



| ApHC REINING

1/2 Point Penalty:

- Starting circle at a jog or exiting rollbacks at a jog up to 2 strides
- Over or under spinning up to 1/8 of turn
- Failure to remain a min. 20' from wall when approaching a stop or rollback
- Delayed change of lead of 1 stride
- Horse which severely stumbles, significantly detracting from the maneuver

1 Point Penalty:

- For each 1/4 of the circumference of a circle that a horse is out of lead
- For over or under spinning up to 1/4 of a turn

When change of lead is specified immediately prior to a run to the end of the pen, failure to change lead:

By 1 stride: 1/2 point penalty. Beyond 1 stride but before next maneuver: 1 pt penalty

If no change prior to next maneuver: 2 pt penalty

Pattern requiring a run around, failure to be on correct lead when rounding end of arena;

For 1/2 the turn or less: 1 point penalty. For more than 1/2 the turn: 2 point penalty

2 Point Penalty:

- Break of gait
- Freezing up in spins or rollbacks
- On walk in patterns – failure to stop or walk before executing a lope departure
- On run in patterns – failure to be in a lope prior to reaching 1st marker
- If horse does not completely pass the marker before initiating a stop position
- If lead is not changed prior to next maneuver

5 Point Penalty:

- Spurring in front of cinch
- Use of either hand to instill fear or praise
- Holding saddle with either hand
- Blatant disobedience; kicking, biting, bucking, rearing and striking
- Act of horse dropping to its knees or hocks

Score 0:

- Use of more than one finger between reins
- Use of romal other than as outlined in #5
- 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: (1) backing more than 2 strides; (2) turning more than 90°
- Equipment failure that delays completion of pattern
- Balking or refusal of command where pattern is delayed
- Running away or failing to guide
- Jogging in excess of one-half circle or one half the length of the arena while starting a circle, circling or exiting a rollback overspins of more than 1/4 turn
- Fall to the ground by horse or exhibitor
- Use of two hands or changing hands for any horse shown in a bit
- Dropping a rein that contacts the ground while the horse is in motion;
- When going to and coming out of a rollback in a pattern requiring a runaround, a rollback that crosses the center line