

VEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

#25

MANEUVER DESCRIPTION	R Circles OOO Stop	4 Spins Right	L Circles OOO Stop	4 Spins Left	R Fig 8	RRB	LRR	Stop Back	Overall Ability	HDD	Penalties	Final Score
1 EXHB # 785 SCORE	+1	71	0	71	+1/2	72	0	71	0	+1/2	+1/2	72
EXHB # PENALTY		0		0	-1/2							
2 EXHB # 272 SCORE	0	70	-1/2	69 1/2	69	+1/2	69	-1/2	68 1/2	-1/2	-1/2	67 1/2
EXHB # PENALTY		0		0	0	0	0	-1	0	0		
3 EXHB # 1069 SCORE	0	70	0	70	70	68	68	0	68	+1/2	+1/2	68 1/2
EXHB # PENALTY		0		0	0	0	0	0	0	0		
4 EXHB # 1067 SCORE	0	70	0	+1/2	70 1/2	71	71	0	+1/2	71 1/2	+1/2	71 1/2
EXHB # PENALTY		0		0	0	0	0	0	0	0		
5 EXHB # 849 SCORE	+1/2	70 1/2	+1	71 1/2	72	+1	73	0	73	0	0	73 1/2
EXHB # PENALTY		0		0	0	0	0	0	0	0		
6 EXHB # 481 SCORE	0	69	-1/2	68 1/2	68 1/2	68	68	-1/2	67 1/2	-1/2	-1	67 1/2
EXHB # PENALTY		0		0	0	0	0	0	0	0		
7 EXHB # PENALTY												
8 EXHB # PENALTY												
9 EXHB # PENALTY												
10 EXHB # PENALTY												

Comments

- ②
- 5 Spins R+
- ⑥
- ④
- ③
- ①
- ⑤

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





YEDA Official Score Sheet - RAIL Class: Flora Paul Spill

W/T

#1010

Back #	Rider Comments	Overall class Comments
1	Lil Arch in Back - Upper Body Moving	
2	Hands Need to be thumbs up	
3	Look up	
4	Lil Stiff	
5	Lil Forward w/leg, but Relaxed	
6	Ties Out	
7		
8		
9		
10		
11		

Judges Signature

*KB*



YEDA Official Score Sheet - RAIL Class: *W/T*

*Even Post Score #01*

Back #	Rider Comments	Overall Class Comments
1 1041	Get Horse Moving, Get Ahd out of Bwd	
2 885	Straighten Wrists	
3 1063	Lower leg to far back	
4 894	Very Nice Position	
5 1174	Relax Ankles, Nice Position	
6 1316	Take Foot a bit out of Stirrup	
7		
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet - RAIL Class: *Even Post Splice*

*WT*

*#78*

DEVELOPMENT ASSOCIATION

Rider Comments

Overall Class Comments

Back #	Rider Comments
1 1238	Sit Buck on Pockets
2 245	Stretch up
3 367	Relax leg
4 890	Nice Position
5 838	Relax leg, leg Buck under leg
6 305	Bring Toe In
7	
8	
9	
10	
11	

*KB*

Judges Signature



**YEDA Official Score Sheet - (Goal) Pearl Pattern 4**

Updated 2020

Scoring 0-100 with 70 denoting the average. Manuevers 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.

**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	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
			Walk	Jog	X-Jog	Jog	Stop Back				
1	890	Penalty	0	-1/2	-1/2	-1/2	-1/2	0		68	⑥
			Totals	70	69 1/2	69	68 1/2	68			
			Maneuver Score	0	-1/2	-1/2	-1/2	-1/2			
2	1238	Penalty	0	0	+1	+1/2	+1/2	+1		73	②
			Totals	70	70	71	71 1/2	72			
			Maneuver Score	0	0	+1	+1/2	+1/2			
3	835	Penalty	0	+1/2	0	+1/2	0	+1		72	④
			Totals	70	70 1/2	70 1/2	71	71			
			Maneuver Score	0	+1/2	0	+1/2	0			
4	760	Penalty	0	+1	+1	+2	+1/2	+2		76 1/2	①
			Totals	70	71	72	74	74 1/2			
			Maneuver Score	0	+1	+1	+2	+1/2			
5	1063	Penalty	0	+1/2	+1/2	+	0	+1		72	③
			Totals	76	70 1/2	71	71	71			
			Maneuver Score	0	+1/2	+1/2	+	0			
6	340	Penalty	0	-1/2	0	+1/2	0	+1		71	⑤
			Totals	70	68 1/2	68 1/2	70	70			
			Maneuver Score	0	-1/2	0	+1/2	0			
7		Penalty									
			Maneuver Score								
			Totals								
8		Penalty									
			Maneuver Score								
			Totals								
9		Penalty									
			Maneuver Score								
			Totals								

