



Name of Show Brisco Stable



Saturday

Date 12/16/18 - Am.

Class # 1

of Riders 4

Class: Diamond Reining. - NRHA Pattern 14.

Placing	Back Number
1	124
2	575
3	541
4	631
5	
6	
7	
8	

Judges Signature

Gemath

Diamond Reining.
Class 1
(4 ridus)

REINING SCORE SHEET
PATTERN 14

AMERICAN
QUARTER
HORSE
ASSOCIATION

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

DRAW	EXHB #	MANEUVER DESCRIPTION	CC-L	2S-L	CC-R	2S-R	RRB	S & B	PENALTY TOTAL	SCORE
			1	2	3	4	5	6		
	124	SCORE	0	-1/2	0	0	0	0		69 1/2
	575	SCORE	0	-1/2	0	-1/2	0	0		69
	541	SCORE	0	-1	0	-1/2	0	-1/2	2	66
	631	SCORE	0	0	0	-1	-1	0	2	66
		SCORE								
		SCORE								
		SCORE								
		SCORE								
		SCORE								
		SCORE								
		SCORE								

JUDGES SIGNATURE *J. Matthews*



Name of Show Brisco Stable



Saturday

Date 12/16/18 PM

Class # 2

of Riders 8 2

Class: Sapphire Ranch Riding

Placing	Back Number
1	554 554
2	319
3	
4	
5	
6	
7	
8	

Judges Signature J. Math



YEDA Official Score Sheet – Ranch Horse Pattern #3&4

Updated September 2018

class 2 -
(2 riders)

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +1½ to -1½ in ½ point increments.

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

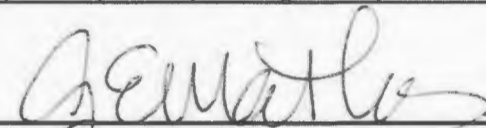
Must be placed under rider/s without or not incurring faults.

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

*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 RL	X Lope RL	Change Leads	Lope LL	X Trot	Stop 360s	Back	Overall Ability	Penalties	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10					
1	554				-3										pp on trot -	
	Penalty															
	Maneuver Score	+1/2	0	0	-1	-1/2	0	0	-1	-1	0					
	Totals	70 1/2	70 1/2	70 1/2	66 1/2	66	66	66	65	64	64	64		64		
2	319				-3				-1						Keep horse moving forward	
	Penalty															
	Maneuver Score	0	0	0	-1	-1/2	0	0	-1	-1	0					
	Totals	70	70	70	66	65 1/2	65 1/2	65 1/2	63 1/2	62 1/2	62 1/2	62 1/2		62 1/2		
3																
	Penalty															
	Maneuver Score															
	Totals															
4																
	Penalty															
	Maneuver Score															
	Totals															
5																
	Penalty															
	Maneuver Score															
	Totals															
6																
	Penalty															
	Maneuver Score															
	Totals															

pp = pattern placement


 Judges Signature



Name of Show Brigg Stable



Saturday

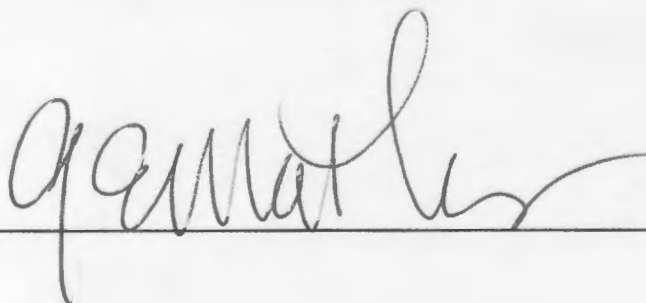
Date 12/16/18 - ~~12~~ 4 PM

Class # 3

of Riders 4

Class: Diamond Rail 1 Pattern Horsemanship

Placing	Back Number
1	631
2	124
3	541
4	575
5	
6	
7	
8	

Judges Signature 



YEDA Official Score Sheet – Diamond Pattern 3

Updated September 2018

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	Total	Comments
		Jog A-B	Lope LL	90 Left	Back	Jog Stop			
		1	2	3	4	5			
1	631								more heel, stretch taller at the lope
	Penalty								
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+3		
	Totals	70 1/2	71	71 1/2	72	72 1/2	75 1/2	75 1/2	
2	541								loos down, more heel, eye up, feet so far through stirrup
	Penalty								
	Maneuver Score	0	+1/2	0	-1/2	0	+1/2		
	Totals	70	70 1/2	70 1/2	70	70	71 1/2	71 1/2	
3	124								right leg ← ball of foot on stirrup
	Penalty								
	Maneuver Score	+1/2	0	+1/2	0	+1/2	+2		
	Totals	70 1/2	70 1/2	71	71	71 1/2	73 1/2	73 1/2	
4	575								off pattern, more heel, leg +
	Penalty		(-5)	-5					
	Maneuver Score	+1/2	(-1)	-1	+1/2	+1/2	+2	61 1/2	
	Totals	70 1/2							
5									
	Penalty								
	Maneuver Score								
	Totals								
6									
	Penalty								
	Maneuver Score								
	Totals								

