

40. \$\$ Jackpot Ranch Reining \$\$

[illegible]

SHOC Reining Score Sheet

MANEUVER SCORES -1 ½ Extremely Poor, -1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, +1 Very Good, +1 ½ Excellent

ARHA Revised 2021

1/2 Point Penalties

- A. Starting circle at a jog or exiting rollbacks at a jog up to two strides
 B. Over or under spinning up to one eighth (1/8) of a turn.
 C. Failure to remain more than 20 ft from fence when stopping or doing a rollback
 D. Delayed change of lead by one stride

1 Point Penalties

- A. Over or under spinning from one-eighth to one-fourth (1/8 to 1/4) turn.
 B. In patterns requiring a run around, failure to be on correct lead when

rounding end of arena, failure to be on correct lead for up to 1/2 the turn or less 1 point; for more than ½- 2 points.

2 Point Penalties

- A. Breaking of gait
 B. Freeze up in spins or rollbacks
 C. On trot-in patterns, losing before reaching the center of arena
 D. On run-in patterns, failure to be in lope prior to first marker
 E. If a horse does not completely pass the specified marker before

- initiating a stop position.
 F. Jogging beyond two strides, but less than 1/2 circle or 1/2 length of arena.

- G. When rounding end of arena, failure to be on correct lead for more than 1/2 the turn

5 Point Penalties

- A. Spurring or hitting in front of cinch
 B. Use of either hand to instill fear
 C. Holding saddle with either hand
 D. Blatant disobedience including kicking, biting, bucking, rearing, and striking

-0- Score

- A. More than index finger between reins
 B. Use of two hands (except in Jr or Snaffle bit) or changing hands

- C. Improper use of romal
 D. Failure to complete pattern. Leaving arena before pattern is complete

- E. Performing the maneuvers other than in the specified order

- F. The inclusion of maneuvers not specified, including but not limited to over-backs, more than 2 strides when

- G. Equipment failures that delay the completion of pattern, including dropping a rein that contacts the ground while horse is in motion.

- H. Bailing or refusal to command where pattern is delayed.

- I. Running away or failing to guide where it becomes impossible to discern whether entry is on pattern.

- J. Failure to trot in on trot in pattern.

- K. Jogging in excess of 1/2 circle or 1/2 length of arena.

- L. Fall to ground by horse/rider

- M. Bloody Mouth

Faults to be scored accordingly but not to cause disqualification:

- A. Opening mouth excessively
 B. Excessive jawing
 C. Lack of smooth, straight stop
 D. Refusing to change leads
 E. Anticipating signals
 F. Stumbling
 G. Backing sideways
 H. Knocking over markers
 I. Loss of stirrup
 J. Failure to go beyond markers

on rollbacks and stops

Trot-in
 Maneuver Description
 Maneuver 1 2 3 4 5 6 7 8

Back #	Penalty									Penalty Total	Total Score	PLACING
58	Score	+1/2	+1/2	0	+1/2	+1/2	+1	+1			74	1
50	Score	0	0	0	-1/2	0	0	0		1	68 1/2	4
202	Score	-1/2	-1/2	-1/2	0	+1/2	0	0		2	67	
	Score											
53	Score	+1/2	+1/2	0	0	+1/2	+1/2	+1/2			72 1/2	2
71	Score	0	0	+1/2	+1/2	0	+1/2	+1/2			72	3
200	Score	0	+1/2	0	-1/2	+1/2	0	0		3	67 1/2	5
	Score											

CLASS:

A15

JUDGES SIGNATURE

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