Judges Signature

*KB*

#30 Split A

**YEDA Official Score Sheet - Pearl Pattern 4**  
 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 of gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 3/4
- 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.

**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	X-Jog	Jog	Stop Back				
1	894	0	+1	+1/2	+1/2	0	+1	73	(3)	
2	852	0	0	+1/2	-1/2	0	0	69 1/2	(5)	
3	1314	0	0	-1/2	-1/2	0	0	68 1/2	(3)	
4	1054	0	+1	+1	+1	+1/2	+3	76 1/2	(1)	
5	245	0	+1/2	+1	+1	0	+2	74 1/2	(2)	
6	1041	0	0	+1/2	+1/2	+1/2	+1	72 1/2	(4)	
7										
8										
9										

Judges Signature

*KB*

#31 Split B

**YEDA Official Score Sheet - Pearl Pattern 4**

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 romal
- Spurring in front of the cinch.

**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  
**Form & Effectiveness (F & E)** of the rider 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	X-Jog	Jog	Stop					
1	305	Penalty						+0		6 1/2	(6)	
			Maneuver Score	0	+1/2	0	-3					0
			Totals	70	70 1/2	70 1/2	71					6 1/2
2	455	Penalty						+1		72	(2)	
			Maneuver Score	0	0	+1/2	+1/2					0
			Totals	76	70	20 1/2	71					71
3	367	Penalty						+1		71 1/2	(3)	
			Maneuver Score	0	+1/2	0	0					0
			Totals	70	70 1/2	70 1/2	70 1/2					70 1/2
4	333	Penalty						+2		74 1/2	(1)	
			Maneuver Score	0	+1/2	+1	+1/2					+1/2
			Totals	70	70 1/2	71 1/2	72					72 1/2
5	838	Penalty						0		70	(5) Log to far	
			Maneuver Score	0	-1/2	0	0					+1/2
			Totals	70	69 1/2	69 1/2	70					70
6	1174	Penalty						+1		71 1/2	(4)	
			Maneuver Score	0	0	+1/2	+1/2					+1/2
			Totals	70	70	70 1/2	71					70 1/2
7		Penalty										
			Maneuver Score									
			Totals									
8		Penalty										
			Maneuver Score									
			Totals									
9		Penalty										
			Maneuver Score									
			Totals									

KB

Judges Signature

#32

Split C





YEDA Official Score Sheet - Topaz EWD Pattern 3 & 4

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 1/8 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 20' 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 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 point increments  
 \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Maneuver Description	Entry #		Maneuvers					HDD	Total	Comments
	Maneuver	1-2	3	4	5	6				
Walk	0	0	0	+1/2	+1	+1/2	+1	73		
Stop	70	70	70 1/2	70 1/2	72	72				
Ext. Walk	+1	+1	+1	+1	+1	0	+2	76		
Jog	71	78	73	74	74	24				
Stop	6	70	-1/2	-1/2	-1/2	0	0	68 1/2		
Back	70	69 1/2	69	68 1/2	68 1/2	68 1/2				
Maneuver	877	1169	878							
Totals	0	71	71	78	73	74	0	76		
Maneuver Score	0	+1	+1	+1	+1	0	0	68 1/2		
Penalty										
Totals										
Maneuver Score										
Penalty										
Totals										
Maneuver Score										
Penalty										
Totals										
Maneuver Score										
Penalty										
Totals										
Maneuver Score										
Penalty										
Totals										
Maneuver Score										
Penalty										
Totals										

