

YEDA Official Score Sheet – Ranch Horse Pattern # 5

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.

Class # 24
SR Sapph Ranch

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	884																		
	Penalty																		
	Maneuver Score	+1/2	+1/2	+1	0	0	0	0	+1/2	+1	+1/2	0	+1/2	0	0	0	+3	77 1/2	1
Totals				72					72 1/2	74									
2	821																		
	Penalty																		
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1/2	0	+1	+1/2	0	0	+1/2	0	0	+3	76 1/2	2
Totals						71			72 1/2	73									
3	1106																		
	Penalty																		
	Maneuver Score	0	0	+1/2	0	+1	0	0	+1/2	0	-1/2	0	0	+1/2	0	0	+2	74	4
Totals									72										
4	604																		
	Penalty																		
	Maneuver Score	0	+1/2	0	0	-1/2	+1/2	0	0	0	0	0	-1/2	+1/2	0	0	+2	72 1/2	6
Totals						70			70 1/2					70 1/2					
5	424																		
	Penalty																		
	Maneuver Score	0	0	+1/2	+1/2	-1	0	0	+1/2	+1/2	0	0	+1/2	+1/2	0	0	+3	75	3
Totals					71	70								72					
6	1124																		
	Penalty																		
	Maneuver Score	0	0	+1/2	+1/2	-1/2	0	0	0	0	0	+1/2	0	0	0	0	+2	73	5
Totals									70 1/2					71					
7																			
	Penalty																		
	Maneuver Score																		
Totals																			
8																			
	Penalty																		
	Maneuver Score																		
Totals																			

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Judges Signature

W/T



YEDA Official Score Sheet - RAIL

Class: #25 JR Opnl Rail A

	Back #	Rider Comments	Overall Class Comments
1	1543	Don't Arch Back	
2	890	Sit up tall	
3	231	Good	
4	1455	Roll Shoulders Back	
5	1440	Chin up - Don't Show Leg Forward at Top	
6	1174	Take foot out of Sump some Lengthen Leg	
7	1457	Brings Elbows Back - Chin - up	
8	1416	Roll Shoulders Back Sit Tall	
9			
10			
11			

Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 5

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.

Class #26
SR Sapphire ranch B

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot	Lope	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	0	+1/2	0	0	-1/2	0	0	+1/2	+1/2	0	0	0	0	0	0	+2	73	
	Totals					70				71				71					
2	Penalty																		
	Maneuver Score	0	-1/2	0	0	0	0	0	+1/2	+1/2	+1/2	0	+1/2	0	0	0	+2	73 1/2	Case in comment - lost at spins!
	Totals																		
3	Penalty																		
	Maneuver Score	0	0	+1/2	0	-1/2	0	0	0	+1/2	0	+1/2	+1/2	+1/2	0	0	+2	74	6
	Totals					70						71		72					
4	Penalty																		
	Maneuver Score	0	0	+1/2	0	+1/2	0	0	0	+1/2	-1/2	-1/2	0	0	0	0	+1 1/2	72	Need more walk after spins
	Totals					71						70 1/2							
5	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	-1/2	0	0	+1/2	0	0	0	+1/2	0	0	+2	72 1/2	
	Totals					70	69 1/2			69 1/2			70						
6	Penalty																		
	Maneuver Score	0	0	+1/2	+1/2	-1	0	-1/2	0	+1/2	0	0	+1/2	0	-1	0	+1	70 1/2	
	Totals					70		69 1/2		69									
7	Penalty																		
	Maneuver Score	0	+1/2	+1/2	0	0	-1/2	0	0	-1/2	+1/2	+1/2	0	0	0	0	+2 1/2	73 1/2	Need more walk watch canter
	Totals					71								71					
8	Penalty																		
	Maneuver Score																		
	Totals																		

4
3
6
5
7
2

Asa Hill
Judges Signature



YEDA Official Score Sheet - RAIL

W/T
Class: #27 JR Oval Rail B

Back #	Rider Comments	Overall Class Comments
1 1512	Bring leg back - ^{more} Bend at knee	
2 1398	Good -	
3 1177	Good -	
4 615	Stretch Tall	
5 1080	Longer leg - Bring back more	
6 1590	Good -	
7 810	Good - Chin up	
8 329	Relax Seat watch movement	
9		
10		
11		

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 5

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.

