

**WORKING COW  
REINED COW HORSE  
LIMITED REINED COW HORSE**



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## WORKING COW/REINED COW/ LIMITED REINED COW HORSE CLASSES

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### WORKING COW HORSE – GENERAL

#### CONDUCT

- It is the intent of the Arabian Horse Association to comply with the National Reined Cow Horse Association (NRCHA) rules. Refer to Chapter 6 Broken Equipment, Chapter 15, Self-Adjusted Monitor system, Chapter 18 Scoring, Chapter 19 Judging for herd work, reined work, and cow work, Chapter 20 Patterns, Chapter 21 Pattern Description (Maneuvers) and Chapter 22 Judges Score Sheet regarding working cow and reined cow horse classes held at licensed competitions. For further information regarding the conduct of Working Cow competitions, contact the NRCHA, 13181 US Highway 177, Byars, OK 74831; (580) 759-4949 phone; [www.nrcha.com](http://www.nrcha.com). The NRCHA Handbook is on the NRCHA website.

- Exceptions and Notes: The working cow horse class consists of only the cow work.
  - Exhibitors in Working Cow Horse classes held in the Arabian Division have twenty (20) seconds after the close of the gate to signal for a new cow, or shall work the assigned cow with the exception that the judge decides if the exhibitor warrants a new cow.
  - See AR144 Arabian Western Pleasure for Appointments.
  - See AR105.6 for inhumane treatment and undue stress.
  - See AR211 for scoring Working Cow classes with more than one go-round and for breaking ties

#### DEFINITIONS

- **FALL OF HORSE - Definition:** When the horse's shoulder and hip are on the ground and all four feet are facing in one direction.
- **FALL OF RIDER - Definition:** Rider is no longer astride the horse
- **HESITATE - Definition:** Hesitation is only long enough to show the completion of one maneuver before the next one starts. There shall be slight hesitation to indicate each maneuver.
- **SCHOOLING - Definition:** Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing or failure to immediately pull up when a new cow is accepted
- **HANG-UP - Definition.** When attempting to turn a cow on the fence a horse is considered to be hung up when the animal being worked exits the turn and the horse momentarily refuses the riders command and freezes up (stops lateral movement of the shoulders). Also considered a hang-up is when a horse is put in a position where it is physically impossible to complete the

turn and the lateral movement of his shoulders is stopped.

### **NRCHA Chapter 18 Scoring (in part – see NRCHA for complete chapter)**

- Credit must always be given when applicable, even when there is a penalty involved. When the judge is in doubt, benefit always goes to the contestant. The contestant is judged from the time that he/she enters the arena until he/she completes the pattern. The judge is instructed to pay particular attention to any suspected attempts to alter the tail and score accordingly. *(See Arabian rules on natural tails.)*
- Horses are judged on performance only.
- Scoring System - The scoring system is based on a 60-80 point system. The lowest score possible is 60 points and the highest score possible is 80. The average score for a typical work is 70 points. Half-points may be used.

### **WORKING COW HORSE**

- Working Cow Horse classes consist of only the cow work (fence work).
- No patterns; only the fence work (Boxing, turns on the fence and circling)
- Exhibitors in Working Cow Horse classes held in the Arabian Division have twenty (20) seconds after the close of the gate to signal for a new cow, or shall work the assigned cow with the exception that the judge may decide if the exhibitor warrants a new cow.
- NOTE: In Reined and Limited Cow classes, the judge decides if the exhibitor warrants a new cow, the exhibitor cannot ask for a new cow.

### **WORKING COW HORSE CLASS SPECIFICATIONS**

1. BITTED, HACKAMORE (BOSAL), For competitions offering only one Working Cow Horse class, bitted and hackamore horses shall compete together. Dry work will not be required.

2. OPEN, AMATEUR, LADIES, GENTLEMEN, JUNIOR HORSE classes may be offered.

### **REINED COW HORSE CONDUCT**

- The Reined Cow Horse class consists of two mandatory phases, the reined work and the cow work (boxing, fence turns and circling in that order).
- Each phase will have equal bearing and the final placings will be determined by the total of both scores. (Exception: Limited Reined Cow Horse)
- In cases of ties for first place the entry with the highest cow work score will prevail. If the cow work scores are identical, the tied entries for first place will work off with an additional cow work. All ties for other than first place will remain tied for points and prize money purposes and riders will flip for ribbons.
- Horses receiving a zero score in one phase and a score in the other are eligible for placing. Horses receiving a zero in both phases or a no score in either or both phases are ineligible for placing.
- Limited Reined Cow Horse: This class introduces the rider to the boxing phase of the cow work. Judging begins when the contestant enters the arena. Schooling is not permitted between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty is a score of zero.
- Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow.
- It is legal to hold the reins and romal in one hand (rein hand) while boxing the cow.
- Time must begin when the gate closes behind the cow after being let into the arena. The announcer of judge shall signal the completion of the 50 seconds with a whistle or horn.
- The horse must be scored using the “limited cow work scoring guidelines”
- See Appointments AR144 (Western Pleasure Section).

- The Reined Cow Horse classes consist of the reined work (dry pattern) and fence work (cow work).
- Reined work (dry work) patterns (NRCHA patterns) must be posted.
- Limited Reined Cow Horse consists of the reined work (dry pattern) and the boxing phase only of the cow work.
- Herd Work may be run as a stand-alone class, or may be incorporated as a 3<sup>rd</sup> phase of a Reined Cow Horse Futurity or Bridle Spectacular, Hackamore Spectacular or Two Rein Spectacular.

