



YEDA REINING PATTERN NRHA #7 OFFICIAL SCORE SHEET

EXHIB #	MANEUVER DESCRIPTION	Stop	Stop	Stop	4	4 1/2	8 Circles	1	8	Overall Ability	HDP	Penalties	Final Score	Comments
		& LRB	& RRB	& Back	Spins Right	Spins Left	OOO & Lead Change	OOO & Lead Change	Stop					
1	480	Penalty	0	0	0	+1/2	0	+1/2	+1	0		-1	0	3 spins (9)
		Score	70	70	70	70 1/2	71	71 1/2	72 1/2	71 1/2				
2	254	Penalty	0	0	0	0	0	0	0	0		-1/2	0	8
		Score	70	70	70	70	70	69	68 1/2	69 1/2				
3	40R	Penalty	0	0	0	-1/2	-1/2	0	0	0		0	0	7
		Score	70	70	70	69 1/2	69	69	69	69				
4	236	Penalty	0	0	-1/2	+1/2	+1/2	0	0	0		-1	+1/2	5
		Score	70	70	69 1/2	70	70 1/2	70 1/2	70 1/2	70 1/2				
5	492	Penalty	0	0	+1/2	+1/2	0	+1/2	+1/2	0		-1	+1/2	4
		Score	70	70	70 1/2	71	71	71 1/2	71 1/2	71				
6	913	Penalty	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1/2	0		-1/2	+1/2	1
		Score	70 1/2	71	71 1/2	70	70	70 1/2	70 1/2	70 1/2				
7	498	Penalty	+1/2	0	+1/2	-1/2	0	+1/2	+1/2	0		-1/2	+1	2
		Score	70 1/2	70 1/2	71	70	70	70 1/2	71	71				
8	242	Penalty	0	+1/2	0	+1/2	0	0	0	0		-3/2	+1/2	3
		Score	70	70 1/2	70 1/2	71	71	71	71	71				
9	188	Penalty	-1	-1	-1/2	0	0	0	0	0		-3/2	-1/2	3 spins Lf
		Score	69	68	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2	69				

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 point 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.

HOOPER'S SIGNATURE

KIT

YEDA REINING PATTERN NRHA #7 OFFICIAL SCORE SHEET

EXHB #	MANUEVER DESCRIPTION	MANUEVER	1	2	3	4	5	6	7	8	Overall Ability	HDD	Penalties	Final Score	Comments	
																Stop & LRB
1																
	SCORE		-1/2	0	0	0	0	0	0	0						
	PENALTY		0	-1/2	0	+1/2	+1/2	0	0	0						
	Total		69 1/2	69 1/2	69 1/2	70	70 1/2	70 1/2	70 1/2	70 1/2						
2																
	SCORE		0	0	0	+1/2	+1/2	0	0	0						
	PENALTY		0	0	0	0	0	0	0	0						
	Total		70	69 1/2	69 1/2	70	70 1/2	70 1/2	70	70 1/2						
3																
	SCORE															
	PENALTY															
	Total															
4																
	SCORE															
	PENALTY															
	Total															
5																
	SCORE															
	PENALTY															
	Total															
6																
	SCORE															
	PENALTY															
	Total															
7																
	SCORE															
	PENALTY															
	Total															
8																
	SCORE															
	PENALTY															
	Total															
9																
	SCORE															
	PENALTY															
	Total															

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

Manuevers 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

K T

3 Spin Lt
10

70 1/2
6

YEDA Official Score Sheet -- RAIL Class: SR Emerald Rail

Back #	Rider Comments	Overall Class Comments
457	Good line, keep heels down	
1211	Nice line, breath, MLR	
542	Heels Down, Shoulder Crooked,	
136	Heels Down, Long the Stirrup	
1326	Heel down, neck forward	
1065	Low Back, Upper Body leaning back	
1526	Straighten Upper Body MLR	
526	Good Expansion, Good line	
1185	Heels down, with free	

KT
 Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #7

Updated June 2020

Alumni
 Sapphire

③

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

- 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 +13 in 1/2 points increments

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

Entry #	Maneuver Description	Circled penalties are deducted due to horse not rider and will not appear in the final score.										Penalties	HDD	Overall Ability	Final Score	Comments			
		1	2	3	4	5	6	7	8	9	10								
1	Maneuver																		
	Walk																		
	Trot																		
1523	Maneuver																		
	Walk																		
	Trot																		
1670	Maneuver																		
	Walk																		
	Trot																		
2	Maneuver																		
	Walk																		
	Trot																		
3	Maneuver																		
	Walk																		
	Trot																		
4	Maneuver																		
	Walk																		
	Trot																		
5	Maneuver																		
	Walk																		
	Trot																		
6	Maneuver																		
	Walk																		
	Trot																		
7	Maneuver																		
	Walk																		
	Trot																		
8	Maneuver																		
	Walk																		
	Trot																		

RT

YEDA Official Score Sheet - RAIL Class:

SR Emerald split

(4)

Back #	Rider Comments	Overall Class Comments
1 1152	Nice expression & him	
2 1089	Watch Free Hand Lower leg back	
3 429	Nice	
4 1161	Heels Down, Watch Back	
5 1546	Lower leg back	
6 367	Lower leg Back	
7 875	Good line - MLR	
8		
9		
10		
11		

