

REINING

Competition organizers choose the class pattern and must communicate that pattern to the competitors.

General:

- To rein a horse is not only to guide it, but also to control its every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely.
- Desired qualities possessed by a good reining horse are smoothness, finesse, attitude, quickness and authority in performing the various reining manoeuvres.
- Correct manoeuvres are essential to the reining horse's performance and when controlled are the basis for speed.
- When ridden at speed the horse should perform willingly with no evidence of resistance to the athlete's aids.
- Rundowns should be controlled and fluid.
- The stop should demonstrate proper frame, balance and style.
- The form of the horse in the slide supersedes the actual distance travelled.
- To qualify as a roll back, timing and balance between horse and athlete must be in near-perfect harmony through the stop, turn and lope departure.
- Lead changes must be made with precision and balance.

Class Conduct

Each competitor will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena, and judging will cease after the last manoeuvre.

- Any fault incurred prior to the commencement of a pattern will be scored accordingly.
- 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 faulted according to severity of deviation.
- Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various manoeuvres while using controlled speed.

Reining arena set up and Pattern Information

- Markers to be placed on the wall or fence of the arena as follows:
 - 1 at the centre of the arena,
 - 2 at least 50' from each end wall.
- All patterns are to be worked as stated, not as drawn.
- Where the Pattern designates stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.

SCORING GUIDELINES FOR REINING

General

- Scoring will commence immediately upon entering the arena cease after the last manoeuver
- Any fault incurred prior to the commencement of a pattern will be scored accordingly
- Scoring will be on the basis of zero (0) to infinity, with 70 denoting an average performance
- Neither a “no score” nor a “zero (0)” score can place
- The Judge’s decision is final
- While horse is in motion, the athlete’s hands shall be clear of horse and saddle.

No Score (Elimination)

- Infraction of the law
- Abuse of an animal in the competition arena and/or evidence that abuse has occurred prior to or during the exhibition of a horse (blood on sides/mouth)
- Use of illegal equipment
- Use of illegal bits, bosals or curb straps
- Use of tack collars, tie downs or nosebands
- Use of whips
- Use of any attachment that alters the movement or circulation of the tail
- Failure to dismount and present horse and tack to appropriate judge
- Disrespect or misconduct by the exhibitor Judge may excuse any horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or the athlete.
- Closed reins are not allowed except as standard romal reins.
- Excess rein may be only straightened at a place where the horse is completely stopped as described by the pattern.

‘0’ SCORE

- Use of more than the index or first finger between reins
- Use of 2 hands (except snaffle bit or hackamore classes) or changing hands
- Use of romal except as outlined in rules
- Failure to complete pattern as outlined
- Performing manoeuvres out of order
- Inclusion of maneuvers not specified, including but not limited to:
 1. backing more than 2 strides
 2. turning more than 90 degrees
 3. EXCEPTION: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of a maneuver: a 2 point break of gait penalty will apply
- Equipment failure
- Balking or refusal of command where the pattern is delayed
- Running away or failing to guide where it becomes impossible to discern if the

entry is on pattern.

- Jogging in excess of $\frac{1}{2}$ circle or $\frac{1}{2}$ the length of the arena
- Over spins of more than $\frac{1}{4}$ turn
- Fall to the ground by horse or athlete
- Dropping a rein that contacts the ground
- Failure to have the correct number displayed
- Failure to wear correct western attire

PENALTIES

5 Point Penalty Infractions

- Spurring in front of the cinch
- Use of either hand to install fear or praise
- Holding saddle with either hand
- Blatant disobedience including kicking, rearing, biting, bucking or striking

2 Point Penalty Infractions

- Break of gait
- Freezing up in spins or rollbacks
- On walk-in patterns, cantering prior to reaching the centre and/or failure to stop or walk before executing a canter departure.
- On run-in patterns, failure to be in a canter prior to reaching the first marker
- Horse does not completely pass the specified marker before initiating a stop position
- Jogging beyond 2 strides but less than $\frac{1}{2}$ circle or $\frac{1}{2}$ length of the arena

Circles, Eights, Spins, Run-Around Penalty Infractions

- For each time a horse is out of lead - 1 point penalty
- Penalty for being out of lead on a circle is accumulative. A judge will add 1 point penalty for each $\frac{1}{4}$ circle or any part thereof that the horse is out of lead.
- A delayed change of lead by one stride where the lead change is required by the pattern description – $\frac{1}{2}$ point penalty
- Starting a circle at a jog - $\frac{1}{2}$ point penalty
- Exiting a rollback at a jog up to 2 strides - $\frac{1}{2}$ point penalty
- Over or under spinning up to $\frac{1}{8}$ of a turn – $\frac{1}{2}$ point penalty
- Over or under spinning up to $\frac{1}{4}$ turn- 1 point penalty
- Failure to be on the correct lead when rounding the end of the arena – $\frac{1}{2}$ of the turn or less – 1 point penalty, more than $\frac{1}{2}$ of the turn – 2 point penalty
- Failure to stay 20 feet from the wall when approaching a stop or rollback - $\frac{1}{2}$ point penalty

Manoeuvres:

- 1 $\frac{1}{2}$ extremely poor
- 1 very poor
- $\frac{1}{2}$ poor
- 0 average/correct
- + $\frac{1}{2}$ good
- +1 very good
- +1 $\frac{1}{2}$ excellent Faults

Hierarchy of Concern

1. On Pattern
2. Correctness
3. Level of Difficulty

THE WORK

Credit

- Authority of execution
- Smoothness
- Finesse
- Quickness
- Speed Control

Discredit

- Lack of control
- Resistance

Faults against the horse shall be scored accordingly, but not to cause disqualification:

- (1) Opening mouth excessively when wearing bit;
- (2) Excessive jawing, opening mouth or head raising on stop;
- (3) Lack of smooth, straight stop on haunches-bouncing or sideways stop;
- (4) Refusing to change leads;
- (5) Anticipating signals;
- (6) Stumbling;
- (7) Backing sideways;
- (8) Knocking over markers.

Faults against the competitor shall be scored accordingly, but not to cause disqualification:

- (1) Losing stirrup;
- (2) Depending on the condition and size of arena, failure to run circles or figure eights within the markers is not considered a fault. However, failure to go beyond markers on rollbacks and stops is considered a fault.