

VEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD are scored +3 to -3 in 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

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

- 1 - point penalty
- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

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

Entry #	Maneuver Description	Trot Sequence	Lope L L 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	1015	0	+1	-1/2	0	0	0	-1	0	0	+1	+1	71 1/2	4
Totals														
2	685	+1	0	+1	-1	0	0	-1	-1	-3	+2	+1	69	5
Totals														
3	758	+1	+2	0	0	-1	-3	0	+1	-8	+1	+1	64	off pattern on 1/2 spin R
Totals														
4	1323	+2	+1	0	+1	+1	0	+1	+2	0	+3	0	81	1
Totals														
5	893	+1	0	-3	-1	0	0	0	-1	-5	0	0	61	No lead change
Totals														
6	148	+2	0	+1	0	0	+1	+1	-1	0	+2	0	76	3
Totals														
7	397	+2	+1	+1	0	+1	-1/2	0	+1	0	+2	0	77 1/2	2
Totals														
8														
Totals														

Judges Signature

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- 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

- 1 - point penalty**
- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

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

Entry #	Maneuver Description	Trot Sequence	Lope L/O	Change Leads	Lope R/L	2 Spins L	2 Spins R	Lope R/L	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	687	0	0	-3	0	0	0	0	+1	0	+1	0	69	Simple lead change
2	591	+1	+2	+1	0	-1	-1	0	0	0	+1	+1	75	3
3	713	-3	-1	+1	+1	0	-1	0	+1	-3	+1	0	68	Early lope off 5 LLC 0 Drifts on R5
4	199	0	+2	+1	+1	+1	+2	+1	0	0	+2	0	80	1
5	598	0	+1	+1	+2	+1	0	+1	+1	0	+2	0	77	2
6	1115	+1	0	-3	+1	-1	-3	-3	+1	-10	0	+1	63	3 spins no lope R/L
7	424	-1	-3	0	0	0	+1	0	0	-4	0	+1	66 1/2	5
8														

Senior

#2

Split B

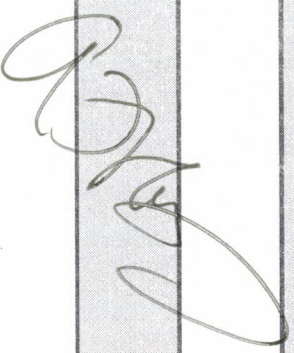
Judges Signature

**YEDA Official Score Sheet – RAIL Class:**

*SR Open Rail*

#3

Back #	Rider Comments	Overall Class Comments
1	535 Nice heel Position	
2	1084 Correct upper Body Line	
3	1074 Quiet Hands	
4	341 Watch wrists - Rolling wrists	
5	1110 Nice Line -	
6	289 Quiet Seat -	
7		
8		
9		
10		
11		



Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #4

Junior

#4

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.

Faults incurring a score of 0:

- 1 - point penalty
  - Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty
  - Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

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		Lope		Change Leads	Lope RL o Stop	2 Spins		Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments		
		1	2	LL	O			R	L									
1	948	Maneuver Score	0	0	+1	+1	+1	+1	0	+1	+1	0	+2	0	77	2		
		Penalty																
		Totals																
2	633	Maneuver Score	0	+1	+1	0	0	0	0	+1	+1	0	+1	+1	76	3		
			Penalty															
			Totals															
3	1262	Maneuver Score	-1	-1	0	0	0	0	+1	+1	0	+1	0	+1 1/2	+1	73 1/2	4	
			Penalty															
			Totals															
4	151	Maneuver Score	0	0	+1	+1	+1	+1	0	0	-1	0	+1	0	73	5		
			Penalty															
			Totals															
5	700	Maneuver Score	+1	+2	+2	+1	+1	+1	+1	+2	+1	0	+2	0	83	1		
			Penalty															
			Totals															
6	840	Maneuver Score	0	0	0	-3	-3	-3	0	+1	62	-3	0	+1	60	8		
			Penalty															
			Totals															
7	366	Maneuver Score	0	-2	0	0	-1	-2	0	-1	67	-3	0	0	61	7		
			Penalty															
			Totals															
8	1092	Maneuver Score	0	-1	0	0	0	-1/2	0	0	68 1/2	0	0	0	68 1/2	USE Arouns for grade 6		
			Penalty															
			Totals															

Judges Signature

*[Handwritten Signature]*

**YEDA Official Score Sheet - Ranch Horse Pattern #4**

Alumni #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.

- 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 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 Sequence	Lope L/O	Change Leads	Lope R/L o/Stop	2 Spins L	2 Spins R	Lope R/L	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	1259													
2	1324													
3	1308													
4	1290													
5	1317													
6	1350													
7	RR 1308													
8														

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

Entry #	Maneuver	Maneuvers							HDD	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	F & E			
1	Balance circle 6	0	0	-3	0	0	0	+1 1/2	0	67 1/2	Balance circle 6 circle symmetry
2	Circle symmetry	0	0	-1	-1	0	0	0	+1	69	Circle symmetry at 45 deg 5
3	Prepares for 7	0	0	-3	+1	0	0	0	0	67	Prepares for 7 Transitions
4	Nice & bog 1	0	0	+1	+2	+1	-1	+2	+1	76	Nice & bog 1
5	Show walk 3	0	+1	0	0	0	0	+1	0	72	Show walk 3 station
6	St. Booper 4	0	-1	0	0	0	+1	+1	0	71	St. Booper 4 in saddle 4
7	713	0	0	0	+1	+1	+1	+1	0	75	2
8	Totals										
9	Totals										

Judge's Signature

*(Handwritten Signature)*

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

**Minor Faults (-1 point)**

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

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Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
1 1115	Penalty				-1							5
	Maneuver Score	0	0	0	-1	0	0	+1	+1	70		
	Totals						68					
2 687	Penalty											2
	Maneuver Score	0	+1	0	+1	+1	+1	+2	0	76		
	Totals						74					
3 148	Penalty											3
	Maneuver Score	0	+1	0	0	+1	+1	+1	+1	75		
	Totals						73					
4 377	Penalty											1
	Maneuver Score	+1	+1	+1	+1	0	0	+2 1/2	0	76 1/2		
	Totals						74					
5 199	Penalty						-1					4
	Maneuver Score	0	+1	+1	+1	+1/2	0	+2	0	73 1/2		
	Totals						71 1/2					
6 598	Penalty											6
	Maneuver Score	0	0	+1	+1	0	0	+1 1/2	0	69 1/2		
	Totals						68					
7 893	Penalty											7
	Maneuver Score	0	0	0	-1	0	-1	+1	0	69		
	Totals						68					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*[Handwritten Signature]*

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
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- 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						
	Maneuver	1-2	3	4	5	6	7						
1	Penalty			-3								840	6
	Maneuver Score	0	0	-1	0	0	-1	+1	+1	67			
	Totals			66			65						
2	Penalty			-3								1092	4
	Maneuver Score	0	+1	-1	0	0	+1	+1	0	69			
	Totals			67			68						
3	Penalty			-3								948	2
	Maneuver Score	0	+1	+1	0	+1	0	+2	+1	76			
	Totals			72			73						
4	Penalty			-3								633	1
	Maneuver Score	+1	+1	+2	+1	+1	+1	+2	+1	80			
	Totals						77						
5	Penalty			-3								366	5
	Maneuver Score	0	-1	-2	0	-1	0	0	+1/2	67 1/2			
	Totals						66						
6	Penalty	-5										1262 <del>1262</del>	nowalk x Jog-Lope g
	Maneuver Score	-3	-2	-2	-3	-2	0	0	0	48			
	Totals						48						
7	Penalty			-3								151	More heel DROP heel 7
	Maneuver Score	0	-1	-1	-2	0	0	0	0	66			
	Totals						66						
8	Penalty			-3								700	3
	Maneuver Score	0	+1	+2	+1	0	0	+2	0	75			
	Totals			73			73						
9	Penalty			-3									
	Maneuver Score												
	Totals												

*at*

Judges Signature



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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

