



East Texas Stock Horse Rulebook 2025

Memberships – Valid for the current show year no matter the date of purchase. All memberships expire Dec 31, 2025 and you will need to renew before 1st show in 2026.

Membership is not required to participate in clinics and shows however non-members do pay higher rates per class/division at shows.

Adult \$30/year 19+ or \$300/lifetime

Youth (8 to 18yrs as of Jan 1st) \$25/year or \$100/lifetime 8-18

General Rules

Horses of all breeds and mules are allowed.

APHA Chrome Cash is available at all our shows.

Minimum Age of horses show in ETXSH events is 3 years old.

No horse can be shown in any class in the same division by more than one rider.

Payments

All payments are due by the culmination of the show. Not paying your show fees by the end of the show will result in a \$100 late fee applied.

Returned check fees of \$50 will apply for any checks returned for insufficient funds.

Failure to pay dues in a timely manner will be cause for revocation of membership and banning of participation of future shows.

Payouts

East Texas Stock Horse will send out all jackpot payouts via Venmo, Zelle, or Check generally within 1 to 2 days following the conclusion of a show event. Jackpot payouts will be sent/mailed to the owner of the horse that is listed on the show registration form.

Division Rules & Descriptions

Walk Trot Youth 18U. For inexperienced youth riders that have never completed a series in a loping division. This class is not for schooling of younger horses. It is based on the rider's ability. May not cross-enter in any other division. Riders are ineligible after a maximum of 2 years shown in this division OR the youth rider has demonstrated mastery at this level and has won Championships or Reserve Championships consistently in the previous show year at ETXSH shows OR other such like associations.

Cattle class is boxing.

Limited Youth 13U – Youth riders that can lope OR are stepping up from a Walk Trot division. **Cattle class is boxing.**

Limited Youth 14-18 – Must still be 18 as of Jan 1st of the current show year. Youth riders that can lope OR are stepping up from a Walk Trot division. **Cattle class is boxing.**

Youth 18U – Youth riders demonstrating mastery in the cattle boxing class and ready to move up to the box/drive/box/drive division in preparation for more advanced cow work. Must still be 18 as of Jan 1st of the current show year. **Cattle Class is the box/drive/box/drive.**

NOTE: Youth Riders are not permitted to ride Stallions in the Youth Events.

Walk Trot Adult – 18U Adults. This class is for inexperienced adult riders. *No trainers or schooling of younger horses permitted. There is a Jr./Green Division for trainers or more advanced Amateurs that wish to school younger horses.* May not cross-enter in any other division. Riders are ineligible after a maximum of 2 years shown in this division OR the rider has demonstrated mastery at this level and won Championships or Reserve Championships consistently in the previous show year, even if it was at a different horse show association. **Cattle class is boxing.**

Open – Open to any professional or nonprofessional rider. **Cattle Class is fencework (fence, circle or rope). Mandatory Jackpot division.**

Jr./Green – Open to horses 5 years of age or younger as of Jan 1st of the current year. There is an optional Jackpot in this division. **Cattle Class is Box/Drive/Box/Drive**

Non-Pro – Open to any nonprofessional rider with any horse regardless of past winnings. Mandatory jackpot division. **Cattle Class is fencework (fence, circle, or rope).**

Limited Non-Pro – Open to nonprofessional riders that are not ready to go down the fence in the non-pro division OR for any other personal choice. There is an optional jackpot. **Cattle Class is Box/Drive/Box/Drive.**

Intermediate – Open to non-pro riders with moderate riding and showing experience who wish to advance their skills in competition at a more advanced pace. Eligibility in the Intermediate includes Non-Pro eligibility (no horse trainers) restrictions on earnings and breed association points in any western performance discipline, as well as restrictions on accomplishments within ETXSH or other like such associations. There is an Optional Jackpot. **Cattle Class is Boxing.**

Novice – Open to riders with limited riding and showing experience that wish to learn more about competition at a beginner's pace. Eligibility in the Novice includes having Non-Pro eligibility (no horse trainers) as well as restrictions on earnings and breed association points in any western performance discipline, and restrictions on accomplishments within ETXSH or other like such associations. No jackpot. **Cattle Class is Boxing.**

NOTE: Stallions are prohibited from Novice Divisions.