Judges Signature

KRB

#33

Assisted

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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)**

- 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 roma!
- Spurring in front of the cinch.
- Loss of rein

**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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop	Back	Extend	Reg Walk	Stop				
1	Penalty	0	+1/2	+1/2	0	0	+1/2	+1	78 1/2		
	Maneuver Score	70	71	70 1/2	71	71	71 1/2				
	Totals	0	0	0	0	0	0				
2	Penalty	0	0	0	0	0	0	+1	71		
	Maneuver Score	70	70	70	70	70	70				
	Totals	0	0	0	0	0	0				
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										

K3

Judges Signature

#34



YEDA Official Score Sheet - RAIL Class

SR 2002/04 A

#35

Rider Comments

Overall Class Comments

Back #	Rider Comments	Overall Class Comments
1 122	Leans Back a bit	
2 896	Close lower leg	
3 1083	Roll Pelvis Back	
4 233	Relax Ankle & leg, Toe in, quiet hand	
5 1183	Lower leg to the back	
6 5514	Nice Position, Keep rein centered,	Missed left leg
7 607	Nice Position	
8		
9		
10		
11		

Wrong lead Right

Judges Signature



YFEDA Official Score Sheet - RAIL CLASS

SR 1009 Sp11 B #30

Back #	Rider Comments	Overall class Comments
1 683	Nice Position  Wrong lead ft.	
2 1061	Leaning Back a Bit	
3 256	Toe Out, Nice upper Body	
4 748	Calf drawn Back to much	
5 1035	To much foot in Stirrup	
6 842	Foot drawn back to much	
7 313	Nice Position, but stretch out a bit	
8 1036	Lshle Stiff  Wrong Lead left	
9		
10		
11		

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1306	Elbow forward,	
2 836	Stretch Up	Brake
3 681	leaning forward	
4 811	Toes Out	Wrong hand ax
5 675	hep forward A Bit	
6 107	Too Tight	
7 1011	Good position	
8 937	Heels Down	
9		
10		
11		

**YEDA Official Score Sheet - Topaz EWD Pattern 3 & 4**

Updated 2020

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

#38  
Independent

**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

**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.

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  
Form & Effectiveness (F & E) of the rider 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop	Ext. Walk	Jog	Stop	6				
1	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1	+1/2					
	Totals	70	72	71	72	72 1/2				74 1/2	
2	Penalty										
	Maneuver Score	+1	+1/2	+1	0	+1/2					
	Totals	71	72	72 1/2	73	73				75	
3	Penalty										
	Maneuver Score	0	0	0	-2	0					
	Totals	70	70	70	68	68				68	
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

*HTB*

**YEDA Official Score Sheet - Ruby Pattern 4**

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 1/2 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.

**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

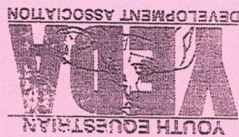
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*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		
			1	2	3	4	5	6						
1	1036	Penalty										2 75 1/2	②	
		Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2						
		Totals	70 1/2	70	70 1/2	70 1/2	70 1/2	70 1/2						
2	683	Penalty										72	⑤	
		Maneuver Score	0	0	+1/2	0	+1/2	0						
		Totals	70	70	70 1/2	70 1/2	70 1/2	70 1/2						
3	313	Penalty	-1	-1	-1	-1	-1					65	⑧	
		Maneuver Score	-1/2	-1/2	-1	-1	+1/2	+1/2						
		Totals	68 1/2	68 1/2	65 1/2	65 1/2	64	64						
4	557	Penalty	-1	-1	-3							65 1/2	⑦	
		Maneuver Score	-1/2	0	-1	-1/2	0	0						
		Totals	68 1/2	68 1/2	64 1/2	64 1/2	64	64						
5	122	Penalty										71 1/2	⑥	
		Maneuver Score	0	0	0	+1/2	0	+1/2						
		Totals	70	70	70	70 1/2	70	70 1/2						
6	891	Penalty										75	③	
		Maneuver Score	0	+1	0	+1	+1	+1						
		Totals	70	71	71	71	73	73						
7	1035	Penalty										73	④	
		Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2						
		Totals	70	70 1/2	71	71 1/2	71 1/2	72						
8	604	Penalty										78	①	
		Maneuver Score	0	+1	+1	+1	+2	+2						
		Totals	70	71	71	72	73	75						
9	Totals	Maneuver Score												
		Penalty												
		Totals												

Judges Signature \_\_\_\_\_

Senior Split A #39



### YEDA Official Score Sheet - Ruby Pattern 4

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 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

#### Major Faults (-3 points)

- Break of gait at walk or jog for up to 2 strides.
- 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
- Spurting in front of the cinch.

