



YEDA Official Score Sheet - Emerald Pattern 6

Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)


- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										crooked back quieter hand
	Maneuver Score	0	-1/2	-3	-3	-1/2		1 1/2	0	60 1/2	
	Totals					59					
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										


 Judges Signature



YEDA Official Score Sheet – RAIL Class: 3 Alum - Em -

Back #	Rider Comments	Overall Class Comments
1 1139	Could do a better job of not sticking hand on the reins	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Kelly James
Judges Signature

YEDA Official Score Sheet – Ruby Pattern 6

Updated 2020

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

70

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back	Walk	7				
1	Penalty							-1	+2 1/2	+1/2	75	good job Backing crooked
	Maneuver Score	+1	+1	+1/2	+1/2	0	0					
	Totals							7 1/2				
2	Penalty								+2 1/2	0	79	good job gait of professional
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+1					
	Totals							7 1/2				
3	Penalty			-3					1	0	7 1/2	wrong lead good job
	Maneuver Score	+1	+1	-3	+1/2	+1	+1					
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Kelly Deane
 Judges Signature



YEDA Official Score Sheet - Emerald Pattern 6

Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	1128										
	Penalty										
	Maneuver Score	+1	+1	0	-1/2	-1/2		1 1/2	1 1/2	73	
2	885										
	Penalty		-3								
	Maneuver Score	0	-1/2	+1/2	-3	-1/2		1	2 1/2	66 1/2	67
3	222										
	Penalty										
	Maneuver Score	-1/2	-1	-1/2	-1/2	-1/2		1	2	70	
4	1221										
	Penalty	-3									
	Maneuver Score	-2	-1	-1	-1/2	-3		1 1/2	2	63	
5	823										
	Penalty										
	Maneuver Score	0	-1/2	-1/2	+1/2	-3		1 1/2	1 1/2	69 1/2	
6	1250										
	Penalty										
	Maneuver Score	+1/2	0	0	0	0		1 1/2	1	73	
7	837										
	Penalty										
	Maneuver Score	0	0	0	-3	+1/2		2	1 1/2	72	
8	899										
	Penalty			-3	-3						
	Maneuver Score	0	+1/2	0	0	-1/2		1 1/2	1	66 1/2	
9	1221										
	Penalty				-3						
	Maneuver Score	0	-1/2	-1	-1	-3		-1/2	2	63	2 hands

222

0 +1/2 +1 +1 +1/2

Kelley James
Judges Signature

2 1 77

YEDA Official Score Sheet – Opal / Pearl Pattern 6
Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description						F & E	HDD	Total	Comments	
		Walk	Jog	180 R	Back						
		1-2	3	4	5						
1	1145										Ride was busy
	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1		1 1/2	1	75 1/2		
	Totals					73					
2	872										hands were quiet
	Penalty										
	Maneuver Score	+1/2	+1/2	+1	+1		1 1/2	1 1/2	75 1/2		
	Totals					73					
3	1003										1/2
	Penalty										
	Maneuver Score	+1/2	+1/2	-1/2	0		1 1/2	1 1/2	73		
	Totals					70 1/2					
4	1057										quieter hands
	Penalty										
	Maneuver Score	-1/2	0	-1/2	-1		1 1/2	1 1/2	71		
	Totals					69					
5	1385										68 1/2
	Penalty										
	Maneuver Score	0	-3	-1/2	-1/2		1	1 1/2	70 1/2		
	Totals					68					
6	845										70
	Penalty										
	Maneuver Score	+1/2	+1/2	0	-1/2		1 1/2	1	70		
	Totals										
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										

Kelly Jones
Judges Signature



YEDA Official Score Sheet – RAIL Class: 6 Jr/Sr Ruby

Back #	Rider Comments	Overall Class Comments
1 856	good hands, break gait here, good control of horse	
2 1101	quiet body, consistent strong rider, no back	
3 1094	tries hard, little bouncy - quieter, good strong rider break @ legs, wrong lead, break gait jog	
4		
5		
6		
7		
8		
9		
10		
11		