L1 Novice – Open to riders with VERY limited riding and showing experience. This is truly an entry level division for those new to showing. Eligibility in the Novice includes having Non-Pro eligibility (no horse

trainers) no earnings and breed association points in any western performance discipline, and restrictions on accomplishments within ETXSH or other like such associations. No jackpot. **Cattle Class is Boxing.**

NOTE: Stallions are prohibited from Novice Divisions.

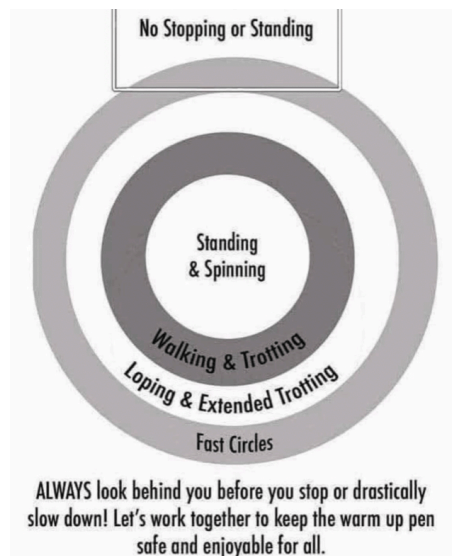
WARM UP Rules

For the safety of our exhibitors, ETXSH has established the following warm up area protocols. In warm up areas no cellphones, earbuds, or headphones allowed. For the safety of the riders FENCING (running/stopping) should only be during designated times or when few riders are in the arena. Riders should practice spins in the middle of circles only. Beginning 2 hours before the show starts and during competition, only riders entered in competition are allowed horseback in competition areas. No bareback riding and no riding double during that timeframe.

Always go with the flow of traffic. If the arena is large enough for 2 sets of circles follow the diagram with a set of circles going each direction.

Never stop your horse in traffic and always look behind you before you stop or slow down. Always look where you are going and watch out for other riders.

Don't tie horses in the warmup area.



Scoring System

ETXSH scoring system is designed to be positive, straightforward, and always encourage growth and improvement in both horse/rider. The scoring system is designed to give credit for the work done.

Each horse/rider is scored between 0-100 points and automatically begins each run with a score of 70 points. The run is scored on the quality of each maneuver (e.g., -1 ½ Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, + ½ Good, +1 Very Good, +1 ½ Excellent). Pluses and minuses are a reflection of

smoothness, finesse, attitude, quickness, and authority of the horse/rider team when performing maneuvers. Penalties may be accrued for incorrect maneuver execution. For more detail on credits and penalties see the details in "CLASSES." Natural ranch horse appearance will also be evaluated ranging from plus 1 ½ to minus 1 ½.

The entire class will be scored and placed (i.e. 10 horse/rider teams will result in 10 placings). In the case of horse/rider teams being Off-Pattern (e.g., off-pattern (OP): Breaking pattern; Repeated blatant disobedience), the team cannot place above other teams who have competed the pattern correctly.

Off-pattern for two-hand usage - Horse shown in a bridle/curb must be exhibited one-handed for the duration of a class. If they grab two hands on the reins this will result in a zero score. Exception – Walk Trot Divisions can ride two hands in any bridle/bit combination.

Back Numbers – Riders will be supplied 2 back numbers correlated with the horse. The correct back number must be displayed on each side of the saddle pad so that it is invisible to the judge. Riders not using back numbers will be disqualified.

