

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class # 1



EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		OOo Stop	Spins Right	OOo Stop	Spins Left	8	6	7	Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	1637													
	PENALTY													
	SCORE	+1/2	0	0	0	+1/2	0	0	+1/2	0	0		71 1/2	
	Total													
2	910													
	PENALTY													
	SCORE	0	0	0	-1/2	0	+1	-1/2	0	+1/2	+1/2		71	
	Total													
3														
	PENALTY													
	SCORE													
	Total													
4														
	PENALTY													
	SCORE													
	Total													
5														
	PENALTY													
	SCORE													
	Total													
6														
	PENALTY													
	SCORE													
	Total													
7														
	PENALTY													
	SCORE													
	Total													
8														
	PENALTY													
	SCORE													
	Total													

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

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

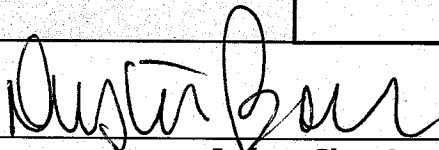
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE

YEDA Official Score Sheet – RAIL Class: #2 Jr/Sr Opal Rail-Horsemanship
 Split A

Back #	Rider Comments	Overall Class Comments
1 718	work on noticing gaits quicker	
2 219	bring core back + sit down on saddle more squarely	
3 1289	great planning on the reverse	
4 1447	nice riding leg seat to hand	
5 1541	bring core back and sit down on saddle more squarely	
6 291	develop stronger connection w hand	
7 941	great eyes looking forward is a +	
8		
9		
10		
11		



 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1323	great line from ear to shoulder to hip	
2	1298	develop a stronger connection w/ leg	
3	1234	great connection w/ entire body to horse	
4	458	riding slightly in front of the horses rhythm	
5	510	great connection in seat to horse	
6	818	solid + pretty upper half at the walk	
7			
8			
9			
10			
11			

Austin Boel

 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)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
1	910											
	Penalty											
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1	+1/2			76	
	Totals											
2	1537											
	Penalty			OP								
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	+1		72	
	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											

Justin [Signature]
 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern #4

Class # 5

Updated June 2020

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

JR/SR

1 – point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty

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

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Trot Serpentine	Lope LLO	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	830													
	Penalty													
	Maneuver Score	0	+1/2	0	-1	0	-1/2	0	-1/2		-1/2	0	68 1/2	
	Totals													
2	412													
	Penalty													
	Maneuver Score	+1/2	+1	+1/2	+1	+1	+1/2	0	+1		+1/2	0	76	
	Totals													
3	703													
	Penalty													
	Maneuver Score	+1/2	+1	0	+1/2	0	0	+1	+1/2		0	0	72 1/2	
	Totals													
4	392													
	Penalty	1												
	Maneuver Score	-1/2	+1	+1	+1	0	+1/2	0	-1/2		+1/2	+2	73 1/2	13
	Totals													
5	1584													
	Penalty		2											
	Maneuver Score	+1/2	-3											
	Totals													
6	673													
	Penalty													
	Maneuver Score	+1/2	+1	+1	+1 1/2	+1	+1/2	+1	+1/2		0	0	77	
	Totals													
7														
	Penalty													
	Maneuver Score													
	Totals													
8														
	Penalty													
	Maneuver Score													
	Totals													

Austin Lee

Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #4

Class # 6

Updated June 2020

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

Alumni

1 - point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 - point penalty

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

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	Penalty													
	Maneuver Score	+1	+1/2	+1/2	+1									
	Totals													
2	Penalty													
	Maneuver Score	0	0	0	0	0	+1/2	0	+1/2		0	+1/2	71 1/2	
	Totals													
3	Penalty		2											
	Maneuver Score	0	-1/2	0	-1	-2	0	0	-1/2	2	-1	0	62	
	Totals													
4	Penalty													
	Maneuver Score	+1	+1	+1/2	0	+1/2	0	+1	+1/2		+1/2	0	79	re ride
	Totals													
5	Penalty													
	Maneuver Score													
	Totals													
6	Penalty													
	Maneuver Score													
	Totals													
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

Austin [Signature]
 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	728	nice transition to jog, great connection w/ hand to bridle	
2	742	would like to see upper half be straighter	
3	781	great lower leg	
4	907	like to see a deeper seat	
5	475	would like to see stronger upper half, stronger core	
6	685	great job riding w/ the horse	
7			
8			
9			
10			
11			



 Judges Signature



YEDA Official Score Sheet – RAIL Class: #8 Jr Emerald Plain Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	461	great connection riding from leg seat to hand	
2	1208	would like to see eyes more forward	
3	477	would like to see a straighter line from ear to shoulder to hip	
4	1365	would like to see drop in heel to steady position	
5	765	very straight → correct profile	
6			
7			
8			
9			
10			
11			

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 of 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	Stop Back	Ext. Walk	Jog	Stop					
1	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	+1		+1/2	0	72 1/2	
	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										
	Totals										

