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## 25. Reining

*Reference Rules USEF Chapter "RN"*

### 25.1. Required Equipment

25.1.1. Western saddle with horn.

25.1.2. There shall be no discrimination against any standard western bit.

**25.1.3. Split reins, when used with a curb bit, must be held with one finger between the reins with the bight of the rein falling on the same side as the rein hand. They may also be held like romal reins with all fingers wrapped around the reins and with the bight held in the opposite hand. There can be no fingers between the reins when held romal style.**

### 25.2. Prohibited Equipment

25.2.1. Jerk lines

25.2.2. Tack collars

25.2.3. Chaps & ½ Chaps

25.2.4. Whips, Crops or bats

25.2.5. Slip or gag bits

25.2.6. Wire chin straps regardless of padding or covering

25.2.7. Any chin strap narrower than ½ inch

25.2.8. Martingales and draw reins

25.2.9. Sidesaddle or any type of English saddle

25.2.10. Nosebands and tie-downs

25.2.11. Chinks

25.2.12. Roping reins

25.2.13. Snaffles or Bosals on equine 6 years of age and older

25.2.13.1. Documentation of equine's age may be requested

25.2.13.2. Junior equines are defined as equines 5 yrs old and under

25.2.14. Side Pulls

### 25.3. Optional Equipment

25.3.1. Snaffle bits and rawhide bosals may only be used on junior equine

25.3.2. Gloves

25.3.3. Rope or Riata

25.3.3.1. The rope or riata must be coiled and securely attached to the saddle

25.3.4. Western spurs

25.3.5. Protective boots, leg wraps, bandages

### 25.4. Disqualifications (*Also see General Rules 8.0 Judging*)

25.4.1. If an athlete enters the arena with missing required equipment illegal equipment, or illegal use of permitted equipment, including uniform violations, not considered unsafe, the athlete will be allowed to continue on the course and receive scores and comments, but will be disqualified from the event.

25.4.2. Obvious lameness or unsoundness detected in participating equine will result in disqualification.

11/27/2016

2017

Date: \_\_\_\_\_

District: \_\_\_\_\_

CLASS: REINING (NRHA Pattern #3)

HIGH SCHOOL: \_\_\_\_\_

ATHLETE #: \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback, no hesitation		
2.	Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right roll back, no hesitation		
3.	Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow		
4.	Change leads at the center of the arena		
5.	Complete three circles to the left: the first two circles large and fast; the third circle small and slow		
6.	Change leads at center of the arena.		
7.	Begin a large circle to the right, but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate		
8.	Complete four spins to the right. Hesitate		
9.	Complete four spins to the left. Hesitate to demonstrate completion of the pattern		
10.	Overall Horsemanship.		

Judge's Signature: \_\_\_\_\_

**Expectations:**

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

**Equipment needed:** 6 cones**Pattern will take 5-7 minutes.**

