

Maneuver Scores: +1 ½ *Excellent*, +1 *Very Good*; +1/2 *Good*; 0 *Correct*, -1/2 *Poor*; - 1 *Very Poor*; -1 ½ *Extremely Poor*

A. GENERAL

To rein a horse is not only to guide him, but also to control his every movement. The best reined horses should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to the severity of the deviation. After deducting all faults, set here within, against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch by an audience.

NO SCORES:

- Infraction of any state or federal law which exists pertaining to the exhibition, care and custody of horses within the state or country where the reining is being held
- Abuse of animal in show arena and/or evidence that an act of abuse has occurred during the exhibition of a horse in competition. (Includes lameness, fresh blood in mouth, chin, shoulder, barrel, flank, or hip area – those areas reasonable to believe the injury may have been caused by the rider or equipment – must be considered abuse regardless of how the injury was caused.)
- Use of illegal equipment, including wire on bits, bosals or curb chains.
- Use of illegal bits, bosals, or curb chains.
- Use of tack collars, tie downs, or nose bands
- Use of whips, or bats
- Use of any attachment which alters the movement or of circulation to the tail.
- Failure to dismount and/or present horse and equipment to the appropriate person for inspection.
- Disrespect or misconduct by the exhibitor

ZERO SCORES: "0"

- Use of more than index finger or first finger between reins. (**SPLIT REINS**)
- Use of two hands (Exception: Snaffle Bit or Hackamore classes designated for two hands) or changing hands.
- NOTE:** Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
- Any finger between reins when using **ROMAL** reins. Free hand may be used to hold romal if at least 16" from the reining hand and in relaxed position.
- Failure to complete pattern as written.
- Performing the maneuvers other than in specified order.
- The inclusion of maneuvers not specified, including, but not limited to:

A. Backing more than 2 strides (4 steps = 2 strides)
COUNT THE FRONT STEPS.

B. Turning more than 90 degrees

C. Stopping when not called for (**Exception:** A complete stop in the first quarter of a circle after a canter departure is not considered an inclusion of a maneuver: a 2 point break of gait penalty applies then.)

- Equipment failure that delays completion of the pattern
- Balking or refusal of command where pattern is delayed
- Running away or failing to guide where it become impossible to discern whether the entry is on pattern
- Jogging in excess of ½ circle or ½ the length of arena while starting a circle, circling, or exiting a rollback.
- Over Spins of more than ¼ turn.
- Fall to the ground by horse or rider. (Shoulder, and/or underline and/or hip touches the ground.)
- Dropping a rein that contacts the ground while horse is in motion.
- Failure to wear appropriate western attire as outlined in NRHA Handbook. Appointments/Equipment SEE AR194.8. Chaps are required

NOTE: Neither a "NO SCORE" nor a Zero "0" is eligible to place; a Zero "0" is eligible to advance in a multi-go event.

\$25 PENALTY (paid to competition)

- Failure to have correct exhibitor number displayed.

VIDEO MAY BE USED BY JUDGE IF THEY BELIEVE ALL ENTRIES WERE TAPED BY OFFICIAL VIDEO-GRAPHERS: (**No Score, 0, & 5 pt. Penalties only.**)

ALL RIDERS **MUST DISMOUNT** AND HORSE MUST BE PRESENTED AND THE **BRIDLE DROPPED** AND CHECKED BY THE DESIGNATED JUDGE OR STEWARD DURING A PRE OR POST-CHECK.

ONLY THE JUDGE(S) MAY AWARD A RE-RIDE OPTION TO AN ENTRY.

THE JUDGE(S) MAY EXCUSE A HORSE AT ANY TIME WHILE IN THE ARENA FOR UNSAFE CONDITIONS OR IMPROPER EXHIBITION PERTAINING TO EITHER THE HORSE AND/OR RIDER.

SCORES **MUST BE ANNOUNCED** AFTER EACH HORSE WORKS. (or announced that score is held for review of major penalty)

ALL HORSES ARE JUDGED IMMEDIATELY UPON ENTERING THE ARENA UNTIL THE LAST MANEUVER IS FINISHED.

Judges must use patterns from USEF Reining Chapter.

Markers are placed at the center and at least 50' from each end wall.