KT

Judges Signature

VEDA Official Score Sheet - Ranch Horse Pattern #7

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope I.I.	X Lope Circle	Cig Leads N Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments										
																1	2	3	4	5	6	7	8	9	10
1	921	+1	+1	+2	+2	+1/2	+1/2	+1/2	+1	+1			①	80 1/2											
																Maneuver Score	71	72	74	76	77 1/2	78	78 1/2	79 1/2	80 1/2
																Totals									
2	366	+1	0	+1/2	+1/2	0	+1/2	-1/2	0	0			⑥	71 1/2											
																Maneuver Score	71	71	71 1/2	71	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2
																Totals									
3	178	-1	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2			③	73 1/2											
																Maneuver Score	71	71 1/2	72	72 1/2	72 1/2	72 1/2	72 1/2	73	73 1/2
																Totals									
4	111	+1	+1	+1	+1	-1	+1/2	+1/2	+1/2	+1/2			④	71											
																Maneuver Score	71	72	73	74	69	69 1/2	70	70 1/2	71
																Totals									
5	336	+1	+1	+1/2	0	0	-3	0	+1/2	+1/2			⑦	70 1/2	No Rt Lead										
																Maneuver Score	71	72	72 1/2	72 1/2	70	69 1/2	69 1/2	70	70 1/2
																Totals									
6	1225	+1	+1/2	+1	+1	+2	+1	+1	+1/2	+1			②	80											
																Maneuver Score	78	71 1/2	72 1/2	73 1/2	75 1/2	76 1/2	71 1/2	79	80
																Totals									
7	1616	0	+1/2	0	+1/2	+1/2	0	+1/2	0	0			⑤	70 1/2											
																Maneuver Score	70	70 1/2	70 1/2	71	71 1/2	70	70 1/2	70 1/2	70 1/2
																Totals									
8																									
																Maneuver Score									
																Totals									

JR
 Sappin e

⑤

YEDA Official Score Sheet – RAIL Class: SR Emerald Split B

(6)

Back #	Rider Comments	Overall Class Comments
1 215	Good line	
2 1123	Heel Down, Breath	
3 234	leg Back.	
4 1466	Lower leg Back	
5 1119	Nice	
6 852	Good line	
7 263	Good Position/line, Smile	
8		
9		
10		
11		

KI

Judges Signature

YEDDA Official Score Sheet - Ranch Horse Pattern #7

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
 - Flouting 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

Entry #	Maneuver Description	Maneuvers										Penalties	HDD	Overall Ability	Final Score	Comments				
		Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Slop 360 R	X Trot	Slop Back										
1	Maneuver Score	+1	+1	+2	+1 1/2	+1	+1 1/2	+2	+2	+1 1/2										
	Totals	21	22	72	74	75 1/2	76 1/2	78	80	82	83 1/2									83 1/2 (1)
2	Penalty																			
	Maneuver Score	+1	+1 1/2	-1 1/2	-1 1/2	0	0	0	0	0	+1 1/2									
3	Totals	71	71 1/2	70 1/2	70	70	70	70	70	70 1/2										
	Penalty																			
4	Maneuver Score	+1	+1	+1 1/2	+1 1/2	0	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2									
	Totals	71	72	73 1/2	74	74	74 1/2	75	76	76 1/2										
5	Penalty																			
	Maneuver Score	+1 1/2	0	-1 1/2	-1 1/2	-1	+1 1/2	0	0	+1 1/2										
6	Totals	70 1/2	70 1/2	70 1/2	69	68	68 1/2	68 1/2	68 1/2	68 1/2										
	Penalty																			
7	Maneuver Score	+1	+1 1/2	+1	+1	+1 1/2	+1	+1	+1	+1 1/2										
	Totals	71	71 1/2	72	73	73 1/2	74	74 1/2	75	75 1/2										
8	Penalty																			
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+1	+1	+1	+1										
8	Totals	71	72	73	74	75 1/2	76 1/2	77 1/2	78 1/2	79 1/2										

Senior (7)

Sophomore

Split A

Re side

KT

YEDA Official Score Sheet - Ranch Horse Pattern #7

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

- 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

*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

Class 4
Page 2

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope L.L.	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	365	+1	+1	+1 1/2	+1 1/2	+1	+1	+1 1/2	+1 1/2	+1 1/2				78 1/2	(3)
		Totals	71	72	78 1/2	76	76	77	79 1/2	78	78 1/2				
2	896	n	+1/2	+1/2	7 1/2	+1/2	-1/2	0	0	0				73	(8)
		Totals	71	71 1/2	72	72 1/2	73	73	73	73	73	-1/2			
3		Totals													
		Maneuver Score													
4		Totals													
		Maneuver Score													
5		Totals													
		Maneuver Score													
6		Totals													
		Maneuver Score													
7		Totals													
		Maneuver Score													
8		Totals													
		Maneuver Score													

K T

Judges Signature

YEDA Official Score Sheet – RAIL Class: SR Opal

(8)

Back #	Rider Comments	Overall Class Comments
1 9107	Good line & Upper Body	
2 1144	lower leg back, shoulders uneven	
3 6888	Heels Down	
4 1556	hind hicc, leg back, -> Rein hovers -> Got better	
5		
6		
7		
8		
9		
10		
11		

KT
 Judges Signature

VEDA Official Score Sheet - Ranch Horse Pattern #7

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:
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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

