



Working Cow Horse Rules

– extracted from the AQHA Rules and Regulations

91 Working Cow Horse

Both the cow work portion of this event and the reined work portion are mandatory. Scoring emphasis on the cow work portion shall be 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. Failure of an exhibitor to attempt to complete the cow work portion of the class, as well as the reined work, will result in the exhibitor not being considered an entry in the class. A horse which attempts to complete the cow work but does not finish for any reason other than the two-minute time limit or rule 91.5 j) and 91.5 l) will be scored accordingly at the judge's discretion. A horse going off pattern in the reined work will receive a score of zero. A horse which attempts both the reined work and the cow work portion may be placed, even if disqualified in one portion of the class. (Example: If a horse is disqualified and receives a 0 score for the reined work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.) However, the fall of a horse and rider being judged shall be cause for disqualification and not eligible to be placed.

91.1 The approved pattern will be used and each contestant will cause his horse to travel at the gait indicated for each part of the pattern. When judging reined work, the judge should refer to the reining portion of the handbook for guidelines.

91.2 In approved working cow horse classes, any of the three approved AQHA working cow horse patterns may be used. One of the three is to be selected by the judge of the class and used by all contestants in the class.

91.3 For an ideal cow work, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end.

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 shall then take the cow to an open part of the arena and circle it at least once in each direction.

91.4 The judge should take into consideration the size of the arena, condition of ground and the disposition and degree of difficulty exhibited by the cattle worked.

a) At the discretion of the judge, cow work may be done immediately following each individual's pattern work or immediately after completion of pattern work by all horses being exhibited.

b) The cow work portion of the working cow horse class must be completed within two minutes.

91.5 The contestant's horse shall be penalised for general bad manners such as:

a) Biting

Striking

Running over the cow 3 points

b) Horses that run past cow - for every horse's length past cow 1 point

c) Hanging up on fence 3 points

d) Exhausting cow before circling 3 points

e) Failure to hold cow on end of arena 3 points

f) Failure to show sufficient control of cow while circling 2 points

g) Deliberate spurring or use of the romal forward of the cinch 5 points

Causes for zero score:

h) Horse that turns its tail to the cow

i) Any unnecessary roughness to the cow

j) Any horse out of control while working, thus endangering the rider crossing the path of the cow shall be called off the cow.

k) During the cow work, use of two hands on reins, except with junior horses ridden two-handed in a bosal or snaffle bit.

l) Any horse that runs over a cow, causing a fall of horse and rider shall terminate work and be cause for disqualification from class.

91.6 If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:

a) The cow won't or can't run;

b) The cow won't leave the end of the arena;

c) The cow is blind or won't yield to the horse;

d) The cow leaves the arena.

91.7 Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. The same basis of scoring shall apply to both the reined work and cow work. In the event of a tie, the entry with the highest cow work will be declared the winner.

91.8 The following characteristics of the horse are considered faults:

a) Exaggerated opening of mouth;

b) Hard or heavy mouth;

c) Nervous throwing of head;

d) Lugging on bridle;

e) Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up;

f) Losing a cow or being unable to finish a pattern because of a bad cow, the contestant should be penalised at the judge's discretion;

g) Touching the horse or saddle with the free hand except during the cow work portion of the class, where the rider may hold onto the horn.

91.9 The characteristics of a good working cow horse are:

a) Good manners;

b) Shifty, smooth and having its feet under it at all times; when stopping, hind feet should be well under it;

c) A soft mouth and should respond to a light rein, especially when turning;

d) Head should be maintained in its natural position;

e) Work at reasonable speed and still be under control of the rider.

91.10 A show may have up to three approved working cow horse classes.

If three working cow horse classes are held at a show they shall be the following:

a) Senior working cow horse shown with bit;

b) Junior working cow horse shown with bit;

c) Hackamore/snaffle bit working cow horse (five-year-olds and younger, shown with a hackamore or snaffle bit).

d) No horse may be entered in both junior bit and hackamore/snaffle bit working cow horse classes at the same show

91.11 If two working cow horse classes are to be held at a show, they shall be the following:

a) Senior working cow horse shown with bit;

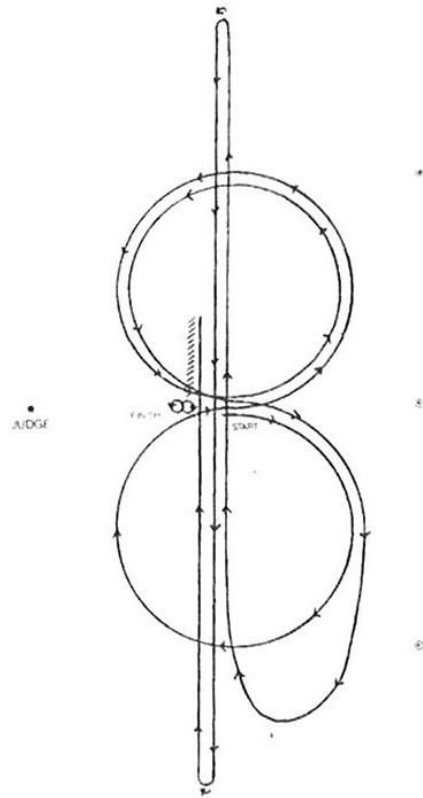
b) Junior working cow horse shown with either a bit, hackamore or snaffle bit at the discretion of the exhibitor.

91.12 If only one working cow horse class is to be held at a show it shall be the following:

Working cow horse - all ages (horses six-years-old and older must be shown in bit; horses five-years-old and younger may be shown in either bit, hackamore or snaffle bit at the discretion of the exhibitor).