Disqualification – Disqualification can occur for illegal equipment, equipment failure that results in inability to finish pattern, obvious schooling for multiple maneuvers, lack of 2 back numbers or wrong back numbers, obvious lameness, inhumane treatment, rider misconduct or disrespect; leaving the working area before the pattern is complete or fall of a horse/rider (run ends; the run will be scored up to that point but will not be placed.) Disqualified horses will count as entries in the class but will not receive points.

A fall is considered when a horse's shoulder or ribs contact the ground with all four feet pointing the same direction. A rider is considered fallen when the rider is no longer astride the horse.

Ties – Part 1; All-Around Ties for each competition and year-end awards will be decided by the highest placing in the Cow Work Class. For Ranch All-Arounds we will use the Trail, Ranch Riding, & Pleasure classes in that order to determine tiebreakers.

Part 2; Ties will not be broken in the individual classes; points will be split among all tied riders. However, specific maneuvers will be designated by the Judge to be tiebreakers in a Class in the event of a tie in the Top 10 in All Around after the Part 1 tiebreaker policy is exhausted. The tiebreaker maneuvers will be marked prior to the start of the class and so noted on score sheets. Every horse/rider team is awarded one point for each horse/rider team they beat, plus on-point. (Examples: In a ten horse/rider class, the first place team gets ten points and the tenth place team gets one point.)

Show Results – Results are final 48 hours after the completion of the show. Any corrections must be given to show management before this time. All-Around Year-End Results are finalized at the end of the last show and before the Awards Banquet Begins.

Class or Division Changes – A rider changing divisions during the show must do so before a rider competes in that class. Once a class has been completed, no changes can be made to the entry for that class.

Judging Procedures

ETXSH Score Sheets shall be used to judge all classes. Judges will select specific maneuvers prior to the

class as tiebreaking maneuvers. These maneuvers will be ranked as first tiebreaker, second, third, fourth, fifth, etc.

During the class a scribe shall assist each judge by recording the score after each of the maneuvers on the appropriate class score sheet. Judges shall sign their score sheets, and the score sheets will be turned in to the show secretaries.

Show secretaries shall total individual scores to place the class. They will check back with the judge if there are any questions.

All exhibitors will be ranked according to scores, place from highest to lowest scores, and given class points according to their placing.

Class score sheets shall be posted as soon as possible after each class to allow riders to evaluate their performance.

An exhibitor competing in the required number of class for all-around on the same horse in the same division shall have their points entered into the all-around tabulation. Points from each class shall be added together for the overall score for the four events. Ties for the all-around winner are broken first using the highest score in the working cow horse class, second using the reining class, and then the trail and pleasure classes. Ranch All-Around only uses Trail, Ranch Riding, Ranch Pleasure classes.

Equipment & Attire

Equipment:

Horses shall be shown in a western stock saddle. Silver equipment will not count over good, clean, working equipment. We try to closely follow NRCHA & AQHA standards for equipment.

Bridles & Bits: Horses aged 3-6 may be shown in a snaffle or bosal. If they show in a curb bit it may impact your eligibility to compete in sanctioned events in a snaffle or bosal or a Two-Rein rig. Showing a younger horse in a curb bit is discouraged but not disqualifying.

Ages Horses 7 and up should be showing in curb bit.

Absolutely no iron will be permitted under the jaws. Judges may perform a bit inspection and disqualify violators at any time. The judge, steward, or show management may prohibit the use of any bit or equipment they consider inhumane or would tend to give a horse/rider an unfair advantage.

Prohibited Equipment – Tie downs, cavessons, gag bits, mechanical hackamores, martingales of any type, twisted-wire mouth pieces, earbuds or communication devices, harsh bits, wire nosebands, English tack (saddles, bits, bridles), etc. Use of illegal equipment is prohibited anywhere on the event grounds. The judge may prohibit any equipment deemed to be inhumane.

Exception: ETXSH Board will evaluate individual requests from challenged riders with documented disabilities regarding the use of aids when exhibiting.

Exception: Martingales/tie downs may be used for schooling/warmup. They must be removed before the rider competes in the class.

Misc. Equipment: Hobbles may be carried and used at appropriate times. Protective boots, leg wraps, etc. are permitted in any ETXSH class.

Specific Equipment Regulations – Two-rein or bridle/curb bit, the mouthpiece must be at least 5/16 inch and not more than 3/4 inch in diameter measured 1 inch from the cheek and must be smooth (no chain bits). Nothing may protrude below the mouthpiece such as extensions or prongs including upward prongs. Split reins or romal reins must be used with bridle/curb bits. Curb straps are required and may be leather or flat chain, must be at least 1/2 in width, and must lie flat against the horse chin. No wire curbs are permitted, regardless of the amount of padding or tape. Horse shown in the bridle/curb bit must be exhibited one-handed. Using two-hands on a bridle/curb bit or using more than one finger between split reins or any finger between romal reins (except in the two-rein where any number of fingers are allowed between romal and hackamore reins) will result in an Off Pattern. In all classes, when using a romal, the free hand may be used to adjust the rider's length of rein.

A get-down rope is allowed. This rein is used to lead, ground tie, or tie the horse. A bosalito can be used but must allow 2 fingers (1 inch) to pass freely between the nose and bosalito. It must be constructed of flexible braided raw-hide, leather, or rope, the core of which must be flexible. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered.

Use of two-rein is legal per NRCHA Rules.

Snaffle Bits – D or O ring type not larger than 4 inches and no smaller than 2 inches in diameter on the inside of the ring. It must be a broken, two- or three-piece mouthpiece, a minimum of 5/16 inch in diameter, measured 1 inch from the inside of the ring, with a gradual decrease to the center of the snaffle. The mouthpiece should be round, oval, or egg-shaped and made of smooth, unwrapped metal. No twisted-wire mouthpieces may be used. A leather or fabric woven chinstrap may be used. No iron, chain or other metal may be used. Horses ridden in a snaffle must use either split reins or mecate reins.

Hackamore - If the horse is shown in a hackamore, the hackamores shall be rounded in shape and constructed of uniform, smooth, braided rawhide or leather and have a non-metal flexible core. There must be at least 5 1/3 inches on the underside of the noseband before any braided buttons. A hackamore must use a complete mecate rein, which must include a tie-rein. Absolutely no ridged material will be permitted under the jaws, regardless of how padded or covered.

Any horse found to have blood present on the mouth or anywhere else on its body may be disqualified at the discretion of the judge.

Riders Attire – Riders shall wear protective headgear or western hats, long-sleeved shirts and western boots. Western boots shall include typical cowboy boots and lace-up ropers. All other footwear is prohibited. The use of spurs and chaps shall be optional. Clothing should be neat and clean.

Classes

Ranch Cutting

Ranch Cow Work

Ranch Reining

Ranch Rail

Ranch Trail

Ranch Pleasure

Ranch Riding

*Ranch Conformation (Not held at all ETXSH shows.)

Leadline

The Purpose of the ranch events is to measure the ability of the horse to be a pleasure to rider while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude, and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at the extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint but not shown on a full drape of the reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal stock/ranch horse must have a natural head carriage at each gait.

Gaits

Ordinary Walk – Straight, square, flat-footed, relaxed. The horse moves freely with no anticipation to move to the next gait.

Extended Walk – The extended walk shows more length of stride than the ordinary walk.

Trot – Square, two-beat diagonal trot and is steady, soft, and slow enough for riding long distances. The rider is seated at this gait.

Extended Trot – Lengthened stride at trot with the same cadence that will cause an increase in speed. This gait is level, flat, and steady. The rider may be seated, posting, or standing.

Lope – A 3-beat gait that is cadenced, straight, and steady and is comfortable to ride over long distances. When loping, the horse must be in the same lead as the direction the rider is traveling.

Extended Lope – Lengthened stride at lope with the same cadence that will cause an increase in speed. The gait should remain under control.

Stop – The horse should stop with both hocks engaged and stopping on the hindquarter. All four feet stop moving before the next maneuver is attempted.

