

Reined Work (Pattern 1)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, .5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5 Amost Excellent, +3=Excellent, -.5=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
NOTE: Judge may blow whistle at any time to end work and a -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.		

1/2 POINT PENALTY

- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- L. Delay lead change 1 stride
- O. Over/Under spin up to 1/8
- F. Failure to remain 20' from fence on approach to stops and roll backs

1 POINT PENALTY

- L. Out of lead each 1/4 of a circle, cumulative
- O. Over/Under spin between 1/8 & 1/4

2 POINT PENALTY

- F. Fail to lope before first marker
- P. Fail to lope past marker before stop is initiated
- J. Jog over 2 strides but less than 1/2 circle
- G. Break of gait
- S. On walk in patterns, failure to stop or walk before canter departure
- S. On trot in patterns, failure to stop before lope departure
- S. On run-in patterns, failure to be in a canter prior to first marker
- R. Freezing up in spin or roll back

5 POINT PENALTY

- S. Spurring in front of cinch
- D. Blatant Disobedience
- I. Instill fear or praise

10 POINT PENALTY

- A. Missed pattern includes over/under spin more than 1/4 and backing more than 2 strides
- H. Use of 2 hands on the reins in a bridle or two rein
- C. Fingers between the reins in a bridle class
except the two rein, & and one finger (index) allowed in split reins
- K. Fall to the ground of rider or horse
- I. Illegal or failed equipment
- J. Jog over 1/2 circle or 1/2 length of arena
- M. Misuse of Romal
- P. Touching horse with free hand.



Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.

MANEUVER	JUDGE'S SCORE	PENALTIES					TOTAL
		1/2 PT	1 PT	2 PT	5 PT	10 PT	
1. Depart, 2 right circles, moderate size and speed							
2. Change Lead							
3. Two left circles, moderate size and speed							
4. Change lead							
5. Rundown, stop, hesitate, left turn							
6. Rundown, stop, hesitate, right turn							
7. Rundown, stop, back							
8. Two right spins, Two left spins							
	JUDGE'S SCORE	PENALTY TOTAL					

56 Points +/- Judge's score: _____ Divided by 2 = _____ - Less Penalty Total: _____ = **Total Reining Score:** _____

Transfer the Total Reining Score to the Cow Work Score Sheet to be part of the Working Ranch Horse Score

Comments: _____

Judge's Signature: _____

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