



# REINING HORSE SCORE SHEET

SHOW : \_\_\_\_\_ DATE: \_\_\_\_\_

CLASS # : \_\_\_\_\_ CLASS TITLE: \_\_\_\_\_ JUDGE: \_\_\_\_\_

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

Pattern NO. <b>14</b> <b>MANEUVER DESCRIPTION</b> Horses may walk or jog to center of arena. Must walk or stop prior to starting pattern facing left wall			Complete 4 spins to the left Hesitate	Complete 4 spins right Hesitate	RL complete 3 circles right 1st 2 large fast, 3rd small slow, Change lead center arena	Complete 3 circles left 1st 2 large fast, 3rd small slow, Change lead center arena	Begin large circle right do not close. Run Right side past center left rollback at least 20' from rail	Cont back around previous circle do not close. Run left side past center right rollback at least 20' from rail	Cont back around previous circle do not close. Run right side past center slide stop least 20' from rail Back 10+' Hesitate			AR 105.2 10 Pt Penalty must be assessed for unnatural Arabian Tail Carriage	
Draw	Entry #	Maneuver	1	2	3	4	5	6	7	8	10	Penalty Total	Score
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JUDGES SIGNATURE \_\_\_\_\_ PAGE # \_\_\_\_\_