

YEDA Official Score Sheet -- Ranch Horse Pattern # 6

Updated June 2020

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

Class # 23

JR Sapphire Ranch

1 of 2

1 - point penalty

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

3 - point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	0	0	0	0	0			+1	72 1/2	
	Totals			70 1/2	71	71 1/2											
2	Penalty								3								
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	-1/2	0	0	0	3		+1	70	
	Totals	70 1/2	71	71 1/2		72			69								
3	Penalty						3	3									
	Maneuver Score	0	-1/2		0	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			-1	0	off pattern
	Totals		69 1/2			68 1/2	64	60 1/2	60	59 1/2	59	58 1/2					
4	Penalty																
	Maneuver Score	0	0	+1/2	0	-1	0	0	-1/2	-1/2	0	0			+1/2	69	
	Totals			70 1/2		69 1/2			69	68 1/2							
5	Penalty								3								
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	0	-1/2	0	0	-1/2			+1/2	68 1/2	
	Totals		71	71 1/2	72				68 1/2			68					
6	Penalty								3								
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	0	0			+1	71 1/2	
	Totals		71	71 1/2	72	72 1/2		73 1/2	69 1/2	70		6					
7	Penalty																
	Maneuver Score	0	0	0	0	+1/2	0	0	+1	+1/2	0	0			+1	73	
	Totals					70 1/2			71 1/2	72							
8	Penalty								3								
	Maneuver Score	+1/2	0	+1/2	+1/2	0	0	0	-1/2	0	0	-1/2			+1/2	68	
	Totals			71	71 1/2				68								

[Signature]
Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated June 2020

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

Class #23

JK Sapphire ranch
2 of 2

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty								3								
	Maneuver Score	0	0	+1	+1/2	+1/2	0	0	-1	-1/2	0	0			+1/2	68	
	Totals			11	7 1/2	7 1/2			68	10 1/2							
2	Penalty																
	Maneuver Score	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2			+1	74 1/2	
	Totals	70 1/2		71	71 1/2			72	72 1/2	73		73 1/2					
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																

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated June 2020

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

Class # 24
SR Sapphire Ranch A

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 ½ 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 LL	Stop 1 ½ R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 602	Penalty																
	Maneuver Score	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2			+1/2	75 1/2	
	Totals	70 1/2			71	71 1/2	72	72 1/2	73			74					
2 917	Penalty						③										
	Maneuver Score	0	+1/2	+1/2	0	0	-1/2	0	+1/2	0	0	+1/2			+1	72 1/2	
	Totals		70 1/2	71					71			71 1/2					
3 682	Penalty																
	Maneuver Score	0	0	0	0	0	0	0	0	0	0	+1/2			+1/2	71	
	Totals											70 1/2					
4 688	Penalty			1	3												
	Maneuver Score	0	0	-1/2	0	0	0	0	+1/2	0	0	0			+1/2	66 1/2	
	Totals			68 1/2	65 1/2				70 1/2								
5 148	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	0	-1/2	-1/2	0	0			+1/2	71	
	Totals		71	71 1/2					71	70 1/2							
6 1064	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	0	0	0	+1/2	+1/2			+1/2	73	
	Totals		71	71 1/2							72	72 1/2					
7 893	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	0	+1/2			+1	75	
	Totals	70 1/2	71	71 1/2	72	72 1/2			73	73 1/2		74					
8	Penalty																
	Maneuver Score																
	Totals																

Judges Signature

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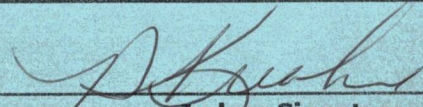


YEDA Official Score Sheet – RAIL

Class: #25 JR Opal Rail A

W/T

Back #	Rider Comments	Overall Class Comments
1 1244	soften through back	
2 541	Shoulder s + heels back	
3 1220	chin up	
4 174	lower leg back	
5 850	chin up; shoulders back	
6		
7		
8		
9		
10		
11		