- Break of gait at lope, but 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	Penalty											Don't over check of horse 4
	Maneuver Score	+1	0	+1	-1	0	-1	+2	+1	73		
	Totals			72			70					
2	Penalty											1
	Maneuver Score	+1	0	+1	+2	+1	+1	+2	0	78		
	Totals			72			76					
3	Penalty											3
	Maneuver Score	0	0	+1	+2	+1	+1	+2 1/2	0	77 1/2		
	Totals				73		75					
4	Penalty											3 (rat) 2
	Maneuver Score	+1	+1	+1	+1	+1	0	+2	0	77		
	Totals			73			75					
5	Penalty											6
	Maneuver Score	0	+1	-3	+1	0	0	+1	0	69		
	Totals			67			68					
6	Penalty											Don't Rush Transitions
	Maneuver Score	0	0	0	0	0	+1	+1	0	72		
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*[Handwritten Signature]*

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	X-Jog	Jog	Stop Back					
1	1084										
	Penalty										
	Maneuver Score	0	0	0	0	-1	69	+1/2	0	69 1/2	Quiet upper Body 4
	Totals										
2	289										
	Penalty										
	Maneuver Score	0	0	-2	0	0	68	-1	0	67	Uneven Lines 4
	Totals										
3	1110										
	Penalty										
	Maneuver Score	0	0	0	0	-1	69	+1	0	70	Move leg on Back 3
	Totals										
4	341										
	Penalty										
	Maneuver Score	0	0	+1	+1	0	72	+1	0	73	Nice job at Est Jog 2
	Totals										
5	1074										
	Penalty										
	Maneuver Score	0	0	0	0	-1	0	0	0	69	Quiet Lower Leg 3
	Totals										
6	535										
	Penalty										
	Maneuver Score	0	0	+1	0	+1	72	+1 1/2	0	73 1/2	Nice Ride 1
	Totals										
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

Judges Signature



**YEDA Official Score Sheet – RAIL Class: SR Emerald Split A**

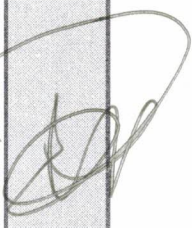
#11

Back #	Rider Comments	Overall Class Comments
1 793 ✓	Nice <sup>heel</sup> position -	
2 848 ✓	# Quiet Seat MAKE	
3 1225 ✓	Lead MAKE heel	
4 696 ✓	Nice Time	
5 1119 ✓	MAKE a Deep Seat	
6 408 ✓	Open Shoulders - Don't lean Back - Nice heels	
7 880 ✓	Nice Time -	
8 526 ✓	Tighten upper body - Quiet Ride	
9		
10		
11		

Judges Signature

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

#12

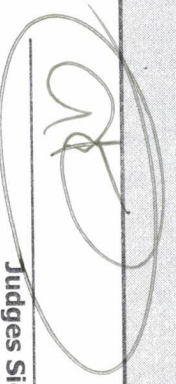
Back #	Rider Comments	Overall Class Comments
1	1016 ✓ Nice line -	
2	1299 ✓ Nice heel	
3	109 ✓ Need more heel - Steady upper Body	
4	145 ✓ Nice line & heel	
5	206 Quiet Seat - (w/iron's RLL lead)	
6	978 ✓ Quiet upper Body	
7	794 ✓ Deep heel Nice line	
8	384 ✓ Quiet Seat -	
9		
10		
11		

Judges Signature \_\_\_\_\_

**YEDA Official Score Sheet – RAIL Class: SR Opal Split A**

WT #13

Back #	Rider Comments	Overall Class Comments
1	868 ✓ Nice Fine - Good heel	
2	449 ✓ Great Position & Posture	
3	478 ✓ Don't Arch Back - Good hands & heel	
4	1220 ✓ Nice Fine	
5	86 ✓ Quiet hand - open Shoulder is	
6	541 ✓ Deep heel - open up Shoulder	
7	577 ✓ Nice heel - Quiet Seat	
8		
9		
10		
11		

  
 Judges Signature

**VEDA Official Score Sheet – RAIL Class:**

SR Opal Split B #14

Back #	Rider Comments	Overall Class Comments
1	411 ✓ Nice heel - open Shoulder	
2	326 ✓ Nice Line & Good Arms	
3	329 ✓ Great hand - more heel	
4	1046 ✓ Nice Line	
5	1028 ✓ Nice heel & Upper Body	
6	316 ✓ Have Deep Seat & heel	
7	489 ✓ Lengthen & Relax upper Body	
8 K	803 ✓ Nice Position	
9		
10		
11		



