

Australian Working Cow Section.

Aim:

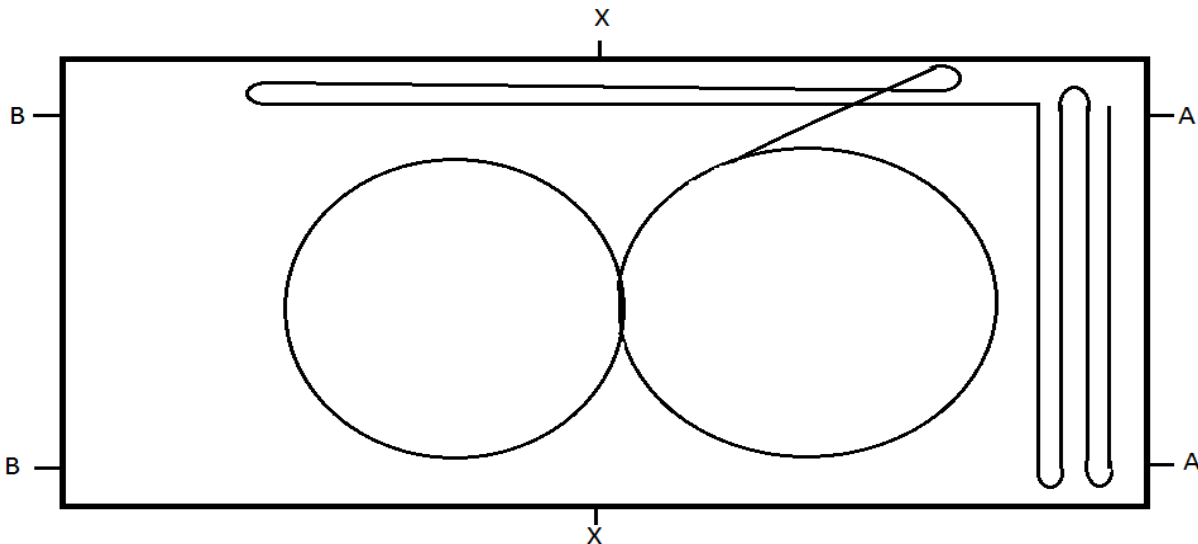
To demonstrate the control of both the horse & the cow in an indoor arena, with a pattern that compliments the basic training needs of a young horse to be successful in a range of performance horse disciplines.

General rules.

- One beast to be supplied for each competitor, with either judge able to reject a beast, or reward a rerun where the beast is deemed to be unsuitable. A rerun will be awarded at the judge's discretion, where the run was terminated due to no fault of the competitor.
- The cow working section is scored out of a possible 100 points with five sections individually scored. Sections 1 - 5 out of a possible 20 points each.
- Points will be awarded for maintaining control of the cow at all times, with position, pace and control plus overall eye appeal contributing to the points awarded for each section.
- Points will be deducted for loss of control of beast, excessive use of the arena fence, knocking down the beast during work or excessive use of the spur.
- The judge can at their discretion terminate a run by sounding the whistle or bell at any time during the work, in the best interest of the livestock.

Proudly Sponsored by





| Section | Requirement | Score | Score |
|---------|--|--------------------|-------|
| 1 | After acknowledging judge, take beast to Southern short side of arena & perform a series of blocks, demonstrating control of the beast in a cutout style. | Possible 20 points | |
| 2 | Upon completing section 1 take beast down either long side of arena and perform 180 degree turn at any point past marker "X" and before marker "B". Points will be deducted for not performing turns between these markers. | Possible 20 points | |
| 3 | Upon completing section 2 take beast down fence and perform 180 degree turn at any point past marker "X" and before marker "A". Again points will be deducted for not performing turns between these markers. | Possible 20 points | |
| 4 | Upon completing section 3 take beast and perform a circle to the left or right (in either direction). Competitor may complete up to two circles either direction in order to maintain optimum control and position on the beast. | Possible 20 points | |
| 5 | Upon completing section 4 take beast and perform a circle in the opposite direction. With points awarded for position and control of the beast throughout the circle. | Possible 20 points | |

Proudly Sponsored by

