



## NLBRA Cow Work

Steer will be released from the roping chute

- 1) Required Work:
  - a) Contestant is to hold steer at the end of the arena
    - (a) Contestant will need to demonstrate their ability to hold cattle
  - b) Contestant will then take the steer down the fence and needs to turn it either direction
  - c) Contestant may then make additional maneuvers at their discretion
  - d) Contestant should push steer back into the sorting pens to exit the arena
- 2) Contestant will be given a minute and a half to complete cow work, a 30 second warning will be given and time will then be called

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### Judging Cow Work

The judge should take in consideration:

1. Size of the arena
2. Condition of the ground
3. The disposition of the steer
4. The greater the degree on difficulty should allow be given more credit
  - Difficulty may be due to extreme speed or stubbornness of the steer
  - Steers reluctance to move down fence when sufficiently driven

The most controlled cow work with the highest degree of difficulty , that exhibits good form should be marked the highest

In the cow work one hand on the horn may be used as well as two hands on the reins and posting at the trot is acceptable

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### New Cow Option:

When enough cows are available, the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. The lead judge is responsible to make that decision and will indicate the awarding of a new cow. Allowing the horse to quit working before the judge signals for a new cow will result in a zero score. If the lead judge awards a new cow, the exhibitor must accept the new cow. When the lead judge signals for a new cow, the contestant must initiate the pull up immediately, instantly, at once, without delay.

During the cow work, when a cow leaves the working area, it is automatic that the contestant will receive a new cow and scoring will begin again with the new cow. Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements.