



VRH Ranch Horse Reining Score Sheet

SHOW _____ DATE: _____

CLASS NO: _____ CLASS TITLE: _____

1/2 Point Penalties:

- 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

1 Point Penalties:

- 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

2 Point Penalties:

- 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Arabian Tail carriage AR105.2b
- Off Pattern;
 - Breaking pattern
 - Eliminates or adds maneuver
 - incomplete maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in Jr and level 1 horses shown snaffle bit/hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Zero Score

- Major disobedience or schooling
- Prohibited use of fingers of hands on reins

No Score (DQ):

- 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**

4/1/24

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 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Maneuver Description														
		PENALTY												
		SCORE												
		SUB TOTAL												
		PENALTY												
		SCORE												
		SUB TOTAL												
		PENALTY												
		SCORE												
		SUB TOTAL												
		PENALTY												
		SCORE												
		SUB TOTAL												
		PENALTY												
		SCORE												
		SUB TOTAL												
		PENALTY												
		SCORE												
		SUB TOTAL												