Judges Signature

VEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated June 2020

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

Class # 26

SR Sapphire ranch B

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ 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 LL	Stop 1 ½ R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	968																
	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2			+1 1/2	77 1/2	
	Totals		71	71 1/2	72 1/2		73	73 1/2	74	74 1/2	75 1/2	76					
2	977																
	Penalty			0													
	Maneuver Score	+1/2	0	-1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	0	0			+1	72 1/2	
	Totals	70 1/2		70		70 1/2	71	71 1/2	72	71 1/2							
3	713																
	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2	0			+1	70 1/2	
	Totals			70 1/2	71	71 1/2	68 1/2		69		69 1/2						
4	1208																
	Penalty							3	3								
	Maneuver Score	+1/2	0	+1/2	0	0	0	0	-1/2	0	+1/2	0			+1/2	65 1/2	
	Totals			71				68	64 1/2		65						
5	377																
	Penalty																
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			+2	77	
	Totals	70 1/2		71	71 1/2	72	72 1/2	73	73 1/2	74	74 1/2	75					
6	687																
	Penalty																
	Maneuver Score	+1/2	0	-1/2	0	-1/2	0	0	+1/2	+1/2	0	0			+1/2	69	
	Totals			68		67 1/2			68	68 1/2							
7																	
	Penalty																
	Maneuver Score																
	Totals																
8																	
	Penalty																
	Maneuver Score																
	Totals																

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Judges Signature

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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

Class 27
SR Sapphire Ranch C

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

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1 – point penalty

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

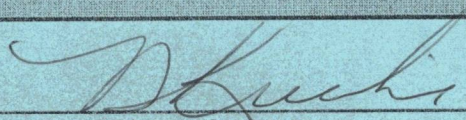
3 – point penalty

- 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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 424	Penalty																
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0			+1	74	
	Totals			70 1/2		71	71 1/2		72	72 1/2	73						
2 685	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			+2	77 1/2	
	Totals	70 1/2	71	71 1/2	72	72 1/2	73	73 1/2	74	74 1/2	75	75 1/2					
3 591	Penalty																
	Maneuver Score	0	0	0	+1/2	0	+1/2	0	0	0	0	0			+1	72	
	Totals				70 1/2		71										
4 1004	Penalty																
	Maneuver Score	0	0	+1/2	0	-1/2	0	0	0	+1/2	0	0			+1/2	71	
	Totals			70 1/2		70				70 1/2							
5 1115	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0			+1	75	
	Totals	70 1/2		71 1/2	72	72 1/2	73		73 1/2		74						
6 201	Penalty																
	Maneuver Score	0	-1/2	0	0	0	0	0	0	0	0	0			+1	70 1/2	
	Totals		69 1/2														
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

[Signature]
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1228	leg back heels down	
2 597	Chin up	
3 577	soften wrist	
4 814	leg back	
5 237	leg back	
6 326	leg back + breathe	
7		
8		
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability 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

Class # 29
SR Sapphire ranch B

1 – point penalty

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

3 – point penalty

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

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	Trot	X-Trot	Lope LL	Stop 1 ½ R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 674	Penalty																
	Maneuver Score	0	0	+1/2	0	0	0	0	0	0	0	0			+1/2	71	
	Totals			70 1/2													
2 1323	Penalty																
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	0	0	0	-1/2	+1/2	+1/2			+1	73 1/2	
	Totals	70 1/2		71	71 1/2	72				71 1/2	72	72 1/2					
3 359	Penalty																
	Maneuver Score	+1/2	+1/2	0	0	+1/2	0	0	0	0	0	+1/2			+1/2	71 1/2	
	Totals			70		70 1/2						71					
4 1015	Penalty																
	Maneuver Score	0	0	0	-1/2	0	0	-1/2	0	0	0	0			+1/2	69 1/2	
	Totals				69 1/2			69									
5 758	Penalty																
	Maneuver Score	+1/2	0	+1/2	0	0	0	0	0	0	0	0			+1/2	71 1/2	
	Totals			71													
6 288	Penalty																
	Maneuver Score	0	0	0	0	-1/2	0	0	+1/2	0	0	0			+1/2	70 1/2	
	Totals					69 1/2			70								
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

[Signature]
Judges Signature

VEDA Official Score Sheet – Ranch Horse Pattern # 6

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:

