

## **REINING**

Reining is a judged event designed to show the athletic ability of a ranch type pony in the confines of a show arena. In reining competition, contestants are required to complete one of several approved patterns. Each pattern includes small slow circles, large fast circles, changes of lead, rollbacks over the hocks, a series of 360 degree turns done in place, and stops (sliding stops are not necessary). The best reined pony should be willingly guided or controlled with little or not apparent resistance. Each contestant will perform the required pattern individually and separately. All ponies will be judged immediately upon entering the arena. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers.

### **Scoring**

Scoring will be on a basis of 0-Infinity, with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following bases, ranging from plus  $1\frac{1}{2}$  to minus  $1\frac{1}{2}$ ;  $-1\frac{1}{2}$  extremely poor,  $-1$  very poor,  $-\frac{1}{2}$  poor, 0 average,  $+\frac{1}{2}$  good,  $+1$  very good, and  $+1\frac{1}{2}$  excellent. Maneuver scores are to be determined independently of penalty points.

#### **The following will result in a score of 0:**

- Use of more than index or first finger between reins
- Use of two hands except on a snaffle bit or hackamore
- Changing hands
- Failure to complete pattern as written
- Running away
- Fall to the ground by horse or rider

#### **The following will result in a reduction of five (5) points:**

- Spurring in front of the cinch
- Blatant disobediences including kicking, biting, bucking, rearing and striking

#### **The following will result in a reduction of two (2) points:**

- Break of gait
- If a pony does not completely pass the specified marker before initiating a stop position
- Freezing up in turns or rollbacks

#### **Additional penalties:**

- **Starting or performing circles or eights out of lead will be judged as follows:**  
Each time a pony is out of lead, a judge is required to deduct one point. A judge is required to penalize a pony  $\frac{1}{2}$  point for a delayed change of lead by 3 strides where the lead change is required by the pattern description.
- Deduct  $\frac{1}{2}$  point for over or under turning up to  $\frac{1}{4}$  of a turn
- A  $\frac{1}{2}$  point penalty deduction will be given for failure to remain a minimum of 20 feet from the wall or fence when approaching a top and/or a rollback.

**Faults to be considered against the pony or rider to be scored accordingly, but do not cause disqualification:**

- Opening mouth excessively
- Lack of smooth, straight stop on haunches-bouncing or sideways stop
- Refusing to change leads
- Anticipating signals
- Backing sideways
- Knocking over markers
- Losing stirrup

