
Competition Rules

Each horse shall have a 5 ½ minute time limit to complete the following maneuvers. Time will be kept at the announcers stand. At the expiration of four minutes the announcer will announce a four minute warning. Exceeding the 5 ½ minute time limit shall cause a 10 point penalty on each of the judge's sheets. At the expiration of 6 ½ minutes, any horse still attempting to complete the maneuvers will be disqualified from the competition and shall immediately retire from the arena.

1. Conformation and Over-all Appearance, drop bit and re-bridle horse, ground tie and pick up feet (0-10 points total for these on Judge's sheet)

Drop bit and Re-bridle Horse

- a. Each horse will enter the arena already bridled and saddled with rope attached to saddle.
- b. Rider will lead horse to a designated spot just inside the gate.
- c. Rider will remove bridle from horse and drop bit from horse's mouth.
- d. Rider will then re-bridle the horse.

Ground Tie and Feet Pick

- a. After re-bridling horse, rider will drop reins to ground (ground tie).
- b. With horse ground tied, rider shall pick up each of all four feet of the horse in any order chosen by the rider.
- c. Judges will deduct penalty points for rider not dropping reins to ground, horse not standing still, or rider not picking up all four feet.

2. Handling Ability (0-30 points of Judge's sheet)

- a. Following ground tying, the rider shall mount and ride to near the center of the arena in preparation for figure eights. Take the left lead and lope two circles to the left; the first small and slow, the second large and fast.
- b. At the center of the arena, change leads and lope two circles to the right; the first large and fast, the second small and slow.
- c. At the center of the arena, change leads and begin a large circle to the left. Do not close this circle, but run straight up the side of the arena past the center and slide to a stop.
- d. Back a minimum of fifteen feet.
- e. Do one complete 360 degree spin to the left and one complete 360 degree spin to the right. More spins in each direction are at the option of the rider and will be considered by judges; however, at least one 360 degree spin in each direction is required.

3. Cattle Work (0-30 points on Judge's sheet)

- a. Following completion of spins in number 2 above, one cow will be turned into the arena. Cattle draw will be by the gate cut.
- b. Upon receiving the cow in the arena, horse will be required to first work the cow against the end of the arena to adequately demonstrate the ability of the horse to hold the cow on that end of the arena (similar to cutting a horse).
- c. Next, the rider and horse shall drive the cow down the long side of the arena fence, pass and turn the cow back the opposite direction (similar to AQHA Working Cowhorse). This maneuver shall be performed once in each direction.

4. Rope and Drag (0-30 points on Judge's sheet)

- a. Upon completion of cattle work as described in number 3 above, rider shall take rope down, build loop and rope cow by horns, half-head or around neck. Only two loops will be permitted.
- b. Dally and drag cow a minimum of 20 yards. Rope tied to saddle horn in permissible.
- c. Release rope from saddle. Attempting to ride up to cow and remove rope from cow head will not be permitted.
- d. Ability of horse to run to cattle, rate and pull will be rewarded by judges.
- e. Exit arena.

Protocol

1. Unofficial scores will be announced after each horse has worked.
2. Any tie will be broken by the better score of discipline 3 Cattle Work; followed by discipline 2 Handling Ability; then followed by discipline 4 Rope and Drag.
3. The Grand Champion and Reserve Champion will have the option to sell in any position he chooses. The balance of the horses will sell in catalog order.