

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.)
- 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 electric shockers, 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 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. Keeping less than 16" between hands when holding romal with free hand or using the free hand (while holding romal) to alter tension or length of reins from the bridle to reining hand.
- 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.

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.

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

ALL RIDERS **MUST DROP BRIDLE** IMMEDIATELY AFTER THEIR PERFORMANCE TO THE DESIGNATED PERSON.

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

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

SCORES **MUST BE ANNOUNCED** AFTER EACH HORSE WORKS.

ALL HORSES ARE JUDGED FROM THE TIME THEY ENTER THE ARENA UNTIL THE LAST MANEUVER IS FINISHED.

Appointments/Equipment SEE Article 1679. Chaps are required

Judges must use patterns from Article 3308

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

5 POINT PENALTIES

- Spurring in front of cinch
- Use of free hand to instill fear or praise
- Holding Saddle with Free Hand.
- Blatant disobedience
 - Including, Kicking, Biting, Bucking, Rearing, Striking

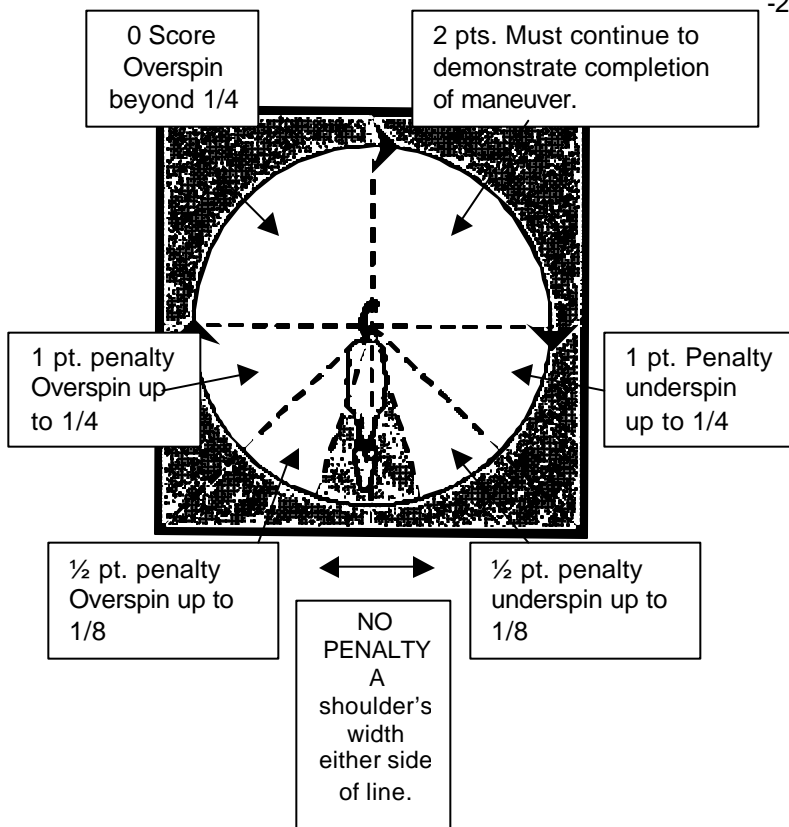
2 POINT PENALTIES

- A complete stop in the first quarter of a circle after a canter departure.
- Break of Gait.
- Freeze 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 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.
- When executing a rollback or beginning a circle, jogging more than 2 strides (4 steps = 2 strides), but less than ½ the length of the arena or ½ the circumference of the circle.

COUNT THE HIND STEPS.

- Failure of a horse to completely pass the specified marker before initiating a stop position.

SPIN PENALTIES:

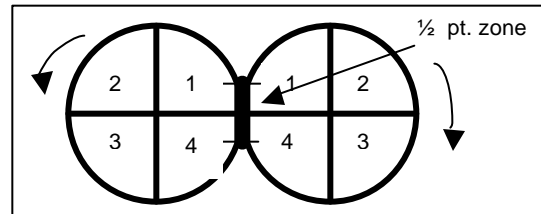


1/2 POINT PENALTIES:

- Jogging up to 2 strides when beginning a circle or exiting a rollback. (4 steps = 2 strides) **COUNT THE HIND STEPS.**
- Failure to remain a 20' minimum distance from the wall or fence when **APPROACHING** a stop and/or rollback.

LEAD PENALTIES:

- Starting or performing circles or eighths out of lead will be penalized as follows:
 - A.** 1 point (accumulative) for each ¼ circumference of circle or any part thereof.
 - B.** ½ point for a delayed lead change by one stride.



- C.** 1 point each time a horse is out of lead.

- D.** In patterns that require run-arounds. penalties are:
 - 1 point penalty for half the turn or less
 - 2 point penalty for more than half the turn.

Run Around End Penalties

