



VRH Ranch Reining Score Sheet

SHOW _____ DATE: _____

CLASS NO: _____ CLASS TITLE: _____

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Out of lead in the circles, figure eights, or around the end of the arena. (This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead) - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena - At end of pattern, failure to hesitate to demonstrate completion of pattern 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Arabian Tail carriage AR105.2b - Off Pattern; - Breaking pattern - Inclusion of maneuver (e.g. over or under spinning, backing more than 2 strides, etc.) - Incomplete maneuver (i.e., over or under spinning, backing more than two strides) - Trotting in excess of 1/2 circle or 1/2 length of the arena - Repeated blatant disobedience - Use of 2 hands (except horses shown in a snaffle bit/hackamore) - More than one finger between split reins or any fingers between romal reins (except in the two rein) 	<p>Zero Score</p> <ul style="list-style-type: none"> - Major disobedience or schooling <p>No Score (DQ):</p> <ul style="list-style-type: none"> - Lameness - Abuse - Prohibited (illegal) equipment - Disrespect or misconduct - Leaving arena before pattern is complete - Improper western attire - Fall of horse/rider - Fresh blood in the mouth, nose, chin, shoulder, barrel, and/or hip area. SEE USEF AR105.6 - Out of control, dangerous, or excessive schooling <p style="text-align: right; margin-top: 20px;">Updated 4/11/2025</p>
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Go order	Back #	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	Score		
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1/2 Very Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		Maneuver Description														
		PENALTY														
		SCORE														
		SUB TOTAL														
		PENALTY														
		SCORE														
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