Class #28
SR Sapphire Ranch C

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 with 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	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 535	Penalty																		
	Maneuver Score	0	0	0	+1/2	0	0	-1/2	0	0	+1/2	0	+1/2	0	0	0	+1	72	6
	Totals						70 1/2				70			71					
2 547	Penalty																		
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	0	0	+1/2	0	+1/2	+1/2	0	0	+1 1/2	74	4
	Totals						71		71					72 1/2					
3 700	Penalty																		
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	0	0	+1/2	0	0	+1/2	+1/2	0	0	+2	75	2
	Totals					71 1/2				72				-3					
4 771	Penalty																		
	Maneuver Score	0	0	+1/2	0	-1	0	0	+1/2	+1	+1/2	0	+1/2	+1/2	0	0	+1	73 1/2	5
	Totals					69 1/2				71			72	72 1/2					
5 284	Penalty																		
	Maneuver Score	0	0	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	0	0	0	0	+2	74 1/2	3
	Totals									72				72 1/2					
6 591	Penalty																		
	Maneuver Score	0	0	+1/2	0	0	0	+1/2	0	0	-1/2	-3	+1/2	+1/2	-3	0	+1	68 1/2	7
	Totals							71				67		67 1/2					
7 359	Penalty																		
	Maneuver Score	0	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	0	0	0	0	0	+3	76	1
	Totals					72		73			75			75					
8	Penalty																		
	Maneuver Score																		
	Totals																		

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Judges Signature

W/T



YEDA Official Score Sheet - RAIL

Class: #29 JR Opal Rail C

	Back #	Rider Comments	Overall Class Comments
1	1126	Very good	
2	1443	Relax Shoulders & Elbows - Lengthen Leg	
3	1687	Bend Elbow-	
4	1494	Good - Seat	
5	439	Good Relax hand-	
6	1007	Good Bring back Leg - Bend Elbow -	
7	739	Bring leg back - Show confident	
8			
9			
10			
11			

Les Mills

Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 5

Updated June 2010

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

Class # 30

Alumni Sapphire Ranch

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	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1 1034	Penalty																		
	Maneuver Score	0	0	0	+1/2	+1/2	0	-1/2	0	+1/2	0	0	+1/2	0	0	0	+1 1/2	73	More Walk off the Circles
	Totals					71								7 1/2					
2 1534	Penalty																		
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	0	+1/2	0	0	+1/2	+1/2	0	0	+2	74 1/2	
	Totals					71								7 1/2					
3 414	Penalty																		
	Maneuver Score	+1/2	0	-1/2	0	-1/2	0	0	0	0	+1/2	0	0	+1/2	0	1/2	+1 1/2	72 1/2	Good Job on Tough Drive
	Totals											70		70 1/2					
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



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5
Updated 2020

Class # 31

SR Sapph patt

A

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 roman
- 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	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Total	Comments
1 604	Penalty					-3					5
	Maneuver Score	0	0	0	-1/2	0	0	+1	0	67 1/2	
	Totals										
2 424	Penalty					-3					Good work through 4
	Maneuver Score	0	+1/2	0	0	0	0	+2	+1/2	70	
	Totals										
3 547	Penalty				-3						2
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	+3	0	71 1/2	
	Totals				68					68 1/2	
4 791	Penalty					-1/2	-1/2				3
	Maneuver Score	0	0	0	-1/2	-1/2	0	+2	0	71	
	Totals									69	
5 148	Penalty					-3					6 off pattern wrong side of "C"
	Maneuver Score	0	0	0	-1/2	-1	-1/2	+1	0	66	
	Totals									65	
6 929	Penalty										1
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	+1	0	73	
	Totals									72	
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5
Updated 2020

Class #32
SR Sapph patt
B

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 3/4 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.

TB

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
1 1061	Penalty			-3								
	Maneuver Score	+1/2	+1	+1/2	0	+1	+1/2	+3	0	73 1/2	3	
	Totals			69			70 1/2					
2 1135	Penalty			-3								
	Maneuver Score	0	+1/2	-1/2	0	0	0	+2	0	69	5	
	Totals			67			67					
3 1015	Penalty											
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	0	+3	0	75 1/2	1	
	Totals			72								
4 535	Penalty				-1							
	Maneuver Score	0	0	+1/2	-1/2	0	-1/2	+1	0	69 1/2	look-up 5	
	Totals						68 1/2					
5 1124	Penalty											
	Maneuver Score	0	-1/2	-1/2	0	-1/2	-1/2	+1	0	69	Rock shoulders Back - Set up 6 7	
	Totals						68					
6 700	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1/2	0	70 1/2	4	
	Totals											
7 884	Penalty											
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	2 1/2	0	74	2	
	Totals						71					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Justin Lieb

Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5
Updated 2020

Class #33
SR Sapph Pattern
C

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	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
1 591	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	0	-1/2	+1/2	+1/2	67 1/2	7	
	Totals				66		65 1/2					
2 359	Penalty											
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	+1/2	+3	0	76	2	
	Totals					72 1/2	73					
3 842	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	0	+1/2	+2	0	74	3	
	Totals						72					
4 1106	Penalty											
	Maneuver Score	0	+1/2	0	0	-1/2	0	+2	0	72	5	
	Totals					70						
5 687	Penalty											
	Maneuver Score	0	0	-1/2	0	0	-1/2	+2	0	68	6	
	Totals			68 1/2		66 1/2	66					
6 284	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	-1/2	0	+2 1/2	0	73	4	
	Totals			71		70 1/2						
7 821	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	+3	0	77	1	
	Totals			72		73 1/2	74					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature



YEDA Official Score Sheet - RAIL Class: #34 JR Ruby Rail A

Back #	Rider Comments	Overall Class Comments
1 1469	Bring leg back stretch down - Ball of foot	
2 1011	Good - Stretch heel down	
3 880	Lead RL lope - ^{Fixed ♀} Good	
4 1688	Bring heel back	
5 1595	Upper Body back Set on pockets - Lead at LL lope.	
6 626	Good - Don't rock legs forward at Lope	
7 109	Stretch upper body up	
8		
9		
10		
11		

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Judges Signature



YEDA Official Score Sheet - RAIL Class: #35 Jr Rwy rail B

Back #	Rider Comments	Overall Class Comments
1 384	Good - Don't Get Stiff - Breathe	upper Body at Top
2 1612	Bring Legs Back - Roll Shoulders Back - watch	
3 1039	Good	
4 145	Good	
5 933	Lengthen Leg - Push heel down	
6 978	Soften Seat - use core	
7		
8		
9		
10		
11		

[Signature]
Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class # 36
JR Opal patt A

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.

TB

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty									+	Watch Reins Hand 5
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1	0	72	
	Totals										
2	Penalty		-1			-1					Sit tall Relax Seat 5
	Maneuver Score	0	-1	-1/2	-1	0	0	+1/2	0	66	
	Totals										
3	Penalty										3
	Maneuver Score	0	+1/2	0	0	+1	-1/2	+2	0	73	
	Totals										
4	Penalty										6
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1/2	0	72	
	Totals										
5	Penalty										4
	Maneuver Score	0	0	-1/2	+1/2	+1	0	+1 1/2	0	72 1/2	
	Totals										
6	Penalty										Hands & Elbows 7
	Maneuver Score	-1/2	-1/2	0	-1/2	0	0	+1/2	0	69	
	Totals										
7	Penalty										2
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	+2	0	74	
	Totals										
8	Penalty										1
	Maneuver Score	+1/2	+1	+1/2	0	+1	0	+2	0	75	
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class # 37
JR Opal patt
B

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.

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1/2	0	0	+1	+1/2	+3	0	95	1
	Totals						22				
2	Penalty										
	Maneuver Score	0	0	0	+1/2	0	+1/2	+1	0	72	5
	Totals						7				
3	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+2	0	73 1/2	2
	Totals					11	7 1/2				
4	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	0	+1/2	0	69 1/2	Relax Seat 8
	Totals						69				
5	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1	0	72 1/2	4
	Totals					71	11 1/2				
6	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	-1/2	0	+1/2	0	71	6
	Totals					71	20 1/2				
7	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	0	+2	0	73	3
	Totals										
8	Penalty										
	Maneuver Score	0	0	-1/2	+1/2	0	0	+1/2	0	70 1/2	7
	Totals						20				
9	Penalty										
	Maneuver Score										
	Totals										

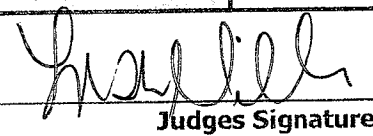
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Judges Signature



YEDA Official Score Sheet - RAIL Class: #38 SR Pony Rail A

	Back #	Rider Comments	Overall Class Comments
1	1472	Good - Don't swing leg at lope	
2	1108	Good -	
3	1276	Lengthen leg - watch Elbows -	
4	858	Leg back - Lead L.L. lope	
5	618	Good - Watch leg at lope	
6	954	Loosen Elbows lightly	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class #39
JR Opal patt
C

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	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1007	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	0	+2	0	75	1
	Totals						73				
2 329	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	0	+2	0	73	2
	Totals						71				
3 739	Penalty		-1								
	Maneuver Score	0	-1/2	0	0	0	0	+1/2	0	69	4
	Totals			68							
4 231	Penalty				-1	-1					
	Maneuver Score	0	+1/2	0	-1/2	-2	0	0	0	66	7
	Totals				69	66					
5 1080	Penalty										
	Maneuver Score	0	-1/2	-1/2	0	0	-1/2	0	0	68 1/2	Relax watch Hands 5
	Totals				69		69 1/2				
6 1416	Penalty										
	Maneuver Score	0	-1/2	-1/2	0	-1	0	0	0	68	watch free Hand 6
	Totals				68		68				
7 1177	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	+1/2	0	72	No Ext. at Jog 3
	Totals						71 1/2				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class # 40

SR Opal patt

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										1
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	0	+3	0	76	
	Totals										
2	Penalty										watch arms
	Maneuver Score	0	+1/2	0	0	-1/2	0	+1/2	0	76 1/2	
	Totals										
3	Penalty										8
	Maneuver Score	0	0	-1/2	0	0	0	+1 1/2	0	71	
	Totals										
4	Penalty										4
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1 1/2	0	93	
	Totals										
5	Penalty										3
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+2	0	73 1/2	
	Totals										
6	Penalty										7
	Maneuver Score	0	0	0	0	+1/2	0	+1	0	71 1/2	
	Totals										
7	Penalty										6
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+1/2	0	72	
	Totals										
8	Penalty										2
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1/2	+2	0	75	
	Totals										
9	Penalty										Set up
	Maneuver Score	0	0	0	+1/2	-1/2	+1/2	0	0	70 1/2	
	Totals										

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Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5
Updated 2020

Class #40
SR Opal patt
2 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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
10 1 1627	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	+1	0	70 1/2	9
	Totals				71		71 1/2				
11 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										

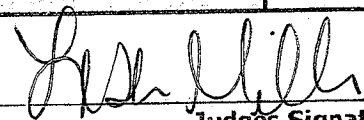
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Judges Signature



YEDA Official Score Sheet - RAIL Class: #41 SR Ruby Pair B

Back #	Rider Comments	Overall Class Comments
1 1088	Good - Soften Seat at Lope	
2 233	Good - Close lower leg	
3 973	L.Lope Lead - Good Arched Back	
4 1673	Good - Bring Leg Back - Squealed down	
5 1026	Rocking upper body	
6 1035	WATCH upper body	
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet - RAIL Class: # 42 SR Ruby Rail C

Back #	Rider Comments	Overall Class Comments
1 968 ✓	Bring heel back - Bring Rein hand back -	Shoulders Square
2 1432 ✓	Good	
3 1461 ✓	Good	
4 1078		
5 1079 ✓	Strengthen Back - Stretch Tail -	
6 1183 ✓	Relax Elbows - Roll Shoulders Back - Chin up -	
7 1340 ✓	Lighten CORE - Soften at Jaws to relax horse	
8		
9		
10		
11		

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Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5
Updated 2020

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

Class # 43
JR Ruby patt
A

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 RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 978	Penalty			-1				+1	0	70	5
	Maneuver Score	0	0	-1/2	0	0	+1/2				
	Totals			68			69				
2 109	Penalty		-3					+2	0	69	6
	Maneuver Score	0	-1	0	+1/2	+1/2	0				
	Totals		66		66 1/2		67				
3 384	Penalty							+1	0	71	3
	Maneuver Score	0	0	0	0	0	0				
	Totals										
4 1595	Penalty							+1/2	0	71 1/2	2
	Maneuver Score	+1/2	0	+1/2	+1/2	0	-1/2				
	Totals				71 1/2		71				
5 880	Penalty							+1/2	0	70 1/2	4
	Maneuver Score	0	-1/2	0	+1/2	0	0				
	Totals				70						
6 1011	Penalty						-3	0	0	65	10 Back off Pattern 7
	Maneuver Score	0	0	0	+1	0	-3				
	Totals										
7 1612	Penalty							+1	0	73 1/2	1
	Maneuver Score	0	+1/2	0	+1/2	+1	+1/2				
	Totals						72 1/2				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5
Updated 2020

