

Ranch Horse - Reining



American Paint Horse Association

P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 814-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

Event Ranch Horse Reining

Date 7/8/00

Class Pattern 4

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 tension 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 spanning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gear
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a loose departure on trot in patterns
- Failure to tie in a rope 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 catch
- Blatant disobedience
- Use of either hand to install fear/pressure

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 normal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/4 circle or 1/4 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

WO	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		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														
		Tie-Breaker	4	5	1	2	6	3								
		Maneuver Description	LC st	RC st	ARB	LAR	S/Point	1/4 1/2 1/4								
1	103	PENALTY	2 1/2	1 1/2										7	59 1/2	
		CONTENT	-1	-1	-1	-1	0	+1/2								
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Charlene Carter

JUDGE'S SIGNATURE:

Charlene Carter