Reverse – The horse turns briskly and flat with front feet on the ground and holding an inside rear pivot foot. The reverse may be performed in either direction unless indicated specifically in the pattern.

Trail obstacles – Patterns may or may not include the following:

All gaits

Walk over logs

Trot over logs

Lope over logs

Left or Right handed Gate

Wooden Bridge

Backing Obstacles

Side Pass Obstacle

Pick up an object

Rope drag or throw rope

A log jump

Ground Tie

Water obstacle

Walk/Trot/Lope around objects

Lead Change

Trail Penalties

1 Point

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Both front or hind feet in a single-stride slot or space at a walk or trot
- Skipping over or failing to step into a required space; split pole in lope-over
- Incorrect number of strides if specified
- One to two steps on dismount/remount or ground tie except shifting to balance
- Over-bridled (per maneuver)
- Out of frame
- Too Slow
- Break of gait at walk or trot for 2 strides or less
- Wrong lead or out of lead for 2 strides or less

3 Point

- Knocking down or over, or severely disturbing an obstacle
- Stepping out of or falling off an obstacle with 1 foot
- Missing or evading part of a log/obstacle with 1 foot
- Wrong lead or out of lead more than 2 strides
- Draped reins
- Break of gait at lope except when correcting an incorrect lead
- Break of gait at walk or trot for more than 2 strides
- Trotting more than 3 strides in lope departures or exiting a rollback into a lope from a stop or walk
- Three or four steps on dismount/remount or ground tie except shifting to balance

5 Point

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear
- Stepping out of or falling off an obstacle with more than 1 foot.
- Missing or evading part of a log/obstacle with more than 1 foot.
- Dropping an object required to be carried.
- 1st or 2nd cumulative refusal.
- Letting go of gate

- Five or more steps in dismount/remount or ground tie

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Off-Pattern (OP)

Cannot place above other who complete pattern correctly

- Breaking pattern (Eliminates or adds maneuver)
- Repeated Disobedience
- Use of two hands (except in snaffle or hackamore or WT classes)
- More than one finger between split reins or any fingers between romal reins (except two-rein)
- Failure to dally or remain dallied
- Failure to open and shut gate or failure to complete the gate

Disqualifications – Fall, Abuse, Lameness, Illegal equipment, leaving arena before pattern is complete, improper attire, or obvious schooling.

Ranch Obstacles & Maneuvers – Patterns may or may not include the following:

All gaits

Walk over logs

Trot over logs

Lope over logs

Side Pass Obstacle

360 Spin left or right

180 Spin/Reverse

Backing

Walk/Trot/Lope around obstacles or on a pattern

Lead Change

Ranch Pleasure – Patterns will be posted on signs in the arena and may or may not include the following:

All gaits

Stop

Reverse

Backing

Penalties

1 Point

- Over-bridled (per maneuver)
- Out of frame
- Too Slow
- Break of gait at walk or trot for 2 strides or less
- Wrong lead or out of lead for 2 strides or less

3 Point

- Wrong lead or out of lead more than 2 strides
- Draped reins

- Break of gait at lope except when correcting an incorrect lead
- Break of gait at walk or trot for more than 2 strides

5 Point

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear

Off-Pattern (OP)

Cannot place above other who complete pattern correctly

- Breaking pattern (Eliminates or adds maneuver)
- Repeated Disobedience
- Use of two hands (except in snaffle or hackamore or WT classes)
- More than one finger between split reins or any fingers between romal reins (except two-rein)

Disqualifications – Fall, Abuse, Lameness, Illegal equipment, leaving arena before pattern is complete, improper attire, or obvious schooling.