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.

Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
	Walk	Jog	Lope	Jog	X-Jog					
Entry #	1	2	3	4	5	6				
1	0	-1/2	0	1/2	0	0	+	70	6	6
Maneuver Score	0	-1/2	0	1/2	0	0				
Totals	70	69 1/2	69 1/2	69	69	69				
Penalty										
2	0	1/2	1	1/2	0	0	+1/2	73 1/2	2	2
Maneuver Score	0	1/2	1	1/2	0	0				
Totals	70	70 1/2	71 1/2	72	72	72				
Penalty										
3	0	0	0	0	0	0	+	72	3	3
Maneuver Score	0	0	0	0	0	0				
Totals	70	70	70	70	70	70				
Penalty										
4	0	+1	-1/2	1/2	+1	+1	+2	74	1	1
Maneuver Score	0	+1	-1/2	1/2	+1	+1				
Totals	70	71	70 1/2	71	72	72				
Penalty										
5	0	+1/2	0	0	-1	-1	0	67 1/2	7	7
Maneuver Score	0	+1/2	0	0	-1	-1				
Totals	70	70 1/2	70 1/2	70 1/2	67 1/2	67 1/2				
Penalty										
6	+1	+1	-1	+1/2	+1	+1	+2	71 1/2	4	4
Maneuver Score	+1	+1	-1	+1/2	+1	+1				
Totals	71	72	68	68 1/2	68 1/2	68 1/2				
Penalty										
7	0	0	-1/2	-1	0	0	+	66 1/2	8	8
Maneuver Score	0	0	-1/2	-1	0	0				
Totals	70	70	69 1/2	65 1/2	65 1/2	65 1/2				
Penalty										
8	0	-1/2	-1	-1	+1/2	+1/2	+1/2	68 1/2	6	6
Maneuver Score	0	-1/2	-1	-1	+1/2	+1/2				
Totals	70	69 1/2	68 1/2	67 1/2	68 1/2	68 1/2				
Penalty										
9										
Maneuver Score										
Totals										
Penalty										

Judges Signature

Senior #40 Split B



**YEDA Official Score Sheet - Ruby Pattern 4**

Updated 2020

Junior #41

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	Jog	X-Jog					
1	675										
	Penalty										
	Maneuver Score	0	+1	+1	-1/2	+1		+3		75 1/2	(2)
	Totals	70	71	72	71 1/2	72 1/2					
2	811										
	Penalty			-3		-3					
	Maneuver Score	0	-1	-3	-1/2	-1		0		69 1/2	(8)
	Totals	70	69	63	62 1/2	58 1/2					
3	937										
	Penalty										
	Maneuver Score	0	0	0	0	+1/2		+1		71 1/2	(5)
	Totals	70	70	70	70	70 1/2					
4	1306										
	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2		+1		72	(4)
	Totals	70	70	70	70 1/2	71					
5	107										
	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	0		+1		69 1/2	(7)
	Totals	70	69 1/2	69	68 1/2	68 1/2					
6	836										
	Penalty										
	Maneuver Score	0	0	0	-1/2	+1/2		+1		71	(6)
	Totals	70	70	70	69 1/2	70					
7	1011										
	Penalty										
	Maneuver Score	0	+1	+1/2	+1/2	+1		+2		75	(3)
	Totals	70	71	71 1/2	72	73					
8	681										
	Penalty										
	Maneuver Score	0	+1	+2	+1	+2		+3		79	(1)
	Totals	70	71	73	74	76					
9											
	Penalty										
	Maneuver Score										
	Totals										

KB

Judges Signature