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REINING

PAS Score Sheet 2026

Show: _____

Date: _____ Judge: _____

Qualifying: 65_____

Maneuver Scores:	+1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Very Poor -1 Very Poor -1 ½ Extremely Poor
Penalty ½:	Delayed lead change for one stride; starting circles at a jog or exiting rollbacks at a jog for up to two strides; over or under spinning up to 1/8 of a turn
Penalty 1:	Delayed lead change from start to ¼ circle; each additional ¼ circle out of lead; over or under spinning up to a ¼ turn; if lead is picked up within two strides when a change of lead is specified prior to a run to the end of the pen
Penalty 2:	Break of gait (includes simple lead change); jogging beyond two strides but less than ½ circle or length of the arena when starting circles at a jog or exiting rollbacks; freeze up; on a walk-in pattern, cantering prior to reaching the center of the arena and/or failure to walk or stop before conducting canter departure; on a run-in pattern failure to be in canter prior to reaching first marker; not passing designated marker before stopping; failure to go beyond markers when pattern requires it; when a change of lead is specified prior to a run to the end of the pen and the lead is corrected after two strides but before the stop
Penalty 3:	When a change of lead is specified prior to a run to the end of the pen and the lead is not corrected
Penalty 5:	Spurring in front of cinch; use of free hand to instill fear; touching saddle with free hand; disobedience
Penalty Score 0:	Illegal use of hands on reins; failure to complete pattern as written, this includes inclusion of maneuvers and working out of order; backing more than two strides when not part of the pattern, turning more than 90˚ any time a turn is not specified; balking or refusal of command; equipment failure; running away or failure to guide; jogging in excess of ½ circle or length of the arena when starting a circle, circling or rollback; over spin of more than ¼ turn; willful abuse; illegal equipment; disrespect or misconduct by exhibitor; fall to the ground by the horse or the rider

Entry No.	Obstacle Description PATTERN C		Walk to center, 2 spins right, hesitate 1	2 spins left, hesitate 2	Circles left 2LF, 1SS, ≠ 3	Circles right 2LF, 1SS, ≠ 4	RRB 5	LRB 6	Stop & back, hesitate 7	Total Penalty	FINAL SCORE
	Penalty	Avg Score									
	Obstacle Score										
	Penalty	Avg Score									
	Obstacle Score										
	Penalty	Avg Score									
	Obstacle Score										
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	Penalty	Avg Score									
	Obstacle Score										
	Penalty	Avg Score									
	Obstacle Score										

Revised 1/25

Judges Signature: _____ Date: _____