Entry #	Maneuver Description	Scoring										Penalties	HDD	Overall Ability	Final Score	Comments			
		1	2	3	4	5	6	7	8	9	10								
1	454	Maneuver Score	+1	+1 1/2	+1 1/2	+1/2	+1	+1	+1/2	+1	+1/2	+1/2	+1	+1/2				78 1/2	(3)
		Totals	21	72 1/2	74	74 1/2	75 1/2	76 1/2	77	78	78 1/2	78 1/2							
2	1418	Maneuver Score	+1	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	-1/2	+1	+1/2					74	(6)
		Totals	71	71 1/2	72	72 1/2	72 1/2	73	73 1/2	74	74 1/2	74 1/2							
3	256	Maneuver Score	+1	+1/2	+1/2	+1/2	0	0	0	0	0	0	0	-1				72 1/2	(8)
		Totals	71	71 1/2	72	72 1/2	73	73	73 1/2	74	74 1/2	74 1/2							
4	446	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2					73	(7)
		Totals	71	71 1/2	72	72 1/2	73	73	73 1/2	74	74 1/2	74 1/2							
5	946	Maneuver Score	+1	+1	+1	+1/2	0	+1	+1/2	+1	+1	+1	+1/2					75 1/2	(5)
		Totals	71	72	73	73 1/2	74	74 1/2	75	75 1/2	76	76 1/2							
6	901	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1	+1/2	+1	+1	+1	+1/2					79	(2)
		Totals	71	72	73	74 1/2	75	75 1/2	76 1/2	77	77 1/2	78							
7	153	Maneuver Score	+1	+1/2	+1/2	+1	+1	+1	+1/2	+1	+1	+1	+1/2					78	(4)
		Totals	71	71 1/2	72	73	74	74 1/2	75	75 1/2	76 1/2	77							
8	575	Maneuver Score	+1	+1/2	+1 1/2	+1	+1	+1	+1	+1	+1	+1	+1					81	(1)
		Totals	71	71 1/2	73	74	75	75 1/2	76	76 1/2	77	77 1/2							

Senior
 Sapphire
 Split B
 (9)

K1

YEDA Official Score Sheet -- RAIL Class:

JR Pony

(10)

Back #	Rider Comments	Overall Class Comments
1 843	Good line	
2 625	Holds Down	
3 1418	Good line, Straighten Shoulders	
4 835	Good line, Breath	
5 807	Holds Down, Watch Upper Body	
6 145	Crest back, Watch leg back a bit	
7 1558	Good Smile, Upper Body Back	
8 1156	Good line	
9 106	Good line, Sit back - ML	
10		
11		

KT

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 1/4 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	Extend Walk	Reg Walk O L	Stop Back	Extend Walk	Stop					
	Maneuver	1-2	3	4	5	6	7					
1	Penalty											754 Good Seat 4 upper Body -Good Ride
	Maneuver Score	+1	+1	0	+1/2	+1	+1				74 1/2	
	Totals	71	72	72	72 1/2	73 1/2	74 1/2					
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											

KT
 Judges Signature

Scoring 0-100 with 70 denoting the average.
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Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
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- Obviously looking down to check leads

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- Break of gait at lope, out of lead or missing lead for 1-2 strides.
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- Loss of stirrup

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- Holding saddle with either hand
- Cueing with the end of the roman
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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	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Walk O L 4	Stop Back 5	Jog 6	Stop 7				
1	Penalty										Good lines & Seat
	Maneuver Score	+1	+1	+1	+1	+1	+1				
	Totals	71	72	73	74	75	76				
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										

KI

Judges Signature

YEDA Official Score Sheet - RAIL Class: Elem Pearl Splish

(13)

Back #	Rider Comments	Overall Class Comments
1	1488 Good line, keep upper body real	
2	1053 Nice smile, Good line, keep Body Back	
3	1434 Steady Upper Body	
4	144 Nice line & look	
5	108 Good happy & Good line	
6	1455 Good line	
7	233 Good line, Watch fire Arm, Shoulder St.	
8		
9		
10		
11		

RT

Judges Signature



YEDA Official Score Sheet - Diamond Pattern 7

Updated 2020

Page 1 of 2

14

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

Major Faults (-3 points)

- Break of gait at lunge, 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	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back				
	Maneuver	1	2	3	4	5	6	7				
1	914											
	Penalty											
	Maneuver Score	+1	+2	+1 1/2	+1	+1	+1/2	+1	+2			913
	Totals	71	73	74 1/2	75 1/2	76 1/2	77	78				
2	236											
	Penalty				-3							
	Maneuver Score	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1			71 1/2
	Totals	71	71 1/2	72	69	69 1/2	70	70 1/2				
3	492											
	Penalty											
	Maneuver Score	+1	+2	+1 1/2	+2	+1 1/2	+2	+1 1/2	+2 1/2			84 (1) ✓
	Totals	71	73	74 1/2	76 1/2	78	80	81 1/2				
4	438											
	Penalty											
	Maneuver Score	+1	+1	+1 1/2	0	+1/2	+1/2	+1/2	+1/2			76 1/2
	Totals	71	72	73 1/2	73 1/2	74	74 1/2	75	+1 1/2			
5	490											
	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	+1	+1	+1	+1/2			77 1/2 (5) ✓
	Totals	71	72	72 1/2	73	74	75	76				
6	400											
	Penalty											
	Maneuver Score	+1	+2	+1 1/2	+1 1/2	0	+1/2	+1	+1 1/2			78 (6) ✓
	Totals	71	73	74 1/2	75	75	75 1/2	76 1/2				
7	188											
	Penalty											
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1/2	+1/2	+1/2	+1/2	+1		77 1/2
	Totals	71	72 1/2	73 1/2	75	75 1/2	76	76 1/2				
8	1141											
	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+2	+1 1/2	+1 1/2	+1	+2			82 (3) ✓
	Totals	71	72 1/2	74	76	77 1/2	79	80				
9	242											
	Penalty											
	Maneuver Score	+1	+1	0	+1	+1/2	+1	+1	+2			77 1/2 (7) ✓
	Totals	71	72	72	73	73 1/2	74 1/2	75 1/2				

K I

Judges Signature

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 nitting 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	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back				
1	Penalty											
	Maneuver Score	+1	+2	+1/2	+1 1/2	+1	+2	+1	+2			
	Totals	71	73	75 1/2	75	76	78	79	+2		81	(2) ✓
2	Penalty											
	Maneuver Score	+1	+2	+1	+1	+1	+1/2	+1	+1 1/2			
	Totals	71	73	74	75	76	76 1/2	77 1/2	+1 1/2		79	(5) ✓
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											

Tie Break: F&E
at. Joy

KI

Judges Signature

YEDA Official Score Sheet – RAIL Class: Elem Rec 1 spl. + B

Back #	Rider Comments	Overall Class Comments
1 1346	Good line, Keep Upper Body Back	
2 1147	Good look	
3 1072	Heels down,	
4 1492	Cin up, Heels Down	
5 182	Heels Down	
6 846	Good line + Upper Body	
7		
8		
9		
10		
11		

KI
 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 1/4 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.