91.13 The judge may request additional work at his/her option.

WORKING COW HORSE PATTERN 1

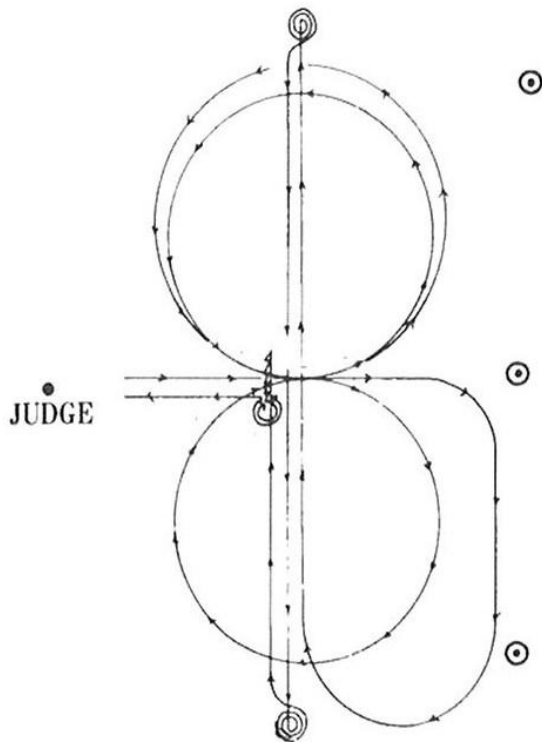


⦿ Mandatory Marker Along Fence or Wall

Ride Pattern as Follows:

1. Beginning at the centre, facing right wall or fence, take a right lead and do a circle to the right, away from the judge, of moderate size and speed.
2. At the centre of the arena, change leads and do two circles to the left both of moderate size and speed.
3. At the centre of the arena, change leads.
4. Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate centre of the arena; run the length of the arena past marker.
5. Do a square, sliding stop, hesitate.
6. Turn left and begin a run to the opposite end of the arena; run length of arena past the marker.
7. Do a square, sliding stop, then hesitate.
8. Turn right, and begin a run down past the centre marker of the arena.
9. Do a sliding stop, and back to the centre of the arena or at least 3 metres (10 feet). Let horse settle in approximate area of stop.
10. Do a 360-degree spin to the right.
11. Do a 360-degree spin to the left.
12. Hesitate to show completion of pattern.
13. Approach judge for inspection and dismissal.

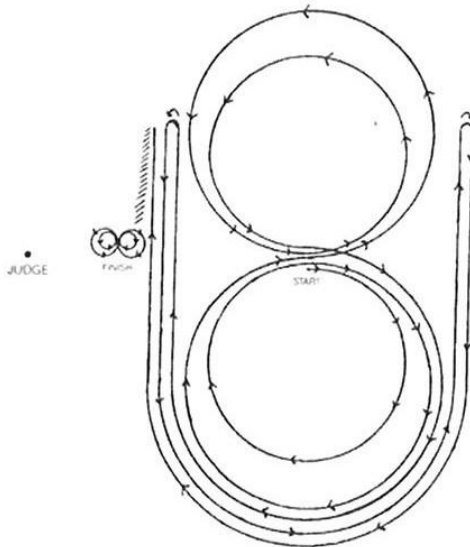
WORKING COW HORSE PATTERN 2



• Mandatory Marker Along Fence or Wall Ride Pattern as Follows:

1. Begin at the centre of the arena, facing right wall or fence. Take a right lead and complete a circle to the right, away from the judge.
2. At the centre of arena, change leads and do two circles to the left, of approximately the same size.
3. At the centre of arena, change leads.
4. Go to the end of the arena and without stopping or breaking gait, start the run near the approximate centre marker of the arena. Run full length of arena.
5. Do a square sliding stop, hesitate.
6. Do 2 1/2 spins right.
7. Run full length of arena past marker and do a square sliding stop, hesitate.
8. Do 2 1/2 spins left.
9. Run past centre marker of arena; do a square sliding stop.
10. Back to centre of arena [minimum 3 to 4 1/2 metres (10-15 feet)].
11. Do a 360-degree spin right or left.
12. Do a 360-degree spin opposite direction taken in #11.
13. Hesitate to show completion of pattern.
14. Approach judge for inspection and dismissal.

WORKING COW HORSE PATTERN 3



◦ **Mandatory Marker Along Fence or Wall
Ride Pattern as Follows:**

1. Begin at the centre of the arena facing right wall or fence. Take a right lead and do two circles to the right, away from the judge: the first small and slow; the second large and fast.

2. At the centre of arena, change leads and do two circles to the left: the first large and fast; the second small and slow.

3. At the centre of arena, change leads and begin a circle to the right. Do not close this circle, but run straight down the side past the centre marker and do a left rollback at least 6 metres (20 feet) from the wall or fence, no hesitation.*

4. Continue back around the previous circle. Do not close this circle, but run straight down opposite side, past the centre marker, and do a right rollback at least 6 metres (20 feet) from the wall or fence, no hesitation.*

5. Continue back around previous circle. Do not close this circle but run straight down side past centre marker and do a sliding stop at least 6 metres (20 feet) from wall or fence.

6. Back to the centre of arena or at least 3 metres (10 feet) and then hesitate.

7. Do two spins to the right.

8. Do two spins to the left.

9. Hesitate to demonstrate completion of the pattern.

10. Approach judge for inspection and dismissal.

* Horse may come out of the rollback on either lead; however, it should be on correct lead when going around the end of the arena.