

FQHR Reining & Working Cowhorse Reined Work Score Sheet

Show _____ Judge _____ Date _____

#	Maneuvers									Score	Penalty Total	Score
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Reining/Working Cow Horse Credits and Penalties

<p>Faults not to be considered disqualification but should be scored according to severity:</p> <ul style="list-style-type: none"> a. Crooked stops and backs b. Anticipating stops c. Uncontrollable speed d. Wringing tail, kicking out when cued e. Opening mouth, raising head on stops and turns f. Knocking over markers g. Failure to run pattern within markers may not be considered a fault depending on arena size h. Failure to go past markers when pattern calls for it, is considered a fault 	<p>-1/2 Point Penalties</p> <ul style="list-style-type: none"> a. Failing to remain more than 20 feet from fence when stopping or performing a rollback b. In run to end, failure to change leads by 1 stride c. Starting a lope departure at a jog or exiting rollbacks up to two (2) strides d. Over or under spinning by one-eighth (1/8) turn 	<p>-1 Point Penalties</p> <ul style="list-style-type: none"> a. Delaying change of lead from start to one-fourth (1/4) circle b. 1 pt for out of lead in each part of a 1/4 of a circle or run around the end of the arena c. Over or under spinning by one-fourth (1/4) turn
<p>-2 Point Penalties</p> <ul style="list-style-type: none"> a. Break of gait b. Jogging beyond 2 strides but less than half (1/2) circle or half (1/2) the length of the arena c. Failure to go beyond the markers d. Freezing up in spins or rollbacks e. Over or under spinning between 1/4 and a full turn (example 2 spins instead of 3 or 4 spins instead of 3) f. Coming to a stop within the first 1/4 of a circle in a lead depart is considered a break of gait and not a inclusion of a maneuver 	<p>-5 Point Penalties</p> <ul style="list-style-type: none"> a. Spurring in front of cinch b. Use of free hand to instill fear c. Holding saddle with free hand d. Kicking out. Bucking or Rearing (or other blatant disobedience). 	<p>DQ</p> <ul style="list-style-type: none"> a. Failure to complete pattern except for over/under spin b. Performing maneuvers in unspecified order c. Inclusion of additional maneuvers (except stop in the first 1/4 of the first circle) d. Equipment failures causing delays e. Balking or running away f. Jogging more than half (1/2) circle or half (1/2) arena length while starting a circle, circling or executing rollback g. Fall to ground by horse or rider h. More than one finger between reins i. More than one hand on reins except with snaffle or hackamore.