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	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2	+1 1/2	+2		82 1/2	
	Totals	71	72 1/2	74	75 1/2	77	79	80 1/2				
2	Penalty											
	Maneuver Score	+1/2	+1	+1	+1 1/2							
	Totals	70 1/2	71 1/2	72 1/2								
3	Penalty											
	Maneuver Score	+1	+2	+1 1/2	+2	+1 1/2	0	0	+2 1/2		80 1/2	
	Totals	71	73	74 1/2	76 1/2	78	78	78				
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

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

Senior

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	Maneuvers							F & E	HDD	Total	Comment
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop				
1	1144											
	Penalty											
	Maneuver Score	+1	+2	+1	+1 1/2	+1	+2	+1 1/2	+2			
	Totals	71	73	74	75 1/2	76 1/2	78 1/2	80			82	(1)
2	962											
	Penalty											
	Maneuver Score	+1	+1 1/2	+1	+1	+1	+1 1/2	+1	+1			
	Totals	71	72 1/2	73 1/2	74 1/2	75 1/2	76	77	+1		78	(3)
3	688											
	Penalty											
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	+1	+1 1/2	+1			
	Totals	71	72 1/2	73 1/2	75	76	77	77 1/2	+1		78 1/2	(2)
4	1556											
	Penalty		-1/2									
	Maneuver Score	+1	+1 1/2	0	+1 1/2	+1	+1 1/2	+1 1/2	+1			
	Totals	71	71	71	71 1/2	72 1/2	73	73 1/2	+1		74 1/2	(4)
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											

KI

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 1/4 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	Maneuvers							F & E	HDD	Total	Comment	
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop					
1	1434												
	Penalty												
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1 1/2	+2	+1 1/2	+2			82	(2)
	Totals	71	72 1/2	74	75	76 1/2	78 1/2	80					
2	706												
	Penalty												
	Maneuver Score	+1	+2	+1 1/2	+1	+1 1/2	+1 1/2	0	+1 1/2			80	(4)
	Totals	71	73	74 1/2	75 1/2	77	78 1/2	78 1/2					
3	1147												
	Penalty												
	Maneuver Score	+1	+2	+1 1/2	+1 1/2	+1 1/2	+2	+1 1/2	+2			83	(1)
	Totals	71	73	74 1/2	76	77 1/2	79 1/2	81					
4	146												
	Penalty												
	Maneuver Score	+1	+1	+1	+1 1/2	+1 1/2	+1	+1 1/2	+1			76 1/2	(6)
	Totals	71	72	73	73 1/2	74	75	75 1/2					
5	1346												
	Penalty		0										
	Maneuver Score	+1	+1 1/2	-3	0	0	+1 1/2	+1 1/2	+1 1/2			70	(7)
	Totals	71	71 1/2	68 1/2	68 1/2	68 1/2	69	69 1/2					
6	1459												
	Penalty												
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	+1 1/2	+1	+1			77 1/2	(5)
	Totals	71	72 1/2	73 1/2	74	75	75 1/2	76 1/2					
7	1488												
	Penalty												
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2			81	(3)
	Totals	71	72 1/2	74	75 1/2	76 1/2	78	79 1/2					
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

KI

Judges Signature

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

(19)
Pearl Split B

Minor Faults (-1 point)

- Break of 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	Maneuvers							F & E	HDD	Total	Comment	
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop					
1	683												
	Penalty												
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1				
	Totals	71	71 1/2	72 1/2	73	74	74 1/2	75 1/2	+1			76 1/2	(6)
2	182												
	Penalty												
	Maneuver Score	+1	+2	+1 1/2	+1	+1 1/2	+1 1/2	+1	+1 1/2				
	Totals	71	73	74 1/2	75 1/2	77	77 1/2	78 1/2	+1 1/2			80	(3)
3	1492												
	Penalty												
	Maneuver Score	+1	+1 1/2	+1 1/2	1/2	+1/2	+1	+1	+1 1/2				
	Totals	71	72 1/2	74	73 1/2	75	76	77	+1 1/2			78 1/2	(4)
4	1072												
	Penalty												
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1	+1 1/2	+1	+1				
	Totals	71	71 1/2	72	73	74	75 1/2	76 1/2	+1			77 1/2	(5)
5	846												
	Penalty												
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2	+1	+2				
	Totals	71	72 1/2	74	75 1/2	77	79	80	+2			82	(1)
6	333												
	Penalty												
	Maneuver Score	+1	+1	+1 1/2	+1	+1	+2	+1 1/2	+1 1/2				
	Totals	71	72	73 1/2	74 1/2	75 1/2	77 1/2	79	+1 1/2			80 1/2	(2)
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

