

# 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 April Virtual Date 4-19-2020 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												
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
		Maneuver Description	W3/4	R3/4	R20"	T20"	S3/4	Y4 1/2						
	101	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	0					73	
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JUDGE'S NAME (PRINTED): JAN LARSEN

JUDGE'S SIGNATURE: Jan Larsen