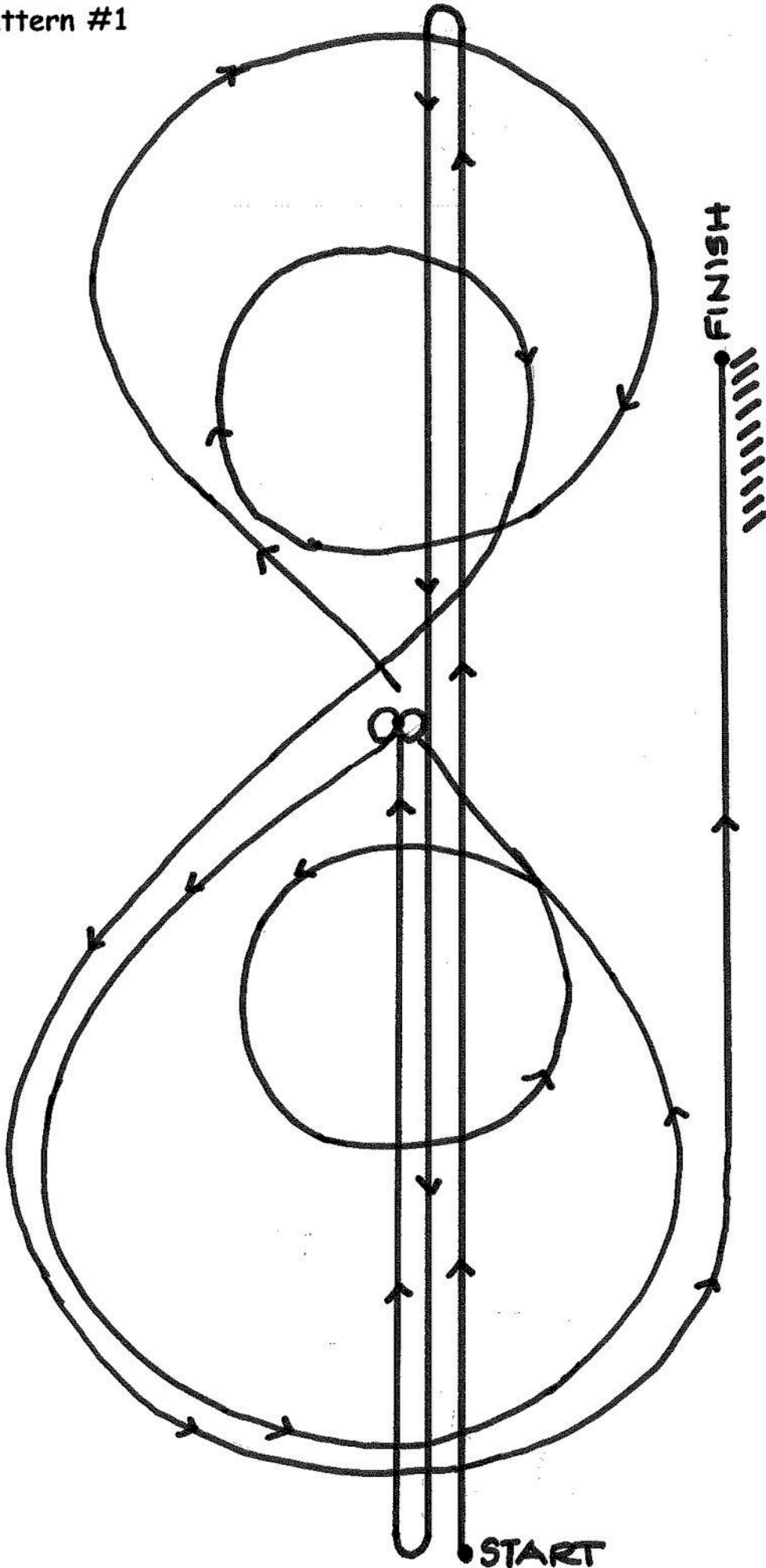
## **Reining Pattern #1**

**Pony must walk to begin pattern**

1. Lope to end of arena past marker and do a left rollback - no hesitation
2. Lope to the opposite end of the arena past marker and do a right rollback - no hesitation
3. Lope past the center marker and stop
4. Complete one turn on the hind quarters to the right
5. Complete one and one quarter turn on the hind quarter to the left so the pony is facing the arena wall or fence
6. Begin on the left lead, complete two circles to the left: the first circle large and fast and the second small and slow; change leads at the center of the arena
7. Complete two circles to the right: the first circle large and fast and the second small and slow; change at center
8. Begin a large circle to the left but do not close this circle; Lope straight up the right side of the arena past the center marker and stop; Back 5 feet; Hesitate to show completion of the pattern

**Rider may drop bridle to the judge**

Reining Pattern #1



## **Reining Pattern #2**

**Pony must walk to begin pattern**

Begin at the center of the arena facing the left wall or fence

1. Begin on the right lead, complete two circles to the right: the first small and slow and the next large and fast; change leads at the center of the arena
2. Complete two circles to the left: the first small and slow and the next large and fast; change leads at the center of the arena
3. Continue around previous circle to the right; at the top of the circle lope down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation
4. Lope to the opposite end of the arena past the end marker and do a left rollback - no hesitation
5. Lope to the center marker and back 5 feet; Hesitate
6. Complete one turn on the hind quarters to the right
7. Complete one turn on the hind quarters to the left; Hesitate to show completion of the pattern

**Rider may drop bridle to the judge**



## Reining Pattern #3

Pony must walk to begin pattern

Begin at the center of the arena facing the left wall or fence

1. Beginning on the left lead, complete two circles to the left - the first large and fast, the second small and slow; Stop at the center of the arena and hesitate.
2. Complete one turn on the hind quarters to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right - the first large and fast, the second small and slow; Stop at the center of the arena and hesitate.
4. Complete one turn on the hind quarters to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena and down the right side past the center marker, stop and roll back to the right.
6. Continue around the end of the arena and down the left side past the center marker. Stop. Back 5 feet. Hesitate to show completion of the pattern.

# Reining Pattern #3

