



| ApHC WORKING COWHORSE

1 Whistle to Terminate Work

2 Whistles to Award New Cow

1 Point Penalty:

- Loss of working advantage
- For each length horse runs past cow. A length is one horse length of daylight between cow's head and top of the horse's tail
- Using corner or the end of the arena to turn cow when going down fence. In oval arena, when cow's head breaks the plane of the end marker
- Changing sides of arena to turn cow
- Slipping a rein
- Turing cow before passing middle marker on first turn

2 Point Penalty:

- Going around the corner of the arena before turning cow when going down fence

3 Point Penalty:

- Biting or striking the cow
- Hanging up on the fence (refusing to turn)
- Exhausting or overworking cow before circling
- Knocking down the cow without having a working advantage

5 Point Penalty:

- Not getting 1 turn each way (5 pts each way)

Score 0:

- Turn tail to the cow
- Fingers between the reins
- Deliberate spurring or use of the romal forward of cinch
- Leaving work area before work is complete, any horse out of control or runs over cow, thus causing fall of horse or rider
- During cow work, using 2 hand on reins
- Fall of horse or rider
- Balking
- Schooling horse between rein work and cow work

Faults:

- Opening mouth • Hard mouth • Nervous throwing of head • Lugging on bridle • Anticipation of being set up • Losing cow • Touching horse or saddle with free hand except during cow work

Credits:

- Good manners
- Shifty, smooth and having its feet under it at all times; when stopping, hind feet should be well under it
- A soft mouth and should respond to a light rein, especially when turning
- Head should be maintained in its natural position
- Work at reasonable speed and still be under control of the rider