### **REINED COW HORSE CLASS SPECIFICATIONS**

1. BITTED, HACKAMORE (BOSAL), For competitions offering only one Reined Cow Horse class, bitted and hackamore horses shall compete together.
2. OPEN, AMATEUR, LADIES, GENTLEMEN, JUNIOR HORSE. Classes may be offered
3. REINED COW HORSE, LIMITED HORSE. Reined Cow Horse, Limited horse classes are for horses that cannot have been shown down the fence 3 actual runs, in any judged classes or events with the exception of horse sales. Being entered in a class that includes fence work will be counted as going down the fence regardless if the rider boxed the cow and pulled up before the run was completed.
4. LIMITED REINED COW HORSE, AMATEUR. Limited Reined Cow Horse classes are for amateur and junior riders who cannot have shown down the fence 3 actual runs in any judged classes or events with the exception of horse sales. Being entered in a class that includes the fence work will be counted as going down the fence regardless if the rider boxed the cow and pulled up before the run was completed. The class is also open to approved Non-Pro Limited riders who comply with all eligibility rules (See NRCHA Non-Pro eligibility rules/USEF Amateur rules). After Non-Pro competitors reach the age of fifty (50), they may fall back into the Non-Pro Limited class (Limited Reined Cow Horse). The Non-Pro Limited Competitors:

- a. May not go down the fence again in any judged class(es) or event(s) with the exception of horse sales.
- b. May fall back into the Non-Pro Limited Reined Cow Hors division/class only once.

### **SEE NRCHA 19.2 for Reined Work, description of maneuvers, scoring and penalties.**

### **HERD WORK**

- Judging will begin at the time line. The contestant shall approach the here with no hesitation, weaving or reluctance on the part of the horse to enter the herd sufficiently deep enough to show his ability to make a cut.
- The horse shall work quietly, but alertly, causing very little disturbance to the herd or the animal brought out.
- Credit will be given for driving cattle, clearing the herd by a sufficient distance and setting up a cow while holding it in a working position as near the center of the arena as possible.
- The degree of difficulty, eye appeal and the amount of courage in staying on a tough cow will be taken into consideration.
- The amount of time actually spent working cattle in the 2 /2 minute period will have a positive effect on the total score.
- The horse should show a great deal of expression but no ill will toward the animal. Judging will end at the whistle.
- If an exhibitor is taking an excessing amount of time to get to the herd after their number is called the following will occur: the Director Herd Work of Judges (if the Director of Judges is not there, then a designated judge) will contact the announcer and the announcer will give the exhibitor a "second call". If the exhibitor still is not starting to the herd, a 15 second call will be given and then the time clock will be started. Special consideration will be given to exhibitors who helped the previous exhibitor in the herd.

**SEE NRCHA 19.1 for Herd Work Scoring  
WORKING COW HORSE CLASS**

**DESCRIPTION**

*“The most important point when working a cow is for the horse to have the advantage or be in control of the cow. At the same time, the horse should exhibit a smooth willingness to do his job. He should respond to a light rein and show good manners in his face and body” – Bobby Ingersoll.*

- Judging begins when the contestant enters the arena. At the start of the cow work, each contestant, upon receiving a cow in the arena, shall hold that cow at the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain a cow on the end. This is known as **boxing**.
- After a reasonable amount of time the contestant should run the cow down the side of the arena and turn the cow along the arena wall at least once in each direction. This is known as **turning on the fence**.
- Then, the contestant will take the cow to an open part of the arena and circle the cow at least once in each direction. This is known as **circling up**.
- The required pattern for cow work is: boxing, fence turn, and circles, in that order.
- The foregoing is the ideal type of cow work. The judge must take into consideration the size of the arena, the condition to the ground, and the disposition of the cattle when evaluating each work.
- If ground, arena, and/or weather conditions are deemed unfavorable by exhibitors, they may elect to alter the required cattle work for safety reasons.
- The working cow horse is scored on a scale of 60 to 80 with 70 denoting an average work. Judging starts when the contestant enters the arena. The greater the difficulty of the run, the more credit should be given.

- The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow’s reluctance to move down the fence when sufficiently driven by the contestant.

**SEE NRCHA 19.3 for additional information on Cow Work.**

**ELEMENTS OF THE COW WORK**

**BOXING**

- Working the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow.
- The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

**Credits:**

- Maintaining working advantage
- Head to head working position
- Holding cow near center of arena end

**Faults:**

- Excessive reining and/or spurring
- Disinterest in cow
- Unnecessary movements by horse

**TURNING (NRCHA 19.3.3.2)**

- After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence.
  - The contestant must get a minimum of one turn in each direction when attempting the fence work. To qualify as a turn, the turn must be accomplished without the aid of the END fences to actually stop or turn the animal being worked unless the horse and rider are in working position.
  - During the turn, the horse should use himself in a controlled athletic manner, using its hocks to stop and drive out of the turn, while using its front end to balance and turn.

- More than two good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to circle correctly.
- One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.
- **Fence Turn:** A turn in which the cow, while being run down the fence on one side of the arena is turned in a different direction and held near the same fence while being run in the new direction.
  - The exhibitor must be close enough to the cow to be the cause of the turn. The situation where a horse and rider attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider.
  - The situation where a horse and rider attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider.
- **Open Field Turn:** A turn in which the cow, while being run down the arena more than 20 feet away from the perimeter fence is turned in a different direction and held on the same side of the arena, while being run in the new direction.
  - The exhibitor must be close enough to the cow to be the cause of the turn.
- **Circling Turn:** A turn in which the horse, while attempting an open field turn does not use its hocks to stop and drive out of the turn, but instead continues forward motion and guides

or 'circles' the cow into the new direction.

