

# 2024 Cowtown Classic - DayWorking Derby

## **Purpose**

The Dayworking Derby was created to encourage, promote, advertise and develop the ranch type horse and rider as unique and excellent athletes that are an integral part of the ranching heritage.

A 3 class event consisting of the Ranch Cutting, Reining, and Working Cowhorse. Must be the same horse and same rider for all three classes. If going for year end awards the points stay with the team (horse and rider). No limit on the amount of horses that can be neutered with one rider. The Ranch Cutting will be held separately and the reining and working cowhorse will be held concurrently.

**Eligibility** - Professional horse trainers, riders or horses with earnings in the NRCHA, NCHA, ARHA or NRHA or points in AQHA or APHA in any horse show classes within the previous ten years are ineligible to compete in this class subject to review. It is the responsibility of the contestant to keep up with their eligibility for the class. Any entry who enters the class fraudulently faces disciplinary action that can include suspension. The office will make every effort to ensure that updated information is available to all members. The office reserves the right to reclassify any contestant who they feel is violating the true intention of the class.

**Below are descriptions of each class and the score sheets (PLEASE read all of it to better understand the classes and scoring)**

**Ranch Cutting** -This class is designed to show a horse's ability to separate a cow from the herd, hold that cow away from the herd, then drive that cow away from the herd and to pen it. This class is to be judged on the horse's natural cow ability, agility and to respond softly to the rider's cues to help rein horse into position to hold the cow from the herd, on the way to pen and to pen cow. Horses should display softness of handle and quietness in the herd. Horse and rider should work as a team, seeming effortless to work together. There is a 2 and a half minute time limit to complete the job.

The contestant may have up to four helpers during the cutting portion, consisting of two turn back riders and two herd holders. The helpers may not assist the contestant in penning the cow. Herd holders/turnback riders are in no way to assist the exhibitor once they have called for cow to pen it or have crossed time/foul line. In doing so, they could cause the exhibitor to be disqualified. This is left up to the discretion of the judge if he deems it excessive.

## Judging of Ranch Cutting

**Maneuvers:** maneuvers are dependent on the cow work but it will consist of two parts, the cut and then penning the cow. No help is allowed from herd holders once you call for the cow to be penned and cross the timer line.

**Cut:** Credit will be given to horses that have natural cow ability, agility and to respond softly to the rider's cues to help rein horse into position to hold the cow from the herd. Credit will be given to Horses that display softness of handle and quietness in the herd. Horse and rider should work as a team, seeming effortless to work together. Rider and horse want to smoothly cut out one cow and not rush or scatter the herd.

**Pen:** Once the cow the rider has chosen is out of herd the rider will want to work it to show the ability to hold the cow away from Herd. Credit will be given to a horse that has the ability to hold a cow and keep it separated from herd. Once the rider decides to pen it the outside herd holders will move to the side of the arena and let the rider take the cow down to be penned. That portion is timed, and if the cow crosses back towards the timer line and into the herd the Rider will receive an OP (Off Pattern).

**Reining-** This class will demonstrate the ability of the ranch horse to be reined willfully through all maneuvers of the patterns. The Contestant should not be penalized for reining their horse through the pattern in a reasonable manner. Stops should be hard and deep as if needed to stop and go in the other direction and should be square and done without resistance (it should be at the judge's discretion on what he/she considers an excessive slide. Excessive stops beyond 10 feet should be minus in 1/2 point increments). Turn arounds should be those of a working horse and should be correct and job efficient.

## Judging of Reining

**Maneuvers:** Maneuvers are dependent upon patterns chosen by show management and will be judged accordingly on circles and lead changes, rollbacks (dependent on pattern), stopping and backing. The reining segment will end when the rider calls for the cow.

**Spins:** Credit will be given to the horse that spins flat and smooth, showing no indication of being forced, and demonstrates a willing attitude. Forced speed should not score higher than moderate, willing speed. Horses will be penalized for elevated, hoppy, forced, or extremely slow spins. The horse that spins smoothly, with moderate speed, keeping his hindquarters in the same general area, and demonstrating good footwork in front should receive the greatest amount of credit.

**Circles and Lead Changes:** Circles and lead changes will be judged on the horse's ability to: A) be willingly guided without pulling to the inside or to the outside of the circle, B) his ability to demonstrate his willingness to increase or decrease speed and C) his ability to change leads (Flying or simple), front and back, smoothly with a minimum cueing from the rider. Flying lead change will be without break of lope. A simple change is a **lead change made through a transition down to the jog/trot and then back**

**to the lope on the other lead.** There should be only one to three strides at the jog or walk before picking up the lope again

In the circle segment of the dry work, the rider can increase his score by making his circles come together at the "same midpoint of the arena," making large circles the same size on each side, small circles the same size on each side and lead changes at the center of the arena. This will demonstrate control to the judges.

**Stop and Back:** To receive maximum credit, a horse should approach the stop: A) loping or galloping freely, B) willingly moving forward in a straight line and C) gradually increasing his speed. The stop should be straight and square and give the appearance of stopping because he is trained to stop, not because he is forced to stop. Maximum credit will be given to the horse that approaches the stop running straight, gradually increasing speed, stops straight and square, and hesitates momentarily. Maximum credit will be given to the horse that backs straight and then backs willingly in a straight line for at least 10 feet.

**Penalties and Disqualifications:** Short and choppy rundowns, bouncy stops, head throwing, excessive mouth gaping and resistance on the part of the horse will be penalized. If the horse backs crooked, throws head, opens mouth excessively and/or shows resistance, the horse will be penalized.

**Working Cowhorse**- There are three parts to the class: boxing, fence work and roping. The horse and rider must accomplish all three parts in three minutes. After the exhibitor has completed his reining pattern, he will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. The exhibitor must then rope the cow and bring horse to a stop. The exhibitor is allowed only two loops. If the rope falls off the saddle during the class, the rider does have the option of dismounting/mounting (without any assistance) and picking up the rope. A 3 (three) point penalty will be assessed in the tracking portion of the roping scoresheet. Judge may blow the whistle at any time to terminate the cow work. A score of zero, in the cow work segment, will be given if the work is not complete at that time. The exhibitor should then continue with the roping segment of the class. In the cow work portion of the class, the exhibitor will keep working until the judge blows the whistle to signify completion of work. If the exhibitor quits before the whistle is blown, the score shall be a 0 for the cow work portion.

In the roping portion of this class any rope other than a breakaway honda factory plastic type must be used. As long as rope goes over the head, any catch will be considered a legal catch. If exhibitor fails to dally it will result in a three (3) point penalty. Additionally, a two loop run will receive a penalty of five (5) points and a no catch run will receive an OP (Off pattern) score in the roping portion.

## **Judging of COW WORK**

**Maneuvers:** The cow work will consist of three segments – boxing, fence turns and steer stop. IF the judge blows whistle or horn twice they are awarding a new cow - you have the option to keep working your cow OR get a new cow.

**Boxing:** Throughout the cow work, it must be remembered that the name of the game is controlling the cow. Judges must take into consideration what kind of cow each contestant draws to accurately judge the degree of difficulty in each credit-earning situation. When a contestant is holding a cow at the end of the arena, maximum credit will be given to the horse that is obviously watching a cow and making counter moves to hold the cow at the end of the arena without the help of the rider. The more a horse is trying to do on his own, the more credit he should receive.

**Fence Turns:** Maximum credit should only be given when the horse is in control of the cow and allows the cow to go down the fence. Again, the difficulty of the cow should always be considered when deducting from maximum credit. When the cow is allowed to go down the fence, maximum credit will be given to the horse that turns the cow at least once each direction on the same fence that the cow originally went down. If a horse turns tail ( turns away from and not in the same direction of the cow) to the cow at any point during a run, the maneuver will be zeroed by the judge.

**Penalties and Disqualifications:** Horses will be penalized for losing control while boxing the cow at the end of the arena, getting outrun down the fence, for running more than one horse length past the cow on the turn, hanging up on the fence, refusing to turn, running over the cow, biting cattle, hanging back and not running past the cow to turn the cow and for generally losing control.