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

Class # 30
Alumni Ranch

1 – point penalty

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

3 – point penalty

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

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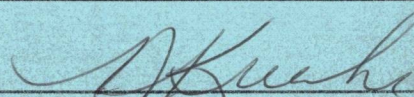
Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	0	0	0	0	0	0	0	0	+1/2	+1/2	0			+1	72	
	Totals									70 1/2	71						
2	Penalty			1					3								
	Maneuver Score	0	0	0	0	-1/2	0	0	-1/2	0	0	0			+1/2	65 1/2	
	Totals			109		68 1/2			65								
3	Penalty	1	1	11													
	Maneuver Score	0	0	-1/2	-1/2	0	-1/2	0	-1/2	-1/2	0	0			+1/2	65	
	Totals	69		66 1/2	66		65 1/2		65	64 1/2							
4	Penalty			1													
	Maneuver Score	0	0	-1/2	0	0	0	0	0	0	0	0			+1/2	69	
	Totals			68 1/2													
5	Penalty																
	Maneuver Score	0	0	-1/2	0	0	0	0	-1/2	-1/2	0	0			+1/2	69*	
	Totals			69 1/2					69	68 1/2							
6	Penalty								3								
	Maneuver Score	0	-1/2	-1/2	0	0	0	0	-1/2	0	0	0		+1/2	+1/2	69 1/2	
	Totals		69 1/2	69					68 1/2								
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

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Judges Signature

YEDA Official Score Sheet – RAIL Class: #31 JK Opal Rail C

Back #	Rider Comments	Overall Class Comments
1 308	open up shoulders	
2 429	lower heel, good	
3 215	leg back	
4 1136	leg back, breathe	
5 229	lower leg, back	
6 310	good,	
7		
8		
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 6
 Updated 2020

Class #32
 JK Sapphire
 rail / putt.
 1 of 2

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

Minor Faults (-1 point)

- 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	Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 2160	Penalty		3									0 Didn't complete pattern
	Maneuver Score	0	-1	0								
	Totals		60									
2 1384	Penalty		1									72
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	0	+1			
	Totals		69		70		71					
3 3660	Penalty											67 1/2
	Maneuver Score	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0			
	Totals		69		68		67 1/2					
4 389	Penalty		3									70 1/2
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1			
	Totals		71									
5 293	Penalty											72
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	+1			
	Totals			71								
6 142	Penalty		3									68 1/2 R12
	Maneuver Score	0	-1/2	0	-1/2	0	+1/2	0	+1			
	Totals		66 1/2		67		67 1/2					
7 810	Penalty		3									63 1/2
	Maneuver Score	0	-1	0	-1/2	0	-1/2	-1/2	0			
	Totals		66		65 1/2		64	63 1/2				
8 1349	Penalty											66 1/2 OP
	Maneuver Score	0	-1/2	-1/2	-1	-1/2	0	0	-1			
	Totals		69		68		67 1/2					
9 357	Penalty		3									65
	Maneuver Score	0	-1	0	0	-1	0	0	0			
	Totals		66				65					

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Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 6

Updated 2020

Class #32
JK Sapphire
rail/patt.
2 of 2

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

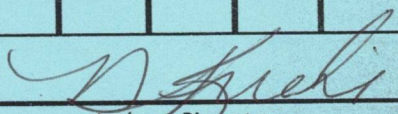
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Form & Effectiveness (F & E)										HDD	Total	Comments		
		Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E							
1	700															
	Penalty															
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	+1	+1/2	+2				77			
	Totals		71	71 1/2	72 1/2	73 1/2	74 1/2	75								
2	142															
	Penalty															
	Maneuver Score	0	0	-1/2	0	0	0	0	+1/2				70	RR		
	Totals			69 1/2												
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															


 Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 6

Updated 2020

Class #33
 SR sapph. rail / pat
 A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	591											
	Penalty											
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+2		77	
	Totals	70 1/2	71 1/2	72 1/2	73		74	75				
2	682											
	Penalty		3									
	Maneuver Score	-1/2	-1	0	0	0	0	0	+1/2		65	
	Totals	69 1/2	65 1/2				64 1/2					
3	201											
	Penalty											
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	-1/2	+1/2		68 1/2	
	Totals		69 1/2	69	68 1/2			68				
4	713											
	Penalty					1						
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	+1		72 1/2	
	Totals		70 1/2	71				71 1/2				
5	1323											
	Penalty		3									
	Maneuver Score	0	-1	0	0	0	-1/2	0	0		65 1/2	
	Totals		66				65 1/2					
6	917											
	Penalty											
	Maneuver Score	0	-1/2	0	0	0	+1/2	0	+1/2		70 1/2	
	Totals		69 1/2				70					
7	1015											
	Penalty		3	1								
	Maneuver Score	0	-1	-1/2	0	0	0	0	0		64 1/2	
	Totals		66	64 1/2								
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

D. Kuehli
 Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 6

Updated 2020

Class # 34
SR sapphire rail/patt
B

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- 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	Gait							F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back				
1	Penalty											Shorten reins
	Maneuver Score	0	0	0	0	-1/2	-1/2	-1/2	+1		69 1/2	
	Totals					69 1/2	69	68 1/2				
2	Penalty		3									
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1		70 1/2	
	Totals		67 1/2		68	68 1/2	69	69 1/2				
3	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1		74	
	Totals	70 1/2	71		71 1/2	72	72 1/2	73				
4	Penalty											Chaps are too short
	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1	+1	+2		78	
	Totals	70 1/2	71 1/2	72 1/2	73	74	75	76				
5	Penalty											
	Maneuver Score	0	+1/2	0	0	0	+1/2	0	+1		72	
	Totals		70 1/2				71					
6	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	0	+1		72 1/2	
	Totals		70 1/2		71		71 1/2					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

D. Krueh

Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 6

Updated 2020

Class #35
Sk sapph. rail/patt.

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back				
1	Penalty		③		1							
	Maneuver Score	+1/2	-1	0	0	0	0	0	+1/2		69	
	Totals	70 1/2	69 1/2			68 1/2						
2	Penalty											
	Maneuver Score	0	+1/2	0	0	+1/2	0	0	+1/2		70 1/2	
	Totals		70 1/2	69 1/2		70						
3	Penalty											
	Maneuver Score	0	0	0	0	0	+1/2	+1/2	+1/2		71 1/2	
	Totals							71				
4	Penalty				1							
	Maneuver Score	0	+1	+1/2	0	0	0	0	+1		71 1/2	
	Totals		71	71 1/2	70 1/2							
5	Penalty		③			①①						
	Maneuver Score	-1/2	-1	0	0	-1/2	-1/2	0	0		67 1/2	
	Totals	69 1/2	68 1/2			68	67 1/2					
6	Penalty											
	Maneuver Score	0	+1/2	0	0	0	0	0	+1/2		71	
	Totals		70 1/2									
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 6
Updated 2020

Class # 36
SP Sapph. rail/patt.
D

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	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back				
1	Penalty											
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		65 1/2	reins are way too long
	Totals			69		68	66 1/2	66				
2	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2		71	
	Totals											
3	Penalty			⓪				⓪				
	Maneuver Score	0	+1/2	0	-1/2	-1/2	0	0	+1		70 1/2	watch your pinkies
	Totals		70 1/2	70	70	69 1/2	71					
4	Penalty											
	Maneuver Score	0	0	+1/2	0	0	0	+1/2	+1/2		71 1/2	
	Totals			70 1/2				71				
5	Penalty		⓪									
	Maneuver Score	+1/2	-1	+1/2	+1/2	0	0	0	+1/2		71	
	Totals	70 1/2	69 1/2	70	70 1/2							
6	Penalty		3									
	Maneuver Score	0	-1/2	0	0	0	0	0	+1/2		67	
	Totals		66 1/2									
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

[Signature]
Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 6

Updated 2020

Class #37
Alumni
rail/patt

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.

