## RUN CONTENT:

### Herd Work:
- Driving a cow (+)(√)(+)/(-)(-)
- Working in center of arena (+)(√)(√)(√)(-) (✓)
- Degree of Difficulty: (+)(√)(√)(√)(-)
- Eye Appeal: (+)(√)(√)(√)(-) (✓)
- Time Worked: (+)(√)(√)(√)(-) (✓)
- Amount of Courage: (+)(√)(√)(√)(-) (✓)
- Loose Reins: (✓)(-)
- Horse Charging: (-) (only)
- Forced Off a Cow: (-) (only)
- Excessive Herdholder Help: (-) (only)

### Penalties

**One Point:**
- Miss-Loss of working advantage—11
- Reining or visibly cueing—8
- Noise directed toward cattle—5a
- Toe, foot or stirrup on shoulder—8d
- Hold on too long on a cut—8a
- Working out of position—11
- Hand too far forward—8

**Three Point:**
- Hot quit—13
- Cattle picked up or scattered—5b
- Second hand on the reins—8b
- Spur in the shoulder—8c
- Pawing or biting cattle—12
- Failure to make a deep cut—1
- Back Fence—6

**Five Point:**
- Horse quitting a cow—14
- Losing a cow—9
- Changing cattle after a specific commitment—10
- Failure to separate a single animal after leaving the herd—15
- 60—if horse turns tail—7
- 0—if horse falls to ground—17

**Disqualification** (score 0) - illegal equipment, or leaving working area before time expires, or inhumane treatment to the horse.

### Penalty Box

Divisions within the penalty box represent 1st, 2nd or 3rd cow worked.