## **ROPING**

**Rating and Tracking:** Maximum credit will be given to the horse that shows ample speed going to cattle, tracks/rates well to allow the rider to rope from a good position. The loop must go over the cow's head, i.e., the cow must look through the loop. If the cow is not roped within two loops, the scoring will cease at this point, a 5-point penalty will apply as well as an "OP". The roper may only carry one rope and, if that rope is lost, Rider will be able to dismount and get rope with no penalty . Contestants may not receive any ropes from outside the arena to complete their run. Contestants may not retrieve their rope from the cow if it comes loose from the horn. If a contestant drops their rope prior to the roping the animal, they may dismount and retrieve the rope to complete the run if time allows.

**Stopping:** Maximum credit will be given to the horse that stops square and hard in a straight line with the cow, hindquarters underneath him, alert and paying attention, holding the stop when the rope comes tight and leans back slightly to absorb the jerk. The loop must go over the cow's head and, therefore, any part of the body that is caught may be used to stop the animal. The contestant may tie the ropes on or dally.

**Penalties and Disqualifications:** Horses will be penalized if they are slow going to cattle, run over cattle, lose position tracking, or generally appear hard to manage. Horses that stop crooked, sideways,

duck off or appear that they might be pulled down by big cattle should be severely penalized. Horses should be penalized that resist turning, pull with their headup and back hollow, wander from side to side, lunge forward, stop before asked by the rider or show any reluctance to willingly pull. A penalty of three points will apply if the cow is not caught on the first loop. If the cow is not roped within two loops, the scoring will cease at this point, a 5-point penalty will apply as well as an "OP" (5-point penalty will cancel out the 3-point penalty). The rider will be disqualified for intentionally choking, dragging by the neck while on the ground, or tripping the cow during the roping segment. Any unnecessary roughness or abuse to livestock will disqualify the contestant.

## **Bits, Gear, Horses and Attire**

**Attire:** Normal western attire. Jeans, long sleeve button down shirts and cowboy hats. Chaps may be worn but are not required.

**Saddles:** Any western saddle with horn

Bridles  
and Bits

**A bridle is defined as a curbed, shanked bit. Any bit is legal provided nothing extends below the bars of the bit. Reins can be held by one or both hands regardless of age of horse. Snaffles, hackamores and two rein rigs are allowed. No age requirements on any bits or bosals. Contestants will not be allowed to use any device that gives him/her undue control over the horse such as:**

**Chain Bits**

**Twisted Wire Snaffe**

**Tie Downs**

**Mechanical Hackamores, Quick Stops, etc. Martingales**

**Nothing may be around the horses' nose**

**Gag bits**

**No wire of any kind on the curb, bit or headstall Bits must be free of mechanical device**

**Nothing that extends below the bars of the bit**

**Curb chains can be flat chains with nylon or leather. Or all nylon or all leather. No all chain curbs**

**Split reins, rope reins. Leather reins or romels are permitted. One or two handed. Does not matter age of horse**

**Horses:**

Can be any breed and unregistered. Only need a copy of Negative Coggins on file.

Horses CANNOT have any earnings in the NRCHA, NCHA, ARHA or NRHA or points in AQHA or APHA in any horse show classes within the previous ten years.

## **Payout Schedule**

**\*Buckle for overall Hi point winner\***

<b>Entries</b>	<b>Placing</b>	<b>Payouts</b>
<b>1-5</b>	<b>3</b>	<b>\$500, \$300, \$200</b>
<b>6-10</b>	<b>4</b>	<b>\$500, \$300, \$150, \$50</b>
<b>11-15</b>	<b>5</b>	<b>\$500, \$300, \$150, \$75, \$50</b>
<b>16+</b>	<b>6</b>	<b>\$500, \$300, \$150, \$75, \$50, \$25</b>

Per Go round each event will pay out jackpot to 1st and 2nd place

1st place- \$75

2nd place- \$25

Will also have awards and prizes.

