

MFTHBA

Working Cow Horse

This event is limited to cow work and based on the horse maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive reining or spurring.

PENALTIES

1 POINT PENALTIES

- A. Loss of working advantage
- C. Using corner or the end of the arena to turn cow
- E. Changing sides of arena to turn cow
- L. For each length horse runs past cow
- S. Slipping rein

2 POINT PENALTIES

- A. Going around corner of arena before turning cow
- B. Failure to show control of cow while circling

0 SCORE

- A. Turn tail
- B. Spurring or hitting in front of cinch
- C. Fingers between the reins in bridle class
- D. Using 2 hands on the reins in a bridle class

3 POINT PENALTIES

- B. Biting or striking the cow
- E. Exhausting or overworking before circling cow
- H. Hanging up on fence (refusing to turn)
- K. Knocking down cow without having working advantage
- L. Failure to hold cow on end of arena

5 POINT PENALTIES

- A. Not getting a turn each way (5 points each way)

- E. Out of control or running over cow
- G. Illegal equipment
- H. Leaving working area before pattern is complete
- I. Fall of horse or rider

GUIDE FOR "NEW COW"

(at judges's discretion, rider will receive new cow(s) as necessary to show horse)

- A. Cow that won't run
- B. Cow that doesn't respect the horse
- C. When cow leaves arena

CREDITS

- A. Maintaining control of cow at all times
- B. Exhibiting superior cow sense and natural ability without excessive reining or spurring
- C. Degree of difficulty
- D. Eye appeal

- Scoring will be on the basis of 0 to 100 with 70 denoting average

NOTE: Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

Entry No.	SCORE	PENALTIES				RUN CONTENT (-below avg., blank avg., + above avg.)							
		1 point	2 point	3 point	5 point	boxing	position	control	cow sense	degree of diff	eye appeal	circling	

Judge's Signature _____