Austin Joe

 Judges Signature



YEDA Official Score Sheet - Opal Pearl Pattern 4

Updated 2020

Class # 10

JR/SR
Split A

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 1/2
- 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	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	0	-1	0	-1/2	-1/2	0	68	
	Totals									
2	Penalty									
	Maneuver Score	0	0	0	+1/2	+1/2	+1	0	72	DQ 2 hands
	Totals									
3	Penalty									
	Maneuver Score	-1 1/2	0	0	0	0	-1	0	67 1/2	
	Totals									
4	Penalty									
	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1	0	72 1/2	
	Totals									
5	Penalty									
	Maneuver Score	0	-1	+1/2	+1/2	0	-1	0	69	
	Totals									
6	Penalty									
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	0	71 1/2	
	Totals									
7	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	+1/2	-1/2	0	71	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Austin Lee
Judges Signature

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

Elementary

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty			1						
	Maneuver Score	0	+1	-1 1/2	0	0	0	0	68 1/2	
	Totals									
2	Penalty									
	Maneuver Score	0	0	+1	0	0	+1/2	0	71 1/2	
	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									

Austin Ball
 Judges Signature

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

JR/SR
 Split B

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

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

Austin Bell

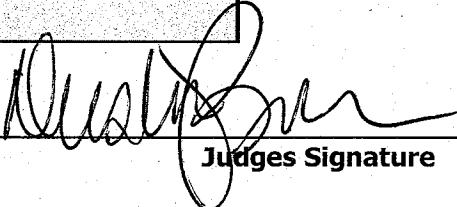
 Judges Signature



YEDA Official Score Sheet – RAIL

Class: #13 Elementary Pearl Rail
- Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1069	great plan in transition from w to J, great profile overall	
2 487	great job on a difficult jogger needs to develop a stronger lower leg + steadier upper half	
3		
4		
5		
6		
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet - Sapphire/Alumni Pattern 4 Class # 14

Updated 2020

JR/SR

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)

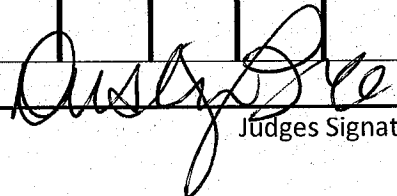
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7					
1	673											
	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2	0	73 1/2		
	Totals											
2	830											
	Penalty											
	Maneuver Score	0	0	0	-1/2	+1/2	+1/2	0	0	70 1/2		
	Totals											
3	412											
	Penalty											
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	+1/2	-1/2	0	72 1/2		
	Totals											
4	703											
	Penalty											
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	0	+1/2	0	73		
	Totals											
5	392											
	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	0	74		
	Totals											
6	1584											
	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	-1	+1/2	-1	0	67 1/2		
	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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

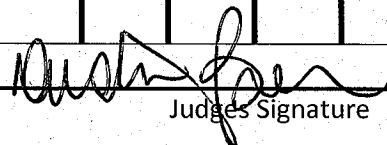
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	Stop				
1	Penalty											
	Maneuver Score	0	-1/2	-1/2	0	0	+1/2	-1/2	0	69		
	Totals											
2	Penalty			11	1							
	Maneuver Score	+1/2	0	-2	0	0	+1/2	-1/2	+1/2	66		
	Totals											
3	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1	0	74 1/2		
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											


 Judges Signature



YEDA Official Score Sheet - Ruby Pattern 4

Updated 2020

Class # 16

JR/SR

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 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	Penalty										
	Maneuver Score	+1/2	+1/2	-2	0	0		-1/2	0	68 1/2	68 1/2
	Totals										
2	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	+1/2		0	0	71 1/2	
	Totals										
3	Penalty										
	Maneuver Score	+1/2	+1	-2	+1/2	+1/2		0	0	70 1/2	
	Totals										
4	Penalty										
	Maneuver Score	+1	+1/2	0	+1/2	+1		0	0	73	
	Totals										
5	Penalty										
	Maneuver Score	+1/2	0	0	-1/2	0		0	0	70	
	Totals										
6	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1		+1/2	+1	73 1/2	
	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

SR

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

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

Austin

 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

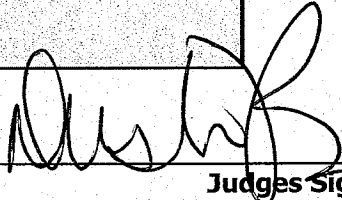
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*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 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6				
1	Penalty				1					
	Maneuver Score	-1/2	-1	0	-3	0	-1/2	0	64	
	Totals									
2	Penalty									
	Maneuver Score	0	0	0	0	0	-1/2	0	68 1/2	
	Totals									
3	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	72 1/2	
	Totals									
4	Penalty									
	Maneuver Score	0	+1/2	0	+1	+1/2	0	0	72	
	Totals									
5	Penalty									
	Maneuver Score	0	0	0	-1/2	-1	0	0	68 1/2	
	Totals									
6	Penalty									
	Maneuver Score	0	0	0	0	0	0	0	70	
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Austin Folmer
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1296	develop a stronger seat to ride stronger with stride	
2 358	strong + solid profile, could soften hands to have better contact with bridle	
3 548	great job riding leg seat to hand	
4 1214	needs to ride with the stride a little more effectively	
5 1592	rides with profile behind the verticle	
6 1321	develop a stronger seat to ride stronger with stride	
7		
8		
9		
10		
11		


 Judges Signature