouthpiece should be round, oval, D snaffle or egg shaped, smooth and unwrapped metal. It may be inlaid, but must be smooth. Latex wrap is not acceptable. These bits must be such that when the reins are pulled, no undue leverage is applied, i.e. the inside of the circumference of the ring must be free of rein, curb, or headstall attachments. A leather or other woven material chin strap of any width is to be used. Chin strap is allowed to include metal buckles and/or keepers on snaffle bits only. Reins are to be attached above the chinstrap. Two hands must be used on the reins except in the herd work or to provide safety to the rider or adjust equipment.



Rider or representative will drop the bridle to the designated bridle checker. Designated bridle checker will not touch the horse's mouth.

D. BROKEN EQUIPMENT

If at any time during a performance a piece of equipment breaks, the rider may continue provided the broken equipment does not pose a hazard to the rider and/or is not cruel to the horse. In the event the fence work immediately follows the rein work, broken equipment may be repaired with a one (1) minute time period. Rider may dismount if necessary to make the repair. Horse and rider may not leave the arena and may not receive physical assistance or equipment from outside the arena. If a rider is unable to continue because of the broken equipment, the rider will be excused with a score of -0-.

E. SCORING

GENERAL DESCRIPTION - Credit must always be given when applicable, even when there is a penalty involved. When the judge is in doubt, benefit always goes to the contestant. The scoring system is based on 60 - 80 points. Half-points may be used. The contestant is judged from the time he/she enters the arena until he/she completes the pattern. The judge is instructed to pay particular attention to any suspected attempt to alter the tail and score accordingly. Horses are judged on performance only.

SCORING SYSTEM - The scoring system for ARCHA/NRCHA approved classes/events is based upon a 60 - 80 point system. The lowest score possible is 60 points and the highest score possible is 80. The average score for a typical work is 70 points.

Failure of an exhibitor to attempt complete the cow work portion of the class, as well as the rein work, will result in the exhibitor not being eligible for points or placing. An entry that attempts to complete the cow work and has not been disqualified will be scored accordingly at the judge's discretion. An entry going offpattern in the rein work will receive a score of -0-. An entry that attempts both the rein work and the cow work portion may be placed, even if a score of -0- is received in one portion of the class.

A judge may blow his/her whistle at any time to terminate the work. A score of -0- will be given if the work is not complete at that time.

Horse must appear visibly sound at the beginning of the run. Obvious lameness will be cause for immediate disqualification. In the case of multiple judged events, the majority of the judges must agree on the soundness prior to the horse beginning the pattern or work.

A No Score will include abuse or lameness of the horse. Abuse is defined as exhibiting a lame horse, abusive showing or schooling techniques. Zero tolerance is defined as: Abusive showing techniques will not be tolerated and will be whistled out immediately. Failure of exhibitor to stop immediately will result in a fine, suspension or both.

A No Score is not eligible for placing or points but will count as an entry in a class.

A -0- Score is eligible for placing or points and will count as an entry in a class.

A Non Entry (N-E) is not eligible for placing or points and will not count as an entry in the class.

TIE FOR FIRST PLACE - in case of a tie for first place, the highest cow work score will be used to break the tie. In the event both cow work scores are the same, the tied contestants will have a work-off down the fence or may flip a coin if mutually agreed. Ties below first place will split earnings and points.

TWO JUDGE SYSTEM - both scores are combined.

F. COW WORK - RULES FOR JUDGING

Judging begins when the contestant enters the arena. There shall be no schooling between the completion of rein work and cow work when the cow work immediately follows the rein work; the penalty for this will be a -0-, this rule also applies when a new cow is awarded. At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end.

After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one (1) turn each way on the fence. Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. The required pattern for the cow work is boxing, fence turns, and circles in that order.

The judge should take into consideration the size of the arena, condition of the ground, and disposition of the cattle in scoring each work. If ground, arena, and/or weather conditions are deemed unfavorable by the exhibitors, they may inform the judge who may elect to alter the required cattle work for safety reasons.

The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant. The most controlled cow work with the highest degree of difficulty should be marked the highest. Bad manners exhibited by the horse will be penalized under run content. When enough cows are available the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. Allowing the horse to quit working before the judge signals for a new cow will result in a -0- score. Once a rider has committed to circling a cow, if the cow falls down, no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill the circling requirement. The judge may blow his/her whistle at any time to terminate the work – one (1) whistle to terminate the work, two (2) whistles to award a new cow. If the judge terminates the work with one whistle or awards a new cow, the contestant does not have the option to continue working. If a contestant continues to

work after the whistle has been blown the exhibitor will be given a score of -0-. With a multiple judge system, any one of the judges may signal for a new cow. Judging ends when the whistle blows. A score of -0- will be awarded if the work is not complete at that point.

In the cow work phase of any class, one (1) hand on the horn may be used to prevent the fall of the rider. Holding horn excessively may be penalized under run content.

During the cow work, when a cow leaves the working area, it is automatic that the contestant will receive a new cow and scoring will begin again with the new cow.

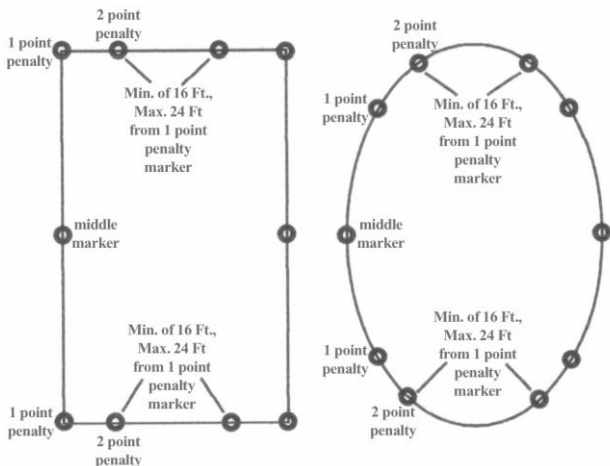
BOXING - working the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

TURNING ON THE FENCE - A fence turn is defined as: A turn in which the cow, while being run down the fence on one side of the arena, or in the open field, is turned in a different direction and held near the same fence or the same side of the arena, while being run in the new direction. The exhibitor must be close enough to the cow to be the cause of the turn.

The situation where a horse and rider attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider. The actual stopping or turning of the cow by the end fence will not qualify as a fence turn. To qualify as a fence turn the turn must be accomplished without the aid of the end fences to actually stop or turn the animal being worked. During the turn the horse should use himself in a controlled athletic manner, using his hocks to stop and drive out of the turn, while using his front end to balance and turn. When attempting to make an open field turn, it is preferable to separate the turn from the circles. This can be accomplished by making an open field turn, then changing sides before circling, or briefly, hesitating after the open field turn before attempting to circle the animal in the same direction. In either case it is important to show separation in the circle and turn and turn maneuvers.

The contestant must get a minimum of one (1) turn in each direction when attempting the fence work. More than two (2) good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to circle correctly. One (1) turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.

CIRCLING - Maneuvering the cow smoothly at least 360 degrees in each direction without interference from the fence. The circles' size, symmetry, speed, and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted.



G. COW WORK – PENALTY POINTS:

- 5 points (a) Not getting one turn each way (five (5) points each way)
 (b) Spurring or hitting in front of cinch
 (c) Blatant disobedience including kicking, biting, bucking, rearing and striking
- 3 points (e) Exhausting or overworking the cow before circling
 (h) Hanging up on the fence (refusing to turn)
 (k) Knocking down the cow without having a working advantage
- 2 points (a) Going around the corner of the arena before turning the cow (when the cow's head breaks the plane of the two (2) point penalty marker).
 (b) When working an animal in the open field (at least 20 feet from the side of arena) and the animal gets within 3 feet from the end fence before being turned. This applies when going from one end of the arena to the other.
- 1 point (a) Loss of working advantage
 (c) Using the corner or end of the arena to turn the cow (in an oval arena, when the cow's head breaks the plane of the end marker)
 (e) Changing sides of arena to turn cow (One point each time)
 (l) For each length horse runs past cow. A length by is 1 horse length of daylight between the cow's head and the top of the horse's tail
 (s) Slipping a rein
 (t) Turning cow before passing middle marker on first turn.
 (w) Excessive whipping, spurring, or hollering.

