YEDA Official Score Sheet – RAIL

Class: Class 1 Sr Ruby Rail

Horsemanship - 4 riders

w1j11

	Back #	Rider Comments	Overall Class Comments
1	912 grey blk.	dress ll — relax. solid leg.	
2	1086 grey	sonny longleg → bring knee back. 1stlgs →.	relax w/ nose soft, effective rider
			toes →. soft for. higher. bouncy
3	1045 bay	elbows. good leg soft.leg off hnd	
4	600 grey	good upper needheel down. soft. twist leg →	912 1045 600 /600
5			
6			
7			
8			
9			
10			
11			

Judges Signature

YEDA Official Score Sheet – RAIL   Class: 2 Sr/Jr Emerald Rail

W/5/11

Horsemanship - 8 riders

Back #	Rider Comments	Overall Class Comments
1	689 ☒ Frances Shosley need shork rein. Lt.	
2	911 ☒ 32nd leg → long to wrap	
3	1260 ☒ Solid Lg. good upr. tigh + elbow ++	
4	1475 ☒ good ☒ good lg turn wnsh. good legs	
5	90 ☒ leg→☒ elbow beds. shorter rein	
6	750 ☒ soft. leg → hotter 2nd!	
7	1634 ☒ Longer leg. hands forward no leg.	
8	1610 heel → foot fw in	
9		
10		1260 689 1475 750 911 689 1475 1610 689 1475 1634.
11		

Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Ruby Pattern 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)
- Loss of rein
- Use of either hand to instill 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 ½ points increments

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

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

	Entry #	Maneuver Description / Maneuver	Walk 1	Jog 2	Lope LL 3	Jog 4	X-Jog 5	6	F & E	HDD	Total	Comments
1	912	Penalty				-1						2
		Maneuver Score	0	+½	+½	-0	0		+3	0	73	
		Totals										
2	1086	Penalty			-3							4
		Maneuver Score	0	0	+½	+½	0		+3	0	71	
		Totals										
3	1045	Penalty	+½		-1							3
		Maneuver Score	+½	0	-1	0	0		+2	0	71½	
		Totals										
4	600	Penalty				-3						1
		Maneuver Score	0	+1	+1	+½	+1		+4	0	74½	
		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										

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Judges Signature

YOUTH EQUESTRIAN
YEDA
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Emerald Pattern 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)
- Loss of rein
- Use of either hand to instill 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 ½ points increments

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

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

	Entry #	Maneuver Description	Walk 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6	F & E	HDD	Total	Comments
1	689	Penalty						3	0	75½	✓
		Maneuver Score	0	+½	+½	+1	+½				
		Totals									
2	911	Penalty						2	0	72½	✓
		Maneuver Score	0	+½	0	+½	-½				
		Totals									
3	1260	Penalty						4	0	77	Solid ✓
		Maneuver Score	+½	+½	0	+1	+1				
		Totals									
4	1475	Penalty				-3		3	0	71	Swapped lead. ✓
		Maneuver Score	0	+½	+½	0	0				
		Totals									
5	750	Penalty						4	0	7.6	Solid ✓
		Maneuver Score	+½	+½	0	+½	+½				
		Totals									
6	90	Penalty		-½		-½		1	0	69½	Reins too long
		Maneuver Score	0	-½	0	+½	-½				
		Totals									
7	1634	Penalty						1	0	69	Reins too long
		Maneuver Score	-½	-½	-½	-½	0				
		Totals									
8	1610	Penalty						2	0	70½	legs forward. No leg Contact
		Maneuver Score	0	0	-½	-½	-½				
		Totals									
9		Penalty									
		Maneuver Score									

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Judges Signature

W/J.

YEDA Official Score Sheet – RAIL   Class:5 Elementary Pearl Rail
Horsemanship / 3 riders

	Back #	Rider Comments	Overall Class Comments
1	1601	elbow up, good leg	
2	1620	leg →, open upper. soft hand.	
3	1679	leg →, lift chest, hands low	
4			
5			
6			1620
7			1679 1601
8			
9			
10			
11			

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Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Opal / Pearl Pattern 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)
- Loss of rein
- Use of either hand to instill 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 ½ points increments

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

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

	Entry #	Maneuver Description	Walk	Jog	X-Jog	Jog	Stop Back		F & E	HDD	Total	Comments
		Maneuver	1	2	3	4	5					
1	1601	Penalty		-3	-3	-3			0.	0	60½	No Jog.
		Maneuver Score	0	0	0	0	-½					
		Totals										
2	1620	Penalty			-3				2	0	68	Loped.
		Maneuver Score	0	0	0	-½	-½					
		Totals										
3	1679	Penalty							3	0	75	Smooth,
		Maneuver Score	+½	+½	+½	0	+½					
		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										

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Judges Signature

YEDA Official Score Sheet – RAIL   Class: 7 JR/SR Opal Rail

w/j.

