

## Reined Work (Pattern 6)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
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
- E. Holding saddle with either hand

### 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. Trot to center							
2. Depart right, 2 large Fast, 1 small slow, change leads							
3. Left 3 large, 2 large fast circles, 1 small slow, change leads							
4. Rundown center & stop							
5. 3 1/2 Spins right							
6. Rundown center & stop							
7. 3 1/2 spins left							
8. Rundown to center, stop & back							
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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