### Novice/Youth Cow Work

#### American Paint Horse Association
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apha.com/association/judges/scoresheets/

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**1 Point Penalties:**
- Loss of working advantage
- Working out of position
- Slipping rein

**3 Point Penalties:**
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/inspire
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

#### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
  - Turning tail
  - Repeated blatant disobedience
  - Schooling after entering the arena prior to calling for cow
  - Schooling horse between cows, if new cow is awarded
  - Failure to attempt any part of the class

#### DQ:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall horse/rider; run ends; credit will be given for work done

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<th>Date</th>
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#### RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

#### BOXING MANEUVERS
- Position & Control
- Eye Appeal
- Degree of Difficulty
- Courage
- Notes

#### Tie-Breaker
- Penalty
- Content

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**JUDGE'S SIGNATURE:** ________________