

Reined Work (Pattern 4)

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. Four 360 degree spins left, four 360 degree spins right								
2. Begin right lead, complete three circles, one large fast, one small slow, one large fast								
3. Change leads								
4. Begin left circles, complete three, one large fast, one small slow, one large fast								
5. 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, rundown left side of arena past the center marker, stop & do a right rollback.								
8. Continue back around previous circle, rundown right side past center marker 10 to 15 feet. Stop & back to center marker.								
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: _____