

Judge:	0
Division:	Open Reining
Date:	1/0/1900

MANEUVER SCORES: 8-10 Excellent, (High Quality Execution, Cadenced, Efficient, Responsive); 5-7, Average (Minor or No Faults, Average Execution with Willingness and Efficiency); 1-4 Poor, (Lack of Control, Major Faults, Poor Movement).

	MANEUVER DESCRIPTION	Į	3 Spins both Dir	2 Fast Circles Rt., Lead Chng	2 Fast Circles Lt., Lead Chng	Left Rollbck	Right Rollbck	Stop & Back		Pattern	Number	1
	MANUEVER	1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	
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Five Point Penalties

- Using two hands on a curb bit
- Using more than one finger between reins or any finger on romals
- Blatant disobedience, (kicking, bucking, rearing)
- Spurring in front of cinch
- Over or underspinning of more than 1/2 turn
- Use of either hand to instill fear or praise

Two Point Penalties

- On run in patterns, failure to be in a canter prior to first marker
- On trot in patterns, failure to stop or walk before executing a canter departure
- Break of gait
- Freeze up in spins or rollbacks
- Initating a stop prior to designated marker

One Point Penalties

- In the circles or figure-eight, each time the horse is out of lead. This penalty is accumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning of up to ½ turn

One-half Point Penalties

- Starting a circle or exiting a rollback at a jog for up to two strides
- A delayed change of lead by one stride from designated area
- Failure to remain a minimum of 20 feet from the wall or fence when stopping or exiting a rollback

- Repeated blatant disobediences
- Failing to perform or skipping a maneuver or performing a maneuver backwards
- Fall of horse/rider, the exhibitor will be given credit for the run up to that point



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	MANEUVER DESCRIPTION	Right Circles, Stop	4 Right Spins	Left Circles, Stop	4 Left Spins	Figure 8, two Lead Chngs	Left Rollbck	Right Rollbck	Stop & Back	Pattern	Number	2
	MANUEVER	1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	
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	MANEUVER DESCRIPTION	3 Circles Right, Lead Chng	3 Circles Left, Lead Chng	Run Stop	3 1/2 Spins Right	Run Stop	3 1/2 Spins Left	Stop & Back		Pattern	Number	3
	MANUEVER	1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	
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	MANEUVER DESCRIPTION	Run, Stop	2 1/2 Spins Left	Run, Stop	2 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead Chng	2 Circles Left, Lead Chng	Stop & Back	Pattern	Number	4
	MANUEVER	1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	
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	MANEUVER DESCRIPTION	Stop & Back	4 Right Spins	4 1/4 Left Spins	2 Left Circles & Lead Chng	2 Right Circles & Lead Chng	Right Rollbck	Left Rollbck	Stop	Pattern	Number	5
	MANUEVER	1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	
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