

FQHR Working Cowhorse Score Sheet

Credits

- A. Maintaining control of the cow
- B. Cow Sense/Natural Ability
- C. Degree of Difficulty
- D. Eye Appeal
- E. Correctness and Quality of Turns

3 Point Penalties

- A. Biting or striking the cow
- B. Hanging on the fence
- C. Exhausting/overworking the cow before circling
- D. Knocking down cow w/o working advantage

1 Point Penalties

- A. Loss of working advantage (1pt @horse length)
- B. Loss of control more than 35 feet from cow except for turn
- C. Using Corner to turn cow
- D. Changing sides of the arena to turn cow
- E. Turning cow before passing center on 1st turn
- F. When turning the cow going by more than 1 horse length after the cow has turned.

5 Point Penalties

- A. Spur or hit in front of the cinch
- B. Not getting one turn each way

2 Point Penalties

- A. Turning Cow Inside Corner Marker
- B. On turn in middle of arena, if cow does not turn before coming within 3 feet of the fence.

DQ Score

- A. Turn tail
- B. 2 Hands on the reins w/curb bit
- C. More than one finger between reins
- D. Balk
- E. Out of Control
- F. Fall of horse or rider
- G. Illegal Equipment
- H. Bloody Mouth
- J. Abuse of cattle
- I. Leaving the working area before signaled by the judge.

Credits + - or √

Penalties

#	Boxing	Rating	Eye Appeal Form & Quality of Turns	Degree of Diff.	Positon & Control of cow	Circling	1	2	3	5	0	Score
						/						
						/						