- 0 score
- (a) Turn tail
 - (b) Using two hands on reins in a bridle or two rein equipment
 - (c) Fingers between the reins, except in two rein equipment
 - (d) Balking
 - (e) Out of control or running over cow (any horse that is out of control while working the cow, thus endangering the rider i.e. crossing the path of the cow, shall be called off the cow)
 - (f) Bloody mouth (inside)
 - (g) Illegal equipment
 - (h) Leaving the work area before the pattern or work is complete
 - (i) Fall of horse or rider
 - (j) Schooling of the horse between the rein and cow work when the cow work immediately follows rein work
 - (k) Schooling of the horse between cows, if a new cow is awarded. Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing
 - (l) If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner.
 - (m) Failure to quit working a cow after a new cow has been awarded

The judge may blow his/her whistle at any time to terminate the work. A score of zero will be charged if the work is not complete at that time.

N-E Failure of an exhibitor to attempt to work the pattern.

- No Score
- (a) Abuse
 - (b) Lameness

H. REINED WORK - RULES FOR JUDGING

Each reined work pattern is divided into sets of maneuvers. It is the judges' responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

- 1 1/2 Extremely Poor
- 1 Very Poor
- 1/2 Poor
- 0 Correct
- +1/2 Good
- + 1 Very Good
- + 1 1/2 Excellent

Horses shall work individually. Judging begins the moment the horse enters the arena. There will be no schooling from the time the horse enters the arena. A reined work must consist of the following: circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a back up of a reasonable distance with slight hesitations denoting each maneuver. The approved patterns for Working Cow Horse Reined Work (ARCHA) can be found elsewhere in this Rule Book. The judge may deviate

from traditional order of performance and he/she may also deviate from the exact printed pattern due to arena conditions. The judging ends when the rider indicates he/she is finished by coming to a complete stop.

The best-reined horse shall be easily guided or controlled with little or no apparent resistance. Bad manners exhibited by the horse will be penalized under run content. All deviations from the exact given pattern must be considered a loss of control and marked down accordingly. Credit shall be given for the smoothness, finesse, attitude, quickness, and authority of performing various maneuvers while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.

CIRCLES - emphasis on the scoring shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Circles are a controlled maneuver at the lope in the designated area of the arena. Right and left circles shall have a common centerline in the middle of the designated area. Circles shall be run and/or begun on the correct lead. The speed and size of the right circles shall be exactly the same as the speed and size of the left circles. The horse shall lope in an even, fluid manner with a minimum of rider contact and/or commands. Circles shall be run far enough from the arena wall that it does not affect the circles.

LEAD CHANGES - are the act of changing the propelling side of the horse's body when changing the direction traveled at a lope. The lead change must be executed at a lope with no change of speed or gait. The horse shall change leads at the exact location dictated in the pattern description and shall change in one (1) stride. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

JOGGING – up to two (2) strides incurs a 1/2 point penalty. Jogging beyond two (2) strides will incur a two (2)-point penalty. Jogging in excess of one-half circle or one-half the length of the arena will result in a score of -0-. In determining whether a 1/2 or two (2) point penalty has been incurred, it is useful for a judge to consider the distance traveled and to count the steps of the rear legs. Four steps and under would represent two (2) or less strides and require a 1/2 point penalty; five (5) steps and more, therefore would require a two (2) point penalty.

RUN-DOWNS - are runs lengthwise through the arena. They shall be made as described in the given pattern, unless the judge indicated otherwise due to arena conditions. The horse shall demonstrate a relaxed fluid attitude when starting a rundown and throughout the maneuver. The horse shall use controlled speed consistent with the size of the arena and the condition of the ground. The horse shall travel in a straight line with a minimum of contact with the rider. Straight, controlled run-downs with square, smooth stops, maintaining suppleness and proper head position are desirable.

STOPS – shall be in line with the direction of travel. Horse shall have its hocks under it during the entire stop, maintaining a proper head position and response to a light rein.

SPINS - are consistent and positioned 360 degree turns executed with the inside hindquarter (pivot) remaining stationary. Spins shall be smooth and efficient. The location of the hindquarters shall be fixed at the start of the spin. The horse shall stop the spin exactly as dictated by the pattern description. The right and left spins shall have a similar speed and balance.

BACK UP - is the horse being caused to move in a reverse motion in a straight line for a required distance. The horses shall begin the back up in a controlled manner and shall continue to back up without hesitation until directed to stop by the rider. In the instance where a horse backs up where a back up is not specified in the pattern, a penalty score of -0- will be incurred when the horse backs up more than two (2) full strides. It is important to note one (1) stride is defined as the complete movement or steps of all four (4) legs, one time. In this particular situation, it is very helpful for a judge to watch and count the steps of the front feet. Up to and including four (4) steps of the front feet in the not required back up receives no penalty; five steps and beyond constitutes the inclusion of a maneuver not specified and thus a penalty score of -0-.

HESITATE - is only long enough to show the completion of one maneuver before the next one starts. There shall be a slight hesitation to indicate each maneuver.

DEFINITION OF FALL OF HORSE - when the horse's shoulder and hip are on the ground and all four feet are facing in one direction. Fall of horse in any event receives a score of -0-.

DEFINITION OF FALL OF RIDER – the rider is no longer astride the horse.

I. REINED WORK - PENALTY POINTS:

- 5 points Spurring or hitting in front of the cinch at anytime
Blatant disobedience including kicking, biting, bucking, rearing,
striking, or obviously insubordinate.
- 2 points 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 quarter of the circle, after a lope departure is a
break of gait.
- 1 point Out of lead
Slipping a rein in the bridle
Scotching or anticipating a stop
Over or under spinning up to 1/4 turn
Out of lead each 1/4 circle
Excessive whipping or spurring.
- 1/2 point Not changing leads simultaneously
Over or under spin 1/8 turn
Jogging first two strides.
- 0 score Failure to complete the pattern as given (i.e. over or under spin,
more than 1/4)
Using two hands on the reins in a bridle or two rein class
Fingers between the reins in a bridle class except in the two
rein class
Horse balking
Bloody mouth (inside)
Illegal equipment
Leaving the working area before pattern is complete
Fall of horse or rider
Backing more than two (2) strides, when backing is not called for
Jogging in excess of 1/2 circle or 1/2 the length of the arena.
- A judge may blow his or her whistle at any time to terminate the work. A score
of -0- will be given if the work is not complete at that time.
- N-E Failure of an exhibitor to attempt to work the pattern.
- No Score Abuse
Lameness

Leads and Lead Change Penalties: A judge is required to penalize a horse ½ of a point for a delayed change of lead by one stride. The penalty for being out of lead is cumulative, and the judge will add one (1) penalty point for each 1/4 of the circumference of a circle or any part thereof that a horse is out of lead.

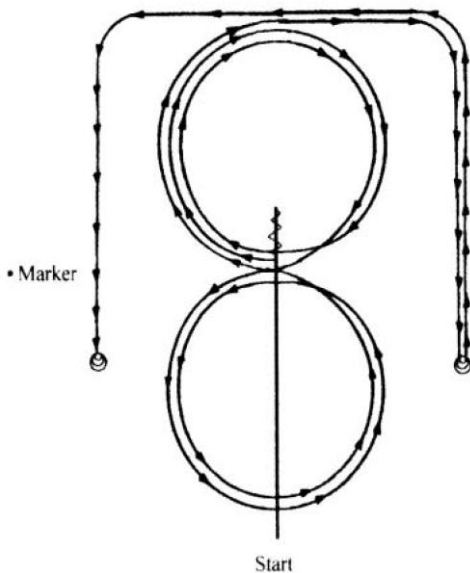
WORKING COW HORSE PATTERNS

1. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like.
2. Markers are mandatory for all patterns. Markers will be placed on the wall or fence on both sides of the arena to the approval of the judges with the following as a guideline:
 - (a) at the center of the arena
 - (b) the one (1) point penalty marker for cow work shall be placed at each corner of the arena
 - (c) the two (2) point penalty markers for cow work shall be placed a minimum of twenty (20) feet past the one (1) point penalty marker
 - (d) end markers for rein work shall be placed at least 50 feet from the end of the arena.
3. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
5. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
6. All judges' decisions are final.