- If an exhibitor performs a circling turn as the second turn of a two (2) turn run, then they must show separation between the second turn and the first circle.
- To avoid a 2C penalty, they must then change sides on the cow after completing the circling turn and before beginning the first circle.

**Credits:**

- Rating cow down fence reasonable distance before first turn
- Tight turns
- Holding cow close to fence coming out of turns

**Faults:**

- Shouldering into cow
- Dropping into cow for turn without being in proper position
- Reluctant to drive to front of cow
- Being outrun by cow

**CIRCLING**

- Then the contestant shall take the cow to an open part of the arena and maneuver the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle's size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted.

**Credits:**

- Driving to Front of Cow
- Tightening Circles Down
- Both Circles Equal in Size and Symmetry
- Circling When Cow is Still Fresh

**Faults:**

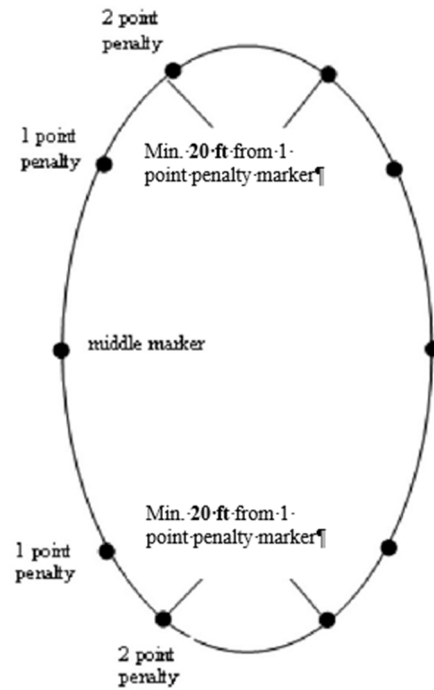
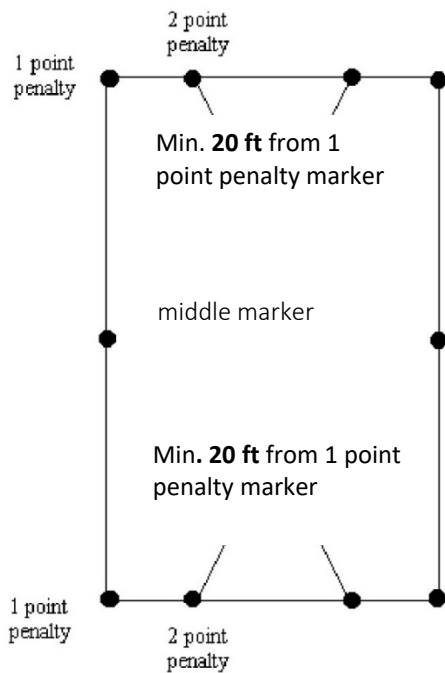
- Overly Large Circles
- Failure to Circle Close to Cow or in Good Working Advantage
- Circling Cow on Off Lead

## PENALTIES

- A horse can commit certain infractions which result in predetermined penalties. In a penalty situation a judge does not decide the degree of the penalty, but rather if it did or did not occur.
- If the judge deems the penalty did occur then he/she must apply the appropriate penalty.

**NOTE:** Sometimes a horse will make a move on a cow that is a credit situation, but incur a penalty in doing so. When this happens, the judge should credit the move or maneuver and apply the correct penalty.

### Diagrams of Proper Placement of Markers & Cow Work Penalties



## ELIMINATION (NO SCORE)

- A. Lameness of the horse
- B. Abuse of animal in show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition. This includes clear evidence of blood in the mouth, nose, shoulder, barrel, flank, or hip areas.
- Whip marks. **NOTE:** Judge must excuse entry from ring, not just eliminate from consideration.
- Horse not wearing a long, natural, unbraided mane and a natural, unset, ungingered tail.
- The use of glitter on or in the mane, tail, hair or hooves.

## N-E:

- Failure of an exhibitor to attempt to complete the work.

## ZERO SCORE PENALTIES

- Turn tail.
- Using 2 hands on the reins in a bridle or two-rein class.
- Fingers between the reins in a bridle class, except the two-rein class.
- Balking.

E. Extremely out of control. (Any horse that is out of control while working the cow, thus endangering the rider, i.e. crossing the path of the cow, shall be called off the cow.)

F. Bloody mouth. (inside) See AR105.6 for inhumane treatment and undue stress

G. Illegal equipment.

H. Leaving the work area before the pattern or work is complete.

I. Fall of horse or rider.

J. Schooling of the horse between the rein and cow work when the cow work immediately follows rein work.

K. Schooling of the horse between cows, if a new cow is awarded. Schooling is defined as gaining an advantage by excessive pulling, turning. Stopping or backing or failure to immediately pull up when a new cow is accepted.

L. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner

N. Improper Western attire

O. Failure to work in the proper working order.

**Note:** A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.

### 5 POINT PENALTIES

A. Not getting one turn each way (5 points each way). Remember: The exhibitor must be close enough to the cow to be the cause of the turn.

B. Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse.

C. Blatant disobedience defined as kicking, biting, bucking, rearing, striking or obviously insubordinate.

### 3 POINT PENALTIES

E. Exhausting or overworking the cow before circling.

H. Hanging up on the fence (refusing to turn).

K. Knocking down the cow without having a working advantage. (**NOTE:** *If the cow falls down and the horse was in a good working position this penalty does not apply.*)

### 2 POINT PENALTIES

A. Going around the corner of the arena before turning the cow. (When the cow's head breaks the plane of the 2-point penalty marker.)

