

GUIDE FOR NEW COW: (At judges discretion, rider will receive new cow(s) as necessary to show Horse)

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

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

- 1 POINT PENALTIES**
- A- Loss of working advantage
 - C- Cow's head breaks the plane of the 1 point marker
 - E- Changing sides of arena to turn cow
 - L- For each length horse runs past cow
 - P- Working out of position
 - S- Slipping rein
 - T- Failure to drive cow past middle marker on first run before initiating the turn
 - W- Excessive hollering

- 2 POINT PENALTIES**
- A- Going around corner of arena before turning cow
 - B- In an open field turn animal gets within 3 feet of the end fence before being turned
 - C- Failure to change sides after a circling turn prior to the first circle

- 3 POINT PENALTIES**
- D- Dangerous Position
 - E- Exhausting or overworking before circling cow
 - H- Hanging up on fence (refusing to turn)
 - K- Knocking down cow without having working advantage

5 POINT PENALTIES

- A- Not getting a turn each way (5 points each way)
- B- Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse.
- C- Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate

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.

0- SCORE

- A- Turn tail
- B- Using two hands on the reins in a bridle or two rein class
- C- Fingers between the reins in a bridle class except the two rein class
- D- Balking
- E- Extremely out of control
- F- Bloody mouth (inside)
- G- Illegal equipment
- H- Leaving working area before pattern is complete

- N- Improper Western Attire
- O- Failure to work in the proper working order

NO SCORE:

- A- Abuse
- B- Lameness
- NE- Failure of an exhibitor to attempt to work the pattern (fence work)

Set: 1
Page: 1

- + Very Good = +1
- ✓+ Good = +1/2
- ✓ Average = 0
- ✓- Poor = -1/2
- Very Poor = -1

RUN CONTENT:

- I- Fall of horse or rider
- J- Schooling between rein work and cow work
- K- Schooling horse between cows, if new cow is awarded
- L- If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner

#	HORSE	MANEUVER	RUN CONTENT (+/✓+/-/✓-/-)							& 1 POINT PENALTIES					2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE
			Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal										
618	White Lightnin	PENALTY																	
		CONTENT	✓+	✓	✓+ ✓	✓+ ✓	✓+	✓+	✓+	✓+	✓							1	72
619	HA Dual Chic	PENALTY												A					
		CONTENT	✓+	✓	✓ ✓	✓ ✓	✓	✓	✓	✓	✓							3	67 1/2
620	Tommys Wranglered	PENALTY												B					
		CONTENT	✓	✓	✓+ ✓	✓+ ✓	✓	✓	✓	✓+	✓							2	69
621	Blue Bloods Matrix	PENALTY												A					
		CONTENT	✓+	✓	✓+ ✓	✓+ ✓	✓	✓	✓	✓+	✓	✓+						2	70
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Judge's Signature: 

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		CONTENT	✓	✓	✓	✓	✓	✓	✓				2	69
619	HA Dual Chic	PENALTY												
		CONTENT	✓	✓	✓	✓	✓	✓	✓	A			4	66
620	Tommys Wranglered	PENALTY												
		CONTENT	✓	✓	✓	✓	✓	✓	✓	B				7 1/2
621	Blue Bloods Matrix	PENALTY												
		CONTENT	✓	✓	✓	✓	✓	✓	✓					73
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Judge's Signature: *Tom Neel*