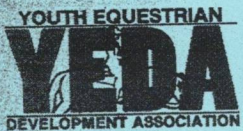
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back				
1	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	0	+1		73	
	Totals		71	71 1/2	72							
2	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	+1/2	+1		73	
	Totals	70 1/2	71				71 1/2	72				
3	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1		75	
	Totals	70 1/2	71	72	72 1/2	73	73 1/2	74				
4	Penalty											
	Maneuver Score	0	0	0	0	0	-1/2	0	+1/2		70	
	Totals						69 1/2					
5	Penalty			1								
	Maneuver Score	0	-1/2	0	0	0	0	0	+1/2		69	
	Totals		69 1/2	68 1/2								
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

[Signature]
Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6
Updated 2020

Class # 38
JR Opal patt.
A

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

Minor Faults (-1 point)

- 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	Walk	Jog	180 R	Back	F & E	HDD	Total	Comments
1 429	Penalty		3						
	Maneuver Score	0	-1	0	-1	-1/2		69 1/2	
	Totals		66		65				
2 1228	Penalty								
	Maneuver Score	+1/2	0	+1/2	0	+1/2		71 1/2	
	Totals	70 1/2		71					
3 302	Penalty								
	Maneuver Score	+1/2	0	-1/2	-1/2	+1/2		70	
	Totals	70 1/2		70	69 1/2				
4 310	Penalty								
	Maneuver Score	+1/2	+1/2	-1/2	-1/2	+1/2		70 1/2	
	Totals	70 1/2	71	70 1/2	70				
5 326	Penalty								
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2		72 1/2	
	Totals	70 1/2	71	71 1/2	72				
6 1130	Penalty								
	Maneuver Score	+1/2	0	0	+1/2	+1		72	
	Totals	70 1/2			71				
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

[Signature]
Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class # 39
 JR Opal patt. 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.

577
 1220
 814
 1172
 592
 541

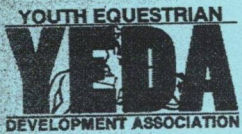
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1 1172	Penalty									
	Maneuver Score	0	-1/2	-1/2	0		0	69		
	Totals		09 1/2	69						
2 814	Penalty									
	Maneuver Score	-1/2	0	+1/2	0		+1/2	70 1/2		
	Totals	09 1/2		70						
3 541	Penalty		3						RR	
	Maneuver Score	-1/2	-1/2	0	0		0	66		
	Totals		66							
4 1220	Penalty		00							
	Maneuver Score	+1/2	0	0	+1/2		+1/2	71 1/2		
	Totals	70 1/2		71						
5 592	Penalty									
	Maneuver Score	-1/2	-1/2	0	-1/2		0	68 1/2		
	Totals	09 1/2	69		68 1/2					
6 577	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2		+1/2	72		
	Totals	70 1/2		71	71 1/2					
7 541	Penalty		1						RR	
	Maneuver Score	0	-1/2	-1/2	-1/2		0	67 1/2		
	Totals		08 1/2	68	67 1/2					
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Signature]
 Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

Class # 40
JR Opal patt.

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.

C
850
1244
174
329

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.

215
237

											Comments
	Maneuver Description	Walk	Jog	180 R	Back		F & E	HDD	Total		
Entry #	Maneuver	1-2	3	4	5						
1	Penalty										
	Maneuver Score	0	+1/2	+1/2	-1/2		+1/2		70 1/2		
	Totals		70 1/2	71	70						
2	Penalty										
	Maneuver Score	0	0	0	-1		-1/2		68 1/2		
	Totals				69						
3	Penalty										
	Maneuver Score	0	-1	0	0		-1/2		67 1/2		
	Totals		69	68							
4	Penalty										
	Maneuver Score	+1/2	+1/2	0	0		+1/2		71 1/2		
	Totals		71								
5	Penalty										
	Maneuver Score	+1/2	+1/2	-1/2	-1/2		+1		71		
	Totals		71		70						
6	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2		+1/2		72 1/2		
	Totals		71		72						
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]

Judges Signature



YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6

Updated 2020

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

Class # 41
EWD Topaz
rail/patt.

