

## **EV-200 American Stock Horse Association Classes**

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

## **EV-240 ASHA Stock Horse Working Cow Horse Class**

A versatile western stock horse must also be a cow horse and this class has been designed to demonstrate and measure the horse's ability to do cow work. Holding the saddle horn is permitted in this class. Timing will be done by the announcer. At the end of the time limit, the announcer will call time. If the time has not elapsed and the judge is satisfied that all requirements of the class have been met, the judge should blow the whistle for the contestant to quit work.

The judge may blow a whistle at any time for the contestant to cease work for safety reasons. Judges will give credit for what they have seen. Only the judge may award a new cow to a contestant to replace a cow that will not honor a horse. Contestants must continue working until time is called to avoid a run content deduction.

### **A. Working Cow Horse Class for Open and NonPro Divisions**

There will be a 3 minute time limit per horse to perform the entire work beginning when the cow is turned into the arena. When there is one minute left on the time, the announcer will announce, "one minute". At 3 minutes, the announcer will call time. The work in the open and non-pro cow horse class will consist of the following three parts.

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

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

**Part Three – Optional Roping or Circling** For the third part of this class, the rider has the option to either rope and stop the cow or to take the cow to the middle of the arena and circle it at least once each direction. A rider may circle or rope the cow, but cannot combine the two to get credit for this portion of the class.

To rope the cow, the rider must be carrying a rope when the class starts. The rider may pull up after the fence work, take down the rope, and proceed to rope and stop the cow. The rider may only throw two loops. A no catch does not mean a score of zero for this portion of the class. A horse must be given credit for rating and tracking, but should not be scored higher than a horse that has also demonstrated the ability to stop and hold the cow.

### **B. Scoring Open and NonPro Working Cow Horse Class**

Scoring for the working cow horse class shall be 20 points for each of the three parts of the class with a total of 60 points for the entire class. Each of the three parts of the class is broken into two scores of 10. In selecting tie-breakers, a judge may use 1,2,3,4,5,6 in any order. Scoring columns 5 and 6 for both circling and roping may be given any tie breaker rankings, but should be given the same tie breaker rankings.. In other words, give only 6 tie breaker rankings with circling and roping scoring columns being the same.

#### **1. Scoring for Part One – Boxing (Maximum of twenty points)**

- a. The horse will be scored 10 points for control, position and correctness
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

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

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

#### **2. Scoring for Part Two – Fence Work (Maximum of twenty points)**

- a. The horse will be scored 10 points for control, position and correctness
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

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

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

#### **3. Scoring for Part Three – Optional Circling or Roping (Maximum of twenty points)**

##### **Circling**

- a. The horse will be scored 10 points control, position and correctness
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

**Credits:** +Getting up on cow close enough to control the circles

+Acknowledging the cow during circling and working willingly

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

### Roping

- a. The horse will be scored 10 points for rating, position, stop and holding.
- b. The horse will be scored 10 points for speed, degree of difficulty, eye appeal and cow sense.

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

**Deductions:** -Not tracking, not rating and not catching up to the cow  
-Poor stop

## C. ASHA Working Cow Horse Class for LTD Non Pro and Green Horse Divisions

This class has been developed for non-pro riders and the green horse division as an intermediate level working cow horse class. There will be a two minute time limit per horse to perform the entire work beginning when the cow is turned into the arena. When there is one minute left on the time, the announcer will announce, "one minute". At 2 minutes, the announcer will call time. The work in this class will consist of the following three parts.

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

### **Part Two - Release cow and Drive down Side of Arena to Opposite End of Arena**

After the cow has been controlled on the entrance end of the arena, the rider shall deliberately release the cow and set up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately three-fourths length of arena. Rider will then back horse off of cow and move horse toward center of arena to set cow up for boxing.

**Part Three – Boxing the Cow at Opposite end of arena** –The exhibitor will again control or "hold" the cow at this end of the arena to demonstrate the horse's ability to "hold" the cow. Continue boxing until time expires.

**D. Scoring Working Cow Horse class for Limited Non Pro and Green Horse Divisions** Scoring for the working cow horse class for limited non pro and green horse divisions will be 1 to 50 points based on 20 points for each "boxing the cow" work and 10 points for the drive down the side of the arena. Each of the three parts of the class is broken into two scores. In selecting tie breakers, a judge may use 1 through 6 of the scoring columns in any order.

### **1. Scoring for Part One – Boxing (Maximum of 20 points)**

- a.. The horse will be scored 10 points for control, position and correctness.
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

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

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

### **2. Scoring for Part Two – Driving down arena fence (Maximum of 10 points)**

To receive full credit for the drive down the cow must be controlled on the fence for at least three - fourths the length of the arena.

- a. The horse will be scored 5 points for control, position and initiative.
- b. The horse will be scored 5 points for degree of difficulty, amount of work done, eye appeal and cow sense.

**Credit:** +Rating the cow  
+ Blocking the cow with pressure towards the end of the arena.  
+ Driving the cow with control down the side of the arena

**Deductions:** -Unable to direct cow to opposite end of arena  
-Failure to rate the cow and drive against the fence  
-Letting cow return to entry gate

### **3. Scoring for Part Three – Boxing (Maximum of 20 points)**

- a. The horse will be scored 10 points for control, position and correctness.
- b. The horse will be scored 10 points for degree of difficulty, amount of work done, eye appeal and cow sense.

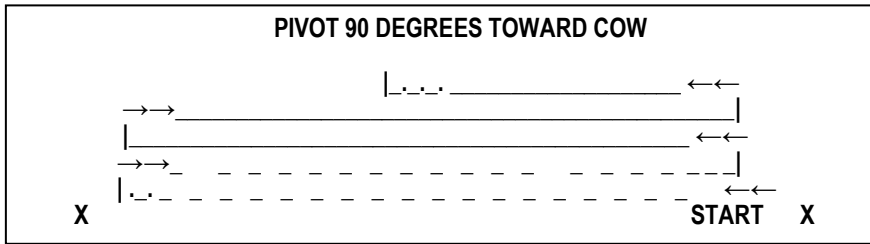
**Credit:**+Expression by the horse and making moves with little rider assistance  
+Holding and controlling the cow  
+Amount of work actually done and the degree of difficulty of the work

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

### E. ASHA Working Cow Horse Class for Novice & Youth Divisions

This class has been developed for novice and youth riders as an entry level working cow horse class. The rider will enter the arena and perform the cow horse pattern. After completing the cow horse pattern, the rider will face the cow end of the arena and call for a cow. **The rider will have 1 minute to work the cow.** Timing will be done by the announcer starting when the cow is turned into the arena. At 1 minute, the announcer will call time. The work in the cow horse class will consist of the following two parts.

**Part One – Cow Horse Pattern** – The rider shall trot into the arena, trot to first cone and start pattern. Markers: Marker placement shall be a minimum of 20 ft from the wall.



Enter arena at trot and trot to first cone

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

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

### F. Scoring Novice & Youth Working Cow Horse Class

Scoring for the working cow horse class shall be 20 points for the Cow Horse Pattern and 40 points for the Cow Work for a total of 60 points for the entire class. The Cow Horse Pattern is divided into five maneuvers with a maximum score of 4 points each. The Cow Work is divided into two scores of 20 points each. In selecting tie breakers, a judge may use 1 through 7 maneuvers in any order.

#### 1. Scoring for Part One – Cow Horse Pattern (Maximum of twenty points)

1. The horse will be scored 1-4 points for entering at trot, extended trot to first cone, stop, back two steps and rollback to right.
2. The horse will be scored 1-4 points for extended trot to cone, stop, back two steps and rollback to left.
3. The horse will be scored 1-4 points for lope, stop and rollback to right.
4. The horse will be scored 1-4 points for lope, stop and rollback to left.
5. The horse will be scored 1-4 points for lope to center, stop, back, pivot, call for cow.

**Credit:**

- + Good Hard Straight Stops
- + Correct Rollbacks
- + Correct Gaits

**Deductions:**

- Failure to complete pattern as described
- Poor stops
- Poor turns
- Poor backing

#### 2. Scoring for Part Two – Boxing (Maximum of forty points)

6. The horse will be scored 1-20 points for control, position, correctness and initiative.
7. The horse will be scored 1-20 points for degree of difficulty, eye appeal and cow sense.

**Credit:**

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

**Deductions:**

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



**Wkg Cow Horse Open & Non Pro Scoresheet**

**Tie Breakers**

											Circle or Rope				
							Box (1-20)		Fence Work (1-20)		Circle (1-20)		Rope (1-20)		
Rank	Points	Name	ASHA #	Horse	Horse #	Back #	Control, Position, Correctness (1-10)	Degree of difficulty, amt of work done, eye appeal, cow sense (1-10)	Control, Position, Correctness (1-10)	Degree of difficulty, amt of work done, eye appeal, cow sense (1-10)	Control, Position, Correctness (1-10)	Degree of difficulty, amt of work done, eye appeal, cow sense (1-10)	Rate, Position, Stop & Hold (1-10)	Speed, Degree of difficulty, eye appeal, cow sense (1-10)	Total Score

Judge's Signature \_\_\_\_\_



**Wkg Cow Horse LTDNP & Green Scoresheet**

**Tie Breakers**

Rank	Points	Name	ASHA #	Horse	Horse #	Back #	First Box (1-20)		Drive Down Fence(1-10)		Second Box (1-20)		Total Score
							Control, Position, Correctness (1-10)	difficulty, amt of work done, eye appeal, cow sense (1-10)	Control, Position, Initiative (1-5)	difficulty, amt of work done, eye appeal, cow sense (1-5)	Control, Position, Correctness (1-10)	difficulty, amt of work done, eye appeal, cow sense (1-10)	

Judge's Signature \_\_\_\_\_



**Wkg Cow Horse Novice & Youth Scoresheet**

Tie Breakers														
							Cow Horse Pattern or Dry Work (1-20)					Boxing (1-40)		
Rank	Points	Name	ASHA #	Horse	Horse #	Back #	Enter at trot, Ext trot to 1st cone, Stop, Back and Rollbck (1-4)	Ext Trot to cone, Stop Back, Rollbck (1-4)	Lope, Stop, Rollbck (1-4)	Lope, Stop, Rollbck (1-4)	Lope to center, Stop, Back, Pivot, Call for cow (1-4)	Control Position Correct- ness Initiative (1-20)	Degree of difficulty, eye appeal, cow sense (1-20)	Total Score

Judge's Signature \_\_\_\_\_