

gately

Ranch Horse - Reining

American Paint Horse Association
 P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

Event L3NSA Date 4-2-2021 Class 44

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		1	2	3	4	5	6	7	8	9	10			
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		Tie-Breaker												
		Maneuver Description												
	607	2	2									4	65	
		PENALTY												
		CONTENT	-1	-1	+1/2	+1/2	+1/2	-1/2	0					
	605				2							0		
		PENALTY												
		CONTENT	0	+1/2	0	-1/2								
	646												73	
		PENALTY												
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Ranch Horse - Reining

American Paint Horse Association
 P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

open ranch

Event ISNSA Date 4-2-2021 Class 45

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fat of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		1	2	3	4	5	6	7	8	9	10			
		Tie-Breaker												
		Maneuver Description												
	625											0	70.0	
		PENALTY												
		CONTENT	-1/2	0	-1/2	0	-1/2	-1	0					
	662											0	70.0	
		PENALTY	OP	OP		OP		OP						
		CONTENT	+1/2	+1/2	1/2	+1/2	+1/2	+1/2						
	640											2 1/2	64 1/2	
		PENALTY	2					1/2						
		CONTENT	0	-1/2	-1	1/2	0	-1/2	-1/2					
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Ranch Horse - Reining

American Paint Horse Association
 P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

APHA All Ages

Event ISNSA Date 4-2-2021 Class 47

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

		MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
W/O	#	Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Vary Good, +1 1/2 Excellent												
		1	2	3	4	5	6	7	8	9	10			
	Tie-Breaker	✓	✓	✓	✓	✓	✓	✓	✓					
	Maneuver Description	✓	✓	✓	✓	✓	✓	✓	✓					
	640												3	63 1/2
	PENALTY													
	CONTENT	0	-1	-1/2	-1	0	-1/2	-1/2						
	PENALTY													
	CONTENT													
	PENALTY													
	CONTENT													
	PENALTY													
	CONTENT													
	PENALTY													
	CONTENT													
	PENALTY													
	CONTENT													

JUDGE'S NAME (PRINTED): Kimberly

JUDGE'S SIGNATURE: _____

Ranch Horse - Reining



American Paint Horse Association

P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

All Breed Youth

Event ISHA Date 4-2-2021 Class 408

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spuming in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between roma reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/4 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES												PENALTY TOTAL	SCORE	OP
W/O	#	Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		1	2	3	4	5	6	7	8	9	10			
		Tie-Breaker												
		Maneuver Description												
	636											2	70 1/2	
		PENALTY												
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	0					
	637												70	
		PENALTY												
		CONTENT	-1/2	+1/2	0	0	0	0	0					
	643											0	70	
		PENALTY	2	2										
		CONTENT	-1	-1	0	OP								
	644											0	70	
		PENALTY												
		CONTENT	+1/2	+1/2	-1	0	0	0	0					
	645											0	70	
		PENALTY	2	2										
		CONTENT	-1	-1	-1	-1	-1	0	0					
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

Kira Dintley

JUDGE'S SIGNATURE:

Ranch Horse - Reining

APHA American Paint Horse Association
 P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

Open Ammys

Event ISNSA Date 4-2-2021 Class 50

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		Tie-Breaker	100	100	100	100	100	100	100	100	100	100			
		Maneuver Description	100	RL 00	Circle SS	3 1/2 Δ	RL SS	3 1/2	SS	Back					
	657	PENALTY	0	2			2		1/2				6 1/2	61 1/2	
		CONTENT	-1	-1/2	0	0	0	1/2	0						
	608	PENALTY	2										4	64 1/2	
		CONTENT	-1	0	1/2	0	0	0	0						
	612	PENALTY	2	2									4	65 1/2	
		CONTENT	0	0	0	-1	0	1/2	0						
	662	PENALTY	2		1	0							0	66 1/2	
		CONTENT	-1	-1	0	0									
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Ranch Horse - Reining



American Paint Horse Association

P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

APHA WMM

Event ISHSW Date 4-2-2021 Class 51

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lops departure on trot-in patterns
- Failure to be in a lops prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between spilt reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/4 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		Tie-Breaker	100	100	100	100	100	100	100	100	100	100			
		Maneuver Description	100	100	100	100	100	100	100	100	100				
	653	PENALTY	2	2								4	61		
		CONTENT	-1/2	-1	-1	-1/2	-1	-1/2	-1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Ranch Horse - Reining



American Paint Horse Association

PO Box 961033 • Fort Worth, Texas 76161-0033
 (817) 834-APHA (2742) • Fax: (817) 222
apha.com/association/judges/scoresheets/

Event JSNHA Date 4-2-2021 Class 52

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between roma reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/4 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker		100	100	100	100	100	100	100	100	100	100			
Maneuver Description		✓	RL	Circle	3/4 L	Roll	3/4	8	Back					
	600	2	2		-1	0	-1	-1				4	63	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____