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

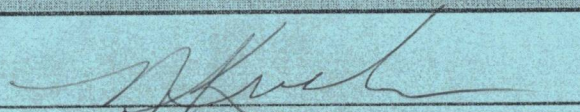
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Jog	X-Walk OL	Jog	Stop	F & E	HDD	Total	Comments
1	Penalty									
	Maneuver Score	0	0	0	0	0	1		71	
	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									

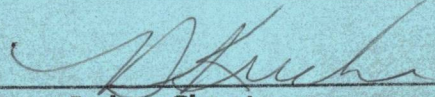
[Signature]
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 123	lower leg back, dont get stiff	
2 107	Very nice	
3 811	nice	
4 937	watch lower leg	
5 765	Very nice, watch lower legs	
6 1011	open shoulders	
7		
8		
9		
10		
11		



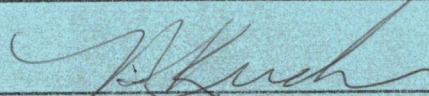
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 954	Belly button in to take arch out of back	
2 1134	Stretch up through core more	
3 258	ball of foot press down in stirrup	
4 081	hands off saddle	
5 284	eyes up	
6 545	hips down	
7		
8		
9		
10		
11		



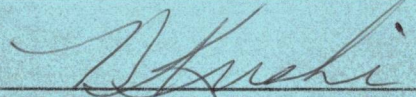
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1232	leg back, good upper back	
2 535	open shoulders + relax	
3 1001	relax	
4 1076	Chin up	
5 289	lower leg back	
6 583	do not hit him on the butt so hard	
7 1074	shoulders back	
8		
9		
10		
11		



Judges Signature

Back #	Rider Comments	Overall Class Comments
1 233	watch arch in back	
2 122	sit up taller shoulders back	
3 1001	stretch up	
4 456	heels down more	
5 812	looks good	
6 1035	stretch up, legs back	
7		
8		
9		
10		
11		

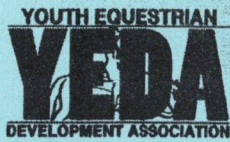

 Judges Signature



YEDA Official Score Sheet – RAIL Class: #46 SR Ruby Tail B

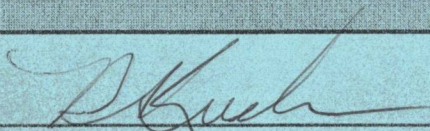
	Back #	Rider Comments	Overall Class Comments
1	604	great look	
2	313	open shoulders	
3	603	lower leg back, shorten stirrup	
4	131	heels down	
5	618	eyes up + breathe	
6	1091	open up shoulders, chin up	
7			
8			
9			
10			
11			

Judges Signature



YEDA Official Score Sheet – RAIL Class: #47 SR Ruby Rail C

Back #	Rider Comments	Overall Class Comments
1 569	keep shoulders open	
2 1183	chin up. stretch through core	
3 3862	open up shoulders	
4 1083	watch arch through back	
5 607	looks good! stay strong through core	
6 1390	heels back + down	
7 709	breathe + soften	
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
Updated 2020

Class # 48
SR Opal patt.

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.

289
535

1232
1067
1074
583

Entry #	Maneuver Description	Walk	Jog	180 R	Back	F & E	HDD	Total	Comments
1	Penalty								eyes + chin up
	Maneuver Score	+1/2	+1/2	0	0	+1/2		71 1/2	
	Totals	70 1/2	71						
2	Penalty								
	Maneuver Score	0	0	0	0	+1/2		70 1/2	
	Totals								
3	Penalty								elbows in
	Maneuver Score	0	-1/2	-1/2	0	0		69	
	Totals		69 1/2	69					
4	Penalty								
	Maneuver Score	0	0	0	0	0		70	
	Totals								
5	Penalty								
	Maneuver Score	+1/2	+1/2	0	0	+1		72	
	Totals	70 1/2	71						
6	Penalty								
	Maneuver Score	0	-1/2	0	0	+1/2		70	
	Totals		69 1/2						
7	Penalty								
	Maneuver Score	0	-1	-1/2	0	-1/2		66	
	Totals		67	66 1/2					
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

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Judges Signature

YEDA Official Score Sheet – Ruby Pattern 6

Updated 2020

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

Class # 49

JR Ruby patt.

A

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.

