

4-H REINING JUDGES CARD

JUDGE _____
 CLASS _____
 DATE _____



Scoring Scale: Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The judge will score each maneuver based on the performance of the horse and add or subtract penalties and/or maneuver scores from 70.

+1½ Excellent +1 Very good +½ Good 0 Correct -½ Poor -1 Very poor -1½ Extremely poor

½ POINT PENALTIES

1. A delayed change of lead by one (1) stride where the lead change is required
2. Starting circle at a jog or exiting rollbacks at a jog up to two (2) strides.
3. Over or under spinning up to one eighth (1/8) of a turn. A horse can only be assessed one over or under spin penalty per maneuver.
4. Failure to remain a minimum of twenty (20) feet from the side of the arena when approaching a stop and/or rollback.
5. Failure to remain a minimum of 10 feet from either side of the center of the arena when approaching a stop and/or rollback; for small arenas, the distance will be at the judge's discretion.

1 POINT PENALTIES

1. Each time the horse is out of lead (accumulative, one point for each quarter of a circle or any part thereof)
2. Over/under spinning from 1/8 to 1/4 of a turn
3. When run around is required, failure to be in correct lead when rounding the end of the arena: from the turn to the half-way point at the end wall is 1 point and beyond the half-way point to the beginning of the run down an additional point.

2 POINT PENALTIES

1. Failure to go beyond markers on stops or rollbacks
2. Break of gait, except where a simple change is called for (patterns A – K, Level I and II)
3. On walk in patterns, loping prior to reaching center or failure to stop or walk before executing a lope departure.
4. On run in patterns, failure to be in a lope prior to the first marker
5. Freezing up in spins or rollbacks
6. Starting circle or exiting rollback at a jog more than two strides but less than ½ circle or ½ length of arena

5 POINT PENALTIES

1. Spur in front of the cinch
2. Use of free hand to instill fear or praise
3. Holding saddle with free hand
4. Blatant disobedience (kicking, biting, bucking, rearing)

ZERO SCORE: Not eligible to place

1. Failure to complete pattern as written
2. Performing the maneuvers other than in the specified order
3. Inclusion of maneuvers not specified, including backing more than two strides, turn of more than 90 degrees where not specified
4. Equipment failure that delays completion of pattern
5. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
6. Jogging an excess of ½ circle or ½ length of the arena while starting a circle, circling or exiting a rollback (except when required in the pattern)
7. Over spins of more than ¼ turn
8. More than one finger between reins,
9. Changing hands on reins
10. Use of two hands (exception junior horses ridden in a snaffle or hackamore)
11. Fall to ground of horse or rider
12. Balking or refusal of command
13. When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.

NO SCORE (disqualification) Use of illegal equipment, Willful abuse of an animal while in the show arena, Using reins or roma as a whip

ENTRY #	Maneuver	Maneuver Description										Total Penalty	Final Score	Place	
		1	2	3	4	5	6	7	8	9	10				
	Penalty														
	Score														

Comments:

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Comments:

Judge's Signature _____

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	Maneuver														

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