

ARHA Working Cow Horse - Reined Work Score Sheet

MANEUVER SCORES -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1½ Excellent

1/2 Point Penalties

- A. Starting circle at a jog or exiting rollbacks at a jog up to two strides
- B. Over or under spinning up to one eighth (1/8) of a turn.
- C. Failure to remain more than 20 ft from fence when stopping or doing a rollback
- D. Delayed change of lead by one stride

1 Point Penalties

- A. Over or under spinning from one-eighth to one-fourth (1/8 to 1/4) turn.
 - 1. In patterns requiring a run around, failure to be on correct lead when rounding end of arena, failure to be on correct lead for up to 1/2 the turn or less 1 point; for more than ½- 2points
- B. Out of lead; Out of lead for each quarter (¼) of a circle.
- C. Opening mouth excessively
- D. Excessive jawing, opening mouth or head raising at stop.
- E. Lack of smooth, straight stop on haunches
- F. Refusing to change leads.
- G. Anticipating signals.
- H. Stumbling.
- I. Backing sideways.
- J. Loosing stirrup
- K. Loosing stirrup
- L. Failure to go beyond markers on rollbacks and stops

2 Point Penalties

- A. Breaking of gait
- B. Freeze up in spins or rollbacks
- C. On run-in patterns, failure to be in lope prior to first marker
- D. If a horse does not completely pass the specified marker before initiating a stop position.
- E. Jogging beyond two strides, but less than 1/2 circle or 1/2 length of arena.
- F. When rounding end of arena, failure to be on correct lead for more than 1/2 the turn

5 Point Penalties

- A. Spurring or hitting in front of cinch
- B. Use of either hand to instill fear
- C. Holding saddle with either hand
- D. Blatant disobedience including kicking, biting, bucking, rearing, and striking.

-0- Score

- A. More than index finger between reins
- B. Use of two hands (except in Jr or Snaffle bit)
- C. Improper use of romal
- D. Failure to complete pattern. Leaving arena before pattern is complete
- E. Not following pattern. Over/under spins of more than 1/4 turn
- F. Equipment failures
- G. Balking or refusal of command
- H. Running away or failing to guide
- I. Jogging in excess of one-half (1/2) circle or one-half (1/2) length of arena.
- J. Fall to ground by horse or rider
- K. Bloody Mouth
- L. Use if illegal equipment
- M. Backing more than 2 strides when no back-up is called for in pattern
- N. Failure to trot-in on a trot-in pattern.

Maneuver Description										
Maneuver	1	2	3	4	5	6	7	8		

Placing	Back No.	Penalty											Penalty Total	Total Score
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