785
 788
 954
 284
 1011
 937

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

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

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

Entry #	Maneuver Description								F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back	Walk	Walk				
1	Penalty		1	3								op
	Maneuver Score	0	-1/2	-1	0	0	0	+1/2		65		
	Totals		65 1/2	64 1/2								
2	Penalty											
	Maneuver Score	+1/2	0	-1/2	0	+1/2	0	+1/2		71		
	Totals	70 1/2		70		70 1/2						
3	Penalty											
	Maneuver Score	-1/2	+1/2	+1/2	0	+1/2	0	+1	+1/2	72 1/2		
	Totals	69 1/2	70	70 1/2		71						
4	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2		73 1/2		
	Totals	70 1/2	71 1/2	72	72 1/2		73					
5	Penalty			3								op
	Maneuver Score	+1/2	0	-1	0	0	-1/2	0		66		
	Totals	70 1/2		66 1/2			66					
6	Penalty			3								op
	Maneuver Score	+1/2	+1/2	-1	0	0	0	+1/2		67 1/2		
	Totals		71	67								
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature

YEDA Official Score Sheet – Ruby Pattern 6
 Updated 2020

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

Class # 50
 JR Ruby path
 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.

133
 107
 545
 1134
 681
 811

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope LL 4	Walk 5	Stop Back 6	Walk 7					
1	Penalty			3								
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2			70	
	Totals		71	68	68 1/2	69	69 1/2					
2	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	4		74	
	Totals	10 1/2	71	71 1/2	72	72 1/2	73					
3	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	0		70	* DR - 2 hands
	Totals											
4	Penalty				3							
	Maneuver Score	+1/2	+1/2	+1/2	-1	0	0	+1/2			68	OP error instead of walk.
	Totals		71	71 1/2	67 1/2							
5	Penalty			3								
	Maneuver Score	0	0	-1	0	0	+1/2	+1/2			67	
	Totals			66			66 1/2					
6	Penalty											
	Maneuver Score	0	+1/2	0	0	+1/2	0	+1/2			71 1/2	
	Totals		70 1/2			71						
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

D. K. Kish
 Judges Signature



YEDA Official Score Sheet – Ruby Pattern 6

Updated 2020

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

Class # 51
SR Ruby patt. A

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.

709
607
131
1097
313
1390

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

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

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Judges Signature



YEDA Official Score Sheet – Ruby Pattern 6

Updated 2020

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

Class #52
SR Ruby patt. 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.

618 569
683
386
122
1083

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 1-2	Jog 3	Lope LL 4	Walk 5	Stop Back 6	Walk 7					
1	Penalty			3								
	Maneuver Score	0	0	-1	0	0	-1	0		65		
	Totals			66			65					
2	Penalty											
	Maneuver Score	0	0	0	0	0	0	+1/2		70 1/2		
	Totals											
3	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		73 1/2		
	Totals	70 1/2	71	71 1/2	72	72 1/2	73					
4	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	0	0	+1/2		71 1/2		
	Totals			70 1/2	71							
5	Penalty											
	Maneuver Score	0	-1/2	0	0	-1/2	0	+1/2		69 1/2		
	Totals		69 1/2			69						
6	Penalty											
	Maneuver Score	+1/2	0	+1/2	0	+1/2	-1/2	+1/2	+1/2	72		elbows in
	Totals	70 1/2		71		71 1/2	71					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

[Signature]

Judges Signature



YEDA Official Score Sheet – Ruby Pattern 6

Updated 2020

Class #53
SR Ruby patt. C

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

Minor Faults (-1 point)

- Break 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.

6004 1035
456
1061

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.

842
1183
233

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope LL 4	Walk 5	Stop Back 6	Walk 7					
1	Penalty											
	Maneuver Score	0	0	0	0	0	-1/2	0		69 1/2		
	Totals						69 1/2					
2	Penalty			3								
	Maneuver Score	+1/2	0	-1	0	0	0	0		66 1/2	OP - too much arch in back - never got correct lead	
	Totals	70 1/2		66 1/2								
3	Penalty			3								
	Maneuver Score	0	0	-1/2	0	0	0	+1/2		67		
	Totals			66 1/2								
4	Penalty											
	Maneuver Score	0	0	0	+1/2	0	0	+1/2		71		
	Totals				70 1/2							
5	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	+1		73		
	Totals		70 1/2	71	71 1/2		72					
6	Penalty											
	Maneuver Score	0	0	+1/2	0	0	+1/2	+1/2		71 1/2		
	Totals			70 1/2			71					
7	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	0		72 1/2		
	Totals		71		71 1/2	72	72 1/2					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature