

REINING PENALTIES H.S.A.A.

NO SCORE

Willful abuse of an animal in the arena.
Use of illegal bits, bosals or curb chains.
Use of tack collars, tiedowns or nosebands.
Use of whips and bats.
Use of any attachment which alters movement of tail.
Failure to dismount and/or present horse and equipment to Judge for inspection.
Disrespect or misconduct by the exhibitor.

SCORE OF 0

Use of more than the index or first finger between the reins.
Use of two hands or changing hands.
Use of romal other than outlined in No. 6.
Failure to complete pattern as written.
Performing the manoeuvres other than in specified order.
The inclusion of manoeuvres not specified.
(a) backing more than 2 strides (b) turning more than 90 degree (c) Coming to a complete stop anywhere in the pattern except the 1st quarter of a circle after a canter departure.
Equipment failure that delays completion of pattern.
Balking or refusal of command, where the 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 1/2 circle or 1/2 the length of the arena.
Overspins of more than 1/4 turn
Dropping a rein that contacts the ground while the horse is in motion.
Fall to the ground by horse or Rider.

5 POINT PENALTY

Spurring in front of cinch.
Use of free hand to instill fear or praise
Holding saddle with free hand.
Blatant disobedience – kicking, biting, bucking, rearing.

4 POINT PENALTY

Delayed change of lead for complete circle.

3 POINT PENALTY

Delayed change of lead up to 3/4 circle.

2 POINT PENALTY

Break of gait
Freezing up in spins or rollbacks.
On walk in patterns, 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.
Failure to go beyond the markers to start a stop.
Delayed change of lead up to 1/2 circle.
Jogging beyond 2 strides but less than 1/2 circle or 1/2 the length of the arena.
Failure to change lead beyond two strides and not corrected prior to the next manoeuvre.
Failure to be on correct lead when rounding end of arena for more than 1/2 turn

1 POINT PENALTY

Each time horse is out of lead (extra flying change)
Over or under spinning up to 1/4 of a turn.
Delayed change of lead up to 1/4 of circle.
Failure to change leads beyond 1 stride but where lead change is completed prior to next manoeuvre.
Failure to be on correct lead when rounding end of arena for more than 1/2 turn.

1/2 POINT PENALTY

Delayed change of lead by one stride.
Starting circle at a jog or exiting rollbacks up to 2 strides.
Over or under spinning up to 1/8 of a turn.
Failure to remain a minimum of 20ft from arena fence when stopping or rollback.