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Judges Signature



Name of Show Bisso Stable



Saturday

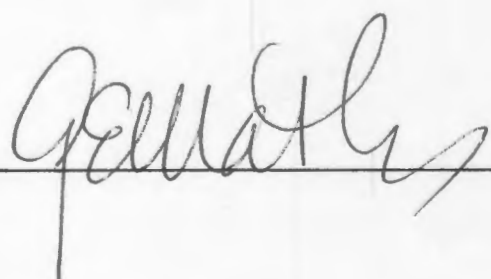
Date 12/16/18

Class # 4

of Riders 2

Class: Sapphire Rail/Pattern Horsemanship

Placing	Back Number
1	319
2	554
3	
4	
5	
6	
7	
8	

Judges Signature 



Class 4 - Sapphire
(2 riders)

YEDA Official Score Sheet – Sapphire/Alumni Pattern 3

Updated September 2018

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	Total	Comments
		X Jog A-B	Stop 270R	Jog	Lope LL	Stop Back			
1	554	1	2	3	4	5			
	Penalty								
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1 1/2		sit ↑, reins too long, break on rail -3, -3
	Totals	70 1/2	71	71	71 1/2	71 1/2	72 1/2	72 1/2	73
2	319								
	Penalty								
	Maneuver Score	-1/2	+1/2	0	-1/2	0	+1		more heel, 100% down, break on rail -1
	Totals	70 1/2	70	70	69 1/2	69 1/2	70 1/2	70 1/2	
3									
	Penalty								
	Maneuver Score								
	Totals								
4									
	Penalty								
	Maneuver Score								
	Totals								
5									
	Penalty								
	Maneuver Score								
	Totals								
6									
	Penalty								
	Maneuver Score								
	Totals								

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Judges Signature



Name of Show Brisp Stable



Saturday

Date 12/16/18

Class # 5

of Riders 5

Class: Ruby Rail Horsemanship

Placing	Back Number
1	582
2	534
3	524
4	703
5	663
6	
7	
8	

Judges Signature JEMATH



(5 riders)

2017 YEDA Official Score Sheet - RAIL Class: 5-Ruby Rail

Horsemanship

Back #	Rider Comments	Overall Class Comments
1 594 Grey	+ b+- + nods head (2)	
2 663 Brown	eye looks inside > (5)	
3 582 Fuch	↑ ++ (1)	
4 524 White	leg fw heel weak looks ↓ + hands (3)	
5 703 Bay	BH heel gets BH ind mot'n ↑ (4)	
6		
7		
8		
9		
10		
11		

5'

QEMathes

Judges Signature



Name of Show Brisp Stable



Saturday

Date 12/16/18

Class # 6 # of Riders 5

Class: Ruby Pattern Horsemanship.

Placing	Back Number
1	582
2	534
3	663
4	524
5	703
6	
7	
8	

Judges Signature Jemal

YEDA Official Score Sheet – Ruby Pattern 3

Updated September 2018

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

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

Entry #	Maneuver Description	Walk to A	Jog to B	X Jog	Stop Back	Lope RL	Stop	F & E	Total	Comments
		1	2	3	4	5	6			
1	582									100ws down, eye up
	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2		
	Totals	70 1/2	71	71 1/2	72	72 1/2	73	75	75	
2	524									needs - pp -
	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	+1		
	Totals	70	69 1/2	69	68 1/2	68 1/2	68 1/2	69 1/2	69 1/2	
3	534									back up -
	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2		
	Totals	70 1/2	71	71 1/2	71 1/2	72	72 1/2	74	74	
4	663									pp wasn't great
	Penalty									
	Maneuver Score	0	0	0	0	-1/2	0	+1		
	Totals	70	70	70	70	69 1/2	69 1/2	70 1/2	70 1/2	
5	703									move heel, leans back to stop (No RL)
	Penalty					-3				
	Maneuver Score	+1/2	+1/2	0	0	-1/2	0	+1		
	Totals	70 1/2	71	71	71	66 1/2	66 1/2	67 1/2	67 1/2	
6										
	Penalty									
	Maneuver Score									
	Totals									

pp = pattern placement

[Handwritten Signature]
 Judges Signature