



VRH RANCH REINING

Class Number

8.

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Open Senior
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-briddled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurning in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each horse/rein combination is scored between -1/2 Poor and +1/2 Excellent.
-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										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B				
6	7	PENALTY				-1/2					1	68	
		MANEUVER SCORE	0	0	-1/2	-1/2	0	0	0				
6	9	PENALTY										57 1/2	
		MANEUVER SCORE	0	-1/2	-1/2	0	0	-1/2	-1/2	-1/2			
7	9	PENALTY				2	2	1	2		7	58 1/2	
		MANEUVER SCORE	0	-1	-1/2	0	-1/2	-1/2	-1/2	-1/2			
2	2	PENALTY										66 1/2	
		MANEUVER SCORE	0	-1/2	0	0	-1	-1	-1				
2	6	PENALTY				-1-2			2.0		5	61	0
		MANEUVER SCORE	0	-1 1/2	-1 1/2	-1 1/2	0	-1 1/2	-1	0			
0	2	PENALTY										72	
		MANEUVER SCORE	0	0	+1/2	+1/2	+1/2	0	0	+1/2			
1	0	PENALTY										70	
		MANEUVER SCORE	0	0	+1/2	-1/2	0	0	0	0			
9	9	PENALTY										70 1/2	3
		MANEUVER SCORE	0	0	0	+1/2	0	0	0	0			

Judge's Signature:



VRH RANCH REINING

Class Number

8.

CONT

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Open Senior
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative; 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spinning in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each horse/holder combination 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										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
MANEUVER DESCRIPTION			Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B				
7	1	PENALTY		0	2	2	1	2	20					
		MANEUVER SCORE	0	-1/2	-1	0	0	0	-1/2	-1		9	58	0
0	8	PENALTY												
		MANEUVER SCORE											0	
9	6	PENALTY												
		MANEUVER SCORE	2	+1/2	0	0	+1/2	0	0	0		71		2
7	2	PENALTY		1/2	2	2	1/2							
		MANEUVER SCORE	0	-1/2	0	0	0	0	+1/2	0		3	67	

Judge's Signature:



VRH RANCH REINING

Class Number

9.

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Junior
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spuring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each horse/owner combination 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		MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B				
0	9	PENALTY				1					1	66	
		MANEUVER SCORE	0	-1/2	0	0	0	-1	-1	-1/2			
5	5	PENALTY			1 2						3	65	
		MANEUVER SCORE	0	0	0	0	0	0	-1	-1			
1	2	PENALTY			-1/2 2	1					3 1/2	64 1/2	
		MANEUVER SCORE	0	0	0	0	0	-1	-1/2	-1/2			
2	0	PENALTY			0						70	0	
		MANEUVER SCORE	0	0	-1	0	0	+1/2	+1/2	0			
7	7	PENALTY									70		
		MANEUVER SCORE	0	0	0	+1/2	0	-1/2	0	0			
11	3	PENALTY	0 2		2 1 2 2						9	67	0
		MANEUVER SCORE	0		0								
4	3	PENALTY											0
		MANEUVER SCORE											
6	3	PENALTY	-1		1						2	67	
		MANEUVER SCORE	-1/2	0	0	0	0	0	0	-1/2			

Judge's Signature:



VRH RANCH REINING

Class Number

9.

CONT

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Junior
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-braked (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope
- departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spuring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each horse/rider combination 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									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B			
3	5	PENALTY	0									0
		MANEUVER SCORE										
2	4	PENALTY					1					
		MANEUVER SCORE	0	0	0	0	0	0	-1/2	-1/2	68	2
2	7	PENALTY			2	2	2					
		MANEUVER SCORE	-1	-1	0	0	0	-1	-1/2	-1/2	60	
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										

Judge's Signature:



Class Number

10.

