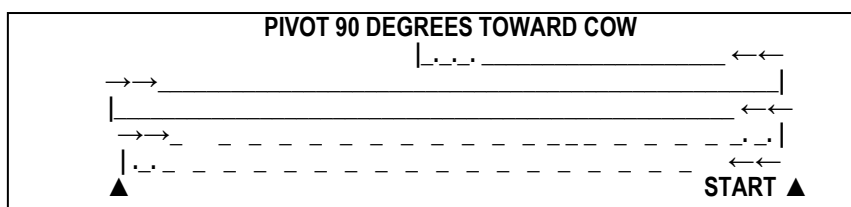


## OKSHA NOVICE AND YOUTH DIVISIONS

### WORKING COW HORSE

This class has been developed for novice and youth riders as an entry level working cow horse class. The rider will enter the arena and perform the cow horse pattern. After completing the cow horse pattern, the rider will face the cow end of the arena and call for a cow. **The rider will have 50 seconds to work the cow.** Timing will be done by the announcer starting when the cow is turned into the arena. The work in the cow horse class will consist of the following two parts.

**Part One – Cow Horse Pattern** – The rider shall trot into the arena, trot to first cone and start pattern. Markers: Marker placement shall be a minimum of 20 ft from the wall.



Enter arena at trot and trot to first cone

1. Extended Trot to second cone; Stop; Back two steps; Rollback to right
2. Extended Trot back to first cone; Stop; Back two steps; Rollback to left
3. Lope to second cone; Stop; Rollback to right
4. Lope to first cone; Stop; Rollback to left
5. Lope to center; Stop; Back; Pivot 90 degrees toward cattle and call for cow to be worked.

**Part Two – Boxing the Cow** – The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for 50 seconds to demonstrate the horse’s ability to “hold” the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse’s ability to drive and block the cow on the entry fence

### Credits and Penalties for Novice and Youth Dry work portion

**1) Scoring for Part One – Cow Horse Pattern** The horse/rider team is scored on the quality of each maneuver with either a -½ Poor, 0 Correct, +½ Good. No more than 2 ½ points can be added or misused from the total score for the Cow Horse Pattern.

- a. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for entering at trot, extended trot to first cone, stop, back two steps and rollback to right.
- b. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for extended trot to cone, stop, back two steps and rollback to left.
- c. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for lope, stop and rollback to right.
- d. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for lope, stop and rollback to left.
- e. The horse will be scored (-½ Poor, 0 Correct, +½ Good) for lope to center, stop, back, pivot, call for cow.

### Credits and Penalties for Boxing the Cow portion - Novice and Youth

All runs begin upon entering the pen; any infractions (such as two hands on the reins, using either hand to instill fear or praise, etc.) are subject to penalty at that time.

During "Boxing," credit will be given for the horse's expression and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the cow; the amount of work actually done; and the degree of difficulty of the work. Penalties will be assessed as follows:

- 1 Point Penalties: Loss of working advantage; Working out of position; Slipping rein.
- 3 Point Penalties: Knocking down the cow without having a working advantage; Losing a cow while boxing.
- 5 Point Penalties: Spurring in front of cinch; Blatant disobedience; Use of either hand to instill fear/ praise; Use of two hands (except in snaffle bit or hack amore) per maneuver; More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver.
- Off-Pattern (OP): Breaking pattern; 3rd refusal; repeated blatant disobedience; cannot place above others who complete pattern correctly.
- Disqualification (DQ): Lameness; Abuse; Illegal equipment; Disrespect or misconduct; Leaving working area before pattern is complete; Fall of horse/ rider (run ends; scores will be given for work done but the horse/rider team will be disqualified and will not be placed), Improper western attire. Disqualified entries are counted as an entry in the class but cannot receive points or credits for that class toward the all around.