

CLASS #1 Diana Korman



YEDA REINING PATTERN NRHA #8 OFFICIAL SCORE SHEET

EXHB #	MANEUVER DESCRIPTION	Spins		R O O O & Lead Change	L O O O & Lead Change	Stop & L Rollbac k	Stop & R Rollbac k	Stop	8	Overall Ability	HDD	Penalties	Final Score	Comments
		4 Spins Left	4 Spins Right											
1	MANEUVER	1	2	3	4	5	6	7	8					
	PENALTY													
	SCORE	-1/2	-1/2	-1	0	-2	not posted	-2	not posted	1 1/2	0			good aggressive push past center cones in stops use whole arena in 2nd & watch small slow circle in 1st set
2	Total	69	68	68										
	PENALTY													
	SCORE	1199	1199	1199	1199	1199	1199	1199	1199	2 1/2	0			5 spins 1st set good 1st stop in roll back careful hands in roll back good seat
3	Total	66	66	65 1/2	68 1/2	62 1/2	62							
	PENALTY													
	SCORE	312	312	312	312	312	312	312	312	2	3+			-2 freeze up, watch on going in spins focus on controlled speed good expression
4	Total	70 1/2	70 1/2	70 1/2	71	70 1/2	70 1/2							
	PENALTY													
	SCORE	1120	1120	1120	1120	1120	1120	1120	1120	3	0			smart rider good speed size controlled speed in circles case into speed
5	Total													
	PENALTY													
	SCORE													
6	Total													
	PENALTY													
	SCORE													
7	Total													
	PENALTY													
	SCORE													
8	Total													
	PENALTY													
	SCORE													
9	Total													
	PENALTY													
	SCORE													

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 _____

#2 Junior High Emerald Park

YEDA Official Score Sheet – RAIL Class: _____

Back #	Rider Comments	Overall Class Comments
1 353	roll shoulders back	
2 1560	good 1st impression roll shoulders back nice seat good hands	
3 1238	great position 1st hands, work on collection of your horse. good seat	
4 101	slightly shorten reins. loosen middle	
5 1525	pull legs back slightly, strong upper body good seat	
6 1180	good position hand upper body strong rider	
7 1130	sit up in upper body. tighten middle	
8 1038	wrong lead	
9 1159	nice position at top pull back legs and quiet seat	
10 353	pull back legs, strengthen core roll back shoulders	
11		

 Judges Signature

#3 Junior High SR
 SAPHIRE ARCH RING

YEDA Official Score Sheet - Ranch Horse Pattern #8

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.

Faults incurring a score of 0:

- 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
 - Starting on the incorrect lead, out of lead or cross canter during lead change
 - Trotting excessive strides during simple lead change
 - Too loose of rein

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

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

Entry #	Maneuver Description	Trot	1 Spin Right	Lope RL	X Lope	Stop L RB	LL Lope o	Walk 10-15	Stop Back 8	1 1/2 Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
1	1263	+1	0	-3 ML	0	-1/2	0	0	+1/2	0	0	0	3	0	+1/2	69 1/2	pull legs back work on lope stop
2	343	+1/2	+1/2	+1/2	-1/2	0	-1/2	0	0	+1	+1/2	0	3	0	2 1/2	71 1/2	smart rider more round circle
3	1684	+1/2	+1/2	0	0	-1	-1/2	-1/2	0	0	+1/2	0	ol	1/2	2	72	work on stops + collection good 1st spin
4	727	+1/2	0	0	0	-1/2	67	+1/2	+1/2	+1/2	+1/2	0	3	+1/2	2	72 1/2	good control in lope
5	503	+1/2	0	0	-1	-1	-1	0	0	-1 OS	-1/2	-1/2	1	+1	1 1/2	67 1/2	shorten reins sit down in neck
6	1262	+1/2	+1/2	OP	-1/2	-1/2	-1	-1	-1	-1	+1/2	0	1	+1	1	OP	shorten reins water gate
7	697	+1/2	+1/2	+1/2	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1	-1/2	0	0	2 1/2	75 1/2	shorten reins good plan
8	on stops	Penalty	Maneuver Score	Penalty	Maneuver Score	Penalty	Maneuver Score	Penalty	Maneuver Score	Penalty	Maneuver Score	Penalty	Maneuver Score	Penalty	Maneuver Score	Penalty	Maneuver Score

shorten reins
 water gate
 shorten reins
 good plan
 don't blast
 out lope
 so much

Judges Signature

#4 Senior Hgn Emerald Rail Horsemanship



YEDA Official Score Sheet - RAIL Class: _____

Back #	Rider Comments	Overall Class Comments
1 863	roll back shoulders good rope position, pull back legs at rope chin up slightly, bend elbows slightly, work on seat at rope	
2 1105	work on upper body at rope pull legs back, great rope off	
3 237	good upper body	
4 1301	stable upper body, good seat and position pull legs back slightly at rope	
5 1128	lower rein hand slightly challenging horse	
6 275		
7		
8		
9		
10		
11		

Judges Signature

#5 ALUMNI 1 SPOTTLE Ranch Homs



YEDA Official Score Sheet - Ranch Horse Pattern #8

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
- Starting on the incorrect lead, out of lead or cross canter during lead change
- 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	Trot	1 Spin Right	Lope RL	X Lope	Stop L RB	L L Lope 0	Walk 10-15	Stop Back 8	1/2 Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments	
																		Maneuver
1	1626	Penalty																
		Maneuver Score	+1/2	+1	+1/2	+1	0	0	+1	0	+1	+1/2	0		0	3	78 1/2	wood 1st impression good off
	Totals																	
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																	

Judges Signature

#10 Senior High Diamond Pattern Horsemanship

YEDA Official Score Sheet - Diamond Pattern 8

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 1/4
- 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 rein
- 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	Maneuver										Total	Comments		
			1	2	3	4	5	6	7	8	9	F & E			HDD	
1	Penalty															Wrong lead
	Maneuver Score		0	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	3	0	0	
	Totals		0	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	3	0	0	
2	Penalty		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2	-1/2	77	Shorten reins great plan passive horse great plan position and
	Maneuver Score		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2	-1/2	77	
	Totals		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2	-1/2	77	
3	Penalty		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2 1/2	0	78 1/2	all legs back good upper body
	Maneuver Score		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2 1/2	0	78 1/2	
	Totals		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2 1/2	0	78 1/2	
4	Penalty		+1/2	+1	0	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	3	-1/2	79 1/2	good leg and rope great ext
	Maneuver Score		+1/2	+1	0	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	3	-1/2	79 1/2	
	Totals		+1/2	+1	0	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	3	-1/2	79 1/2	
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



#7 / Senior High *Paul Bair Horsemanship*
 YEDA Official Score Sheet -- RAIL Class: _____

W | T

Back #	Rider Comments	Overall Class Comments
1	1417 Shorten reins, good upper body, more on collection at walk	
2	460A rail back snaker, good rein length & walk collection good legs pull back legs	
3	1580A good snaker's hand upper body pull back legs slightly legs forward at jog	
4	1484 good body position and hands good rein length	
5	1200 good seat flatter back	
6	1160 more reel depth stirrups too short	
7		
8		
9		
10		
11		

 Judges Signature



YEDA Official Score Sheet - Sapphire / Alumni Pattern 8

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 1/2
- 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.

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	Jog	Jog	Lope RL	Lope	Simple Lead Δ	Stop Back				
1	1262	-1/2	0	-1/2	0	-1	OP	-1	1	0	OP	Walk to a rail back shoulders keep up practice
2	697	+1/2	0	0	-1/2	0	OP	OP	2	0	73 1/2	Smaller reins will lead off good seat
3	1263	0	+1	+1	+1/2	-1	0	2 1/2	0	76 1/2	good position/ control rail shoulders	
4	243	+1/2	+1/2	+1/2	+1	+1	+1/2	1 1/2	-1/2	75 1/2	straight reins pull back legs good plan for the	
5	1684	+1/2	+1	+1	+1	OP	+1/2	2	0	OP	straight upper body pull legs	
6	127	+1	+2	+2	+2	+2	80	3	-1	83	good position & rein length great rope off	
7	503	0	+1/2	+1/2	0	OP	0	1 1/2	0	OP	pattern back good rope off	
8												
9												

Judges Signature

Class # 8 Junior/Sr Sapphire Pattern Horseman's

Class # 9 Alumni! Sapphire Pattern

YEDA Official Score Sheet - Sapphire / Alumni Pattern 8

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 1/4
- 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.

