### Ranch Horse - Ranch Cow Work

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

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**Event**  
**Date**  
**Class**

### Penalties

**1 Point Penalties:**  
- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of line (per maneuver)

**2 Point Penalties:**  
- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

**3 Point Penalties:**  
- E - Exhausting or over working the cow before circling or roping the cow
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

**5 Point Penalties:**  
- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

**Off-Pattern (OP):**  
- Cannot place above others who complete pattern correctly

**DO:**  
- A - Abuse
- B - Lameness
- C - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider
- H - Leaving arena before run is complete

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### Run Content

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

#### Points Content

- 1 1/2 Extremely Poor
- 1 Very Poor
- 1/2 Poor
- 0 Correct
- +1/2 Good
- +1 Very Good
- +1 1/2 Excellent

#### Penalties

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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**