REINING
SCORE SHEET

MANEUVER SCORES: 8-10 Excellent, (High Quality Execution, Cadenced, Efficient, Responsive); 5-7, Average (Minor or No Faults, Average Execution with Willingness and Efficiency); 1-4 Poor, (Lack of Control, Major Faults, Poor Movement).

<table>
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<tr>
<th>MANEUVER DESCRIPTION</th>
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<th>PENALTY TOTAL</th>
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<td>Left Rollback</td>
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<td>Stop &amp; Back</td>
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</table>

Pattern Number: 1

Five Point Penalties
- Using two hands on a curb bit
- Using more than one finger between reins or any finger on romals
- Blatant disobedience, (kicking, bucking, rearing)
- Spurring in front of cinch
- Over or underspinning of more than 1/2 turn
- Use of either hand to instill fear or praise

Two Point Penalties
- On run in patterns, failure to be in a canter prior to first marker
- On trot in patterns, failure to stop or walk before executing a canter departure
- Break of gait
- Freeze up in spins or rollback
- Initiating a stop prior to designated marker

One Point Penalties
- In the circles or figure-eight, each time the horse is out of lead. This penalty is accumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning of up to 1/2 turn

One-half Point Penalties
- Starting a circle or exiting a rollback at a jog for up to two strides
- A delayed change of lead by one stride from designated area
- Failure to remain a minimum of 20 feet from the wall or fence when stopping or exiting a rollback

Zero Maneuver Score
- Repeated blatant disobediences
- Failing to perform or skipping a maneuver or performing a maneuver backwards
- Fall of horse/rider, the exhibitor will be given credit for the run up to that point

Judges Signature
# REINING
## SCORE SHEET

MANEUVER SCORES: 8-10 Excellent, (High Quality Execution, Cadenced, Efficient, Responsive); 5-7, Average (Minor or No Faults, Average Execution with Willingness and Efficiency); 1-4 Poor, (Lack of Control, Major Faults, Poor Movement).

<table>
<thead>
<tr>
<th>MANEUVER DESCRIPTION</th>
<th>Right Circles, Stop</th>
<th>4 Right Spins</th>
<th>Left Circles, Stop</th>
<th>4 Left Spins</th>
<th>Figure 8, two Lead Changes</th>
<th>Left Rollback</th>
<th>Right Rollback</th>
<th>Stop &amp; Back</th>
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</thead>
<tbody>
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<td>2</td>
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**Pattern Number:** 2

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<td>Penalty TOTAL</td>
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<tr>
<td>Total Score</td>
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### Five Point Penalties
- Using two hands on a curb bit
- Using more than one finger between reins or any finger on romals
- Blatant disobedience, (kicking, bucking, rearing)
- Spurring in front of cinch
- Over or underspinning of more than 1/2 turn
- Use of either hand to instill fear or praise

### Two Point Penalties
- On run in patterns, failure to be in a canter prior to first marker
- On trot in patterns, failure to stop or walk before executing a canter departure
- Break of gait
- Freeze up in spins or rollbacks
- Initiating a stop prior to designated marker

### One Point Penalties
- In the circles or figure-eight, each time the horse is out of lead. This penalty is accumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning of up to ½ turn

### One-half Point Penalties
- Starting a circle or exiting a rollback at a jog for up to two strides
- A delayed change of lead by one stride from designated area
- Failure to remain a minimum of 20 feet from the wall or fence when stopping or exiting a rollback

### Zero Maneuver Score
- Repeated blatant disobediences
- Failing to perform or skipping a maneuver or performing a maneuver backwards
- Fall of horse/rider, the exhibitor will be given credit for the run up to that point

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**Judges Signature**
## REINING
### SCORE SHEET

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<table>
<thead>
<tr>
<th>MANEUVER DESCRIPTION</th>
<th>3 Circles Right, Lead Change</th>
<th>3 Circles Left, Lead Change</th>
<th>Run Stop</th>
<th>3 1/2 Spins Right</th>
<th>Run Stop</th>
<th>3 1/2 Spins Left</th>
<th>Stop &amp; Back</th>
<th>Pattern Number</th>
<th>Total Score</th>
</tr>
</thead>
<tbody>
<tr>
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<td>7</td>
<td>8</td>
<td>Subtotal Score PENALTY TOTAL</td>
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</tbody>
</table>

