

## KWAH Reining Judges Score Card

Show	Date	Age Group	Pattern
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Manuver Scores	-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										
Manuver Number	1	2	3	4	5	6	7	8	9	10	Judges Name & Signature
<b>Manuver Description</b> This is where you put what manuver they are performing in the pattern, Sliding Stop, Roll Back, Lead Change, Figure 8, Large Circle, Pivot											

	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Total Score
Name	Score												
	Comments												
	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Total Score
Name	Score												
	Comments												
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Name	Score												
	Comments												

## Scoring

**Each contestant will perform a given pattern individually. Scoring for each reining run is on a basis of 0 to infinity, with 70 denoting an average performance. There are various numbers of maneuvers depending on the pattern with each maneuver receiving a maneuver score of:**

- 1 ½ Extremely poor performance, completely incorrect maneuver
- 1 Very poor performance, somewhat incorrect
- ½ Poor performance, no degree of difficulty
- 0 Correct with no degree of difficulty
- +½ Correct, some degree of difficulty
- +1 Very good, correct
- +1 ½ Excellent

**In evaluating each maneuver, a judge should consider the horse's performance based on the following hierarchy of concerns:**

<b>On Pattern</b>	The judge must ensure that the maneuver being performed by horse and rider is the correct maneuver as dictated by the pattern.
<b>Correctness</b>	Having ascertained that the horse and rider are performing the maneuver required by the pattern, the judge must then ascertain whether the maneuver is being executed correctly. In this regard, the judge must evaluate the performance of the maneuver against the requirements of the maneuver descriptions. In each group of maneuvers, the judge must ascertain that the horse has been dictated to completely and the basic elements of the maneuver have been fulfilled regardless of the degree of difficulty. In the instance where horse and rider have failed to correctly perform the maneuver, the judge will deduct for a substandard performance. This deduction ranges from -½ to -1 ½ for the maneuver
<b>Degree of Difficulty</b>	Having ascertained that the horse and rider are on pattern and have performed the maneuver group correctly, a judge must evaluate the degree of difficulty in completing the maneuver. In the instance where the horse has correctly performed the maneuver and has exhibited some degree of difficulty on a scale of + ½ to + 1 ½ . Credit for degree of difficulty should be given for using smoothness, finesse, attitude, quickness, authority and controlled speed while completing a correct maneuver.

**A horse or rider can incur the following faults. They are to be judged accordingly and then assessed when assigning a maneuver score.**

- Opening mouth excessively
- Over bridled or intimidated
- Nosing out
- Lack of smooth, straight stops, bouncing or sideways stops
- Anticipating signals
- Stumbling
- Backing sideways
- Losing a stirrup
- Unnecessary aid
- Failure to run circles within markers

**The required maneuvers for every reining pattern are:**

<b>Walk in</b>	The walk in brings the horse from the gate to the center of the arena to begin its pattern. The horse should appear relaxed and confident. Any action which may create the appearance of intimidation including but not limited to starting and stopping or checking is a fault which shall be marked down according to severity in the first maneuver score.
<b>Stops</b>	Stops are the act of showing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with the front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
<b>Spins</b>	Spins are a series of 360-degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs, and contact should be made with the ground and a front leg. The location of hindquarters should be fixed at the start of the spin and maintained throughout the spins. It is helpful for a judge to watch for the horse to remain on the same location rather than watching for a stationary inside leg. This allows for easier focus on other elements of the spin. (i.e. cadence, attitude, smoothness, finesse and speed). The ideal spin is correct, fast, low to the ground, and with a level topline and a drape in the reins. The front feet should crossover (outside front over inside front) with ease and agility.
<b>Rollbacks</b>	Rollbacks are the 180 degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a canter, as one continuous motion. The NRHA handbook states no hesitation; however, a slight pause to regain footing or balance should not be deemed hesitation. The horse should not step ahead or backup prior to rolling back.
<b>Circles and/or Figure 8</b>	Circles are maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide, degree of difficulty in speed and speed variation. Circles must at all times be run in the geographical area of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed and size of a small, slow circle and a large fast circle; likewise, the right large, fast and small, slow circles should be similar to the left large, fast and left small, slow circles.
<b>Backups</b>	A backup is a maneuver requiring the horse to be moved in a reverse motion in a straight line a required distance, at least 10 feet.
<b>Hesitate</b>	To hesitate is the act of demonstrating the horse's ability to stand in a relaxed manner at a designated time in a pattern. In a hesitation, the horse is required to remain motionless and relaxed. All NRHA patterns require a hesitation at the end of the patterns to demonstrate to the judge the completion of the pattern.
<b>Lead Changes</b>	Lead changes are the act of changing the leading legs of the front and rear pairs of legs, at a lope, when changing the direction traveled. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. The change of front and rear leads must take place within the same stride to avoid penalty.
<b>Run Downs and/or Run-arounds</b>	Run downs are runs through the middle of the arena. Run downs and run-arounds should demonstrate control and gradual increase in speed to the stop.

## KWAH Reining Judges Score Card

Show KWAH		Date March 13, 1984			Age Group Men			Pattern #4					
Manuver Scores		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
Manuver Number		1	2	3	4	5	6	7	8	9	10	Judges Name & Signature	
Manuver Description		Walk In	Heistate	Figure 8	Lead Change	Run Downs	Stops	Spins	Back	Roll Back	NA	Tommy Baye	
	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Start 70pts
Name/Placing	Score	-1.5	-1.5	+5	+1	0	-0.5	-1.5	-0.5	+1	NA	-4	Total Score
<b>Joe Blow / 3rd</b>	Comments	Riders horse wouldn't walk in calmy was pracing and had mouth open from rider trying to control, could not hold horse still for inspection. Good shape figure 8 and good lead change, roll backs were nice. Horse stopped on front end and spins were more of a circle. Backed crooked										66pts	
	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Start 70pts
Name/Placing	Score	+1.5	+1.5	-0.5	0	0	+5	0	+1.5	+5	NA	+5	Total Score
<b>Corn Hole/ 2nd</b>	Comments	horse came in quiet and was calm with loose rein. Figure 8 was not uniform, almost a sliding stop, back very straight and without pulling on reins, roll backs were accurate and excuted well.										75pts	
	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Start 70pts
Name/Placing	Comments	0	0	-1.5	-1.5	0	-1.5	-1.5	-1.5	+5	NA	-7	Total Score
<b>Green Bean DQ</b>	Comments	horse was calm but reins were tight, was able to keep horse still for inspection, ran figure 8 wrong direction, missed lead and lead changes, runs were even, had to 2 hand stop, would not spin just a circle open mouth in refusal to back and crooked, roll back above average. Ran pattern wrong and horse out of control not placing this rider.										63pts	
	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Start 70pts
Name/Placing	Score	+1.5	+1.5	+1.5	+1.5	0	+5	+1.5	0	+1.5	NA	+9.5	Total Score
<b>Toe Jam / 1st</b>	Comments	Loose rein, quiet hands, stood calmy, great heistation, figure 8 were even and ran correctly with great lead change on the straight, run downs were steady, spins were excent keeping on one leg for spin, back was nice but not extraordinary Rollbacks executed perfectly.										79.5pts	
	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Start 70pts
Name/Placing	Score										NA		Total Score
	Comments												
	Manuver	1	2	3	4	5	6	7	8	9	10	Total Manuver	Start 70pts
Name/Placing	Score										NA		Total Score
	Comments												