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Amateur
Judge:	MAYER, DAN

VRH RANCH REINING

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-briddled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each horse/rider combination is scored between 0-10 points and automatically begins the run with a score of 70 points
 -1 1/2 Extent of Pen. -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

TIE-BREAKER			MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION			Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B				
1	1	9	PENALTY											
			MANEUVER SCORE	0	0	0	+1/2	+1/2	0	0	0	70	71	
4	10	1	PENALTY			1/2	2							
			MANEUVER SCORE	0	0	+1/2	0	0	-1/2	0	-1/2	67 1/2	67	
2	8	0	PENALTY				2							
			MANEUVER SCORE	0	0	0	+1/2	0	0	0	-1/2	67 1/2	68	
7	2	3	PENALTY	0 1										
			MANEUVER SCORE	-1	0	0	0	+1/2	0	0	0	65	67 1/2	0
5	3	4	PENALTY				1	1 1/2						
			MANEUVER SCORE	0	0	0	0	0	-1/2	-1/2	-1/2	67 1/2	64 1/2	
3	9	9	PENALTY			1		2						
			MANEUVER SCORE	0	0	0	0	+1/2	0	0	0	65	67 1/2	
6	2	9	PENALTY			2 2								
			MANEUVER SCORE	0	-1/2	0	0	0	-1	-1	-1/2	63	63	
			PENALTY											
			MANEUVER SCORE											

Judge's Signature:



VRH RANCH REINING

Class Number

11.

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Green Rancher
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-briddled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope
- departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

MANEUVER SCORES
Each horse/rider combination 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			MANEUVER DESCRIPTION								Natural Ranch	Horse Appearance	Penalty Total	Score	Off Pattern
			Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B					
7	5	PENALTY												67	
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	0	-1 1/2	-1/2	-1/2			18 10 13		
18	8	PENALTY						2 2 2 2	2 1 1				11	58	
		MANEUVER SCORE	0	-1	-1/2	0	-1	-1/2	-1/2	-1/2			67		
3	3	PENALTY					2						2	66 1/2	2
		MANEUVER SCORE	0	0	0	-1/2	-1/2	-1/2	0	0			65		
17	7	PENALTY				-1/2		1 2					3 1/2	(64) 1/2	
		MANEUVER SCORE	0	0	0	0	-1/2	-1/2	-1/2	-1/2					
4	6	PENALTY					1 2	1			1 2		7	60	
		MANEUVER SCORE	0	0	-1/2	-1/2	0	-1/2	-1/2	-1					
9	1	PENALTY				2 1 2 1							6	62	
		MANEUVER SCORE	0	0	0	0	0	-1/2	-1/2	-1			67		
0	7	PENALTY					-1/2	1					1 1/2	66 1/2	0
		MANEUVER SCORE	0	0	-1/2	0	-1/2	0	-1/2	-1/2					
3	9	PENALTY					2	2					4	63	
		MANEUVER SCORE	0	2 1 2 1	0	0	0	-1/2	-1/2	-1/2					

Judge's Signature:



VRH RANCH REINING

Class Number

11.

CONT

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Green Rancher
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative; 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spuring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each Horse/reiner combination is scored between 0-100 points and automatically begins the run with a score of 70 points
+1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Poor, -1 Very Poor, -1/2 Poor

TIE-BREAKER		MANEUVER SCORES							Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B			
9	4	PENALTY				1 1/2						
		MANEUVER SCORE	0	-1/2	-1/2	0	0	0	-1/2	-1/2	3	65
7	6	PENALTY				0	1				0	0
		MANEUVER SCORE	0	0	-1/2	-	0	0	0	0		
6	7	PENALTY			-1/2	0	1 1/2	0				0
		MANEUVER SCORE	0	0	0	0	0	0				
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										

Judge's Signature:



VRH RANCH REINING

Class Number

12.

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Limited Youth
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-briddled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each horse/leader combination 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		MANEUVER DESCRIPTION	Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B	Natural Ranch	Horse Appearance	Penalty Total	Score	Off Pattern
0	8		PENALTY		0										
0	5	MANEUVER SCORE	0	0	0	0	+1/2	-1	0	-1			68 1/2	0	
						64 1/2	1/2	59							
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
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		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature:



VRH RANCH REINING

Class Number

13.

Date:	5/24/2025
Show:	2025 1-Memorial Day Show
Class:	Reined Work Novice Youth
Judge:	MAYER, DAN

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 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

- over-briddled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #

Each maneuver combination is scored between 0-700 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			MANEUVER SCORES							Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION			Trot	3 R	3 L	Cc-R X	Cc-L X	RB-L	RB-R	SS/B			
1	8	PENALTY								2		2	69
		MANEUVER SCORE	0	0	0	+1/2	+1/2	0	0	0			
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
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		PENALTY											
		MANEUVER SCORE											

Judge's Signature: