

A black and white illustration of a cowboy riding a bucking horse. The cowboy is wearing a hat and is leaning back, holding onto the horse. The horse is in a dynamic, bucking pose, with its front legs raised and its body arched. The background is simple, with some stylized clouds or smoke at the bottom.

Judge_____

Maneuver Scores: -1.5 Extremely Poor, -1 Very Poor, -0.5 Poor, 0 Correct, +0.5 Good, +1 Very Good, +1.5 Excellent

	Maneuver Description	Run at speed to far end of the arena past end marker and left rollback	Run to opposite end of the arena past end marker and right rollback.	Run past center marker and sliding stop. Back as least 10 feet. Hesitate	4 spins to the right, hesitate	4 1/4 spins to the left, hesitate	Right lead circles, first 2 circles large & fast, third circle small and slow Change leads at center	Left lead circles, first 2 circles large & fast, third circle small and slow Change leads at center	Begin large fast circle to right at top run down rights side of the arena past center and sliding stop. Hesitate	Penalty Total	
	Maneuver	1	2	3	4	5	6	7			Score

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Pennsylvania 4-H
NOVICE REINING



Penalty Deductions

The following will result in NO SCORE.

1. Use of illegal equipment (Equipment requirements are the same as the Western division. Protective leg gear on the horse is permitted, such as splint boots, bell boots, and skid boots.)
2. Use of whips or bats is prohibited.
3. Disrespect or misconduct by the exhibitor.
4. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred. The judge may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to the horse and/or rider.

The following will result in a score of 0:

1. Use of more than index or first finger between reins, if riding one handed
2. Changing from two to one or one to two hands during the pattern
3. Improper use of romal (use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands, and will result in a 0 score – the romal may not be used as a whip or bat at any time).
4. Failure to complete the pattern as written.
5. Inclusion of maneuvers not specified, including, but not limited to:
 - a. backing more than 2 strides
 - b. turning more than 90 degrees
6. Equipment failure that delays completion of pattern; including dropping a rein that contacts the ground while the horse is in motion.
7. Balking or refusal of command where pattern is delayed
8. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
9. Jogging in excess of one-half circle or one-half the length of the arena
10. Over turns or spins of more than 1/4 turn
11. Fall to the ground of horse or rider

The following will result in a 1/2 point deduction:

- 1 Starting a circle at a jog or exiting roll back (or 180° turn on the hindquarters) at a jog up to two strides.
- 2 Over or under turning or spinning up to 1/8 of a turn
- 3 Failure to remain a minimum of 20 feet from the wall or fence when approaching a stop or roll back (or 180° turn on the hindquarters).
- 5 Delayed change of lead by one stride.

The following will result in a 1 point deduction:

- 1 Each time a horse is out of lead. The penalty for being out of lead is accumulative and the judge will deduct 1 penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead.
2. Over or under turning or spinning from 1/8 to 1/4 turn.
3. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena for 1/2 the turn or less.

The following will result in a 2 point deduction:

1. Breaking gait
2. Freezing up in turns or spins
3. On walk-in patterns, failure to stop or walk before executing a canter departure
4. If a horse does not completely pass the specified marker before initiating a stop position.
5. Jogging beyond two strides, but less than 1/2 circle or 1/2 the length of the arena.
6. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena for more than 1/2 turn.

The following will result in a 5 point deduction:

1. Spurring in front of cinch
2. Use of either hand to instill fear or praise
3. Holding saddle with either hand
4. Blatant disobediences including kicking, biting, bucking, rearing, and striking.