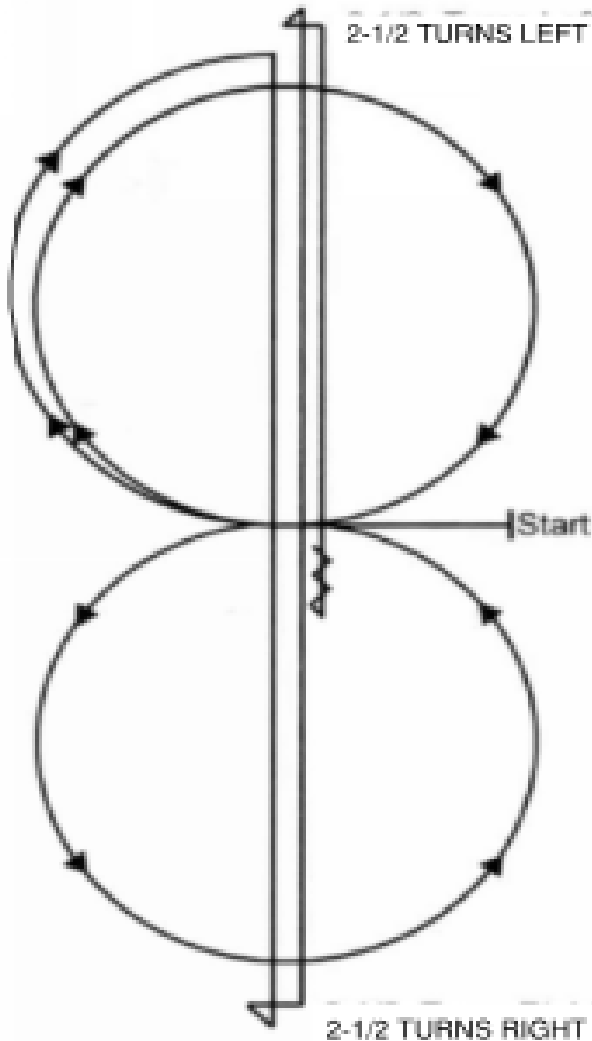




Boxing Class Pattern



Trot to center of arena, stop. Start pattern facing towards judge:

1. Beginning on the right lead – lope one circle to the right. Perform a flying lead change to the left. (Simple lead changes count as 1 pt. penalty)
2. Complete one circle to the left. Perform a flying lead change to the right and go to the top of the arena. (Simple lead changes count as 1 pt. penalty)
3. Run down center of the arena past the end marker and come to a sliding stop.
4. Complete 2-1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2-1/2 spins to the left.
7. Run past the center marker, stop and back at least 10 feet.

After completion of pattern contestant to call for cow at designated end of arena.

(a) For an ideal cow work, each contestant, upon receiving a cow in the arena, shall hold the cow on the designated end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end.

(b) Horse should keep working until judge blows whistle. If exhibitor quits working before the judge blows the whistle, a score of 0 will be given.

(c) If time and number of cattle permit, the judge may, at his or her discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:

- (1) The cow won't or can't run;
- (2) The cow won't leave the gate;
- (3) The cow is blind or won't yield to the horse;
- (4) The cow leaves the arena.

(d) Scoring will be on the basis of 60-80, with 70 denoting an average performance. The same basis of Scoring shall apply to both the reined work and cow work. In the event of a tie, the entry with the highest cow work will be declared the winner.

If you lose your cow on the designated end of the arena you may work your cow on the opposite end. Penalty points will be applied each time cow is lost to the opposite end of the arena.

Horse should keep working until judge blows whistle.