REINING SCORE SHEET



SHOW:_____

DIVISION:

DATE:_____

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										≿ _	ш	
Maneuver Description											PENALTY TOTAL	SCORE
Maneuver #		1	2	3	4	5	6	7	8	9		
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HIERARCHY OF CONCERN:

REINING MANEUVER SCORES:

- +1 1/2 Excellent
- +1 Very Good
- +1/2 Good
- 0 Correct
- -1/2 Poor -1 Very Poor
- -1 1/2 Extremely Poor

1/2 point PENALTY:

- Failure to stay 20 feet (6m) from the wall when approaching a stop or rollback.
- A delayed change of lead by one stride where the lead change is required by the pattern description.

1. On Pattern.

2. Correctness.

3. Level of Difficult.

- Starting a circle at a jog.
- Exiting a rollback at a jog up to two strides.
- Over or under spinning up to 1/8 of a turn.

1 point PENALTY:

- For each time, a horse is out of lead.
- Penalty for being out of lead on a circle is accumulative:
- A judge will add 1 point penalty for each 1/4 circle or any part thereof that the horse is out of lead.
- Over or under spinning up to 1/4 turn.
- Failure to be on the correct lead when rounding the end of the arena 1/2 of the turn or less.

2 point PENALTY:

- Break of gait.
- Freezing up in spins or rollbacks.
- On walk-in patterns, cantering prior to reaching the center and/or failure to stop or walk before executing a canter departure.
- On run-in patterns, failure to be in a canter prior to reaching the first marker.
- Horse does not completely pass the specified marker before initiating a stop position.
- Jogging beyond two strides but less than 1/2 circle or 1/2 length of the arena.

Failure to be on the correct lead when rounding the end of the arena more than 1/2 of the turn.

5 point PENALTY:

- Spurring in front of the cinch.
- Use of either hand to install fear or praise.
- Holding saddle with either hand.
- Blatant disobedience including kicking, rearing, biting, bucking or striking.

'ZERO (0)' or 'Z' SCORE:

- Use of more than the index or first finger between reins.
- Use of two hands (except for horses aged five and under) or changing hands.
- Use of Romal except as outlined in rules.
- Failure to complete pattern as outlined.
- Performing maneuvers out of order.
- Inclusion of maneuvers not specified, including but not limited to:
- Backing more than two strides,
- Turning more than 90 degrees,
- EXCEPTION: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of a maneuver (a 2-point break of gait penalty will apply),
- Equipment failure,
- Balking or refusal of command where the pattern is delayed,
- Running away or failing to guide where it becomes impossible to discern if the entry is on pattern,
- \bullet Jogging in excess of 1/2 circle or 1/2 the length of the arena,
- Over spins of more than 1/4 turn,
- Fall to the ground by horse or athlete,
- Dropping a rein that contacts the ground,
- Failure to have the correct number displayed,
- Failure to wear correct western attire.

DISQUALIFICATION (no score):

- 1. Infraction of the law.
- Abuse of an animal in the competition arena and/or evidence that abuse has occurred prior to or during the exhibition of a horse (blood on sides/mouth).
 Use of ILLEGAL EQUIPMENT.
- Use of ILLEGAL EQU
 Use of illegal tack.
- Use of tack collars, tie downs or nose bands.
- Use of whips.
- 7. Use of any attachment that alters the movement or circulation of the tail.
- 8. Failure to dismount and present horse and tack to appropriate judge.
- Disrespect or misconduct by the exhibitor judge may excuse any horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or the athlete.
- 10. Excess rein may be only straightened at a place where the horse is completely stopped.

<u>CREDITS</u>: Authority of execution. Smoothness. Finesse. Quickness. Speed Control.

DISCREDITS:

Lack of control. Resistance.