

## **Box Drive Rules**

**Part One – Box:** At the start of the work, each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient amount of time to demonstrate the ability of the horse to contain the cow at that end. 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.

**Part Two – Drive:** After a reasonable amount of time, the contestant shall set up and drive/rate the cow down the fence, opposite fence of the judges, to the opposite end of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately  $\frac{1}{2}$  to  $\frac{3}{4}$  the length of the arena. Upon reaching the opposite end of the arena, the rider will release the cow.

**Part Three – Box:** Move horse toward center of arena to set the cow up for boxing. Again, box the cow for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. 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.

**Part Four – Drive:** After a reasonable amount of time, the contestant shall set up and drive/rate the cow down the fence, opposite fence of the judges, to the opposite end of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with the cow against the fence. The distance and control should be maintained past the center marker and continue until the judge signifies the completion of the run or time expires. The rider will then release the cow.

### **Time Limit/Terminating the Work**

Each contestant is allotted one minute and forty-five seconds to complete the four-part cow work pattern.

The Judge may blow his/her whistle once at any time during the work to terminate it.

If at any time a judge feels that the contestant is out of control endangering themselves and/or their horse, the judge may terminate the work, and a score of zero will be given.

Exhibitors are not required to use all the allotted time to complete the pattern.

Time shall begin when the gate closes behind the cow after being let into the arena. When there are 30 seconds left, the announcer will announce, 30 seconds remaining and at one minute and forty-five seconds, the announcer will call for time.

Judging ends when exhibitor drives the cow past the middle marker the second time, judge ends the run with a whistle/horn or the allotted time ends, whichever occurs first.