

Reined Work (Pattern 3)

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 trot in patterns, failure to stop before lope departure
- R. Freezing up in spin or roll back

5 POINT PENALTY

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



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. Start at end of arena, run down middle past center marker, do a square sliding stop								
2. Back to center, approx. 10-15 feet								
3. 2 spins right and 2 1/4 spins left								
4. On right lead do 1 small, slow circle right, change leads								
5. On left lead do 1 large, fast circle left, change leads								
6. Continue loping around end of arena without breaking gait. Run down right side of arena, past center marker, Stop, do a left rollback.								
7. Continue back around previous circle, run down left side of arena past the center marker, Stop & do a right roll back.								
8. Continue past the center marker and do a sliding stop. Hesitate to show end of pattern.								
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: _____