### Five Point Penalties
- Using two hands on a curb bit
- Using more than one finger between reins or any finger on romals
- Blatant disobedience, (kicking, bucking, rearing)
- Spurring in front of cinch
- Over or underspinning of more than 1/2 turn
- Use of either hand to instill fear or praise

### Two Point Penalties
- On run in patterns, failure to be in a canter prior to first marker
- On trot in patterns, failure to stop or walk before executing a canter departure
- Break of gait
- Freeze up in spins or rollbacks
- Initiating a stop prior to designated marker

### One Point Penalties
- In the circles or figure-eight, each time the horse is out of lead. This penalty is accumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning of up to 1/4 turn

### One-half Point Penalties
- Starting a circle or exiting a rollback at a jog for up to two strides
- A delayed change of lead by one stride from designated area
- Failure to remain a minimum of 20 feet from the wall or fence when stopping or exiting a rollback

### Zero Maneuver Score
- Repeated blatant disobediences
- Failing to perform or skipping a maneuver or performing a maneuver backwards
- Fall of horse/rider, the exhibitor will be given credit for the run up to that point

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**Judges Signature**
# REINING SCORE SHEET

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<tr>
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<td>2 1/2 Spins Left</td>
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<td>Run, Stop, Back</td>
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**Pattern Number:** 4

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**Five Point Penalties**
- Using two hands on a curb bit
- Using more than one finger between reins or any finger on romals
- Blatant disobedience, (kicking, bucking, rearing)
- Spurring in front of cinch
- Over or underspinning of more than 1/2 turn
- Use of either hand to instill fear or praise

**Two Point Penalties**
- On run in patterns, failure to be in a canter prior to first marker
- On trot in patterns, failure to stop or walk before executing a canter departure
- Break of gait
- Freeze up in spins or rollbacks
- Initiating a stop prior to designated marker

**One Point Penalties**
- In the circles or figure-eight, each time the horse is out of lead. This penalty is accumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning of up to 1/2 turn

**One-half Point Penalties**
- Starting a circle or exiting a rollback at a jog for up to two strides
- A delayed change of lead by one stride from designated area
- Failure to remain a minimum of 20 feet from the wall or fence when stopping or exiting a rollback

**Zero Maneuver Score**
- Repeated blatant disobediences
- Failing to perform or skipping a maneuver or performing a maneuver backwards
- Fall of horse/rider, the exhibitor will be given credit for the run up to that point

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*Judges Signature*
# REINING

**SCORE SHEET**

**MANEUVER SCORES:** 8-10 Excellent, (High Quality Execution, Cadenced, Efficient, Responsive); 5-7, Average (Minor or No Faults, Average Execution with Willingness and Efficiency); 1-4 Poor, (Lack of Control, Major Faults, Poor Movement).

<table>
<thead>
<tr>
<th>MANEUVER DESCRIPTION</th>
<th>Stop &amp; Rack</th>
<th>4 Right Spins</th>
<th>0 1/8 Left Spins</th>
<th>2 Left Circles &amp; Lead Change</th>
<th>2 Right Circles &amp; Lead Change</th>
<th>Right Rollback</th>
<th>Left Rollback</th>
<th>Stop</th>
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- **Five Point Penalties**
  - Using two hands on a curb bit
  - Using more than one finger between reins or any finger on romals
  - Blatant disobedience, (kicking, bucking, rearing)
  - Spurring in front of cinch
  - Over or underspinning of more than 1/2 turn
  - Use of either hand to instill fear or praise

- **Two Point Penalties**
  - On run in patterns, failure to be in a canter prior to first marker
  - On trot in patterns, failure to stop or walk before executing a canter departure
  - Break of gait
  - Freeze up in spins or rollbacks
  - Initiating a stop prior to designated marker

- **One Point Penalties**
  - In the circles or figure-eight, each time the horse is out of lead. This penalty is accumulative and will be deducted for each quarter of a circle the horse is out of lead
  - Over or under spinning of up to 1/8 turn

- **One-half Point Penalties**
  - Starting a circle or exiting a rollback at a jog for up to two strides
  - A delayed change of lead by one stride from designated area
  - Failure to remain a minimum of 20 feet from the wall or fence when stopping or exiting a rollback

- **Zero Maneuver Score**
  - Repeated blatant disobediences
  - Failing to perform or skipping a maneuver or performing a maneuver backwards
  - Fall of horse/rider, the exhibitor will be given credit for the run up to that point

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*Judges Signature*