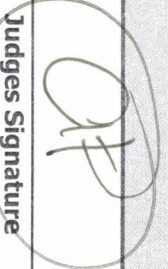
\_\_\_\_\_  
 Judges Signature

**YEDA Official Score Sheet – RAIL Class:**

**SR Emerald Split A**

#15

Back #	Rider Comments	Overall Class Comments
1 858 ✓	Nice fine - Deep heel - Wrong RLL Lead	
2 1301 ✓	Nice Fine -	
3 337 ✓	Deep heel quiet Seat	
4 1033 ✓	Bring legs Back a little -	
5 1146 ✓	Great heel open Shoulders more	
6 825 ✓	Nice heels - Bring Elbows in more	
7		
8		
9		
10		
11		



Judges Signature



YEDA Official Score Sheet - RAIL Class: SR Emerald Split B #116

Back #	Rider Comments	Overall Class Comments
1	1362 ✓ Deep heels Quiet Seat	
2	123 ✓ Sit Back - Nice heels	
3	639 ✓ Nice fore heels to Shoulder - Sit deeper in saddle	
4	1296 ✓ Nice heel. Quiet upper body -	
5	1135 ✓ Deep heel	
6	253 ✓ Quiet lower leg -	
7		
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL Class: Alumni Emerald #17

Back #	Rider Comments	Overall Class Comments
1 1344 ✓	Deep Seat & Quiet hand	
2 1315 ✓	Great heel & fine	
3 1334 ✓	More Bend in Elbow - Quiet hands	
4 1255 ✓	Open Shoulders - Nice heel position - More leg to	straighten Back when
5 1320 ✓	<del>More bend in elbow</del>	Buck
6 1311 ✓	Nice Deep heel & Seat Quiet seat at jog, Push heels down more	
8		
9		
10		
11		

Judges Signature

OK

**YEDA Official Score Sheet - Emerald Pattern 4**  
Updated 2020

Junior #18  
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	Stop Back	Lope RL	Stop				
		1-2	3	4	5	6				
1	Penalty									
	Maneuver Score	0	-1/2	0	+1	0	+1	0	71 1/2	4
	Totals								70 1/2	
2	Penalty									
	Maneuver Score	0	0	0	-1	-1	+1	0	69	7
	Totals								68	
3	Penalty									
	Maneuver Score	+1/2	+1	0	+1	+1	+2	0	75 1/2	1
	Totals								73 1/2	
4	Penalty									
	Maneuver Score	0	0	0	-1	0	+1	0	70	6
	Totals								69	
5	Penalty									
	Maneuver Score	+1	+1	+1	0	-1	+2	0	74	2
	Totals								72	
6	Penalty		-1		-3					
	Maneuver Score	0	-1	0	-1	0	+1	0	65	More heel down more 8
	Totals								64	
7	Penalty									
	Maneuver Score	-1/2	0	H	+1	0	+1	0	72 1/2	heels 3 down more
	Totals								71 1/2	
8	Penalty									
	Maneuver Score	0	0	0	0	0	+1	0	71	5
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*  
Judges Signature

**YEDA Official Score Sheet - Emerald Pattern 4**

Updated 2020

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

#19  
Junior  
Split B

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**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	Maneuver				
1	More spur	0	0	-1/2	0	0	+1	0	70 1/2		Loss kicking 4
2	Late RL	0	0	-1	-1/2	0	-1	0	66 1/2		
3		0	0	0	+1	0	+1	+1	73		2
4	Set quarter	0	-1	0	0	0	0	0	69		through legs
5		+1/2	0	+1	-1	0	+1	0	71 1/2		3
6		0	0	-1	0	0	+1	0	70		5
7		+1	0	0	+1	+1	+1	0	74		1
8		0	-1	0	-1	-1	0	0	67		Legs over
9											you 7

Judges Signature

*(Handwritten signature)*

**YEDA Official Score Sheet – Emerald Pattern 4**  
 Updated 2020

Senior #20  
 Split A

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¾ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill 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 ½ points increments