Kellie James
Judges Signature



YEDA Official Score Sheet – RAIL Class: 7 Jr/Sr EM

Back #	Rider Comments	Overall Class Comments
1 899	sit back, strong Rider	
2 1128	Good Rider	
3 865	low lead, strong Rider, low	
4 837	took a while to work, good strong Rider	
5 1750	tries hard, beautiful smile, wrong lead, wrong lead	
6 1721	bring hands in, break gait wrong lead, back wrong direction,	
7 822	too far back in seat, break gait, wrong lead	
8 823	tries hard, beautiful smile wrong lead	
9		
10		
11		

Kelly James
Judges Signature



W1
YEDA Official Score Sheet - RAIL Class: 8 Sr Opal

Back #	Rider Comments	Overall Class Comments
1 1003	needs to Relax / lower hand	
2 845	Strong & assertive	
3 1145	Strong & assertive	
4 1385	Strong & assertive	
5 1057	Sluggish horse doing good / quicker hands + body / new horse - Square Shoulders	
6 872	needs to Relax	
7		
8		
9		
10		
11		

Kelly...
Judges Signature

YEDA Official Score Sheet - Sapphire / Alumni Pattern 6

Updated 2020

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

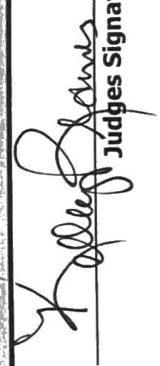
Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back					
① 1	Penalty					-3	-3						Straighten in Saddle - Squared up - Bad horse
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+2	+2	74 1/2		
	Totals							70 1/2					
③ 2	Penalty												tighten lines too loose of Body
	Maneuver Score	0	0	0	0	0	0	0	+1	+1	72 1/2		
	Totals												
② 3	Penalty			-3		-3	-3						break gait X stop - Stranger Rider - Bad horse
	Maneuver Score	+1/2	+1/2	0	-1/2	0	0	+1/2	+2	+2	69		
	Totals												
4	Penalty												
	Maneuver Score												
	Totals												
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Kelly James
 Judges Signature



YEDA Official Score Sheet - RAIL Class: 9A Jr /sr saph.

Back #	Rider Comments	Overall Class Comments
1 864	good body position	1
2 697	good Rider (cranky horse) to real gait	2
3 1269	little loose - too much arch in back	3
4		
5		
6		
7		
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Be Ride

Entry #	Maneuver Description	Walk	Jog	180 R	Back	F & E	HDD	Total	Comments
1	Penalty								quieter body
	Maneuver Score	+1/2	+1	+1 1/2	+1 1/2	2	1	77 1/2	
	Totals								
2	Penalty								Strong Rider less hands
	Maneuver Score	+1	+1 1/2	+1	+1	2	2	78 1/2	
	Totals								
3	Penalty								needs quieter body + hands
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	2	1	75	
	Totals					72			
4	Penalty								quiet hands (1) Knowledgeable
	Maneuver Score	+1/2	+1/2	+1	+1/2	2	1 1/2	76	
	Totals								
5	Penalty								needs quieter hands + body
	Maneuver Score	+1/2	+1/2	-1/2	-1	2	2	73 1/2	
	Totals								
6	Penalty								
	Maneuver Score								
	Totals								
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								

Kelley Reames
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides
- Not performing gait or stopping when called for a pattern within 10' of designated area
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurring in front of the circle

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
1	Penalty									needs quiet & lower hands - no body, pumping too tense - goal job
	Maneuver Score	0	+1/2	+1/2	+1		2	+1	75	
	Totals					72				
2	Penalty		-1							needs to quiet body + hands
	Maneuver Score	+1/2	+1/2	-1	+1/2		2	1	72 1/2	
	Totals					69 1/2				
3	Penalty									heels down weight in sad ple; quieter hands & body
	Maneuver Score	-1/2	-1/2	-1/2	-1/2		1	2	71	
	Totals									
4	Penalty		-3							
	Maneuver Score	-1/2	-1	-1	+1/2		2	2	69	
	Totals									
5	Penalty									sit back hands closer together
	Maneuver Score	+1/2	+1/2	0	+1/2		2	1	74 1/2	
	Totals					71 1/2				
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									