B. When working an animal in the open field (at least 20' from the side of the arena) and the animal gets within 3 feet of the end fence before being turned. This applies when going from one end of the arena to the other.

C. Circling Turn – This penalty applies only in a two (2) turn run in which the second turn is an attempted open field turn where the horse never achieves a stopping position between the 2nd turn and the first circle; in the situation where it is not possible to tell where the second turn ends and the first circle begins

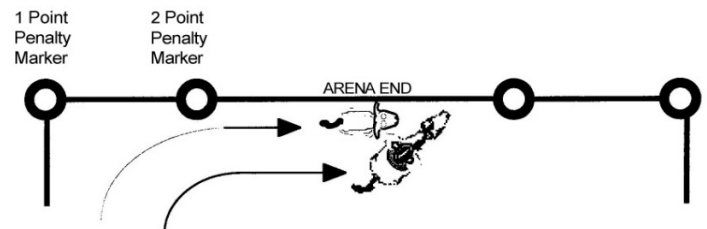


Diagram of Turning Cow Past 2nd Marker

### 1 POINT PENALTIES

A. Loss of working advantage.

C. When the cow's head breaks the plane of the 1 point marker.

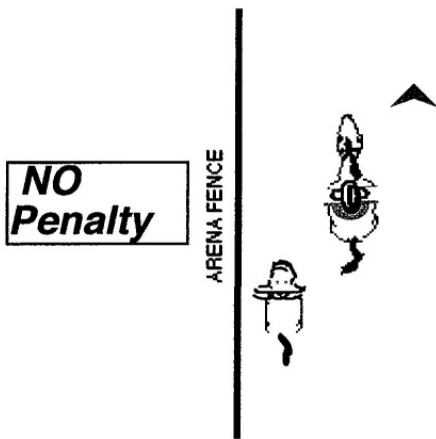
E. Changing sides of arena to turn cow (1 point each time)

L. For each length horse runs past cow. A length by is 1 horse length of daylight between the cow's head and the top of the horse's tail.

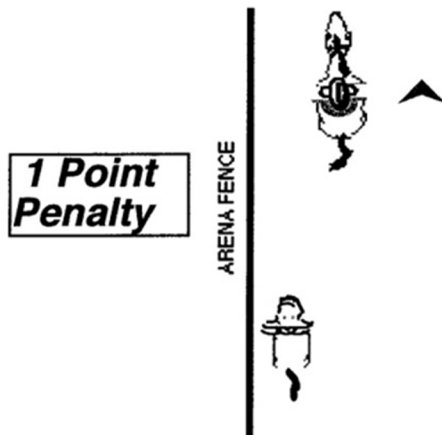
S. Slipping a rein.

T. Failure to drive cow past middle marker on first run down the fence before initiating the turn.

W. Excessive hollering.



DIAGRAMS OF RUNNING PAST COW



### RECEIVING A NEW COW

- **20 Second Rule:** At the close of the gate, a contestant in a Working Cow class has 20 seconds to pull off the cow and receive a new cow.
- Each contestant may do this only once per entry. After their second cow is released or after the 20 seconds has expired, only the judge may award a new cow.
- If the judge awards a new cow, the exhibitor has the option to refuse the new cow by continuing to work.
- If the exhibitor intends to accept the new cow, he or she must pull up immediately.
- With a multiple judge system, any one of the judges may terminate the work or signal for a new cow.
- **NOTE:** In Reined and Limited Cow classes, the judge decides if the exhibitor warrants

a new cow, the exhibitor cannot ask for a new cow.

- If at any time a judge feels that the contestant is out of control endangering themselves and/or their horse, the judge may terminate the work, and a score of zero will be given.
- In the case of an emergency (Such as a person falling into the arena or part of the arena falling apart) the judge may blow two whistles for a second time. At this point, the contestant has no option to continue and must receive a new cow. Contestant must pull up immediately or a score of zero will be given.
- Reasons for awarding a contestant a new cow include, but are not limited to:
  1. The cow cannot or will not run.
  2. The cow is unsound. (lame, sick, bad eye, etc.)
  3. The cow will not leave the end of the arena.
  4. The cow is blind or will not yield to the horse.
  5. The cow leaves the arena.
  6. Fall of cow that refuses to get up through no fault of the horse and/or rider.
- If a contestant receives a new cow the work starts completely over. He/she does not continue that same work where he/she left off with the previous cow.

### LIMITED COW HORSE WORK

- **DESCRIPTION - SEE NRCHA 19.4 for additional information on Limited Cow Work Guidelines**
- The goal of this class is to introduce the rider to the “boxing” phase of the cow work. Judging begins when the contestant enters the arena.
- There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded. The penalty for this is -0-.
- Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow.

- Time shall begin when the gate closes behind the cow after being let into the arena.
- The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. The horse will be scored using the "limited cow work scoring guidelines".

**1 POINT PENALTIES:**

- A. Loss of working advantage
- P. Working out of position
- W. Excessive hollering

**3 POINT PENALTIES:**

- L. Loss of control and animal leaves the end of arena

**5 POINT PENALTIES:**

- B. Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse
- C. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

**ZERO SCORE PENALTIES:**

- A. Turn tail
- B. Using 2 hands on the reins when using a bridle or two-rein
- C. Fingers between the reins, except when using a two-rein
- D. Balking
- E. Extremely out of control
- F. Bloody mouth (inside) See AR105.6 for inhumane treatment and undue stress
- G. Illegal equipment
- H. Leaving the work area before the pattern or work is complete
- I. Fall of horse or rider
- J. Schooling of the horse between the rein work and cow work
- K. Schooling of the horse between cows if a new cow is awarded
- M. Improper Western attire
- N. Failure to work in the proper working order.

