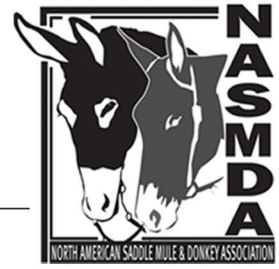


# Working Cow Mule/Donkey Cow Work



CLASS: \_\_\_\_\_ SHOW: \_\_\_\_\_  
 JUDGE: \_\_\_\_\_ DATE: \_\_\_\_\_

**GUIDE FOR NEW COW:** (At judges discretion, rider will receive new cow(s) as necessary to show mule or donkey)

- A- Cow that won't run
- B- Cow that doesn't respect mule or donkey
- C- When cow leaves arena

**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 mule or donkey runs past cow
- P- Working out of position
- S- Slipping rein

- T- Failure to drive cow past middle marker on first run before initiating the turn
- W- Excessive hollering

**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 change sides after a circling turn prior to the first circle

**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 mule or donkey
- C- Blatant disobedience including kicking, 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 at 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 mule or donkey or rider
- J- Schooling between rein work and cow work
- K- mule or donkey between cows, if new cow is awarded



**COW WORK  
JUDGE CARD**

Effective November 16, 2019

- L- If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner
- N- Improper Western Attire
- O- Failure to work in the proper working order

**NO SCORE:**

- A- Abuse
- B- Lameness

- NE- Failure of an exhibitor to attempt to work the pattern (fence work)

**RUN CONTENT:**

(+ Excellent / ✓+ Above Average / ✓ Average / ✓- Below Average / - Poor)

Exhibitor Number	MANEUVER	RUN CONTENT (+ / ✓+ / ✓ / ✓- / -)							& 1 POINT PENALTIES			Penalty Total	SCORE	PLACING	
		Boxing	Rating	Form & Quality of Turns	Circling	Position & Control	Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY				
	PENALTY														
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Judge's Signature: \_\_\_\_\_