### Guide for New Cow:

At the discretion of the judge, the rider will receive a new cow(s) as necessary to show horse.

#### Credits
- A: Maintaining control of the cow at all times
- B: Exhibiting superior cow sense and natural ability without excessive reining or spurring
- C: Degree of difficulty
- D: Eye appeal

#### 1 Point Penalties
- A: Loss of working advantage
- C: Cow's head breaks the plane of the 1 point marker
- E: Changing sides of arena to turn cow
- L: For each length horse runs past cow
- P: Working out of position
- S: Slipping rein
- T: Failure to drive cow pass middle marker on first run
- W: Excessive holstering

#### 2 Point Penalties
- A: Going around corner of arena before turning cow
- B: In an open field turn animal gets within 3 feet of the end fence before being turned
- C: Failure to make a separation between the 2nd fence turn and the first cline
- D: Balking
- E: Extremely out of control
- F: Bloody mouth (inside)
- G: Illegal equipment
- H: Leaving working area before pattern is complete
- I: Fall of horse or rider
- J: Schooling between rein work and cow work
- K: Schooling horse between cows, if new cow is awarded

#### 3 Point Penalties
- E: Exhausting or overworking before circling cow
- H: Hanging up on fence (refusing to turn)
- K: Knocking down cow without having working advantage

#### 5 Point Penalties
- A: Not getting a turn each way (5 points each way)
- B: Spurring or hitting in front of cinch at anytime or excessively whipping or spurring the horse
- C: Biting, bucking, rearing and striking or obviously insubordinate

**NOTE:** Judge may blow the whistle at anytime to terminate the work. A score of zero will be given if the work is not complete by that time.

#### 0- Score
- A: Turn tail
- B: Using two hands on the reins in a bridle or two rein class
- C: Fingers between the reins in a bridle class except the two rein class
- D: Balking
- E: Extremely out of control
- F: Bloody mouth (inside)
- G: Illegal equipment
- H: Leaving working area before pattern is complete
- I: Fall of horse or rider
- J: Schooling between rein work and cow work
- K: Schooling horse between cows, if new cow is awarded

#### Run Content & 1 Point Penalties

<table>
<thead>
<tr>
<th>Horse</th>
<th>Runs</th>
<th>5 PT Penalty</th>
<th>3 PT Penalty</th>
<th>2 PT Penalty</th>
<th>Penalty Total</th>
<th>Score</th>
</tr>
</thead>
</table>

---

**For more information on how exhibitors are scored visit [www.aqhuniversity.com](http://www.aqhuniversity.com)**