**N-E:**

Failure of an exhibitor to attempt to complete the work.

**NO SCORE:**

- A. Lameness of the horse
- B. Abuse

**Credits:**

- Maintaining control of cow at all times
- Maintaining proper position
- Degree of difficulty
- Eye appeal
- Time worked

**COMMON QUESTIONS**

1. A horse suffices the requirements of the class; boxing, going down the fence, and circling. The horse does, however, make all his fence turns on the front end or "swaps ends". How should the judge score this?

**ANSWER:** This is not a penalty situation, but should be a fault assessed to the run. Unless the cow was particularly difficult the judge should deduct from the run every time the horse turns this way.

2. A contestant receives a very stubborn, hard charging cow. The horse works the cow with a great deal of courage and athletic ability. The horse shows superior cow sense. Despite the horse's best effort the cow will not stay on the fence. The contestant must turn the cow approximately 15 feet from the fence in the "open field". The turns are definitely caused by the horse and they are very tight. How should the judge score this run?

**ANSWER:** The judge must always consider the difficulty of the cattle. In this scenario a credit situation has occurred. To make a fence type turn in the "open field" without the aid of the fence takes extreme athletic effort. This horse should have been credited on every fence turn.

3. A horse is circling the cow in the second direction, which is to the right. The cow is of mild disposition and the horse circles in position. The horse is on the left lead during the entire circling. How should the judge consider this?

**ANSWER:** Although there is no penalty for circling on the off lead, this horse can not be in balance and can not be circling the cow as well as it could. The horse obviously has a reluctance or a lack of ability to tighten its circle.

4. How much should a judge fault a horse that switches sides during the fence work?

**ANSWER:** Switching sides is a one (1) point penalty. If the fence turn was good with a degree of difficulty, the judge should credit the turn; but must assess an one point penalty for switching sides.

5. If one good turn down the fence each way fulfills the requirements of the class, are more turns to the entry's advantage or disadvantage?

**ANSWER:** It depends on the circumstances of that particular work. More than one good turn each way should not result in extra credit, but also should not be penalized, unless the cow is thereby too exhausted to circle correctly. Only one turn each way may not necessarily result in extra credit if the horse and/or cow is out of control.

6. Does the rider have to work until the judge blows a whistle?

**ANSWER:** Yes. Leaving the arena before the pattern is complete results in a zero score. The judge determines when the work is complete by blowing the whistle.

7. A horse is boxing the cow. The horse makes several gestures towards biting the cow, but does not make contact with the cow. Has a penalty occurred?

**ANSWER:** No, the horse must actually make contact with the cow to apply the 5 point biting penalty.

8. A horse is running down the fence in good position with the cow. Suddenly, the cow turns right under the horse's neck and the horse runs into the cow and knocks it down. Penalty?

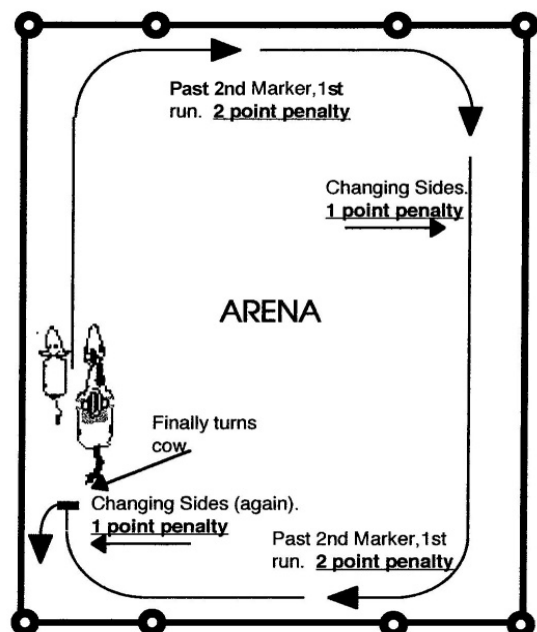
**ANSWER:** No, the horse had working advantage.

9. A horse starts to take a cow down the fence, but is unable to catch the cow and turn it before they completely lap the arena one full time. How should the judge mark this portion of the run?

**ANSWER:** 2 point penalty for going past corner.

- +1 point penalty for changing sides
- +2 point penalty for going past corner on run down fence on other side.
- +1 point penalty for changing sides again
- +Reduction in maneuver for getting outrun.

Illustration of horse incurring two, 2-point penalties for turning cow past second corner AND two, 1-point penalties for changing sides.



**NOTE:** Once a horse has gone past the second corner it starts a new run down the fence. Therefore, it has a 2 point penalty plus whatever else occurs. For example, if the horse used the corner to turn going down the second side then there would have been the 2 point penalty for going past the second corner of the first side *and* a 1-point penalty for using the corner in the second run down the fence and a 1-point penalty for switching sides.

10. A horse is boxing a very hard charging cow. Twice the horse loses its position on the cow, but the rider manages to hustle his horse and get back into position before the cow gets by them. Did this horse have two misses?

**ANSWER:** Yes, but the horse may also have earned credit for holding a difficult cow.

11. A horse begins to turn a cow in good working position. As the horse turns the cow it slips and falls to the ground. The fall was not caused by running over the cow. Ruling?

