

ARABIAN REINING NOTES 2018

STARTING SCORE IS 70

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

GENERAL

To rein a horse is not only to guide him, but also to control his every movement. The best reined horse 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 severity of 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 to an audience. The official guideline for the application for the rules for judging shall be as specified in the NRHA Judges Guide.

- Markers are placed at the center and at least 50' from each end wall or fence of the arena
- All horses are judged immediately upon entering the arena until the last maneuver is finished.
- Only the judge(s) may award a re-ride option to an entry.
- Scores must be announced after each horse works. (or announced that score is held for review of major penalty)
- Entries must run in drawn order.

NO SCORES:

- -Infraction of any state or federal law which exists pertaining to the exhibition, care & custody of horses with-in the state or country where the class 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.) Obvious lameness is a clearly evident gait deficit which is: (a) Consistently observable at a jog under all circumstances and/or (b) Obvious at a walk and/or (c) Minimal weight bearing in motion and/or rest or a complete inability to move.
- Use of illegal equipment. See AR144 for rules
- Use of any attachment which alters the movement or of circulation to the tail.
- Paint or other substance applied to a horse to disguise abuse
- Failure to dismount and/or present horse and equipment to the appropriate person for inspection. - Disrespect or misconduct by the exhibitor
- Judge(s) may **must (USEF more severe than NRHA)** excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to either the horse and /or rider.
- Closed reins are not allowed except as standard romal reins and mecates on snaffle bits and bosals in classes where the use of two hands is allowed.
- Use of Bluetooth headsets or electronic devices, excluding para reining.

ZERO SCORES: "0"

- Use of more than index finger or first finger between reins when using **SPLIT** reins.
- Use of two hands (Exception: Snaffle Bit or Hackamore classes designated for two hands) or changing hands.
- Excess rein may be straightened anytime during a pattern, provided the rider's free hand remains behind the rein hand. (**split or romal reins**)
- Any finger between reins when using **ROMAL** reins.
- Free hand may be used to hold romal if at least 16" of romal rein is between the hands and in a 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:
 1. Backing more than 2 strides (4 steps = 2 strides)
- ### COUNT THE FRONT STEPS.
2. Turning more than 90 degrees
 3. On run in patterns, once beginning a lope, a complete stop prior to reaching the first marker.
 4. When a horse stops where a stop is not required.
- Exception:** A complete stop in the first quarter of a circle after a lope departure is not considered an inclusion of a maneuver: a 2 point break of gait penalty will apply.
- 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 1/2 circle or 1/2 the length of arena while starting a circle, circling, or exiting a rollback.
 - Over Spins of more than 1/4 turn.
 - Fall to the ground by horse or rider. (Shoulder, and/or hip and/or underline touches the ground.
 - Dropping a rein that contacts the ground while horse is in motion.
 - Failure to wear appropriate western attire as outlined in Arabian Division rules. Chaps are required.
 - When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.

NOTE: Neither a no score nor a zero (0) is eligible to place in a go round nor single go round class. Neither a no score nor a (0) may advance in a multi-go event. In multi go events, finals qualifying horses that get a (0) or scratch will still be eligible for payouts, with a (0) placing higher than a scratch. In the event not enough horses qualify for total purse distribution, the undistributed portion of the purse will be retained by competition management.

\$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 videographers: (No Score, 0, 5 pt & **2 pt** Penalties only.)

All riders **must dismount** & horse must be presented & **bridle dropped** & checked by the designated judge or steward

during a pre or post-check. A pre-check system should not be used in a single judge system.

5 POINT PENALTIES

- Spurring in front of cinch
- Use of either hand to instill fear or praise during the pattern
- Holding saddle with either hand (except Youth 10 & Under Short Stirrup where holding saddle is allowed)
- **The act of a horse dropping to its knees or hocks**
- Blatant disobedience, including, kicking, biting, bucking, rearing, and striking
- **Touching the horse with the free hand, except in the freestyle Reining, Entry Level or Youth 10 & under Short Stirrup classes where this is allowed.**

2 POINT PENALTIES

- Break of Gait. (Simple lead changes allowed in Green classes with no break of gait penalty applied to lead changes.)
- 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, loping prior to reaching center of arena and/or failure to stop or walk before executing a lope departure.
- On run in patterns, failure to be in the lope 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 beyond 2 strides (4 steps = 2 strides), but less than 1/2 circle or 1/2 the length of the arena. **COUNT THE HIND STEPS.**

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.
- In patterns requiring a run-around, there will be a 1/2 point penalty for failure to remain a minimum of 10' from either side of the center of the arena; for small arenas it will be at the judge's discretion.

LEAD PENALTIES – circles or eights:

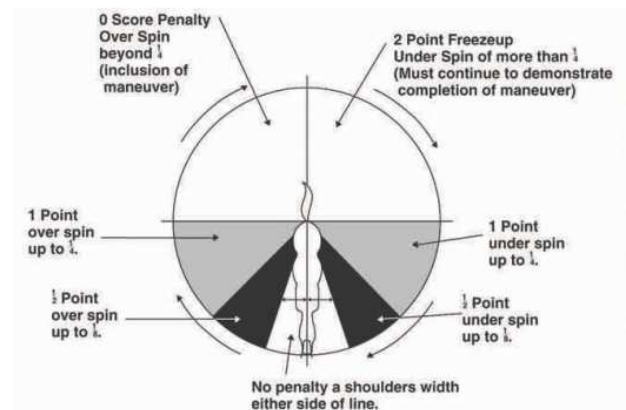
Starting or performing circles or eights out of lead will be penalized as follows:

- 1 point (cumulative) for each 1/4 circumference of circle or any part thereof.
- 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.
- 1 point each time a horse is out of lead.
- In patterns that require run-arounds:
 - 1 point penalty from the turn to half way position of end wall
 - 2 point penalty for beyond halfway point to beginning of run down.

AR210 Reining Horse - General

1. The Arabian reining horse section shall be conducted in accordance with the current NRHA Handbook as modified by the following Arabian rules. Where the Arabian rules are silent, NRHA rules prevail.

- a. There is no restriction on the number of horses a rider may show in a class.
- b. Refer to AR144 Western Pleasure Appointments for rules regarding attire and tack. Refer to AR209.4 for ties.
- c. Exception to NRHA rules see AR105.2 (No horse may compete in the Arabian Division with a tail carriage that has been altered in any manner or by any means. Violations of this rule are considered serious infractions, because such alterations constitute misrepresentations of the breed type;
- d. Arabian breed restricted competitions that offer reining classes, but are not licensed as a Reining competition, are not required to have video instant replay available to the judges. (Exception: Video Instant Replay is required at the Regional and National level competitions).
- f. Equipment checks are to be conducted either by the (call) judge prior to leaving the arena or by the Steward immediately outside of the performance arena after the run.
- g. Patterns (NRHA) must be posted.



SPIN PENALTIES:

COMMUNICATING WITH SCRIBE:

1. Make sure the scribe has (a) the correct score sheet and pattern; (b) a #2 or similar pencil and a (c) a good eraser.
2. Say the word "penalty" when you give a penalty score. Example: "Penalty 1/2". Do NOT confuse your scribe by saying "zero penalty" when there is no penalty.
3. Make sure the scribe records in fractions (1/2, not .5)
4. Confirm that the scribe is writing in the correct box and that math is done correctly prior to announcing scores.

Note: NRHA 10 & Under Short Stirrup patterns have been assigned letters (A & B) instead of the previous numbers.