5 POINT PENALTIES

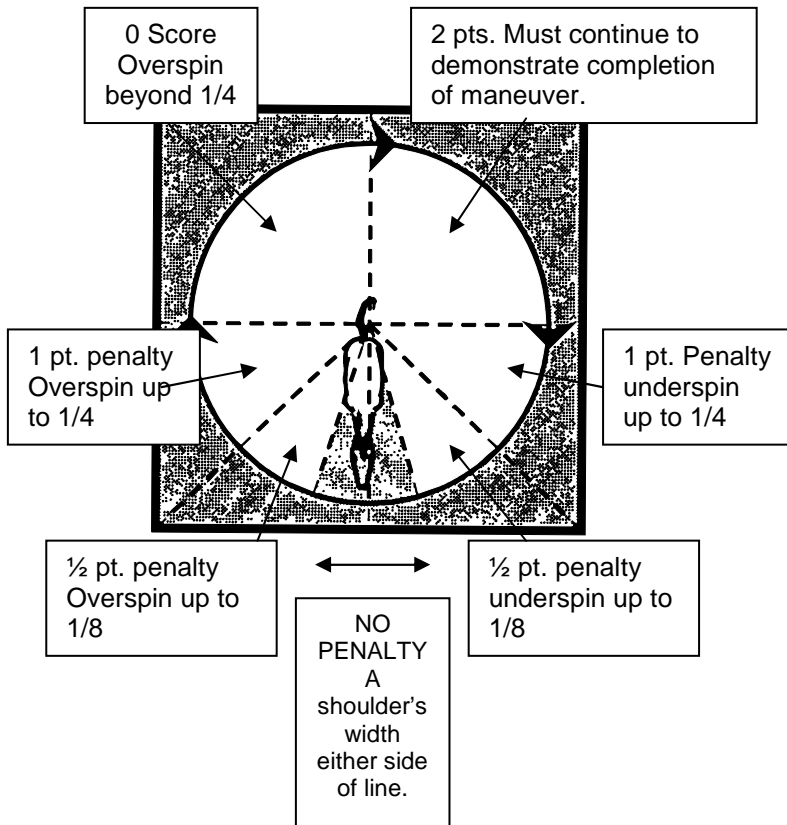
- Spurring in front of cinch
- Use of either hand to instill fear or praise
- Holding saddle with either hand.
- Blatant disobedience
 - Including, Kicking, Biting, Bucking, Rearing, and Striking

2 POINT PENALTIES

- Break of Gait.
- Freezing up in spins or rollbacks.
 - (Any complete stoppage of a horse's lateral shoulder movement which delays the execution of a spin or a rollback.)
- On walk in patterns, cantering prior to reaching center of arena and/or failure to stop or walk before executing a canter departure.
- On run in patterns, failure to be on the canter prior to reaching the first marker.
- If a horse does not completely pass the specified marker before initiating a stop position
- When executing a rollback or beginning a circle, jogging more than 2 strides (4 steps = 2 strides), but less than 1/2 the length of the arena or 1/2 the circumference of the circle.

COUNT THE HIND STEPS.

SPIN PENALTIES:

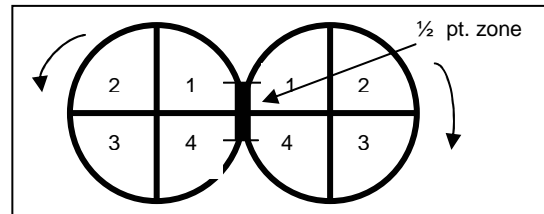


1/2 POINT PENALTIES:

- Starting circle at a jog or exiting rollbacks at a jog up to 2 strides.
 - (4 steps = 2 strides) **COUNT THE HIND STEPS.**
- Over or under spinning up to 1/8 of a turn; **1 point** for over or under spinning up to 1/4 of a turn.
- Failure to remain a 20' minimum distance from the wall or fence when **APPROACHING** a stop and/or rollback.

LEAD PENALTIES – circles or eights:

- Starting or performing circles or eights out of lead will be penalized as follows:
 - A.** 1 point (accumulative) for each 1/4 circumference of circle or any part thereof.
 - B.** 1 point for a delayed lead change from one stride to 1/4 circumference of circle. 1/2 point for delayed change of lead by 1 stride where lead change required in pattern.



- C.** 1 point each time a horse is out of lead.
- D.** In patterns that require run-arounds:
 - 1 point penalty for half the turn or less
 - 2 point penalty for more than half the turn.

Run Around End Penalties