Kelly James
Judges Signature



YEDA Official Score Sheet – Diamond Pattern 6

Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back					
1	Penalty			-3									penalty for break gait @lope - tie break
	Maneuver Score	+1	+1 1/2	+1	+1	+1	+1 1/2	0	2	2	77		
	Totals												
2	Penalty												
	Maneuver Score	+1 1/2	+1	+1	0	-1 1/2	+1	-1 1/2	2	2	76 1/2		
	Totals												
3	Penalty												
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1	+1	+1	2	1	80		
	Totals												
4	Penalty												
	Maneuver Score												
	Totals												
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

 Judges Signature

Back #	Rider Comments	Overall Class Comments
589	Good saddle position, lower leg in one forward leg closer to horse / quieter body (1)	
726	Good body + seat, little loose leg - strong seat (2)	
804	Very quiet - shorted stirrup / trouble looping / break gait / break gait (3)	
4		
5		
6		
7		
8		
9		
10		
11		

Kyle James
 Judges Signature



YEDA Official Score Sheet – RAIL Class: 13 EI - Pearl

Back #	Rider Comments	Overall Class Comments
1 792	leg movement	
2 1207	sit back sit still want down	
3 895	lower legs still, hands still	
4 7122	lower legs, hands still, break gait	
5 1094	break gait - pushing horse add	
6		
7		
8		
9		
10		
11		

Kellie James
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 905	top forward, sit back & lean	
2 1213	good position - horse want see (horse change)	
3 1231	hands down / break gait	
4 976	heels down - good position back, break gait	
5 796	Nice & Relaxed fighter up a little, heels down,	
6		
7		
8		
9		
10		
11		

[Signature]
 Judges Signature



YEDA Official Score Sheet - Ranch Horse Pattern #6

Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

1 - point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 - point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

- Must be placed under rider/s without or not incurring faults.
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Penalty																
	Maneuver Score	0	0	0	0	0	0	+1/2	-1/2	+1/2	+1/2	-1/2	0	1	2	75	
	Totals																
2	Penalty																
	Maneuver Score	0	0	0	+1/2	-1/2	+1/2	0	0	0	+1/2	-1/2	-3	1/2	2	71	
	Totals																
3	Penalty																
	Maneuver Score	0	0	0	0	-1/2	0	0	-3	0	0	+2	-3	1	2	72	
	Totals																
4	Penalty																
	Maneuver Score																
	Totals																
5	Penalty																
	Maneuver Score																
	Totals																
6	Penalty																
	Maneuver Score																
	Totals																
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

Kelly James

Judges Signature

YEDA REINING PATTERN JHSA 5 OFFICIAL SCORE SHEET



EXHB #

EXHB #	MANEUVER DESCRIPTION	Maneuver								Overall Ability	HDD	Penalties	Final Score	Comments	
		1	2	3	4	5	6	7	8						
1	MANEUVER	R ⁺ Circle	X	Left Circle	Circle	R ⁺ Circle	R ⁺ Circle	R ⁺ Circle	Stand Back	1	2	-4 1/2	63 1/2		
	PENALTY				-1/2										
	SCORE	+1/2	+1/2	+1/2	0	0	-1/2	-1/2	-1/2						
	Total														
2	MANEUVER									2	3	-2	67 1/2		
	PENALTY				-1/2										
	SCORE	-1/2	-1	-1/2	-1/2	+1/2	-1/2	-1/2	0						
	Total														
3	MANEUVER									1	2	-2	72 1/2		
	PENALTY				-2										
	SCORE	0	+1/2	+1/2	0	0	+1/2	-1/2	+1/2						
	Total														
4	PENALTY														
	SCORE														
	Total														
5	PENALTY														
	SCORE														
	Total														
6	PENALTY														
	SCORE														
	Total														
7	PENALTY														
	SCORE														
	Total														
8	PENALTY														
	SCORE														
	Total														
9	PENALTY														
	SCORE														
	Total														

Circled penalties are deemed due to horse not rider and will not appear in the final score. Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments. Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments. Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE *Kelly Jones*