

2026 BMC BOXING RULES

Boxing. 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 time to demonstrate the ability of the horse to contain the cow at that end.

The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.

When enough cows are available, the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable. The Judge will indicate new cow by blowing his/her whistle twice - indicating the awarding of a new cow.

If a rider quits a cow before the judge signals for a new cow, the exhibitor will receive a 0 score.

Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 90 seconds, 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 announcer or judge will signal the completion of the 90 seconds.

Boxing Cow Work - Penalty Points:

1 point penalties:

1. Loss of working advantage
2. Working out of position
3. Excessive hollering

3 point penalties:

1. Dangerous position
2. Loss of control and animal leaves the end of the arena

5 point penalties:

1. Spurring or hitting in front of the cinch at any time excessively
2. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.

-0- Score:

1. Turn Tail
2. Using 2 hands on the reins when using a bridle - waived for BMC boxing classes
3. Balking
4. Extremely out of control
5. Bloody mouth
6. Illegal equipment

7. Leaving the work area before the work is complete
8. Fall of horse or rider
9. Schooling the horse between cows if a new cow is awarded.
10. Improper western attire
11. Failure to work in the proper working order

Credits:

1. Maintaining control of the cow at all times
2. Maintaining proper position
3. Degree of difficulty
4. Eye appeal
5. Time worked