ARCHA COW HORSE PATTERNS

ARCHA PATTERN 1

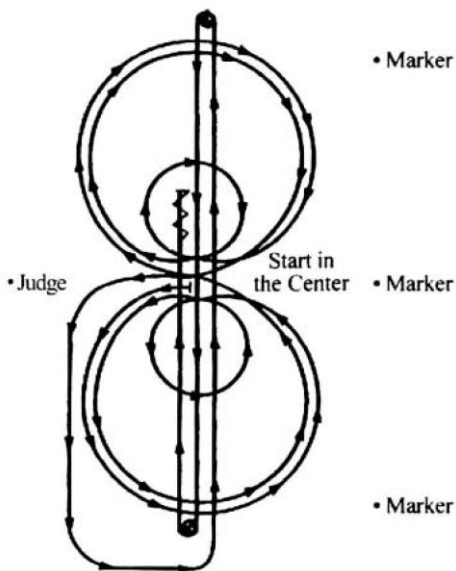
1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center, 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to the right, do not close this circle.
6. Run around end of arena and down the side (approximately twenty (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 twenty (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.



ARCHA PATTERN 2

Trot to center of arena, stop. Start pattern facing towards judge.

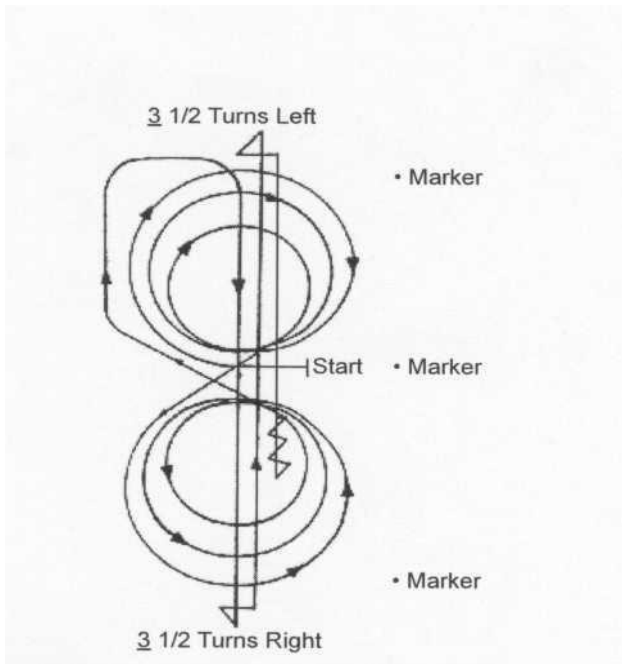
1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena.
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast. 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 3 1/2 spins to the left. Hesitate.
6. Run to far end past marker to a sliding stop. Hesitate.
7. Complete 3 1/2 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.



ARCHA PATTERN 3

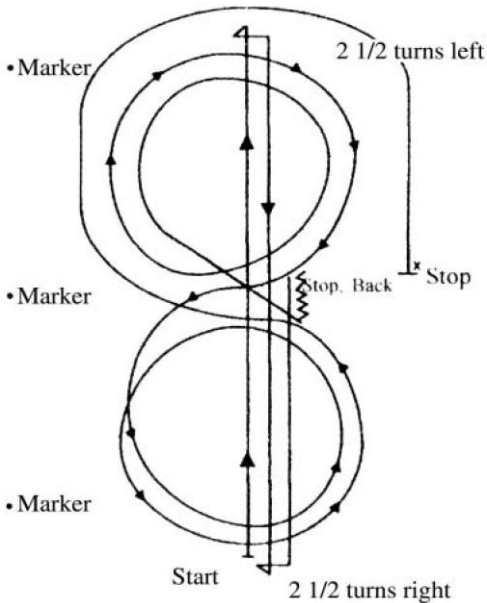
Trot to center of arena, stop. Start pattern facing towards judge.

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, first 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 3 1/2 spins to the right.
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 3 1/2 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.



ARCHA PATTERN 4

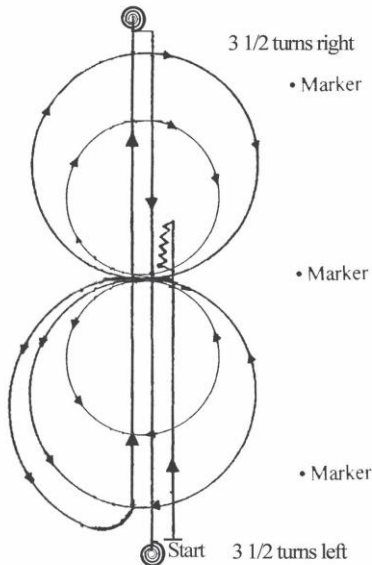
1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 2 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 2 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least ten feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Begin on right lead, complete two circles to the right, the first one small and slow, the second one large and fast. Change leads at the centre 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 other side, past center marker, at least twenty (20) feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.



ARCHA PATTERN 5

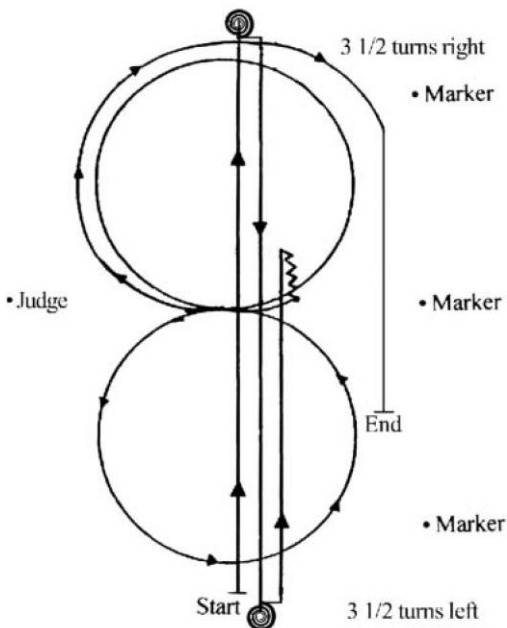
This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena. Run past center marker, stop, back at least 10 feet.
2. 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 1/2 spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.



ARCHA PATTERN 6

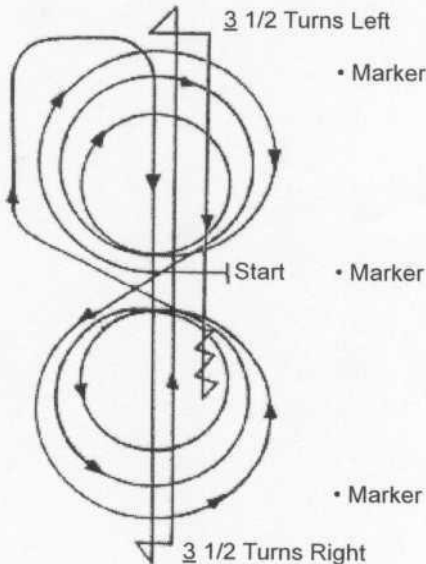
1. Start at end of arena.
2. Run down the middle of the arena, past the end marker and come to a sliding stop.
3. Complete 3 1/2 spins to the right.
4. Run to the other end of the arena, past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the left.
6. Run past the center marker, stop, back at least ten feet, complete 1/4 turn to the left.
7. Beginning on right lead, complete one circle to right, change leads. Complete one circle to left, change leads.
8. Complete 3/4 of a right circle, run past center marker, stop. Hesitate to complete pattern.



ARCHA PATTERN 7

Trot to center of arena, STOP. Start pattern facing towards judge.

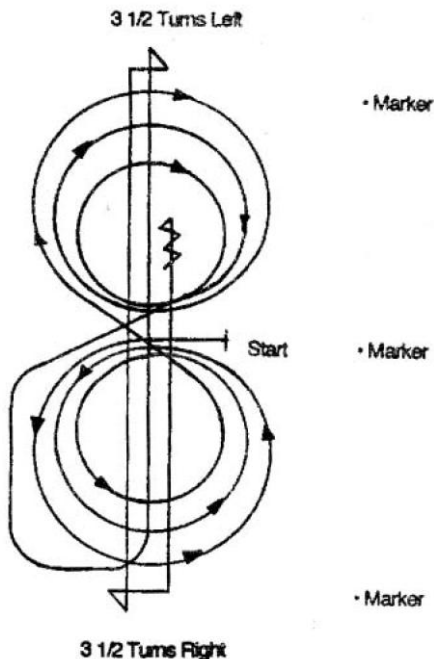
1. Pick up right lead and complete 3 circles, the first big and fast, the second small and slow, the third large and fast. Change leads to the left.
2. Complete three (3) circles, the first large and fast, the second small and slow, the third large and fast. Change leads to the right.
3. Continue loping 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 $\underline{3}$ $\frac{1}{2}$ spins to the right.
6. Run down center of arena past end marker and come to a sliding stop. Hesitate.
7. Complete $\underline{3}$ $\frac{1}{2}$ spins to the left.
8. Run past center marker and come to a sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.



ARCHA PATTERN 8

Trot to center of arena, STOP. Start pattern facing towards judge.

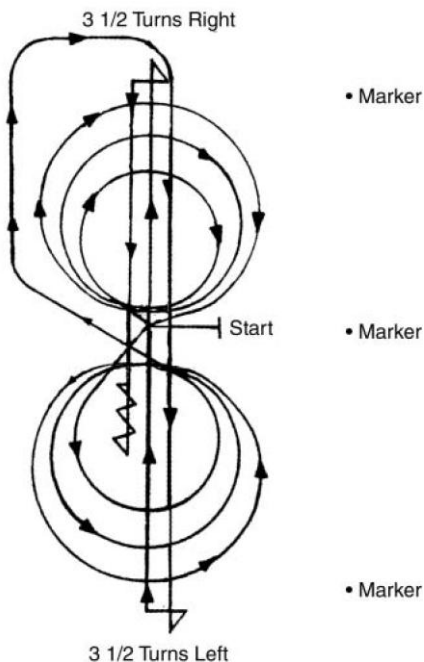
1. Beginning on left lead, complete 3 circles; 2 large and fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large and fast circles, then 1 small slow circle. Change leads to the left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker and come to a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 1/2-half spins to the right.
7. Run down center of arena past center marker and come to a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.



ARCHA PATTERN 9

Trot to centre of arena. STOP. Start pattern facing towards the judge.

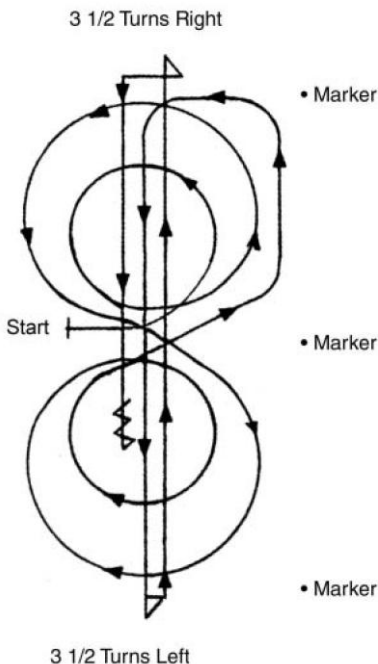
1. Beginning on the right lead, complete three circles to the right; the first circle small and slow, followed by two large fast circles. Change leads at the centre of the arena.
2. Complete three circles to the left; the first circle small and slow, followed by two large fast circles. Change leads at the centre of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down centre of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down centre of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down centre of arena past centre marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.



ARCHA PATTERN 10

Trot to centre of arena, STOP. Start pattern facing away from the judge.

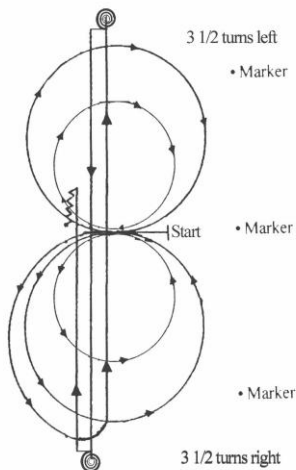
1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast. Change leads at the centre of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the centre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



ARCHA PATTERN 11

Trot to center of arena, STOP. Start pattern facing towards judge.

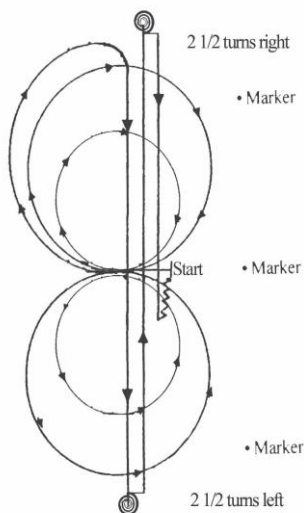
1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 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.



ARCHA PATTERN 12

Trot to center of arena, STOP. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, 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, 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 2 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2 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.



PATTERN DESCRIPTIONS (MANEUVERS)

The ARCHA has divided its patterns into sets of seven maneuver groups, which are scored as described below. These patterns break down as follows:

PATTERN 1		PATTERN 6	
1.	Stop and back up and	1.	Stop
2.	Right circles	2.	3 1/2 right spins
3.	Left circles	3.	Stop
4.	Stop	4.	3 1/2 left spins
5.	3 1/2 right spins	5.	Stop and back up and 1/4 turn
6.	Stop	6.	Right and left circles
7.	3 1/2 left spins	7.	Stop
PATTERN 2		PATTERN 7	
1.	Left circles	1.	Right circles
2.	Right circles	2.	Left circles
3.	Stop	3.	Stop
4.	3 1/2 left spins	4.	3 1/2 right spins
5.	Stop	5.	Stop
6.	3 1/2 right spins	6.	3 1/2 left spins
7.	Stop and back up	7.	Stop and back up
PATTERN 3		PATTERN 8	
1.	Right circles	1.	Left circles
2.	Left circles	2.	Right circles
3.	Stop	3.	Stop
4.	3 1/2 right spins	4.	3 1/2 left spins
5.	Stop	5.	Stop
6.	3 1/2 left spins	6.	3 1/2 right spins
7.	Stop and back up	7.	Stop and back up
PATTERN 4		PATTERN 9	
1.	Stop	1.	Right circles
2.	2 1/2 left spins	2.	Left circles
3.	Stop	3.	Stop
4.	2 1/2 right spins	4.	3 1/2 left spins
5.	Stop & backup & 1/4 turn	5.	Stop
6.	Right circles&left circles	6.	3 1/2 right spins
7.	Stop	7.	Stop and back up
PATTERN 5		PATTERN 10	
1.	Stop & backup at 1/4 turn	1.	Left circles
2.	Left circles	2.	Right circles
3.	Right circles	3.	Stop
4.	Stop	4.	3 1/2 left spins
5.	3 1/2 right spins	5.	Stop
6.	Stop	6.	3 1/2 right spins
7.	3 1/2 left spins	7.	Stop and back up

PATTERN 11		PATTERN 12	
1.	Left circles	1.	Right circles
2.	Right circles	2.	Left circles
3.	Stop	3.	Stop
4.	3 1/2 left spins	4.	2 1/2 left spins
5.	Stop	5.	Stop
6.	3 1/2 right spins	6.	2 1/2 right spins
7.	Stop and back up	7.	Stop and back up

REIN/BOX

ARTICLE XII REIN/BOX

Work is to consist of a reined work pattern and a single cow work (boxing) on the end of the arena. Amount of time to be at the judge's discretion once the rider has shown control of the cow. The scoring system is based on 60 to 80 points. Half- points may be used. The contestant is judged from the time he/she enters the arena until he/she completes the pattern.

