



# VRH Ranch Reining Score Sheet

SHOW \_\_\_\_\_ DATE: \_\_\_\_\_

CLASS NO: \_\_\_\_\_ CLASS TITLE: \_\_\_\_\_

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- 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)</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> <li>- At end of pattern, failure to hesitate to demonstrate completion of pattern</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Arabian Tail carriage <b>AR105.2b</b></li> <li>- Off Pattern;</li> <li>- Breaking pattern</li> <li>- Inclusion of maneuver (e.g. over or under spinning, backing more than 2 strides, etc.)</li> <li>- Incomplete maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</li> <li>- Repeated blatant disobedience</li> <li>- Use of 2 hands (except horses shown in a snaffle bit/hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins (except in the two rein)</li> </ul>	<p><b>Zero Score</b></p> <ul style="list-style-type: none"> <li>- Major disobedience or schooling</li> </ul> <p><b>No Score (DQ):</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Prohibited (illegal) equipment</li> <li>- Disrespect or misconduct</li> <li>- Leaving arena before pattern is complete</li> <li>- Improper western attire</li> <li>- Fall of horse/rider</li> <li>- Fresh blood in the mouth, nose, chin, shoulder, barrel, and/or hip area. <b>SEE USEF AR105.6</b></li> <li>- Out of control, dangerous, or excessive schooling</li> </ul> <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														
		SUB TOTAL														
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