

# 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. <span style="font-size: 2em; font-weight: bold;">5</span> <b>MANEUVER DESCRIPTION</b> Horse may walk or trot to center of Arena. Must walk or stop prior to starting pattern. Begin by facing left wall or fence			Left lead 3 circles left 1st 2 large, fast 3rd small, slow Stop Hesitate	Four Spins Left Hesitate	Right Lead 3 circles right 1st 2 large, fast 3rd small, slow Stop at Center of arena Hesitate	Four Spins Right Hesitate	Depart left lead, figure eight, change leads	Run ¼'s of a large fast left circle, run down side past center marker, right rollback Right Rollback No Hesitation	Run around end of arena, run down side past center marker Left Rollback No Hesitation	Run around end of arena, run down side past center marker, stop, back least 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 # \_\_\_\_\_