OVERALL CHARACTERISTICS OF A GOOD REIN/BOX HORSE

The following are considered characteristics to be exhibited at all times:

- Horse should have an alert, responsive attitude;
- Horse should be shifty, smooth and have their feet under them at all times;
- Horse should have a soft mouth and respond to a light rein;
- Horse should have a natural, unaltered, and relaxed tail carriage;
- Horse should be able to work at reasonable speed and still be under control of rider;
- Horse should have a natural head carriage.

A. DEFINITIONS

1. **OPEN** – Open to any rider. Riders who have competed in judged classes including fence works three (3) or more times may choose to fall back into the Open class. However, they may not go down the fence again in any judges classes or events and remain in the Open Rein/Box Class. Competitors may fall back into the Open Rein/Box Class one (1) time only. Competitors will run an ARCHA Cow Horse Pattern.
2. **NON PRO** - Open to any approved Non Pro rider. Riders meeting the Non Pro eligibility (see Article XII I) requirements who have competed in judged classes including fence works three (3) or more times may choose to fall back into the Non Pro class. However, they may not go down the fence again in any judged classes or events and remain in the Non Pro Rein/Box Class. Competitors may fall back into the Non Pro Rein/Box Class one (1) time only. Competitors will run an ARCHA Cow Horse Pattern.

3. NOVICE NON PRO \$1000 LIMIT - Open to approved Non Pro riders who have not earned more than \$1000 in lifetime Rein/Box earnings as of January 1 of the current year. Riders must meet Non Pro eligibility rules, with the exception of XII I.6 ownership rule. Riders cannot have shown down the fence three (3) actual runs in any judged classes or events with the exception of horse sales. Being entered in a class that includes the fence work will be counted as going down the fence regardless if the rider boxed the cow and pulled up before the run was completed. The responsibility for eligibility lies with the competitor. If an individual feels a competitor is not eligible for a class, the burden of proof lies with the person who protests. Competitors will run an ARCHA Cow Horse Pattern.

4. YOUTH - Open to riders 18 years of age and under as of January 1 of the current year. Riders cannot have shown down the fence three (3) actual runs in any judged classes or events with the exception of horse sales. Being entered in a class that includes the fence work will be counted as going down the fence regardless if the rider boxed the cow and pulled up before the run was completed. Youth may not show a stallion in Youth classes. Any youth competing in a youth class does not need to own the horse they are showing. Competitors will run a Rein/Box pattern.

5. YOUTH TEN AND UNDER – Open to riders 10 years of age and under as of January 1 of the current year. Riders cannot have shown down the fence three (3) actual runs in any judged classes or events with the exception of horse sales. Being entered in a class that includes the fence work will be counted as going down the fence regardless if the rider boxed the cow and pulled up before the run was completed. Youth may not show a stallion in Youth classes. Any youth competing in a youth class does not need to own the horse they are showing. Competitors will run a Rein/Box pattern.

B. APPROVED CLASSES

OPEN; NON PRO; NOVICE NON PRO \$1000 LIMIT; YOUTH and YOUTH TEN AND UNDER. Open to any age of horse. Horses to be judged in the manner prescribed in Article XII.

C. APPOINTMENTS and EQUIPMENT - See Article XI – C. Working Cow Horse.

D. BROKEN EQUIPMENT- See Article XI - D. Working Cow Horse.

E. SCORING - See Article XI - E. Working Cow Horse.

F. RULES FOR JUDGING – Judging begins when the contestant enters the arena. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty for this is -0-. Each contestant upon receiving a cow in the arena, shall hold that

cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. The horse will be scored using the cow work guidelines.

G. COW WORK (BOXING) PENALTY POINTS

1 point penalties

- A. Loss of working advantage
- P. Working out of position
- W. Excessive whipping, spurring, or hollering.

3 point penalties

- C. Loss of control and animal leaves the end of the arena.

5 point penalties

- B. Spurring or hitting in front of the cinch
- 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 when using a bridle or two rein.
- C. Fingers between reins when riding one handed, except in two rein equipment
- D. Balking
- E. Out of control
- F. Bloody mouth (inside)
- G. Illegal equipment
- H. Leaving working area before pattern or work is complete
- I. Fall of horse and/or rider
- J. Schooling of horse between rein and cow work
- K. Schooling of horse between cows if a new cow is awarded
- M. Failure to quit working a cow after a new cow has been awarded.

N-E Failure of an exhibitor to attempt to work the pattern

NO SCORE A. Abuse B. Lameness

Credits

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

H. REINED WORK – RULES FOR JUDGING - See Article XI – H. Working Cow Horse.

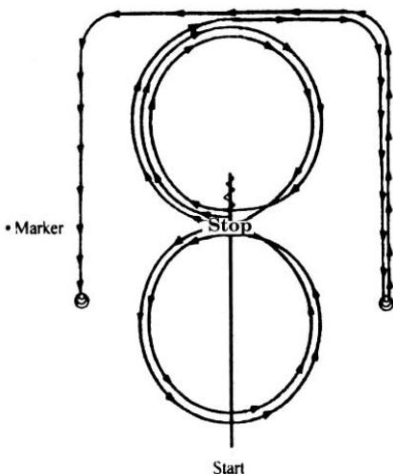
I. REINED WORK – PENALTY POINTS - See Article XI - I. Working Cow Horse.

YOUTH REIN/BOX PATTERNS

YOUTH and YOUTH TEN AND UNDER REIN/BOX PATTERN 1

Start at end of arena. Run down middle past center marker to a sliding stop.

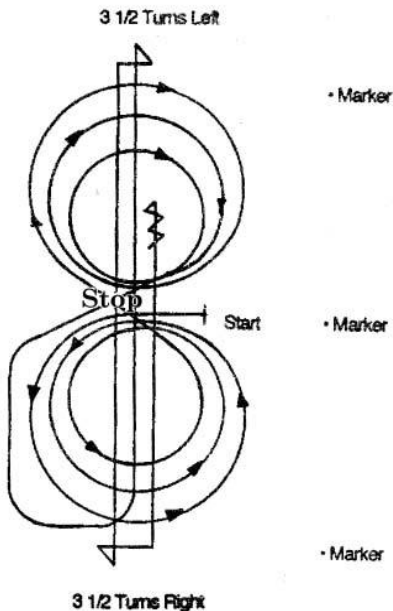
1. Back at least 10 feet to center, 1/4 turn left.
2. Pick up right lead, big fast circle, small slow circle, close circle and stop.
3. Pick up left lead, big fast circle, small slow circle, close circle and stop.
4. Pick up right lead and run around end of arena and down the side (approximately twenty (20) feet from fence) past center marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Continue back down side and end of arena to other side (approximately twenty (20) feet from fence) go past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the left.
8. Hesitate to complete pattern.



YOUTH and YOUTH TEN AND UNDER REIN/BOX PATTERN 2

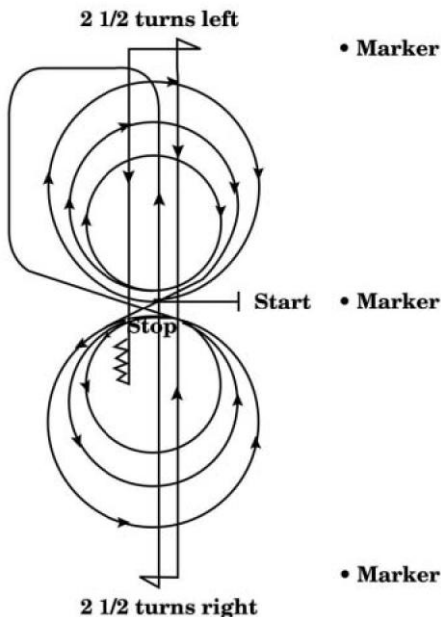
Trot to center of arena, STOP. Start facing towards judge.

1. Begin on left lead - complete 3 circles; 2 large fast; then 1 small slow. Close circle and stop.
2. Pick up right lead and complete 3 circles; 2 large fast; then 1 small slow. Close circle and stop.
3. Pick up left lead and continue around end of arena and run down center of arena past end marker and come to a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past middle marker and come to a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete of pattern.



YOUTH and YOUTH TEN AND UNDER REIN/BOX PATTERN 3

1. Trot to center of arena. **STOP.** Start pattern facing judge. Pick up right lead and complete 3 circles, the first big and fast, the second small and slow, the third big and fast. Close circle and stop.
2. Pick up left lead and complete 3 circles, the first big and fast, the second small and slow, the third big and fast. Close circle and stop.
3. Pick up right lead and run 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 2 1/2 spins to the right.
6. Run down center of arena past end marker and come to a sliding stop. Hesitate.
7. Complete 2 1/2 spins to the left.
8. Run past center marker and come to a sliding stop.
9. Back up at least 10 feet.
10. Hesitate to complete pattern.



HERD WORK/RANCH CUTTING

ARTICLE XIII HERD WORK/RANCH CUTTING

Judging will begin at the time line. The contestant shall approach the herd with no hesitation, weaving or reluctance on the part of the horse to enter the herd sufficiently deep enough to show his ability to make a cut. The horse shall work quietly, but alertly, causing very little disturbance to the herd or the animal brought out. Credit will be given for driving cattle, clearing the herd by a sufficient distance and setting up a cow while holding it in a working position as near the center of the arena as possible. The degree of difficulty, eye appeal and the amount of courage in staying on a tough cow will be taken into consideration. The amount of time actually spent working cattle in the 2 1/2 minute period will have a positive effect on the total score. The horse should show a great deal of expression but no ill will toward the animal. Judging will end at the whistle.

There shall be two (2) turnback mounts and two (2) herd-holders allowed per contestant. The use of herd-holders is optional. It shall be up to the contestant to assemble his/her own herd holders and turnback mounts. The responsibility to see that the herd is settled shall be with the first contestant in each set of cattle. No horse entered in the class being judged at the time shall be used to settle the herd.

A. DEFINITIONS

- 1. OPEN** Any rider may show in this class.
- 2. LIMIT RIDER** Open to riders that have lifetime cutting earnings, **excluding limited aged event earnings**, less than the dollar limit of the class. Riders must apply for limit status and eligibility will be decided by the Board of Directors whose decision shall be final. If a limit class rider reaches the limit during the course of the show season, said rider may still remain in that class for the duration of the year.
- 3. YOUTH** Any rider who is eighteen (18) years of age or younger, as of January 1 of the current year. A youth rider may compete in any other class he/she so chooses provided that his/her lifetime earnings, excluding limited aged event earnings, do not exceed the limit of the class or meets Non Pro eligibility requirements. Dollars earned in youth competition count towards lifetime earnings. Can be shown in a snaffle bit, or hackamore in one or two hands.
- 4. NON PRO** As defined in the ARCHA 2011 rulebook and under Article XI item "I".
- 5. NOVICE NON PRO** Open to any Non Pro rider with less than \$5000 life time earnings January 1 of the current year in any and all judged cutting classes or events, excluding Limited Aged Events earnings. Riders must

apply for limit status and eligibility will be decided by the Board of Directors whose decision shall be final. If a limit class rider reaches the limit during the course of the show season, said rider may still remain in that class for the duration of the year.

B. APPROVED CLASSES

OPEN; NON PRO; \$5000 LIMIT; NOVICE NON PRO; \$1000 LIMIT; AND YOUTH RANCH CUTTING. Open to any age of horse. Horses to be judged in the manner prescribed in Article XIII.

C. APPOINTMENTS

Horses shall be shown with a western saddle. Riders must wear a western hat and boots, and long sleeve shirt. Chaps or chinks are mandatory. Horses are to be shown in an ARCHA regulation snaffle bit or an ARCHA approved leather or rawhide bosal and may be shown with one hand or two hands. The rider shall use closed reins, with an approved hackamore or split reins with an approved snaffle bit. A snaffle bit bridle shall have no noseband or bosal, and hackamores shall be of braided rawhide or leather with no metal parts. Headstall used with the snaffle bit is required to have a throat latch. Choke ropes, tie downs, wire around the horse's neck, nose, or brow band, tight nose band, quirt, bat or mechanical device giving the rider undue control over a horse will not be permitted in the arena. Wire of any kind and on any part of the snaffle bit or hackamore is not permissible. A breast collar may be used, no portion of which may pass over the horse's neck. Breast collars attached to the swell of the saddle on competing horses will be considered illegal. Spurs may be worn. A competing horse's tail cannot be tied in any manner, which would restrict movement of the tail.

Any time a contestant is guilty of an infraction of this rule or any part therein, he or she shall be disqualified. A judge has the right to have a contestant report to him if he is suspicious of any infraction of this rule.

Use of training equipment (non approved ARCHA equipment) will not be permitted in the show arena on the day of an approved ARCHA show. On an ARCHA approved show day, and until the conclusion of the show, any persons entering the show pen must be wearing a western hat and long sleeve shirt.

D. SCORING

- 1.** Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy this rule. Failure to satisfy this requirement will result in a three (3) point penalty.
 - (a) A horse should be given credit for his ability to enter the herd quietly with very little disturbance to the herd or to the one brought out.
- 2.** When an animal is cut from the herd, it is more desirable that it be taken toward the center of the arena and credit will be given for same.

Additional credit will be given to the horse, which drives its stock a sufficient distance from the herd to assure that the herd will not be disturbed by his work, thereby showing his ability to drive a cow.

- 3.** Credit will be given for riding with a loose rein throughout the performance.
- 4.** Credit will be given for setting up a cow and holding it in a working position as near the centre of the arena as possible.
- 5.** If the cutting horse or his rider creates a disturbance at any time throughout his working period, he will be penalized.
 - a) Any noise directed by the contestant toward the cattle will be penalized one (1) point.
 - b) Each time a horse runs into the herd, scatters the herd while working, or picks up cattle through fault of the horse, he will be penalized three (3) points.
 - c) The judge shall stop any work because of training or abuse of his horse by the contestant or disturbance of the cattle.
- 6.** A horse will be penalized three (3) points each time the back fence actually stops or turns the animal being worked within one step (3 feet) of the fence, to be agreed on and designated by the judge or judges before the contest starts, meaning the actual fence only, no imaginary line from point to point to be considered. If any of the contestants voice any objection before the contest starts, the judge or judges shall take a vote of the contestants, and a "back fence" acceptable to the majority will be designated and used.
- 7.** If a horse turns the wrong way with tail toward the animal being worked, an automatic score of sixty (60) points will be given.
- 8.** If a horse lets an animal that he is working get back in the herd, he will be penalized five (5) points.
- 9.** If a rider changes cattle after visibly committing to a specific cow, a five (5) point penalty will be assessed.
- 10.** When a horse goes past an animal to the degree he loses his working advantage, he will be penalized one (1) point each time he does so.
- 11.** Unnecessary roughness, such as a horse actually pawing, kicking or biting cattle will be penalized three (3) points.
- 12.** A contestant may quit an animal when it is obviously stopped, obviously turned away, or is obviously behind the turnback horses and the turnback horses are behind the time line. A penalty of three (3) points must be charged if the animal is quit under any other circumstances.
- 13.** If a horse quits a cow, a penalty of five (5) points will be assessed.

