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	SH	<i>OW</i>			DATE:							JUDGE							
ARAB HORSE ASSOC	IAN	CLASS NO & TITLE																	
	R "NEW COV	-			,	,								I	Effective 1	1/16/23			
<ul> <li>(At judges' discretion, rider will receive new cow(s)</li> <li>A - Cow that won/t run</li> <li>B - Cow that doesn't respect Horse</li> <li>C- When cow leaves arena</li> <li>CREDITS</li> <li>A - Maintaining control of the cow at all times</li> <li>B - Exhibiting superior cow sense and natural ability without excessive reining or spurring</li> <li>C - Degree of difficulty</li> <li>D. Eye Appeal</li> <li>1 - POINT PENALTIES:</li> <li>A - Loss of working advantage</li> <li>C - Cow's head breaks the plane of the 1 point marker</li> <li>E - Changing sides of arena to turn cow</li> <li>L - For each length horse runs past cow</li> <li>P - Working out of position</li> <li>S - Slipping rein</li> <li>T - Failure to drive cow pass middle marker on first run</li> <li>W - Excessive whipping, spurring, or hollering</li> <li>NE - Failure of an exhibitor to attempt to complete the work</li> </ul>								<ul> <li>) as necessary to show horse)</li> <li>2 - POINT PENALTIES: <ul> <li>A - Going around corner of arena before turning cow</li> <li>B - In an open field turn animal gets within 3 feet of the end fence before being turned</li> </ul> </li> <li>3 - POINT PENALTIES: <ul> <li>E - Exhausting or overworking before circling cow</li> <li>H - Hanging up on fence (refusing to turn)</li> <li>K - Knocking down cow without having working advantage</li> </ul> </li> <li>5 - POINT PENALTIES <ul> <li>A - Not getting a turn each way (5 points each way)</li> <li>B - Spurring or hitting in front of cinch at anytime</li> <li>C - Blatant disobedience including kicking, biting, bucking, rearing and striking or obviously insubordinate</li> </ul> </li> <li>10 - Point PENALTY <ul> <li>AR 105.2b &amp; AR 209.3</li> <li>Unnatural Arabian Tail Carriage</li> </ul> </li> <li>NO SCORE (NS) <ul> <li>A - Abuse</li> <li>B - Lameness</li> <li>C - Fresh blood in the mouth, nose, chin, shoulder, barrel, and or hip area. SEE USEF AR105.6 <ul> <li>(+Very Good =+1)</li> <li>✓ +Good = +1/2</li> <li>✓ Average = 0</li> </ul> </li> </ul></li></ul>							<ul> <li>JERO SCORE (0)</li> <li>A - Horse turns tail</li> <li>B - Using two hands on the reins in a bridle or two rein class</li> <li>C - Fingers between the reins in a bridle except the two rein class</li> <li>D - Balking</li> <li>E - Extremely out of control</li> <li>F - Bloody Mouth(inside). AHA SEE NO SCORE</li> <li>G - Illegal equipment</li> <li>H - Leaving working area before pattern is compete</li> <li>I - Fall of horse or rider</li> <li>J - Schooling between rein work and cow work</li> <li>K - Schooling horse between cows, if new cow is awarded</li> <li>L - If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner</li> <li>M - Improper Western Attire</li> <li>O - Failure to work in the proper working order</li> </ul>				
NOTE: Jud	dge may blow	the whistle	at anytir	ne to term	ninate	the	work.	A score	of zero wi	ll be giver	if the wo	rk is not c	omplete a	t that time	Э.				
Go Order	Back #	MANEUVER	Boxing	RUN Drive & Run Rating	T	<b>ENT.</b> & Qua Turns	ality of	-/ ✓ / ✓- / -) Circling	& 1 Point Pe Position & Control	nalties Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	10 PT PENALTY	PENALTY TOTAL	SCORE		
		PENALTY		riding															
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