

Reining (SC-260) Penalty Reference Sheet

- **Scoring:** On a basis of 0-Infinity, 70 denoting an average run
- **Maneuver Scores:** +1 ½ Excellent, +1 Very Good, +½ Good, 0 Correct, -½ Poor, -1 Very Poor, -1 ½ Extremely Poor.

½ POINT PENALTIES

- Delayed lead change by 1 stride
- Starting circle at a jog or exiting rollbacks at a jog up to 2 strides
- Over/under spinning up to ¼ of a turn
- Failure to remain a minimum of 20 feet from wall or fence when approaching a stop and/or rollback
- In a pattern requiring a run-around, failure to remain a minimum of 10 feet from either side of the center of the arena; for small arenas it will be at the judge's discretion

1 POINT PENALTIES

- Each time a horse is out of lead. This penalty is cumulative and will be applied each ¼ of the circumference of a circle or any part thereof that a horse is out of lead.
- Delayed lead change from 1 stride to ¼ of circumference of a circle (cumulative beyond that point)
- Over/under spinning up to ¼ of a turn
- Failure to be on the correct lead when rounding the end of the arena for ½ the turn or less

2 POINT PENALTIES

- Break of gait, including a complete stop in the 1st quarter of a circle after a lope departure
- Freeze up in spins or rollbacks
- Jogging beyond 2 strides, but less than ½ circle or ½ length of the arena
- Failure to be on the correct lead when rounding the end of the arena for more than ½ the turn
- On walk-in patterns, loping prior to reaching the center of the arena and/or failure to stop or walk before executing a lope departure
- On run-in patterns, failure to be in a lope prior to reaching the first marker or break of gait prior to the first marker
- If a horse does not completely pass the specified marker before initiating a stop position

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

PENALTY SCORE 0

- Use of more than index or first finger between reins
- Use of two hands (exception in snaffle bit or hackamore classes designated for two hands) or changing hands
- Use of romal other than as outlined in SC-240.C.
- 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:
 - Backing more than two strides
 - Turning more than 90 degrees
 - On run-in patterns, once beginning a lope a complete stop prior to reaching the first marker.
- Equipment failure that delays completion of pattern including dropping a rein that contacts the ground while the horse is in motion
- Balking or refusal of command where pattern is delayed
- Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
- Jogging in excess of ½ circle or ½ the length of the arena
- Overspins of more than ¼ turn
- Fall to the ground by horse or exhibitor
- When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line
- Any attempt to alter tension or length of reins from the bridle to the rein hand

NO SCORE

- Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition
- 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 of or circulation to the tail; with the exception of weighted tails or tail extensions
- Failure to dismount and/or present horse and equipment to the appropriate judge for inspection if requested by the judge
- Disrespect or misconduct by the exhibitor
- The judge(s) may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or exhibitor.