

BMC BOXING CLASS INFORMATION

The BMC Boxing class is a hybrid class based on AQHA/NRCHA rules except that BMC allows for a 2 ½ minute work rather than 50 seconds and allows the rider to release the 1st cow and call for a 2nd cow if appropriate. This makes an ideal class not only for those already familiar with Boxing but also for those working on rider cow skills and/or working with an inexperienced horse.

First Encounter

When your cow comes into the arena, keep your eyes glued on it for the duration of the run.

Each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 2 ½ minutes demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The rider may release the cow and call for a 2nd cow. The announcer or judge will signal the completion of the 2 ½ minutes with a whistle or horn.

Cow Work Tips

- The cow moves, the horse reacts, the rider follows.
- Approach the cow one step at a time. If you address the cow a little bit slower, you're going to have a better run.
- Give the cow enough room that it doesn't run through you.
- Utilize the clock and move your cow if it's just standing there. The idea of boxing is to control the cow.

The correct position is having your horse's nose somewhere between the head, neck and shoulder of the cow as it goes across the end of the arena.

- Your horse should mirror the cow. When the cow stops and turns, your horse should do the same.
- If you're traveling parallel across the end of the arena, when a cow reaches the side fence, your horse should reach that side fence at about the same time.
- Position matters more than style: If you're working and your horse is way off center, the judge is not going to give you credit for that. You might have a horse that is really falling down and shaking around. But if he's not in the correct position on that cow, you're not going to gain any credit from the judge."