Ranch Reining - Patterns may or may not include the following. NRCHA Rulebook 2025 judging standards will apply:

Stops

Spins

Rollbacks

Circles

Backups

Hesitations

Lead Changes

Run Downs

Penalties

½ Point Penalties

- Starting a circle or exiting a rollback at a trot for up to 2 strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties

- Out of lead in circles, figure eights, or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead)
- Over or under spinning 1/8 to ¼ turn
- Slipping rein
- Over-bridled

2 Point Penalties

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on a trot in pattern
- Failure to be in a lope prior to the first marker on the run-in patterns
- Failure to complete pass the specified marker before initiating a stop position
- When starting a circle, rundown or exiting a rollback, trotting beyond 2 strides but less

than ½ circle or ½ length of arena.

5 Point Penalties

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear

Off-Pattern (OP)

Cannot place above others who complete pattern correctly

- Breaking pattern (Eliminates or adds maneuver)
- Repeated Disobedience
- Use of two hands (except in snaffle or hackamore or WT classes)
- More than one finger between split reins or any fingers between romal reins (except two-rein). Excess rein may be straightened anytime during the pattern, provided the riders free hand remains behind the rein hand.
- Trotting in excess of ½ circle or ½ length of the arena

Disqualifications – Fall, Abuse, Lameness, Illegal equipment, leaving arena before pattern is complete, improper attire, or obvious schooling.

Cow Work / Ranch Cutting – *We will be following the NRCHA 2025 Rule Books Standards for Judging & Scoring.* Rulebook Pages 73 through 154. We will utilize NRCHA standard Score Cards & Scoring Systems. Judges will be provided a copy of the NRCHA Rulebook to follow and refer to.

Exhibitors are encouraged to review NRCHA Rulebook Pages 73 through 154 for information on Cow Work (Fencework / Box/Drive/BoxDrive / Boxing).

Holding the saddle horse is permitted in this class. There is a time limit per horse/rider team to perform the work depending on the Division and the time begins when the cow is turned into the arena. 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 Exhibitor to cease work. The Judge may blow the whistle at any time for the Exhibitor to cease work for safety reasons. Judges will score what they have seen, but the horse/rider team will be judged accordingly for not completing the pattern. Only the Judge may award a new cow to a contestant to replace a cow that will not honor a horse. If the Judge awards a new cow, the Exhibitor has the option to refuse the new cow by continuing to work. If the Exhibitor accepts the new cow, the time for working the cow will start over. If the Exhibitor intends to accept the new cow they must pull up immediately. When multiple Judges are scoring, any one of the Judges may terminate the work or signal for a new cow.

From the time the exhibitor enters the arena until the final whistle, signifying the run is complete, the pair are being judged. Using two-hands, schooling, etc. will result in appropriate penalties.

In the fencework, 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 circling requirements. In the case that a rider is awarded a third cow, the rider will have the option to work their new cow or to rest their horse to recover before working the third cow. In this case, the rider is not allowed to leave the warmup arena. Doing so will result in a DQ.

Time limits

Fencework Box/Fence/Circle or Rope – No time limit but the Judge has discretion to end the run after 3+ minutes have passed without the completion of the pattern.

Box/Drive/Box/Drive – 1 minute 45 seconds or until Judge blow whistle

Boxing – 50 Seconds

Cattle Class Entries close the Monday before the show so we can order cattle.

All non-Cattle classes can be entered at the show but will have a \$10 add on fee or a \$50 late fee if not pre entered at all.

ETXSH is about the All-Around Horse but you are not required to show in all of the classes. We encourage you to start with 1 class and work up.

Management suggests starting with Ranch Pleasure and/or Ranch Trail/ Ranch Rail

Then you can add on one of the pattern classes either Ranch Riding or Reining For the cattle classes we offer either Ranch Cutting (2 Cows for 2 minutes) or Working Cow Horse

We also encourage you to enter in a variety of division in the same class to get more experience when you are getting started with ETXSH.

You can pick and choose which classes you want to show in, but the ultimate Year End awards are geared towards the All Around in each Division. You must earn points in a minimum of 4 classes to be eligible for the All-Around Awards.

Questions – Email ETXStockhorse@gmail.com or visit us on Facebook.