

# Reined Work (Pattern 7)

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
- 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 reir
- 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. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.								
2. Complete 4 spins to the right. Hesitate.								
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.								
4. Complete 4 spins to the left. Hesitate								
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.								
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back.								
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker and do a right roll back.								
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion 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: \_\_\_\_\_