

Ranch Horse - Reining



American Paint Horse Association

P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
apha.com/association/judges/scoresheets/

Event _____ Date _____ Class _____

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
	Maneuver Description													
	PENALTY													
	CONTENT													
	PENALTY													
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____