Horsemanship / 7 riders

	Back #	Rider Comments	Overall Class Comments
1	437 ✓	good leg good up sit up not back.	
2	1591 ✓	good leg sit rev.	
3	1513 ✓	good leg solid. open shldr	
4	1562 ✓	good leg. lift chest elbows→	
5	91 ✓	leg → elbows.	
6	1058 ✓	leg → lift cres. relax arms short run	
7	1573	good leg open chest. eyes up.	✓ 437 ✓ 1513. 1591 91 1513 1058 1562
8			
9			
10			
11			

Lou Roscoe
Judges Signature

YEDA Official Score Sheet – RAIL   Class: 8 EWD Topaz Rail

Independent Horsemanship / 1 rider

Back #	Rider Comments	Overall Class Comments
1 1235	Good leg Solid seat. Good upper Even hands	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

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Judges Signature

YOUTH EQUESTRIAN
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YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)	Major Faults (-3 points)	Severe Faults (-5 points)
• Beak gait at walk or jog for up to 2 strides • Over/under turn from ⅛ to ¼ • Ticking or hitting cone • Obviously looking down to check leads	• 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	• Loss of rein • Use of either hand to instill 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 ½ points increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver Description	Walk	Stop Back	Ext. Walk	Jog	Stop		F & E	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5	6					
1	1235	Penalty							3	0	74½	Good Leg.
		Maneuver Score	+½	0	+½	+½	0					
		Totals										
2		Penalty										
		Maneuver Score										
		Totals										
3		Penalty										
		Maneuver Score										
		Totals										
4		Penalty										
		Maneuver Score										
		Totals										
5		Penalty										
		Maneuver Score										
		Totals										
6		Penalty										
		Maneuver Score										
		Totals										
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										

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Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Opal / Pearl Pattern 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)
- Loss of rein
- Use of either hand to instill 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 ½ points increments

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

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

	Entry #	Maneuver Description / Maneuver	Walk 1	Jog 2	X-Jog 3	Jog 4	Stop Back 5		F & E	HDD	Total	Comments
1	437	Penalty							4	0	77	Solid ✓
		Maneuver Score	0	+1	+½	+1	+½					
		Totals										
2	1591	Penalty							3	0	72½	Rushed.
		Maneuver Score	0	0	-½	0	0					
		Totals										
3	91	Penalty							3	0	73½	Leg forward ✓
		Maneuver Score	0	0	+½	0	0					
		Totals										
4	1513	Penalty			-3				4	0	72½	loped, ✓ solid
		Maneuver Score	0	+½	+1½	½+	0					
		Totals										
5	1562	Penalty				-3			3	0	71	No Jog
		Maneuver Score	0	+½	+½	0	0					
		Totals										
6	1058	Penalty							3	0	74	✓
		Maneuver Score	0	+½	0	0	+½					
		Totals										
7	1573	Penalty				-1			2	0	70½	
		Maneuver Score	0	0	0	0	+½					
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										

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Judges Signature

YOUTH EQUESTRIAN YEDA DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Sapphire / Alumni Pattern 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
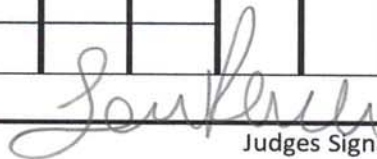- Loss of stirrup

Severe Faults (-5 points)
- Loss of rein
- Use of either hand to instill 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 ½ points increments

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

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

	Entry #	Maneuver Description / Maneuver	Walk 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7	F & E	HDD	Total	Comments
1	982	Penalty										✓
		Maneuver Score	+½	+½	0	0	0	+½	3	0	74½ 75	
		Totals							+3.5			
2	927	Penalty										good leg
		Maneuver Score	0	0	0	+½	+½	+½	3	0	74½	
		Totals										
3	92	Penalty										went 1 hand → 2 hands.
		Maneuver Score	0	0	0	0	0			0	0	
		Totals										
4	1043	Penalty				-3						Loped step in Jog.
		Maneuver Score	0	+½	-1	0	+½	0	3	0	70	
		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										

1ST (next to entry 927)
2ND (next to entry 92)

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Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

Minor Faults (-1 point)
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)
- Loss of rein
- Use of either hand to instill 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 ½ points increments

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

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

	Entry #	Maneuver Description / Maneuver	Walk 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7	F & E	HDD	Total	Comments
1	582	Penalty				-1						Nice Ride
		Maneuver Score	8	+½	+1	0	0	+½	3	0	74	
		Totals										
2		Penalty										
		Maneuver Score										
		Totals										
3		Penalty										
		Maneuver Score										
		Totals										
4		Penalty										
		Maneuver Score										
		Totals										
5		Penalty										
		Maneuver Score										
		Totals										
6		Penalty										
		Maneuver Score										
		Totals										
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										

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Judges Signature

YOUTH EQUESTRIAN
YEDA
DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Diamond Pattern 4
Updated 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ⅛ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)
- Loss of rein
- Use of either hand to instill 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 ½ points increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments
Circled penalties are deemed due to horse not rider and will not appear in the final score.