- 14.** If a horse clears the herd with two or more cattle and fails to separate a single animal before quitting, a five (5) point penalty will be charged. There is no penalty if time expires.
- 15.** When a contestant is thrown from a horse, or horse falls to the ground, an automatic score of sixty (60) will be given.
- 16.** Any rider who allows his/her horse to quit working or leave the working area before his/her allotted time is up will be disqualified for that go-round with no score.
- 17.** A contestant will be awarded a complete rework if in the judge or judges' opinion two and one-half (2 1/2) minutes time was not allotted for the work or if excessive disturbances had been created by factors other than those caused by the contestants or their help and the judge or judges have stopped the time. Such factors would include gates coming open, fences falling down and objects entering or falling into the working portion of the arena, but would not apply to cattle scattering through wildness or normal arena activities. Any rework must take place within the group of cattle drawn by the contestant and must occur before a change of cattle is executed. At the contestant's option, the rework may occur immediately or as the last work in that set of cattle. No rework shall be granted if the contestant involved had incurred a three (3) or five (5) point (major) penalty prior to a disturbance. After the cutter has completed his 2 1/2 minutes work, if in his/her opinion a situation has occurred of sufficient seriousness so as to warrant a rerun, he/she may immediately make a request for the same to the designated equipment judge who shall report this fact to show management before the next horse is called to work. Show management shall make such facts as are available known to the judge(s) and if the majority are in agreement that due cause did exist, a re-run may be granted provided the original work was free of a three (3) or a five (5) point (major) infraction.
- 18.** A judge marks from 60 to 80 points. One-half points are permissible.
- 19.** When the judge is in doubt about a penalty, the benefit always goes to the contestant.

E. HERD WORK/RANCH CUTTING PENALTY POINTS

1 point penalties:

- A. (Miss) Loss of working advantage.
Definition: Loss of working advantage is when a horse goes by or misses to the degree that he loses his position to maintain control of the cow.
- B. Noise directed by contestant toward cattle.
Definition: Any noise directed by the contestant toward the cattle will be penalized 1 point for each time.
- C. Working out of position.
Definition: The position of the horse in relation to the cow being worked, being either too long or too short while working to control the cow.
- D. Toe, foot, or stirrup on shoulder.
Definition: A 1 point penalty will be charged each time the toe, foot or stirrup actually touches the horse's shoulder.

3 point penalties:

- A. Hot quit.
Definition: A contestant may quit an animal when it is obviously stopped, obviously turned away, is obviously behind the turn back horses and turn back horses are behind the time line. A penalty of 3 points must be charged if the animal is quit under any other circumstances.
- B. Cattle picked up/running into or scattering herd.
Definition: Each time a horse runs into the herd or scatters the herd while working or picking up cattle through fault of the horse, he will be penalized 3 points. The entire cow must enter the working area of the horse. (Working area of the horses is defined as an imaginary line paralleling a straight line connecting the outer limits of the back fence and being in front of the horse's head).
- C. Failure to make a deep cut.
Definition: Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy the rule. Note: It is more important for the judge to consider the depth and route taken by the cutter than it is to count the number of cattle that move around his horse. It is necessary; however, for the cutter to actually get behind some cattle before this rule is to be satisfied.
- D. Back fence.
Definition: The horse will be penalized each time the back fence actually stops or turns the animal being worked within one step (3 feet) of the fence. The back fence markers are considered part of the back fence.

5 point penalties:

- A. Horse quitting a cow.
Definition: When the horse refused to stop or turn around with the cow.
- B. Losing a cow.
Definition: When the horse lets the animal that he is working get back to the herd. Note: At the buzzer, loss of cow occurs at the moment the horse can

no longer regain his working position and the cow leaves the working area of the horse.

- C. Changing cattle after a specific commitment.

Definition: When the rider changes cattle after visibly committing to a specific cow.

- D. Failure to separate a single animal after leaving the herd.

Definition: When the horse clears the herd with two or more cattle and fails to separate a single animal before quitting. No penalty if time expires. This rule only applies when making a cut.

- E. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.

- F. Spurring or hitting in front of the cinch at anytime.

Definition: Spurs, reins or rider must actually make contact with the horse, in front of the cinch, for this rule to apply.

-0- score:

- A. Horse turns tail.

Definition: If the horse turns the wrong way with tail toward the animal being worked.

- B. Using two hands on the reins in a bridle.

Definition: If the hand holding the romal touches the closed part of the reins it is considered two hands on the reins.

- C. Fingers between the reins in a bridle.

- D. Illegal equipment.

- E. Leaving working area before time expires.

Definition: Any rider who allows his horse to quit working or leave the working area before time expires.

- F. Fall of horse or rider.

Definition: A horse is considered to have fallen to the ground when the hip and shoulder are touching the ground and all four feet are extended in the same direction. Rider has fallen when he or she is no longer astride the horse.

- G. Bloody mouth (inside).

NOTE: A judge may blow his/her whistle at anytime to terminate the work. A score of -0- will be given if the work is not complete at that time.

No Score

- A. Abuse

- B. Lameness

F. HERD WORK/RANCH CUTTING SUMMARY

- RUN CONTENT:**
- | | |
|------------------------------|------------------------|
| - Herd work | - Driving a cow |
| - Setting up a cow | - Loose reins |
| - Working center of arena | - Degree of difficulty |
| - Amount of working time | - Amount of courage |
| - Excessive herd holder help | - Time worked +/- |

1 point penalties:

- A. (Miss) Loss of working advantage.
- B. Noise directed by contestant toward cattle.
- C. Working out of position.
- D. Toe, foot, or stirrup on shoulder.

3 point penalties:

- A. Hot quit.
- B. Cattle picked up/running into or scattering herd.
- C. Failure to make a deep cut.
- D. Back fence.

5 point penalties:

- 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, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.
- F. Spurring or hitting in front of the cinch at anytime.

-0- score:

- A. Horse turns tail.
- B. Using two hands on the reins in a bridle.
- C. Fingers between the reins in a bridle.
- D. Illegal equipment.
- E. Leaving working area before time expires.
- F. Fall of horse or rider.
- G. Bloody mouth (inside).

NOTE: A judge may blow his/her whistle at anytime to terminate the work. A score of -0- will be given if the work is not complete at that time.

Figure #1 - Over/Under Spin

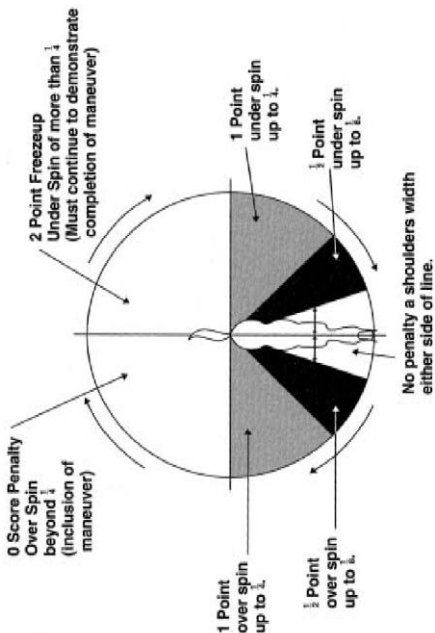
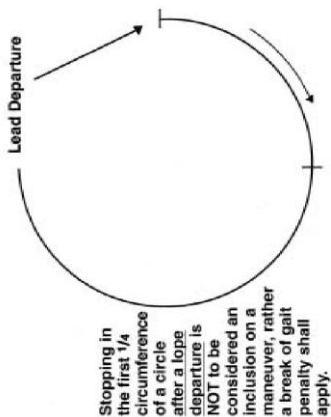


Figure #2 - Lead Departure



Add 1 Point
for each $\frac{1}{4}$
circumference
of a circle, or
part thereof.

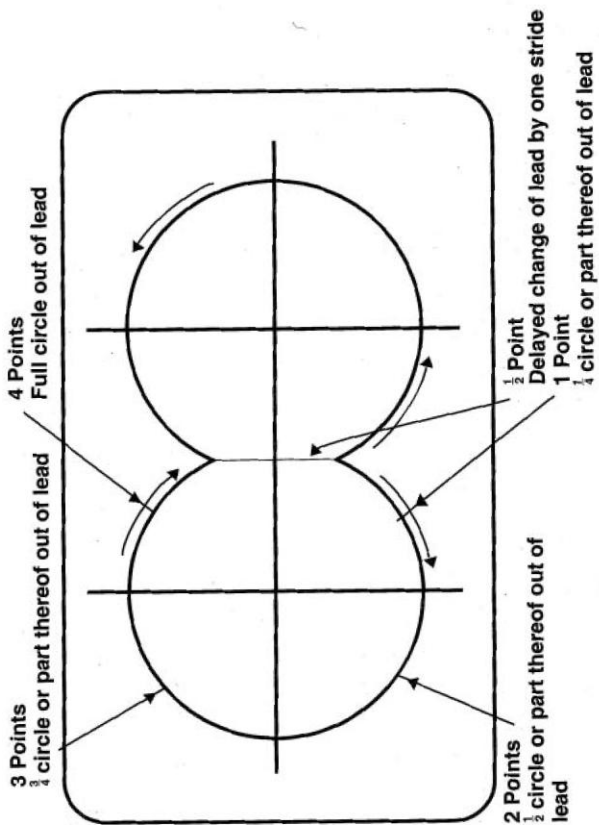


Figure #4 - Jogging

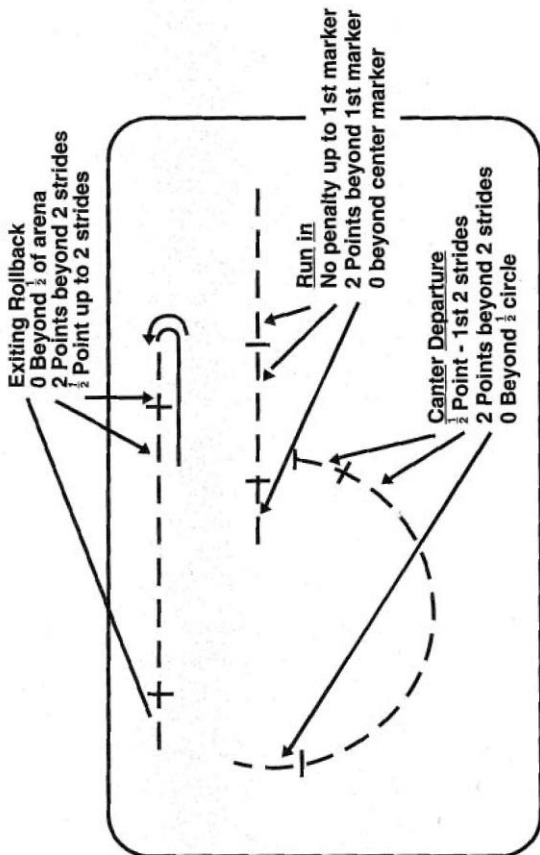


Figure #5 - Out of Lead on Run-around

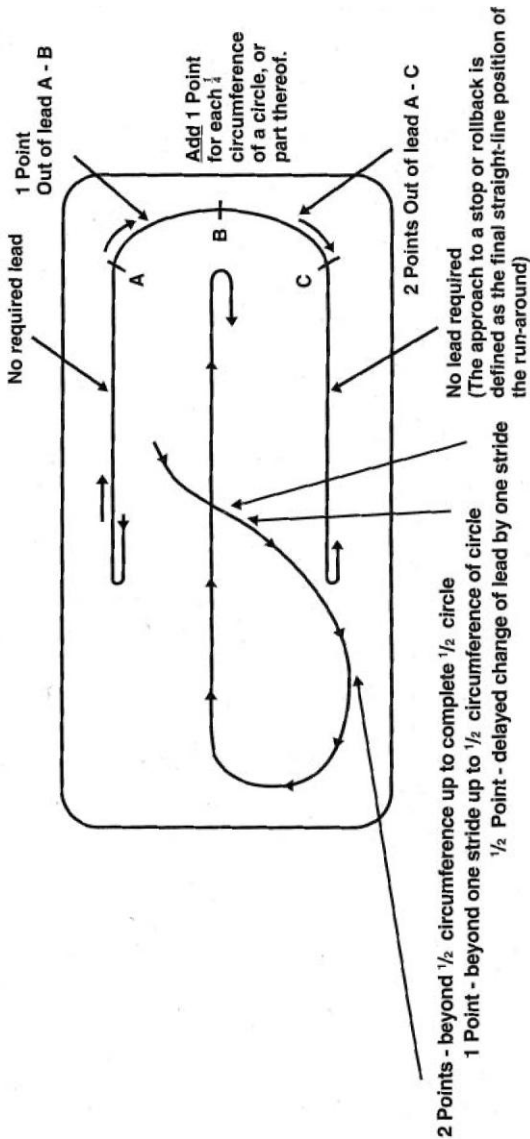
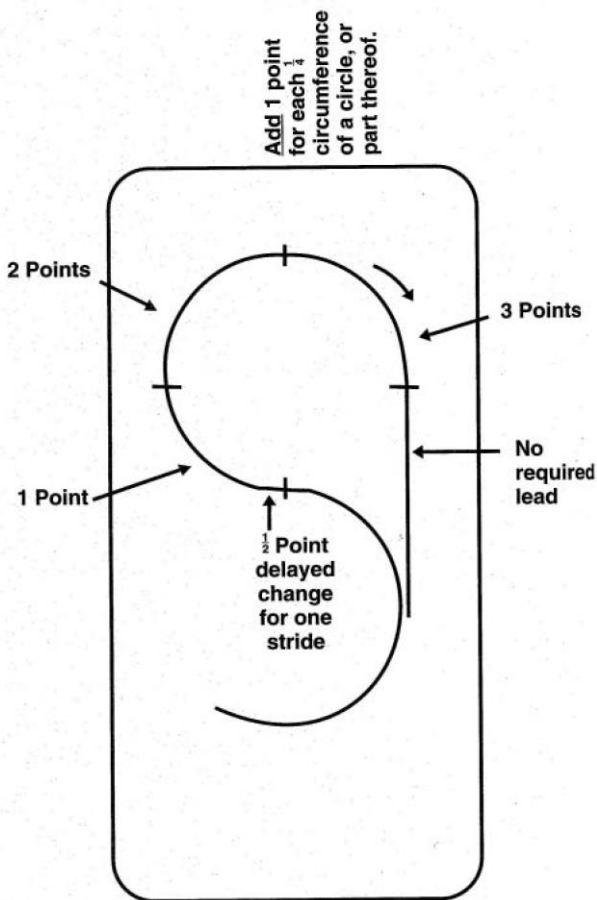


Figure #6 - Out of Lead on Partial Circle Leading to Run-down



2011 SHOW SCHEDULE

April 15 – 17	Claresholm Agriplex	Claresholm, AB
May 6 - 8	Silver Slate Arena	Nanton, AB
May 27 – 29	Claresholm Agriplex	Claresholm AB
June 17 - 19	Claresholm Agriplex	Claresholm, AB
July 1 - 3	Claresholm Agriplex	Claresholm, AB
July 27 – 31	Claresholm Agriplex	Claresholm, AB
August 12 - 14	Okotoks Ag. Society	Okotoks, AB
September 2 to 5	Claresholm Agriplex	Claresholm, AB
September 16 to 18	Okotoks Ag. Society	Okotoks, AB

ALBERTA SNAFFLE BIT FUTURITY AND DERBY

September 2 – 5	Claresholm Agriplex	Claresholm, AB
-----------------	---------------------	----------------

CANADIAN SNAFFLE BIT FUTURITY AND DERBY

2011 ARCHA Board of Directors

President:	Geoff Hoar ghoar@airenet.com	403-227-7825
Vice President:	Jim Dobler jim@ijd.ca	403-350-8140
Treasurer:	Elyse Thomson 7pranchhorses@xplornet.com	403-558-0005
Secretary:	Donna Shapka dshapka@ppc-inet.ca	403-934-4387
Directors:	Tyler Albrecht tdalbrecht@figment.ca	403-443-0349
	Greg Coffin gcoffin12@hotmail.com	780-819-9453
	Bart Holowath bart.holowath@gmail.com	403-395-3339
	Mel Mabbott greenpine@telus.net	403-995-0285
	Clint Swales c.c.swales@hotmail.com	403-558-2295
	Ronnie Swales jswales@telusplanet.net	403-601-4048
	Kaylee Want kayleewant@gmail.com	403-815-5978
	Kent Williamson kent@davincibb.net	403-931-1688]