**ANSWER:** Zero Score. Fall of horse or rider, regardless of reason, constitutes a zero score.

12. Is there any penalty or fault if the rider holds the horn?

**ANSWER:** No

13. A horse is boxing the cow. The cow stands still and the horse continues to jump back and forth in front of the cow as if it was countering the cow's moves. Is this a credit situation?

**ANSWER:** No, this horse is not showing good cow sense if it is moving and the cow is not. It may appear "showy", but the horse is wasting its energy and risking losing working advantage. This horse may be faulted for this unnecessary movement.

14. A contestant switches arena sides while going down the fence, is this a fault?

**ANSWER:** NO, it is a PENALTY. One point penalty for switching sides.

15. A contestant is making their first run down the fence with a hard charging cow. Before the horse is in an adequate position to turn the cow it drops its shoulder in on the cow, attempting a turn. The cow continues to run down the fence and the rider reins his horse off the cow and regains a good working position. The horse then makes an excellent turn on the fence before the corner. How should the judge handle this situation?

**ANSWER:** Give credit for the good turn. Assess a one point penalty for loss of working advantage when the horse shouldered into the cow.

#### **THINGS TO CONSIDER BEFORE THE CLASS STARTS:**

1. Ask management to prepare arena surface immediately prior to class. The ground should be deeper for this class than reining. Minimal water on arena surface is important for safety reasons.
2. Know the number of cattle available. This will let you know how generous you can be with awarding new cows.
3. Inquire as to the condition of the cattle and see if any sick ones can be sorted out prior to the class. Make sure they have water and feed.
4. Ask if the cattle can be turned out collectively in the arena prior to class.
5. Make sure you have a whistle and a score sheet and a scribe.
6. See if there is a "hazer" available. A "hazer" is someone on horseback that rides into the arena after each work is completed and drives the cow back into the holding pens.
7. If you wish the steward to check bridles ask him/her to do so.
8. Make sure markers are properly placed.

Access score sheets at AHA website:  
<https://www.arabianhorses.org/judges-stewards/patterns/>

**RESOURCE:** NRCHA rule book – can be found on and downloaded from  
<https://www.nrcha.com/rule-book/>

## WORKING COW HORSE CHART

<b>COW WORK</b>	<b>CREDITS</b>	<b>FAULTS</b>	<b>PENALTIES</b>
BOXING	Maintaining working advantage Head to head working position Holding cow near center of arena end	Excessive reining and/or spurring Exhibits a lack of interest in cow Unnecessary movements by horse	Loss of working advantage (miss) (-1pt)
TURNING ON FENCE	Rating cow down fence reasonable distance Tight turns Holding cow close to fence coming out of turns	Shouldering into cow Dropping into cow for turn without being in proper position Being outrun by cow Reluctant to drive to front of cow	Loss of working advantage (-1pt) Switching sides (-1pt) First turn before center marker (-1pt) Running past cow (-1pt for each horse's length) Using corner or end of arena to turn cow (-1pt) Going past corner before turning (-2pts) Hanging up on fence (-3pts) Knocking down cow without working advantage (-3pts) Not getting turn each way (-5pts)
CIRCLING	Driving to front of cow Tightening circles down Both circles equal in size & symmetry Circling when cow is still fresh	Making very large circles Circling cow on off lead Failure to circle close to cow or in working advantage	Loss of working advantage (-1pt) Exhausting cow prior to circling (-3pts) Knocking down cow with working advantage (-3pts) <b>Circle turn (-2 pts)</b>
GENERAL	Degree of difficulty of cow being worked Exhibiting courage Responsive to rider Light contact Exhibiting interest & natural cow sense Quickly counters every move of the cow	Swapping ends or turning on forehand Resisting rider Responds slowly or fails to respond to cow's moves Horse fears cow General bad manners	Blatant disobediences, including biting a cow (-5pts) Turning tail (zero score) Balking (zero score) Fall of horse and/or rider (zero score) Extremely out of control while working cow (zero score) Running over cow, (zero score)

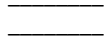
Working Cow/Reined Cow **Self-Test Practice** on Penalties

**COW WORK**

- Not getting turn each way \_\_\_\_\_
- Loss of working advantage \_\_\_\_\_
- Turn tail \_\_\_\_\_
- Illegal equipment \_\_\_\_\_
- Using corner or end to turn cow \_\_\_\_\_
- Use of 2 hands in bridle or two rein class \_\_\_\_\_
- Failure to provide horse to judge \_\_\_\_\_
- Cow leaves arena \_\_\_\_\_
- Rider kicking or hitting cow with romal or reins in an abusive manner \_\_\_\_\_
- Hanging up on the fence \_\_\_\_\_
- Fall of horse or rider \_\_\_\_\_
- Spurring/hitting in front of cinch \_\_\_\_\_
- Cow won't leave end of arena \_\_\_\_\_
- Improper western attire \_\_\_\_\_
- Past corner of arena before turn \_\_\_\_\_
- Abuse of animal \_\_\_\_\_
- Cow cannot or will not run \_\_\_\_\_
- Exhausting cow before circle \_\_\_\_\_
- Blatant disobedience \_\_\_\_\_
- Running past cow each horse length \_\_\_\_\_
- Cow that won't turn \_\_\_\_\_
- Fingers between reins in bridle class, except two rein class \_\_\_\_\_
- Balking or refusal of command \_\_\_\_\_
- Knocking down cow without advantage \_\_\_\_\_
- Failure to maintain 16" between hands with romal \_\_\_\_\_
- Disrespect by exhibitor \_\_\_\_\_
- Cow goes down, won't get up \_\_\_\_\_
- Running over cow & horse falls \_\_\_\_\_
- Horse out of control \_\_\_\_\_
- Schooling between cows \_\_\_\_\_
- Bloody mouth (inside) \_\_\_\_\_
- Changing sides of arena to turn cow \_\_\_\_\_
- Schooling between reined work & cow work (where applicable) \_\_\_\_\_
- Working out of position \_\_\_\_\_
- Slipping a rein \_\_\_\_\_
- Failure to drive cow past middle marker on 1<sup>st</sup> run down \_\_\_\_\_
- Excessive whipping, spurring or hollering \_\_\_\_\_
- Open field cow within 3' of end fence before being turned \_\_\_\_\_
- Lameness \_\_\_\_\_
- Failure to attempt to complete pattern \_\_\_\_\_
- Leaving work area before pattern or work is completed \_\_\_\_\_
- Failure to work in proper working order \_\_\_\_\_
- Failure to pull up immediately after new cow has been awarded \_\_\_\_\_
- Excessive hollering \_\_\_\_\_
- Circle turn \_\_\_\_\_

- Not getting turn each way \_\_\_\_\_
- Loss of working advantage \_\_\_\_\_
- Turn tail \_\_\_\_\_
- Illegal equipment \_\_\_\_\_
- Using corner or end to turn cow \_\_\_\_\_
- Use of 2 hands in bridle or two rein class \_\_\_\_\_
- Failure to provide horse to judge \_\_\_\_\_
- Cow leaves arena \_\_\_\_\_
- Rider kicking or hitting cow with romal or reins in an abusive manner \_\_\_\_\_
- Hanging up on the fence \_\_\_\_\_
- Fall of horse or rider \_\_\_\_\_
- Spurring/hitting in front of cinch \_\_\_\_\_
- Cow won't leave end of arena \_\_\_\_\_
- Improper western attire \_\_\_\_\_
- Past corner of arena before turn \_\_\_\_\_
- Abuse of animal \_\_\_\_\_
- Cow cannot or will not run \_\_\_\_\_
- Exhausting cow before circle \_\_\_\_\_
- Blatant disobedience \_\_\_\_\_
- Running past cow each horse length \_\_\_\_\_
- Cow that won't turn \_\_\_\_\_
- Fingers between reins in bridle class, except two rein class \_\_\_\_\_
- Balking or refusal of command \_\_\_\_\_
- Knocking down cow without advantage \_\_\_\_\_
- Failure to maintain 16" between hands with romal \_\_\_\_\_
- Disrespect by exhibitor \_\_\_\_\_
- Cow goes down, won't get up \_\_\_\_\_
- Running over cow & horse falls \_\_\_\_\_
- Horse out of control \_\_\_\_\_
- Schooling between cows \_\_\_\_\_
- Bloody mouth (inside) \_\_\_\_\_
- Changing sides of arena to turn cow \_\_\_\_\_
- Schooling between reined work & cow work (where applicable) \_\_\_\_\_
- Working out of position \_\_\_\_\_
- Slipping a rein \_\_\_\_\_
- Failure to drive cow past middle marker on 1<sup>st</sup> run down \_\_\_\_\_
- Excessive whipping, spurring or hollering \_\_\_\_\_
- Open field cow within 3' of end fence before being turned \_\_\_\_\_
- Lameness \_\_\_\_\_
- Failure to attempt to complete pattern \_\_\_\_\_
- Leaving work area before pattern or work is completed \_\_\_\_\_
- Failure to work in proper working order \_\_\_\_\_
- Failure to pull up immediately after new cow has been awarded \_\_\_\_\_

Excessive hollering  
Circle turn



# Working Cow/Reined Cow Self-Test Practice on Penalties

## REINED WORK

Lameness \_\_\_\_\_  
 Jogging up to 2 strides \_\_\_\_\_  
 Jogging beyond 2 strides \_\_\_\_\_  
 Jogging in excess of ½ circle or  
 ½ length of arena \_\_\_\_\_  
 Backing more than 2 strides where  
 a back-up is not specified \_\_\_\_\_  
 Fall of horse or rider \_\_\_\_\_  
 Not changing leads simultaneously \_\_\_\_\_  
 Over or under spin 1/8 turn \_\_\_\_\_  
 Jogging first 2 strides \_\_\_\_\_  
 Out of lead \_\_\_\_\_  
 Out of lead each ¼ circle \_\_\_\_\_  
 Slipping a rein in the bridle \_\_\_\_\_  
 Scotching or anticipating a stop \_\_\_\_\_  
 Over or under spinning up to ¼ turn \_\_\_\_\_  
 Excessive whipping or spurring \_\_\_\_\_  
 Lead missed around end of arena  
 past 2<sup>nd</sup> corner \_\_\_\_\_  
 Not ever changing leads in patterns  
 where there is only ½ circle \_\_\_\_\_  
 Failure to run by marker before stop  
 is initiated \_\_\_\_\_  
 Freezing up in turn \_\_\_\_\_  
 Breaking gait \_\_\_\_\_  
 On trot in patterns, failure to stop  
 before executing lope departure \_\_\_\_\_  
 Spurring or hitting in front of cinch \_\_\_\_\_  
 Blatant disobedience \_\_\_\_\_  
 Failure to complete pattern \_\_\_\_\_  
 Using 2 hands on reins in a  
 bridle or two rein class \_\_\_\_\_  
 Fingers between reins in a bridle  
 class except in the two rein class \_\_\_\_\_  
 Horse balking \_\_\_\_\_  
 Bloody mouth (inside) \_\_\_\_\_  
 Illegal equipment \_\_\_\_\_  
 Leaving arena before pattern is  
 completed \_\_\_\_\_  
 Improper western attire \_\_\_\_\_  
 Failure to work in proper working  
 order \_\_\_\_\_  
 Failure of an exhibitor to attempt  
 to work the pattern \_\_\_\_\_  
 Abuse \_\_\_\_\_  
 Delayed change of lead by 1 stride \_\_\_\_\_