	Entry #	Maneuver Description	Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F & E	HDD	Total	Comments
		Maneuver	1-2	3	4	5	6	7				
1	93	Penalty										slow
		Maneuver Score	0	+½	+1	0	0	-½	4	0	75	hands down
		Totals										
2	958	Penalty			-3							Swapped
		Maneuver Score	+½	+½	0	+½	+1	+½	4	0	74	behind
		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										

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Judges Signature

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Ranch Horse Pattern # 4
Updated June 2020

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

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 ½ points 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

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

Entry #	Maneuver Description / Maneuver	Trot Serpentine 1	Lope LL O 2	Change Leads 3	Lope RL o Stop 4	2 Spins L 5	2 Spins R 6	Lope RL 7	Stop Back 5 8	Penalties	Overall Ability	HDD	Final Score	Comments
1 982	Maneuver Score	+1/2	+1/2	+1/2	0	0	+1/2	+1/2			4	0	77 1/2	
	Penalty													
	Totals													
2 927	Maneuver Score	1/2	0	-1/2	+1/2	0	0	0			3	3	74 1/2	
	Penalty													
	Totals													
3 92	Maneuver Score	0	0	+1/2	0	0	0	0			4	2	75 1/2	
	Penalty													
	Totals													
4 1043	Maneuver Score	0	0	-1/2	-1/2	+1/2	+1/2	+1/2			3	0	70	Don't Rush. Difficult Horse
	Penalty	-3												
	Totals													
5	Maneuver Score													
	Penalty													
	Totals													
6	Maneuver Score													
	Penalty													
	Totals													
7	Maneuver Score													
	Penalty													
	Totals													
8	Penalty													

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 4

Updated June 2020

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

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 thehorse scored from -3 to +3 in ½ points increments

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

1 – point penalty:
- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty:
- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

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

Entry #	Maneuver Description / Maneuver	Trot Serpentine 1	Lope LL O 2	Change Leads 3	Lope RL o Stop 4	2 Spins L 5	2 Spins R 6	Lope RL 7	Stop Back 5 8	Penalties	Overall Ability	HDD	Final Score	Comments
1	582 Maneuver Score	0	4½	4½	4½	4½	4½	0	0 4½		3	0	76	Well done pattern!
	Penalty													
	Totals													
2	Maneuver Score													
	Penalty													
	Totals													
3	Maneuver Score													
	Penalty													
	Totals													
4	Maneuver Score													
	Penalty													
	Totals													
5	Maneuver Score													
	Penalty													
	Totals													
6	Maneuver Score													
	Penalty													
	Totals													
7	Maneuver Score													
	Penalty													
	Totals													
8	Maneuver Score													
	Penalty													

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Judges Signature

IHSA Alternate Reining Pattern Scoresheet

IHSA — INTERCOLLEGIATE HORSE SHOWS ASSOCIATION

SHOW:	YEDA MASSQHA
CLASS:	15 Senior Diamond Reining
DATE:	4/08/2022

All IHSA classes are judged on the performance and ability of the rider. Judges are given latitude in assessing penalties. Penalties by "no fault" of the rider do not need to be assessed.

2 Point Penalties:
- Break of gait at walk or trot for two (2) strides or less
- Break of gait at lope

3 Point Penalties:
- Wrong lead or out of lead for more than two (2) strides
- Break of gait at walk or trot for more than two (2) strides

- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change

5 Point Penalties:
- Holding horn

Disqualification (DQ):
- Willful Abuse
- Off pattern
- Fall of horse or rider
- Pattern may be ridden one- or two-handed at discretion of horse provider. Whichever is used to start must be maintained through entire pattern.

MANEUVER SCORES

Each rider is scored between 0-100 points and automatically begins the run with a score of 70 points
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	5 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Maneuver Description	2Sc	2SR	rR	KL	IL	XI	LRB	RRB	SB										
	93	PENALTY	·																	70	
		CONTENT	0	-1/2	-1/2	+1/2	0	0	0	+1/2	0										
	958	PENALTY																		72 1/2	
		CONTENT	1/2	0	0	1/2	0	1/2	0	1/2	1/2										
		PENALTY																			
		CONTENT																			
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		PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: