

## NRCHA Reined Work - Maneuver Scores for Reined Work

The NRCHA has divided each rein pattern into sets of maneuvers. It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

-1½ ----- Extremely Poor  
-1 ----- Very Poor  
-½ ----- Poor  
0 ----- Correct  
+½ ----- Good  
+1 ----- Very Good  
+1½ ----- Excellent

1. Horses shall work individually. Judging begins the moment the horse enters the arena. There will be no schooling from the time the horse enters the arena. A reined work must consist of the following: circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a backup of a reasonable distance with slight hesitations denoting each maneuver
2. The judging ends when the rider indicates he/she is finished by coming to a complete stop. Praising or rewarding of the horse is only allowed after the reining pattern is complete and before the exhibitor calls for a cow.
3. The best reined horse shall be easily guided or controlled with little or no apparent resistance. Bad manners exhibited by the horse will be penalized.
4. All deviations from the exact given pattern must be considered a loss of control and marked down accordingly.
5. Credit shall be given for the smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.

### Circles:

- Circles are a controlled maneuver at the lope in the designated area of the arena. Emphasis on the scoring shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Right and left circles shall have a common center line in the middle of the designated area.
- Circles shall be run and/or begun on the correct lead. The speed and size of the right circles shall be exactly the same as the speed and size of the left circles.
- The horse shall lope in an even, fluid manner with a minimum of rider contact and/or commands. Circles shall be run far enough from arena wall that it does not affect the circles.

### Lead Changes:

- The act of changing the propelling side of the horse's body when changing the direction traveling at a lope. The lead change must be executed at a lope with no change of speed or gait.
- The horse shall change leads at the exact location dictated in the pattern description and shall change in one stride. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

### **Jogging:**

- Jogging up to 2 strides incurs a ½ point penalty, jogging beyond 2 strides will incur a 2 point penalty. Jogging in excess of one-half circle or one-half the length of the arena will result in a score of 0. In determining whether a ½ or 2 point penalty has been incurred, it is useful for a judge to consider the distance traveled and to count the steps of the rear legs. Four steps and under would represent 2 or less strides and require a ½ point penalty; 5 steps and more, therefore, would require a 2 point penalty.

### **Run-Downs:**

- Runs lengthwise through the arena. They shall be made as described in the given pattern, unless the judge indicated otherwise due to arena conditions. The horse shall demonstrate a relaxed fluid attitude when starting a run-down and throughout the maneuver. The horse shall use controlled speed consistent with the size of the arena and the condition of the ground. The horse shall travel in a straight line with a minimum of contact with the rider.
- Straight, controlled run-downs with square, smooth stops, maintaining suppleness and proper head position are desirable.

### **Stops:**

- Shall be in line with the direction of travel. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.

### **Spins:**

- Consistent and positioned 360 degree turns. Spins shall be smooth and efficient. The location of the hind quarters shall be fixed at the start of the spin. The horse shall stop the spin exactly as dictated by the pattern description.
- The right and left spins shall have a similar speed and balance.

### **Back-up:**

- The horse being caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back-up in a controlled manner and shall continue to back-up without hesitation until directed to stop by the rider.
- In the instance where a horse backs up where a back-up is not specified in the pattern, the penalty score of 0 will be incurred when the horse backs more than 2 full strides. It is important to note one stride is defined as the complete movement or steps of all 4 legs, one time. In this particular situation it is very helpful for a judge to watch and count the steps of the front feet. Up to and including 4 steps of the front feet in the not required back-up receives no penalty; five steps and beyond constitutes the inclusion of a maneuver not specified and thus a penalty score of 0.

### **Hesitate:**

- Hesitation is only long enough to show the completion of one maneuver before the next one starts. There shall be slight hesitation to indicate each maneuver.

Definition of fall of horse:

- When the horse's shoulder and hip are on the ground and all four feet are facing in one direction. Fall of horse in any event receives a score of -0-.

Definition of fall of rider:

- Rider is no longer astride the horse.

### **Reined Work - Penalty Points:**

#### **½ point penalties:**

- Not changing leads within the same stride
- Over or under spin 1/8 turn
- Jogging first two strides

#### **1 point penalties:**

- Out of lead
- Out of lead each 1/4 circle
- Slipping a rein in the bridle
- Scotching or anticipating a stop
- Over or under spinning up to 1/4 turn

#### **2 point penalties:**

- Lead missed around end of arena past 2nd corner
- Not ever changing leads in patterns where there is only ½ circle
- Failure to run by marker before stop is initiated
- Freezing up in turn
- Breaking gait (Break of gait is defined as "when the cadence of the lope is disrupted or not maintained." (Break of gait only occurs from the lope gait)
- Jogging beyond two strides
- On trot in patterns, failure to "Stop" before executing a lope departure
- A stop in the first one-quarter of the circle, after a lope departure, is a break of gait
- At end of pattern, failure to hesitate to demonstrate completion of pattern.

#### **5 point penalties:**

- Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse

- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

**-0- Score:**

- Failure to complete the pattern as given (i.e. over or under spin more than 1/4)

-Using 2 hands on the reins in a bridle or two rein class

- Fingers between the reins

- Horse balking

- Bloody Mouth (inside)

- Illegal Equipment

- Leaving the working area before pattern is complete

- Fall of horse or rider

- Backing more than two strides, when backing is not called for

- Jogging in excess of one-half circle or one-half the length of the arena

- Improper Western Attire

- Failure to work in the proper working order.

- A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time

- Failure to follow pattern as written. The exhibitor must trot or lope at least half the way to center of arena when pattern specifies trot or lope in.

**N-E**

- Failure of an exhibitor to attempt to work the pattern

**No Score**

- Abuse

- Lameness of the horse

**Leads & Lead Change Penalties:**

- A judge is required to penalize a horse ½ of a point for a delayed change of lead by one stride. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each 1/4 of the circumference of a circle or any part thereof that a horse is out of lead.