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	Walk	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back	F & E	HDD	Total	Comments	Maneuvers			
													Penalty	Maneuver Score	Totals	
1	Maneuver	+1	+1	+1 1/2	+1 1/2	+1 1/2	0	+1	3	0	79%	good position hand and rein pull back legs	Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
2	Maneuver	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	3	0	81	hands too wide good posit.	Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
3	Maneuver												Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
4	Maneuver												Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
5	Maneuver												Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
6	Maneuver												Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
7	Maneuver												Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
8	Maneuver												Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			
9	Maneuver												Penalty			
	Maneuver Score												Maneuver Score			
	Totals												Totals			

Judges Signature



Class #10 Junior High Opal RAIL WIT
SK

YEDA Official Score Sheet - RAIL Class:

Back #	Rider Comments	Overall Class Comments
1 1611	Pull back legs BOG	
2 1451	Flatten wrists	
3 1057	good 1st impression	
4 1582	pull wgs back *	
5 15710	Pull back legs * roll shoulders back stay tight in core	
6 1564	more heel depth good upper body	
7 080	Pull wgs back roll shoulders	
8		
9		
10		
11		

Judges Signature



Class # 11 - EWO TOPAZ Pattern / Rail

YEDA Official Score Sheet - Topaz EWD Pattern 7 & 8

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.

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.

good mane
great plan
great
at walk
good pattern accuracy

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk O L	Stop Back	Jog	Stop					
1	Penalty											good upper body & long leg
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	2	0	71		
	Totals		71	68	68 1/2	69						
2	Penalty											good 1st impression great trot
	Maneuver Score	+1	+1	+1	-1/2	+1/2	0	2 1/2	0	75 1/2		
	Totals	71	72	73	72 1/2	73						
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											

Rail work

741: roll shoulders back
challenging horse, good back

112: good in dependence, good seat and use of rein

Judges Signature



Class #12 Elementary Pearl Rail Split A

W/T

YEDA Official Score Sheet - RAIL Class: _____

Back #	Rider Comments	Overall Class Comments
1 1570	pull legs back. good good arms & confidence, good position	
2 1236	more neck down KDs, great adjustment changing horses	
3 1511	drop hands. lengthen stirrups good 1st impression confidence, flatten back	
4 1683	good arms roll back shoulders	
5 1599	good rein length good seat	
6		
7 1471	too big bite of rein between hands good body position	
8 1507	pull legs back & flatten back good confidence	
9		
10		
11		

Judges Signature _____



CLASS # 13 Junior High Rury RAIL

VEDA Official Score Sheet - RAIL Class:

Back #	Rider Comments	Overall Class Comments
1	1515 good body position + good first impression	
2	8710 raise hands slightly, roll shoulders back good flatback. challenging horse good upper body, more heel depth	
3	8310 great position, good heel depth	
4	13110 wrong lead x2	
5	8355 great position flatter back	
6	4107 more heel depth, pull legs back, leaning too far back good hand position	
7	251 really good seat, good control, good upper body	
8		
9		
10		
11		

Judges Signature



CLASS # 14 Elementary Year 1 Emil Split B

W/T

YEDA Official Score Sheet -- RAIL Class:

Back #	Rider Comments	Overall Class Comments
1 11032	shorten reins BOG drop stirrups slightly challenging horse good body position, flaten back	
2 1049	good confidence	
3 1168	good smile great position more real depth	
4 1419	pull legs back shorten reins, slightly drop hands	
5 1407	pull back legs good confidence	
6 1346	good upper body slightly pull legs back	
7 1667	work on face collection good body position	
8		
9		
10		
11		

Judges Signature _____



#15 / Senior High Ruy Rail Split B

YEDA Official Score Sheet - RAIL Class:

Back #	Rider Comments	Overall Class Comments
1	405 great body position, good rein length good confidence, roll back shoulders, flatten back	
2	1003 good hand position didn't turn neck out too much	
3	533 Flatten back more neck down, BOG	
4	885 roll shoulders back, good adjustment with new horse bend elbows, quiet seat at top, shorten reins	
5	1122 good seat & flat back good shoulders, BOG, small	
6	134 nice position, good hand position crisp profile, pull legs back slightly	
7		
8		
9		
10		
11		

Judges Signature _____



CLASS # 16 Senior High Opal Pattern

YEDA Official Score Sheet - Opal / Pearl Pattern 8

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.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments		
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back						
1	1611													
	Penalty													
	Maneuver Score	+1/2	-1	-1/2	-1/2	0	0	-1/2	1 1/2	+1/2	70		work on collection good walk	
	Totals	70 1/2	69 1/2	69	68 1/2			68						
2	1576													
	Penalty					1								
	Maneuver Score	-1/2	-1	0	-1	-1	+1/2	+1/2	1	0	67 1/2		pull legs back good confidence	
	Totals	69 1/2	68 1/2		67 1/2	65 1/2		66 1/2						
3	1417													
	Penalty													
	Maneuver Score	+1/2	+2	+1	+1 1/2	+1 1/2	+2	+1	3	0	82 1/2		good position awesome	
	Totals		72 1/2	73 1/2	75	76 1/2	78 1/2	79 1/2						
4	1166													
	Penalty													
	Maneuver Score	0												more heel depth
	Totals	70												
5	1564													
	Penalty													
	Maneuver Score	+1/2	0	+1	+1/2	+1/2	+1/2	-1/2	2	0	74 1/2		good position work on	
	Totals		70 1/2	71 1/2	72	72 1/2	73	72 1/2						
6	1589													
	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	-1	0	0	1 1/2	0	69		good upper body	
	Totals		71	71 1/2		67 1/2								
7	980													
	Penalty													
	Maneuver Score	-1/2	+1	+1	+1 1/2	0	+1	-1	2 1/2	0	75 1/2		good position need heel	
	Totals	69 1/2	70 1/2	71 1/2	73		74	73						
8	1166													
	Penalty													
	Maneuver Score	0	+1/2	0	+1/2	-1/2	-1	+1/2	1 1/2	-1/2	71		flatten out back need	
	Totals		70 1/2		71	70 1/2	69 1/2	70		horse				
9														
	Penalty													
	Maneuver Score													
	Totals													more heel depth

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 8

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 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.

started
works
on rein
hands
wiggly
hands
good
seam
roll
shoulders
back
thumbs
around
hands

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1057	Penalty											
	Maneuver Score	-1/2	-1/2	-1	-1	+1/2	0	0	1 1/2	0	69	wiggly in upper body
	Totals		69	68	67	67 1/2		67 1/2				
1290	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	+1	+1/2	2 1/2	0	77 1/2	good hands good seam
	Totals	70 1/2	71	71 1/2	72 1/2	73 1/2	74 1/2	75				
1582	Penalty											
	Maneuver Score											more bend in elbows
	Totals											
489	Penalty											
	Maneuver Score	+1	+1/2	0	-1/2	-1	+1/2		1/2	0	70	good trans to body
	Totals	71	71 1/2		71	69	69 1/2					
1484	Penalty											
	Maneuver Score	+1/2	+1	+1	+1 1/2	+1	+2	0	2 1/2	0	79 1/2	flatter back good smil
	Totals		71 1/2	72 1/2	74	75	77					
1451	Penalty											
	Maneuver Score	0	+1/2	-1	-1	-1/2	+1/2	-1/2	1 1/2	0	66 1/2	roll shoulders back
	Totals		70 1/2	69 1/2	68 1/2	65	65 1/2	65				
1582	Penalty											
	Maneuver Score	+1/2	0	-1/2	-1	-1/2	+1/2	+1/2	1 1/2	1/2	68 1/2	lower hands
	Totals	70 1/2		67	66	65 1/2	66	66 1/2		challenging horse		
8	Penalty											
	Maneuver Score											
	Totals											thumbs around hands
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 8

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 1/8
- 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	Walk	Jog	Walk	Jog	Stop Back					
1	1507												
	Penalty												
	Maneuver Score	+1/2	+1	+1/2	0	0	-1/2	0	1/2	0	0	Platten back	
	Totals	70 1/2	71 1/2										
2	683												
	Penalty												
	Maneuver Score	+1	+1/2	-2 1/2	0	+1/2	+1/2	+1/2	1 1/2	0	72	lower hands slightly	
	Totals	71	71 1/2	69			70	70 1/2					
3	1667												
	Penalty												
	Maneuver Score	0	-1/2	0	3	-1/2	+1/2	0	1 1/2	0	67	work on trans	
	Totals		69 1/2		66 1/2	65	65 1/2						
4	1168												
	Penalty												
	Maneuver Score	+1/2	+1	+1/2	+1 1/2	+1	+2	0	2	0	78 1/2	good hands good posture	
	Totals			72	73 1/2	74 1/2	76 1/2						
5	1236												
	Penalty												
	Maneuver Score	0	+1/2	0	-1	-2	+1/2	+1/2	1 1/2	0	70	lengthen stirrups	
	Totals	70	70 1/2		69 1/2	67 1/2		68 1/2					
6	1419												
	Penalty												
	Maneuver Score	0	-1	0	-1	-1	-1/2	+1/2	1	0	66	work on guiding	
	Totals		69		68	66	64 1/2	65					
7	1407												
	Penalty												
	Maneuver Score	+1/2	+1	+1	-1/2	-1/2	-1/2	-1/2	1	0	68 1/2	good reins	
	Totals	70 1/2	71 1/2	72 1/2	72	68 1/2	68	67 1/2					
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

