

# 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 walk in patterns, failure to stop or walk before canter departure
  - S. On trot in patterns, failure to stop before lope departure
  - S. On run-in patterns, failure to be in a canter prior to first marker
  - 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 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
  - P. Touching horse with free hand.

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: \_\_\_\_\_  
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