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

Class # 44
JR Ruby patt
B

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 RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 145	Penalty										Don't Lean Back -3
	Maneuver Score	0	+1/2	0	+1/2	0	0	+1	0	72	
	Totals						21				
2 1039	Penalty										2
	Maneuver Score	+1/2	+1	+1/2	0	0	0	+1	0	73	
	Totals				72						
3 1469	Penalty										6
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	0	69 1/2	
	Totals			69			69				
4 626	Penalty										5
	Maneuver Score	0	-1/2	0	-1/2	0	0	+1	+1/2	70 1/2	
	Totals				69		69				
5 1688	Penalty										1
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+2	0	73 1/2	
	Totals				71		71 1/2				
6 933	Penalty										4
	Maneuver Score	0	0	-1/2	+1/2	+1/2	0	+1	0	71 1/2	
	Totals				70		70 1/2				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature

W/T



YEDA Official Score Sheet - RAIL

Class: #45 SR Opal Rail

	Back #	Rider Comments	Overall Class Comments
1	1607	Stretch heel down - Nice & Tall	
2	1460	Bend Elbow - Lengthen Leg	
3	1380	Upper Body - Sit Tall	
4	1627	Good - Watch Elbows Raising up	
5	1406	Good - Roll Shoulders Back	
6	1429	Close Elbows	
7	1436	Good -	
8	1501	Good - Bring leg back slightly	
9	1559	Good Stretch upper body tall	
10	1557	Roller Seat & Arms - stretch Legs Down	
11			

Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5
Updated 2020

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

Class #46
SR Ruby patt
A

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 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 RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1276	Penalty										Don't Cross hands over neck 5
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	-1	+1	+1/2	68 1/2	
	Totals									67	
2 233	Penalty			-1	-1						3
	Maneuver Score	0	+1/2	0	0	0	+1/2	+1	0	70	
	Totals									68 1/2	
3 1079	Penalty										2
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+2	0	73 1/2	
	Totals									71 1/2	
4 1461	Penalty		-3								Pretty Rider 4
	Maneuver Score	0	-1	0	0	+1/2	+1/2	+2	0	69	
	Totals									66	
5 1026	Penalty		-3								6
	Maneuver Score	0	-1	0	-1/2	+1/2	0	+1	0	67	
	Totals									65 1/2	
6 1108	Penalty										1
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1	+2	0	75	
	Totals									71 1/2	
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



YEDA Official Score Sheet -- Ruby Pattern 5
Updated 2020

Class #47
SR Ruby Part B

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 RL	Jog	Jog O L	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	-1/2	0	+2	0	75 1/2	1
	Totals						73 1/2				
2	Penalty										
	Maneuver Score	0	0	0	+1/2	+1	+1/2	+2	0	74	2
	Totals						72				
3	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	0	+2 1/2	0	73 1/2	3
	Totals						71				
4	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0	0	+2	0	73	4
	Totals						71				
5	Penalty										
	Maneuver Score	0	-1/2	0	+1/2	0	0	+1	0	71	5
	Totals						70				
6	Penalty				-1						
	Maneuver Score	0	0	+1/2	0	0	0	+1 1/2	0	70	6
	Totals						69 1/2				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

CLASS #48
SR Ruby Pattern
C

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 RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty				-1						
	Maneuver Score	0	0	0	0	-1	0	+1/2	+1/2	69	5
	Totals						68				
2	Penalty		-3	-1							
	Maneuver Score	0	-1	0	+1/2	+1/2	0	+2	0	68	6
	Totals			65		66					
3	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2	0	+1	+1/2	72 1/2	3
	Totals						71				
4	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0	0	+2	0	73	2
	Totals				71		71				
5	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+3	0	76 1/2	1
	Totals				70 1/2		73 1/2				
6	Penalty		-3								
	Maneuver Score	0	0	+1/2	+1/2	+1	0	+2	0	71	4
	Totals		67		68		69				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

R. A. Hills

Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5
Updated 2020

Class # 49
Alumni Sapph
Pattern

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

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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	Lope O RL	Change Leads	Lope LL	Stop Back					
1 1534	Penalty											
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	+1/2	+3	0	76	1	
	Totals											
2 1034	Penalty			-3								
	Maneuver Score	0	0	+1/2	0	-1/2	0	+2	0	69	3	
	Totals			6 1/2		6 1/2						
3 414	Penalty			-3								
	Maneuver Score	0	0	0	+1/2	+1/2	0	+2	0	70	2	
	Totals			6 1/2		6 1/2						
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											

[Signature]
Judges Signature