Judges Signature

CLASS #19 Elementary Pearl Pattern Split B



YEDA Official Score Sheet - Opal / Pearl Pattern 8

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.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back					
1	1599												
	Penalty												
	Maneuver Score	+1/2	+1/2	0	-1	-1	-1/2	+1/2	1 1/2	0	70 1/2	shorten reins pattern back	
	Totals		71		70	69	68 1/2	69					
2	1049												
	Penalty												
	Maneuver Score	+1	+1 1/2	+2	+2	+1/2	+1	+1/2	3	0	81 1/2	good 1st impression great job!	
	Totals	71	72 1/2	74 1/2	76 1/2	77	78	78 1/2					
3	1471												
	Penalty												
	Maneuver Score	0	+1 1/2	+1 1/2	0	-1	+1	+1/2	2	0	75 1/2	good heel depth drib hands	
	Totals		71 1/2	73		72	73	73 1/2					
4	1632												
	Penalty												
	Maneuver Score	-1 1/2	-1 1/2	0	0	-1	+1	-1	2	0	68	sit back lower hands	
	Totals	68 1/2	67			66	67	66					
5	1346												
	Penalty												
	Maneuver Score	ReRide											
	Totals												
6	1511												
	Penalty												
	Maneuver Score	0	-1	-1	+1	+1/2	0	+1/2	2	0	72	lower hands	
	Totals		69	68	69	69 1/2		70					
7	1570												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	2	0	75 1/2	good square shoulders	
	Totals		70 1/2	71	72		73	73 1/2					
8	1346												
	Penalty												
	Maneuver Score	+1/2	+1	+2	+1 1/2	+1/2	+2	-1/2	2 1/2	0	79 1/2	good plan good position	
	Totals		71 1/2	73 1/2	75	75 1/2	77 1/2	77					
9													
	Penalty												
	Maneuver Score												
	Totals												

Judges Signature

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 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.

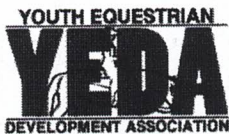
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty										* 73 good body good ext. work on hands
	Maneuver Score	+1/2	+1	+1	0	-1/2	0	2	0		
	Totals	70 1/2		72 1/2		71					
2	Penalty										69 1/2 sit back work on guiding
	Maneuver Score	+1/2	0	-1	-1	0	-1/2	1 1/2	0		
	Totals		70 1/2	69 1/2	68 1/2		68				
3	Penalty										0 bit + wiggly shorten reins. good trot
	Maneuver Score	+1/2	+1	+1	0	OP	-1/2	2	0		
	Totals		71 1/2	72 1/2							
4	Penalty										73 good position work on lower body
	Maneuver Score	+1/2	+1	-1/2	0	0	0	2	0		
	Totals	70 1/2	71 1/2	71		71					
5	Penalty										74 1/2 good position good ext drop hands
	Maneuver Score	+1/2	+1	+1	+1/2	-1/2	-1/2	2 1/2	0		
	Totals		71 1/2	72 1/2	73		72				
6	Penalty										* 73 1/2 roll shoulders back
	Maneuver Score	0	+1	+1	-1/2	+1/2	+1/2	2 1/2	0		
	Totals		71	72	70 1/2	71	71 1/2				
7	Penalty										0 good ext. bummer ; good ride
	Maneuver Score	+1/2	+1	+1 1/2	+1	OP	wrong lead	2 1/2			
	Totals		71 1/2								
8	Penalty										80 1/2 good 1st impression flatten back
	Maneuver Score	+1	+2	+2	+1	+1 1/2	0	3	0		
	Totals	71	73	75	76	77 1/2	77 1/2				
9	Penalty										73 1/2 wiggly strengthen core
	Maneuver Score	+1	0	+1/2	0	+1/2	+1/2	2			
	Totals		70	70 1/2		71	71 1/2				
<div style="border: 1px solid black; display: inline-block; padding: 5px;">16</div>											