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1 1276	Penalty									
	Maneuver Score	+1	0	0	+1	0	+1	0	73	Shorten Reins 4
	Totals					72				
2 253	Penalty									
	Maneuver Score	0	0	0	+1	0	+1½	+2	74½	Nice style too slow 2
	Totals					71				
3 825	Penalty									
	Maneuver Score	0	0	0	0	-1	+1	0	70	6
	Totals					69				
4 858	Penalty									
	Maneuver Score	+1	+1	0	+1	-1	+2	+1	75	1
	Totals					72				
5 1146	Penalty									
	Maneuver Score	0	0	-1	0	0	+1½	0	70½	5
	Totals					69				
6 639	Penalty									
	Maneuver Score	0	+1	+1	+1	0	+1	0	74	3
	Totals					73				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*(Signature)*

Judges Signature

**YEDA Official Score Sheet - Emerald Pattern 4**

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

#21 Senior Split B

**Minor Faults (-1 point)**

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

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

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

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Stop Back	Lope RL	Lope RL				
1	Penalty										
	Maneuver Score	0	+1	0	+1	+1	+1	0	74	2	
	Totals										
2	Penalty										
	Maneuver Score	+1	0	+1	-1	0	+1	+1	73	4	
	Totals										
3	Penalty										
	Maneuver Score	+1	+1	0	+1	-1	+1/2	0	73 1/2	3	
	Totals										
4	Penalty										
	Maneuver Score	0	+1	0	0	0	+1	0	72		More log at lops 5
	Totals										
5	Penalty										
	Maneuver Score	0	+2	0	+1	+1	+1	0	75	1	
	Totals										
6	Penalty										
	Maneuver Score	+1	0	0	0	-1	+1	0	71		
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

OK

**YEDA Official Score Sheet - Emerald Pattern 4**

Updated 2020

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- Ticking or 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	Maneuver				
1	1255	Penalty									
		Maneuver Score	+1	+2	+1	0	0	+2 1/2	0	76 1/2	1
		Totals					74				
2	1311	Penalty									
		Maneuver Score	+1	-1	-1	0	-2	0	+1	68	5
		Totals					67				
3	1326	Penalty									
		Maneuver Score	+1	+1	0	-1	0	+2	0	70	4
		Totals					68				
4	1315	Penalty									
		Maneuver Score	+1	+1	-1	+1	-1	+1	0	72	3
		Totals					71				
5	1344	Penalty									
		Maneuver Score	+1	+1	+1	+1	0	+2	0	76	2
		Totals					74				
6	1334	Penalty									
		Maneuver Score	+1	0	0	-3	0	0	0	62	4 Hours Gait 6 RLLCops
		Totals					78				
7		Penalty									
		Maneuver Score									
		Totals									
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									
		Totals									

Judges Signature

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#22 Alumni!

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

Split A

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back	5	4				
1	86	0	-1	0	0	0	0	0	0	69	Quiet upper body	
2	478	0	0	0	0	-1	69	+1	0	70	Like to see more attention	
3	PR 329	0	0	+1	+1	0	72	+1	0	73	Good work	
4	1220	0	+1	+1	+1	+1	74	+1	0	75	Use 3rd	
5	1028	0	+1	0	0	0	71	+1	0	72		
6	1046	-3	-3	0	-1	0	62	0	0	62	Use more jog.	
7	577	0	+1	+1	+1	0	73	+1	0	74		
8	489	0	+1	0	0	0	71	+1	0	72		
9	Totals											

CAF

Judges Signature

**YEDA Official Score Sheet - Opal / Pattern 4**

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1/4
- 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.
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead

**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.

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
			1	2	3	4	5				
1	Penalty										2
	Maneuver Score	0	+1	+1	+2	0	+2	0	76		
	Totals										
2	Penalty										1
	Maneuver Score	0	+1	+1	+2	+1	+2	0	77		
	Totals										
3	Penalty										5 Water Patterns
	Maneuver Score	+1	0	-1	0	0	+1 1/2	0	71 1/2		
	Totals										
4	Penalty										M
	Maneuver Score	0	+1	-1/2	0	0	+1	0	70 1/2		
	Totals										
5	Penalty										3
	Maneuver Score	0	+1	0	+1	0	+1	0	73		
	Totals										
6	Penalty										U
	Maneuver Score	0	0	0	+1	0	+1	0	72		
	Totals										
7	Penalty										Keep upper body quiet 6
	Maneuver Score	0	0	0	+1	0	+1	0	71		
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

*[Handwritten Signature]*

Junior #24  
Split B