KT

Judges Signature

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

Junior
Split A

20

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	Maneuvers							F & E	HDD	Total	Comments
		Walk 1	Jog 2	Walk 3	Stop Back 4	Walk 5	Jog 6	Stop 7				
1	Penalty											
	Maneuver Score	+1	+2	+1 1/2	+1	+1 1/2	+1 1/2	+1				
	Totals	71	73	74 1/2	75 1/2	77	78 1/2	79 1/2	+1		80 1/2	(3)
2	Penalty											
	Maneuver Score	+1	+2	+1	+1	+1	+1 1/2	+1				
	Totals	71	73	74	75	76	77 1/2	78 1/2	+1 1/2		80	(4)
3	Penalty			0								
	Maneuver Score	+1	+1	0	+1/2	+1/2	+1	+1/2	+1/2			
	Totals	71	72	72	72 1/2	73	74	74 1/2			75	(7)
4	Penalty											
	Maneuver Score	+1	+2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2			
	Totals	71	73	74 1/2	76	77 1/2	79	80 1/2			82 1/2	(1)
5	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1/2	+2			
	Totals	71	72 1/2	74	75 1/2	77	78 1/2	79			81	(2)
6	Penalty											
	Maneuver Score	+1	+1 1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2			
	Totals	71	73 1/2	73	73 1/2	74	75	75 1/2			76	(6)
7	Penalty											
	Maneuver Score	+1	+2	+1	+1/2	+1	+1/2	+1/2				
	Totals	71	73	74	74 1/2	75 1/2	76	76 1/2	+1		77 1/2	(5)
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature _____



VEDA Official Score Sheet - Opal Pattern 7 Junior Split B
 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 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.
 - Spurring in front of the cinch.
- 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
- 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	Comment
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop				
1	Penalty										83 (1)	
	Maneuver Score	+1	+2	+1/2	+1	+1/2	+2	+2 1/2				
	Totals	71	73	74 1/2	75 1/2	77	79	80 1/2				
2	Penalty										1129 (2)	
	Maneuver Score	+1	+2	+1/2	+1/2	+1/2	+2	+2				
	Totals	71	73	74 1/2	76	77 1/2	79 1/2	81 1/2				
3	Penalty										135 (4)	
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1	+1/2				
	Totals	71	72	73 1/2	75 1/2	76	77 1/2	78 1/2				
4	Penalty										859 (3)	
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+2	+2				
	Totals	71	72 1/2	73 1/2	75	76	78	79				
5	Penalty										1075 (5)	
	Maneuver Score	+1	+2	+1/2	+1/2	+1	+1/2	+1/2				
	Totals	71	73	74 1/2	75	76	77 1/2	78				
6	Penalty										1416 (6)	
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1	+1				
	Totals	71	72 1/2	74	74 1/2	75	76 1/2	77 1/2				
7	Penalty										1040 (7)	
	Maneuver Score	+1	+1	+1	+1	+1	0	+1				
	Totals	71	72	73	74	75	75	75 1/2				
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

FT



YEDA Official Score Sheet - Opal / Pattern 7

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) Major Faults (-3 points) Severe Faults (-5 points)

- Break gait at walk or jog for up to 2 strides
- Break gait at walk or jog for up to 2 leads
- Obvously looking down to check
- Ticking or hitting cone
- Over/under turn from % to %
- 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 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
- Spurting 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.

Maneuver	Description	Maneuvers							Entry #	Maneuver	Penalty	Maneuver Score	Totals
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop					
1	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	1516				
1	Totals	71	72 1/2	74	74 1/2	76	77 1/2	78 1/2	80				
2	Maneuver Score	+1	+2	+1/2	+1/2	+2	+1/2	+1/2	514				
2	Totals	71	73	74 1/2	76	77 1/2	79 1/2	81	53 1/2				
3	Maneuver Score	+1	+1	+1/2	+1	+1	+1	+1	394				
3	Totals	71	72	73 1/2	74 1/2	75 1/2	76 1/2	77 1/2	79				
4	Maneuver Score	+1	+1/2	0	+1	+1/2	+1/2	+1/2	1176				
4	Totals	71	72 1/2	72 1/2	73 1/2	74 1/2	75	76 1/2	77				
5	Maneuver Score	+1	+1 1/2	+1	+1	+1	+1/2	+1/2	231				
5	Totals	71	72 1/2	73 1/2	74 1/2	75 1/2	76	76 1/2	77 1/2				
6	Maneuver Score	+1	+1/2	+1/2	+1	+1	+1/2	+1/2	1240				
6	Totals	71	71 1/2	72	73	74	74 1/2	75	75 1/2				
7	Maneuver Score	+1	+1/2	+1	+1	+1/2	+1/2	+1	1391				
7	Totals	71	72 1/2	73 1/2	74 1/2	75	75 1/2	76 1/2	77				
8	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2	1173				
8	Totals	71	71 1/2	72	73	74	74 1/2	75 1/2	76				
9	Maneuver Score												
9	Totals												

Judges Signature

JUNIOR Split C

22

#23



YEDA Official Score Sheet - RAIL

Class: SR Ruby Split A

Rider Comments		Overall Class Comments
1	1144 Good line, Heels Down	
2	245 Good line	
3	1343 Sharp look - MLR	
4	565 Relax Upper Body	
5	679 Heels Down, Good Upper Body	
6	786 Nice line	
7	1062 Nice look, Heels ↓	
8		
9		
10		
11		

KI

Judges Signature

YEDA Official Score Sheet - Sapphire / Alumni Pattern 7

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 hope, 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 clinch.

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							HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop			
1	360	+1	+1/2	+1/2	+1	+1	+1	+1/2	79	(3)	
2	178	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+2	(2)	79 1/2
3	111	+1	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	(5)	77 1/2
4	336	+1	+1/2	+1/2	+2	+1/2	+1/2	+1	+1/2	(1)	80 1/2
5	1220	+1	0	-3	+1	+1/2	+1	+1/2	+1	(7)	73 1/2
6	1614	+1	+2	+1	+1	+1/2	+1	+1	+1/2	(4)	79
7	921	+1	+1/2	+1/2	+1	+1	+1/2	+1/2	+1	(6)	77
8											
9											

Judges Signature

(04)



Alumni Emerald Rail
YEDA Official Score Sheet - RAIL Class: 25

YEDA Official Score Sheet - RAIL Class: 25

Back #	Rider Comments	Overall Class Comments
1 1371	Nice Look	
2 1352	Sit back, legs are back	
3 1539	Sit back	
4 1521	Nice line + Seat	
5 1563	Hals need to go down	
6		
7		
8		
9		
10		
11		

Judges Signature

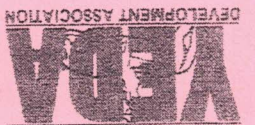
Back #	Rider Comments	Overall Class Comments
1	590 Good line	
2	133 Keep heels down	
3	1200 Heels down	
4	1306 Good line	
5	1033 " " "	
6	173 Comfortable look	
7		
8		
9		
10		
11		

KI

Back #	Rider Comments	Overall Class Comments
1 1133	Heels Down, Chin Up	
2 1129	Nice Wood	
3 902	Sit Back	
4 1458	Lower leg back	
5 231	Get Heels Down	
6 1290	Heels Down, Watch Forehand	
7 1173	Good line, watch fore arm	
8 1414	Heels down, sit back	
9		
10		
11		

KT

Judges Signature



YEDA Official Score Sheet - Sapphire / Munt Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

Severe Faults (-5 points)

Major Faults (-3 points)

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides.
- Break or 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.
- Ticking or hitting cone
- Obviously looking down to check leads
- 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.
- Loss of stirrup
- Break of gait at a walk, jog for more than 2 strides.
- Incorrect lead

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							HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop			
1	Maneuver Score	+1	+2	+1	+1 1/2	+1/2	+1	+1/2	79	C	
	Totals	71	73	74	75 1/2	76	77	77 1/2			
	Penalty										
2	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	+1 1/2	+1	80 1/2	D	
	Totals	71	72 1/2	73 1/2	75	76	77 1/2	78 1/2			
	Penalty										
3	Maneuver Score	+1	+2	+1	+2	-3	+2	+1/2	73 1/2	E	
	Totals	71	73	74	74 1/2	71 1/2	72	72 1/2			
	Penalty										
4	Maneuver Score	+1	+1 1/2	+2	+1	+1 1/2	+1/2	+1	78	F	
	Totals	71	72 1/2	73	74	75	76 1/2	77			
	Penalty										
5	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	+1 1/2	+1 1/2	79 1/2	G	
	Totals	71	72 1/2	73 1/2	75	76	77	78			
	Penalty										
6	Maneuver Score	+1	+2	+1	+1 1/2	+1	+1 1/2	+1 1/2	82	H	
	Totals	71	73	74	76	77	78 1/2	80			
	Penalty										
7	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	+1 1/2	+2	80 1/2	I	
	Totals	71	72 1/2	73 1/2	75	76 1/2	77 1/2	78 1/2			
	Penalty										
8	Maneuver Score	+1	+2	+1	+2	+1	+2	+1	73 1/2	J	
	Totals	71	73	74	75 1/2	76 1/2	77 1/2	78 1/2			
	Penalty										
9	Maneuver Score	+1	+2	+1	+2	+1	+2	+1 1/2	79 1/2	K	
	Totals	71	73	74	75 1/2	76	77	78			
	Penalty										
9	Maneuver Score	+1	+2	+1	+2	+1	+2	+1 1/2	82	L	
	Totals	71	73	74	76	77	78 1/2	80			
	Penalty										
9	Maneuver Score	+1	+2	+1	+2	+1	+2	+1 1/2	80 1/2	M	
	Totals	71	72 1/2	73 1/2	75	76 1/2	77 1/2	78 1/2			
	Penalty										
9	Maneuver Score	+1	+2	+1	+2	+1	+2	+1 1/2	79 1/2	N	
	Totals	71	73	74	75 1/2	76	77	78			
	Penalty										

① Loose Tie Breaker KT
 Judges Signature

② Second try

#28 Senior Split A

Back #	Rider Comments	Overall Class Comments
1 1075	Free Arm up	
2 516	Good line & Upper Body	
3 1597	Good line	
4 344	Heels Down	
5 1391	Good line	
6 394	Sit back	
7 104	Heels Down	
8		
9		
10		
11		

KF

YEDA Official Score Sheet - Sapphire / Platinum Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

Senior Split B

(30)

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 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 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.

Maneuver Description	Maneuvers							HDD	Total
	Maneuver	1	2	3	4	5	6		

Entry #	Maneuver Description	Maneuvers							HDD	Total	
		Maneuver	1	2	3	4	5	6			7
1	Walk	+1	+1	+1	+1/2	+1	+1	+1	+1	78	(7)
2	Maneuver Score	+1	+2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	79	(6)
	Totals	71	73	74	76	76	77	78	78		
3	Maneuver Score	+1	+1/2	+1	+1	+1/2	+1	+1/2	+1	77	(8)
	Totals	71	72	73	74	75	76	76	77		
4	Maneuver Score	+1	+2	+1	+2	+1	+1	+1	+1	81	(2)
	Totals	71	73	74	76	77	78	79	79		
5	Maneuver Score	+1	+2	+1	+2	+1/2	+1/2	+1/2	+1/2	83	(1)
	Totals	71	73	74	76	77	79	80	80		
6	Maneuver Score	+1	+2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	81	(4)
	Totals	71	73	74	75	77	78	79	79		
7	Maneuver Score	+1	+2	+1	+1/2	+1/2	+1	+1	+1/2	80	(5)
	Totals	71	73	74	75	77	78	79	79		
8	Maneuver Score	+1	+1/2	+1	+1	+1/2	+1	+1/2	+1/2	97	(9)
	Totals	71	72	73	74	75	76	77	77		
9	Maneuver Score	+1	+2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	81	(3)
	Totals	71	73	74	75	76	77	78	79		

Judges Signature

KI

Back #	Rider Comments	Overall Class Comments
1 1514	Really Nice	
2 889	Lower leg Back	
3 1494	Nice line	
4 1176	Srt Back	
5 135	Good upper Body	
6 1583	Good line	
7 1240	Lower leg back	
8		
9		
10		
11		

KI

YEDA Official Score Sheet - Emerald Pattern 7

Updated 2020

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

page 1 of 2

32

Senior

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 3/4
- Flicking 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 create white on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the normal spurting 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	Jog OL	Lope LL	Stop Back				
1	Maneuver Score	+1	+1	+1	+1	+1					
	Totals	71	78	78 1/2	73 1/2	74 1/2					
	Penalty										
2	Maneuver Score	+1	+2	+1/2	+1/2	+1/2		+1/2			
	Totals	71	73	73 1/2	75	76 1/2					
	Penalty										
3	Maneuver Score	+1	+2	+1	+1	+1/2		+1/2			
	Totals	71	73	74	25	75 1/2					
	Penalty										
4	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2					
	Totals	71	72 1/2	73	73 1/2	74					
	Penalty										
5	Maneuver Score	+1	+1/2	+1	+1/2	+1		+1/2			
	Totals	71	71 1/2	72 1/2	74	75					
	Penalty										
6	Maneuver Score	+1	+1/2	+1/2	+1	+1		+1/2			
	Totals	71	72 1/2	74	75	76					
	Penalty										
7	Maneuver Score	+1	+2	+1/2	+1	+1		+1/2			
	Totals	71	73	74 1/2	75 1/2	76 1/2					
	Penalty										
8	Maneuver Score	+1	+1/2	+1/2	+1	+1		+1/2			
	Totals	71	72 1/2	74	75	76					
	Penalty										
9	Maneuver Score	+1	+1/2	+1	+1	+1		+1/2			
	Totals	71	71 1/2	72 1/2	73 1/2	74 1/2					
	Penalty										
9	Maneuver Score	+1	+1/2	+1	+1	+1		+1/2			
	Totals	71	71 1/2	72 1/2	73 1/2	74 1/2					
	Penalty										
9	Maneuver Score	+1	+1/2	+1	+1	+1		+1/2			
	Totals	71	72 1/2	74	75	76					
	Penalty										
9	Maneuver Score	+1	+1/2	+1	+1	+1		+1/2			
	Totals	71	72 1/2	74	75	76					
	Penalty										
9	Maneuver Score	+1	+1/2	+1	+1	+1		+1/2			
	Totals	71	72 1/2	74	75	76					
	Penalty										

Judges Signature

KT

YEDA Official Score Sheet - Emerald Pattern 7
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Alumni!

33

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 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 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	Maneuvers							F & E	HDD	Total	Comments
		Maneuver Description	Walk	Jog	Jog OL	Lope LL	Stop Back	5				
1	Penalty											
	Maneuver Score	+1	+1/2	+1/2	+1	+1	+1		+1/2	72 1/2	①	
	Totals	21	78 1/2	74	75	76						
2	Penalty											
	Maneuver Score	+1	+1/2	+1	0	+1/2		+1/2		20 1/2	⑤	
	Totals	71	71 1/2	72 1/2	69 1/2	70						
3	Penalty											
	Maneuver Score	+1	+1	+1/2	+1	+1		+1		75 1/2	④	
	Totals	71	72	72 1/2	73 1/2	74 1/2						
4	Penalty											
	Maneuver Score	+1	+2	+1/2	+1/2	+1/2		+1		76 1/2	③	
	Totals	71	73	74 1/2	75	75 1/2						
5	Penalty											
	Maneuver Score	+1	+1/2	+1	+1	+1		+1/2		77 1/2	②	
	Totals	71	72 1/2	73 1/2	74 1/2	75 1/2						
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature _____

YEDA Official Score Sheet - Emerald Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

Junior
Split A
(34)

Minor Faults (-1 point)

- Beak 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 hope, 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 install dear 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Jog O L	Lope L L	Stop Back				
1	934	+1	+2	+2	+1/2	+1	+2		79 1/2	(1)
2	1466	+1	+1/2	+1	+1	+1	+1/2		77	(4)
3	367	+1	+1/2	+1/2	+1/2	+1	+1		77	(5)
4	119	+1	+1/2	+1	+1	+1	+1/2		76 1/2	(6)
5	875	+1	+1	+1/2	+1	+1/2	+1		75	(7)
6	215	+1	+2	+1/2	+1	+1	+2 1/2		78 1/2	(2)
7	1089	+1	+1/2	+1	+1/2	+1/2	+1/2		78	(3)
8										
9										

Judges Signature

[Handwritten Signature]

YEDA Official Score Sheet - Emerald Pattern 7
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Junior
Split B

35

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Jog OL	Lope LL	Stop Back				
1	Penalty									
	Maneuver Score	+1	+1/2	+1	+1/2	+1/2				
	Totals	71	72 1/2	73 1/2	74 1/2	74 1/2			25 1/2	(6)
2	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2				
	Totals	71	72 1/2	74 1/2	75 1/2	77			77	(4)
3	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1				
	Totals	71	73	74 1/2	76	77			79	(1)
4	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2				
	Totals	71	72 1/2	74 1/2	75 1/2	75 1/2			76 1/2	(5)
5	Penalty									
	Maneuver Score	+1	+2	+1/2	+1/2	+1				
	Totals	71	73	74 1/2	76	77			78 1/2	(2)
6	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1				
	Totals	71	73	74	75	76			77 1/2	(3)
7	Penalty									
	Maneuver Score	+1	+1	-2	-3	+1				
	Totals	71	72	70	67	68			68 1/2	(7)
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

KT

YEDA Official Score Sheet - Ruby Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

Senior Split X

36

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 3/4
- Tacking 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	Maneuvers							HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L			
1	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1		77 1/2	(5)
	Totals	21	22	23	23 1/2	24 1/2	25 1/2	26 1/2			
2	Penalty										
	Maneuver Score	+1	+2	+1 1/2	+2	+1 1/2	+1 1/2	+1 1/2	+2	82	(1)
	Totals	21	23	24 1/2	26 1/2	28	29 1/2	30			
3	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1	+1 1/2	+1 1/2	0	+1 1/2	78	(4)
	Totals	21	22	22 1/2	23 1/2	25	26 1/2	26 1/2			
4	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	80 1/2	(2)
	Totals	21	22	23 1/2	25	26 1/2	27 1/2	29			
5	Penalty										
	Maneuver Score	+1	+2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1	79 1/2	(3)
	Totals	21	23	24 1/2	26	27	28	28 1/2			
6	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1	+1 1/2	+1	+1	+1	77	(6)
	Totals	21	22	23 1/2	24	25	26	26			
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

K1

YEDA Official Score Sheet - Ruby Pattern 7

Updated 2020

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

Split B

Senior

37

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1/4
- Tacking 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.

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

Entry #	Maneuver	Maneuvers							HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L			
1	Penalty										
	Maneuver Score	+1	-3	0	+1	+1	+1	+1	+1/2		
	Totals	71	68	68	69	70	71	72			72 1/2
	Penalty	0									
2	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1/2	+1	+1/2	+1/2		
	Totals	71	72	73	74	74	75	77			78 1/2
	Penalty										
3	Penalty										
	Maneuver Score	+1	+1/2	+1	+1/2	+2	+1/2	+1/2	+2		
	Totals	71	72 1/2	73 1/2	75	77	78 1/2	79			81
	Penalty										
4	Penalty										
	Maneuver Score	+1	+1	+1	+1/2	+1	+1	+1	+1/2		
	Totals	71	72	73	74 1/2	75 1/2	76 1/2	77 1/2			79
	Penalty										
5	Penalty										
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1	+1			
	Totals	71	72 1/2	73 1/2	75	76	77	79			
	Penalty										
6	Penalty										
	Maneuver Score	+1	+1	-3	+1	+1	+1	+1			
	Totals	71	68	69	70	71	72	72 1/2			73 1/2
	Penalty										
7	Penalty										
	Maneuver Score	+1	-3	+1	+1	+1	+1	+1			
	Totals	71	68	69	70	71	72	72 1/2			73 1/2
	Penalty										
8	Penalty										
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1/2	+1/2			
	Totals	71	72 1/2	73 1/2	75	76 1/2	77 1/2	79			80 1/2
	Penalty										
9	Penalty										
	Maneuver Score										
	Totals										
	Penalty										

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 1/4 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 reins
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
	Maneuver	1	2	3	4	5	6	7				
1	843											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2		79 1/2
	Totals	71	72	73	74	75 1/2	76 1/2	78				(2)
2	145											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+1	+1 1/2	+1	+1		77
	Totals	71	72	73	74	74 1/2	75 1/2	76				(5)
3	525											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2		76 1/2
	Totals	71	72	73	74	74 1/2	75 1/2	76				(6)
4	835											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2		77 1/2
	Totals	71	72	73	74	74 1/2	75 1/2	76				(4)
5	1150											
	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1	+1	+1	+1	+2		80
	Totals	71	72 1/2	74	75	76	77	78				(1)
6	807											
	Penalty											
	Maneuver Score	+1	+1 1/2	+1	+1	+1 1/2	+1	+1	+1	+1		78
	Totals	71	72 1/2	73 1/2	74 1/2	75	76	77				(3)
7	106											
	Penalty											
	Maneuver Score	+1	+1	+1 1/2	+1	+1 1/2	+1	+1	+1	+1 1/2		76 1/2
	Totals	71	72	72 1/2	73 1/2	74	75	76				(7)
8	1418											
	Penalty											
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1	+1	+1 1/2		76
	Totals	71	72	72 1/2	73	73 1/2	74 1/2	75 1/2				(8)
9	1558											
	Penalty											
	Maneuver Score	+1	+1	0	+1	+1 1/2	+1	+1	+1	+1 1/2		76
	Totals	71	72	72	73	73 1/2	74 1/2	75 1/2				(9)

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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)

- 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	Maneuver							F & E	HDD	Total	Comments
		Walk	Stop Back	Jog	Lope LL	X Trot	Jog					
1	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1			77	
	Totals	71	72 1/2	74	74 1/2	75	76					
2	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2			79 1/2	
	Totals	71	71 1/2	73	74 1/2	76	77 1/2					
3	Penalty											
	Maneuver Score	+1	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2			78	*
	Totals	71	72	72 1/2	73 1/2	75	76 1/2					
4	Penalty											
	Maneuver Score	+1	+1	+1 1/2	+1	+1	+1 1/2	+1 1/2			78 1/2	*
	Totals	71	72	73 1/2	74 1/2	75 1/2	77					
5	Penalty											
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	+2			80	*
	Totals	71	72 1/2	74	75 1/2	76 1/2	78					
6	Penalty											
	Maneuver Score	+1 1/2	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2			77 1/2	
	Totals	70 1/2	71 1/2	73	74	74 1/2	76					
7	Penalty											
	Maneuver Score	+1	+1	+1	+1 1/2	+1	+1	+1 1/2			77	
	Totals	71	72	73	73 1/2	74 1/2	75 1/2					
8	Penalty											
	Maneuver Score	+1	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2			78	
	Totals	71	72	73	74 1/2	75	76 1/2					
9	Penalty											
	Maneuver Score	+1	+1	+1 1/2	+2	+1	+1 1/2	+2			80	
	Totals	71	72	73 1/2	75 1/2	76 1/2	78					

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KT

Judges Signature