Judges Signature



CLASS # 21 Senior High Emerald Pattern

YEDA Official Score Sheet - Emerald Pattern 8

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 1/8 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 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.

tie broke with F+E

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty										good ext. roll backs shoulder
	Maneuver Score	+1	+2	+1 1/2	1/2	+1	0	2	0	77	
	Totals	71	73	74 1/2	74	75					
2	Penalty										good position \$ good plan
	Maneuver Score	+1/2	+1	0	+1	+1/2	+1/2	2	0	75 1/2	
	Totals		71 1/2		72 1/2	73	73 1/2				
3	Penalty										good ext. \$ position good plan
	Maneuver Score	+1	+2	+1	+1	+1 1/2	+1/2	2 1/2	0	79 1/2	
	Totals		73	74	75	76 1/2	77				
4	Penalty										pull back legs
	Maneuver Score	+1/2	+1 1/2	+1/2	+1	+1/2	+1/2	2 1/2		77	
	Totals		72	72 1/2	73 1/2	74	74 1/2				
5	Penalty										good position
	Maneuver Score	+1	+1 1/2	+1/2	+1	+2	0	2 1/2		78 1/2	
	Totals	71	72 1/2	73	74	76					
6	Penalty										good 1st impression good job on challenging horse
	Maneuver Score	+1/2	-1/2	+1	+1 1/2	+2	+1/2	2 1/2		77 1/2	
	Totals	70 1/2	70	71	72 1/2	74 1/2	75				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

work on maneys leads more

Judges Signature



YEDA Official Score Sheet - Emerald Pattern 8

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 1/8 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 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	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	+1	+1 1/2	+2	-1 1/2	+2	+1 1/2	3	0	78 1/2	good 1st impression good ext
	Totals	71	72 1/2	74 1/2	73	75	75 1/2				
2	Penalty										
	Maneuver Score	+1	+1 1/2	+2	+2	+2	+1 1/2	3		82	flatten back
	Totals		72 1/2	74 1/2	76 1/2	78 1/2	79				
3	Penalty										
4	Maneuver Score										
	Totals										
	5	Penalty									
6	Maneuver Score										
	Totals										
	7	Penalty									
8	Maneuver Score										
	Totals										
	9	Penalty									
9	Maneuver Score										
	Totals										

careful w/ hands
good ext
good on tough horse

Judges Signature



CLASS #23 JUNIOR HIGH RUBY PATTERN

YEDA Official Score Sheet - Ruby Pattern 8

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 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 1-2	Jog 3	1/4 R 4	Lope RL 5	Jog 6-7	Jog □ 8	Stop Back 9	Jog 10-11							
1	Penalty						3									Wrong side of cone
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	-1	OP	0	0		2 1/2	0	0			
	Totals		72 1/2	73 1/2												
2	Penalty				3											Careful w/ hands shorten
	Maneuver Score	0	-1/2	+1/2	-1	0	-1 1/2	-1	0		2	0	65 1/2			
	Totals		69 1/2	70	66		64 1/2	63 1/2								
3	Penalty															good position Good down
	Maneuver Score	+1/2	+2	+1/2	+2	+1	+1 1/2	+1	+1/2		3	0	82			
	Totals				75	76			79							
4	Penalty															bring back legs
	Maneuver Score	+1	+2	-1/2	+2	+1	+1 1/2	+1 1/2	+1/2		3	0	82			
	Totals		73	72 1/2	74 1/2	75 1/2	77	78 1/2	79							
5	Penalty															more heel depth
	Maneuver Score	+1/2	+1	+1/2	+1 1/2	+1	+1/2	+1	0		2 1/2	0	78 1/2			
	Totals		71 1/2	72	73 1/2	74 1/2	75	76								
6	Penalty															nice shift work on lope off
	Maneuver Score	+1/2	+1 1/2	+1	-1	+1/2	0	0	+1/2		2	0	75			
	Totals		72	73	72	72 1/2			73							
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															
	Totals															
9	Penalty															
	Maneuver Score															
	Totals															