Lameness \_\_\_\_\_  
 Jogging up to 2 strides \_\_\_\_\_  
 Jogging beyond 2 strides \_\_\_\_\_  
 Jogging in excess of ½ circle or  
 ½ length of arena \_\_\_\_\_  
 Backing more than 2 strides where  
 a back-up is not specified \_\_\_\_\_  
 Fall of horse or rider \_\_\_\_\_  
 Not changing leads simultaneously \_\_\_\_\_  
 Over or under spin 1/8 turn \_\_\_\_\_  
 Jogging first 2 strides \_\_\_\_\_  
 Out of lead \_\_\_\_\_  
 Out of lead each ¼ circle \_\_\_\_\_  
 Slipping a rein in the bridle \_\_\_\_\_  
 Scotching or anticipating a stop \_\_\_\_\_  
 Over or under spinning up to ¼ turn \_\_\_\_\_  
 Excessive whipping or spurring \_\_\_\_\_  
 Lead missed around end of arena  
 past 2<sup>nd</sup> corner \_\_\_\_\_  
 Not ever changing leads in patterns  
 where there is only ½ circle \_\_\_\_\_  
 Failure to run by marker before stop  
 is initiated \_\_\_\_\_  
 Freezing up in turn \_\_\_\_\_  
 Breaking gait \_\_\_\_\_  
 On trot in patterns, failure to stop  
 before executing lope departure \_\_\_\_\_  
 Spurring or hitting in front of cinch \_\_\_\_\_  
 Blatant disobedience \_\_\_\_\_  
 Failure to complete pattern \_\_\_\_\_  
 Using 2 hands on reins in a  
 bridle or two rein class \_\_\_\_\_  
 Fingers between reins in a bridle  
 class except in the two rein class \_\_\_\_\_  
 Horse balking \_\_\_\_\_  
 Bloody mouth (inside) \_\_\_\_\_  
 Illegal equipment \_\_\_\_\_  
 Leaving arena before pattern is  
 completed \_\_\_\_\_  
 Improper western attire \_\_\_\_\_  
 Failure to work in proper working  
 order \_\_\_\_\_  
 Failure of an exhibitor to attempt  
 to work the pattern \_\_\_\_\_  
 Abuse \_\_\_\_\_  
 Delayed change of lead by 1 stride \_\_\_\_\_

## Limited Cow Self-Test Practice on Penalties

Abuse \_\_\_\_\_

Schooling between completion of  
reined work & cow work or between  
cows \_\_\_\_\_

Loss of working advantage \_\_\_\_\_

Working out of position \_\_\_\_\_

Improper western attire \_\_\_\_\_

Loss of control/animal leaves end  
of arena \_\_\_\_\_

Spurring/hitting in front of cinch \_\_\_\_\_

Blatant disobedience \_\_\_\_\_

Turn tail \_\_\_\_\_

Failure to attempt to complete  
pattern \_\_\_\_\_

Two hands on reins using bridle or  
two reins \_\_\_\_\_

Fingers between reins, except when  
using two reins \_\_\_\_\_

Out of control \_\_\_\_\_

Bloody mouth (inside) \_\_\_\_\_

Illegal equipment \_\_\_\_\_

Balking \_\_\_\_\_

Leaving work area before pattern  
is completed \_\_\_\_\_

Fall of horse or rider \_\_\_\_\_

Failure to work in proper working  
order \_\_\_\_\_

Failure to pull up immediately after new  
cow has been awarded \_\_\_\_\_

Lameness \_\_\_\_\_

Excessive hollering \_\_\_\_\_

Excessively whipping or spurring  
the horse \_\_\_\_\_

Abuse \_\_\_\_\_

Schooling between completion of  
reined work & cow work or between  
cows \_\_\_\_\_

Loss of working advantage \_\_\_\_\_

Working out of position \_\_\_\_\_

Improper western attire \_\_\_\_\_

Loss of control/animal leaves end  
of arena \_\_\_\_\_

Spurring/hitting in front of cinch \_\_\_\_\_

Blatant disobedience \_\_\_\_\_

Turn tail \_\_\_\_\_

Failure to attempt to complete  
pattern \_\_\_\_\_

Two hands on reins using bridle or  
two reins \_\_\_\_\_

Fingers between reins, except when  
using two reins \_\_\_\_\_

Out of control \_\_\_\_\_

Bloody mouth (inside) \_\_\_\_\_

Illegal equipment \_\_\_\_\_

Balking \_\_\_\_\_

Leaving work area before pattern  
is completed \_\_\_\_\_

Fall of horse or rider \_\_\_\_\_

Failure to work in proper working  
order \_\_\_\_\_

Failure to pull up immediately after new  
cow has been awarded \_\_\_\_\_

Lameness \_\_\_\_\_

Excessive hollering \_\_\_\_\_

Excessively whipping or spurring  
the horse \_\_\_\_\_