good riding
poor guiding
great control
great plan
work on seat

Judges Signature



CLASS #24 / Senior High Ruby Pattern

YEDA Official Score Sheet - Ruby Pattern 8

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	1/4 R	Lope RL	Jog	Jog □	Stop Back	Jog					
1	Penalty													
	Maneuver Score	0	0	0	-1 1/2	-1	-1 1/2	+1 1/2	0	2	0	69 1/2	shorten reins good seat	
	Totals		70	70	68 1/2	67 1/2	67	67 1/2						
2	Penalty				3									
	Maneuver Score	+1	+1 1/2	0	-1 1/2	-1	-1 1/2	+1 1/2	0	2	0	70	good isn impression good position	
	Totals	71	72 1/2		69	68		68						
3	Penalty													
	Maneuver Score	-1 1/2	0	0	-1	-1	-1	+1 1/2	0	2	0	69	wider hands work on	
	Totals	69 1/2			68 1/2		66 1/2	67						
4	Penalty													
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	0	+1 1/2	+1 1/2	2 1/2	0	79 1/2	roll shoulder back good position	
	Totals	71	72 1/2	73 1/2	75	76								
5	Penalty													
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1	+1	+1	+1	2 1/2	0	80 1/2	roll shoulder back strengthen good	
	Totals	71	72 1/2	73	74	75	76	77	78					
6	Penalty													
	Maneuver Score	-1	0	0	+1	+1	+1	+1 1/2	+1 1/2	2 1/2	0	75 1/2	good job handling tough horse	
	Totals	69	69		70	71	72	72 1/2	73					
7	Penalty													
	Maneuver Score	+1	+2	0	+1 1/2	+1	+1	+1	+1	2 1/2	0	80	good position	
	Totals	71	73		73 1/2	74 1/2	75 1/2	76 1/2	77 1/2					
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													

Judges Signature

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- 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 ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

could have better 180's
by should have

Entry #	Maneuver Description	Walk	Lope LL	Stop 180 L	Lope RL	Lope O Speed	Lope slow	180 L	Back	Jog	X Jog	Stop	F & E	H D D	Total	Comments	
		1-2	3	4	5	6	7	8	9	10	11	12					
1	Penalty																<i>great position & control</i>
	Maneuver Score	+1	+2	+1½	+1	+1	+2	+1	+1½	+2	+1½	+1½	3	0	88		
	Totals	71	73	74½	75½	76½	78½	79½	81	83	84½	85					
2	Penalty																<i>straight & wrist great job!</i>
	Maneuver Score	+1	+1½	+1	+1½	+1	+1	+1½	+1½	+1	+1½	+1½	3	0	85		
	Totals	71	72½	73½	75	76	77		79	80	81½	82					
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 _____

Elite (25)
 Page 1 of 2

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	Walk	Lope LL	Stop 180 L	Lope RL	Lope O Speed	Lope slow	180 L	Back	Jog	X Jog	Stop	F & E	H D D	Total	Comments	
		1-2	3	4	5	6	7	8	9	10	11	12					
1	312																
	Penalty																
	Maneuver Score	-1/2	+1	+1	+1	+1 1/2	+1/2	+1	+1/2	+1	0	+1/2	3		80 1/2	ask for more in err walk out more	
Totals	69 1/2	70 1/2	71 1/2	72 1/2	74			75 1/2	76	77		77 1/2					
2	1199																
	Penalty				3		3										
	Maneuver Score	+1	-1/2	+1/2	-1/2	+1/2	1	+1/2	0	+1/2	+1	+1/2	3		69 1/2	good position lobe = work	
Totals	71	70 1/2	71	67 1/2	68	64	64 1/2			65	66	66 1/2					
3	1120																
	Penalty																
	Maneuver Score	0	+1	0	+1	+1 1/2	+1/2	+1	+1	+1	+1	+1/2	3		82 1/2	good ext/ try	
Totals	70	71		72	73 1/2	75	76	77	78	79	79 1/2						
4	142																
	Penalty																
	Maneuver Score	+1/2	-1/2	0	+1/2	+1/2	+1	+1	0	+1	+1/2	0	3		78 1/2	good plan	
Totals	70 1/2	70		70 1/2	71	72	73			74	75 1/2						
5																	
	Penalty																
	Maneuver Score																
Totals																	
6																	
	Penalty																
	Maneuver Score																
Totals																	
7																	
	Penalty																
	Maneuver Score																
Totals																	
8																	
	Penalty																
	Maneuver Score																
Totals																	
9																	
	Penalty																
	Maneuver Score																

good horse

Judges Signature