

# YEDA Official Score Sheet – Amber EWD Pattern 5 & 6

Updated 2020

Class #1

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 ¼ 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.

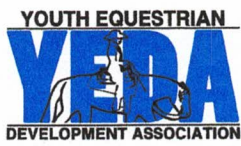
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ points increments

**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	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop				
		1-2	3	4	4	5	6				
1	Penalty	-	<del>-</del>	-	-	-	-				Nice position at back ↳ show more extension of walk
	Maneuver Score	-	-1	-	+1	-1	+1				
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



## YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6

Updated 2020

Topaz PM  
Class # 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	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	X-Walk O L 4	Jog 5	Stop 6					
1	Penalty		-	-	-						walk on stop wrong side of cone
	Maneuver Score	-1/2	-1/2	+1/2	-	(0)					
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature

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

Class # 3 Pearl Rail WJ

Back #	Rider Comments	Overall Class Comments
1 <del>987</del>	✓ looks good	17 ①
2 1496	higger circles on reverse   sit deeper	1325 ②
3 887	Lower your hands a bit   good seat	987 ③
4 1411	Relax your back   nice seat   a little stiff	<del>1325</del> 887 ④
5 17	✓ nice posture ✓	<del>887</del> 950 ⑤
6 1325	Lower your hands just a little   nice & relaxed	<del>987</del> 1411 ⑥
7 1496	<del>nice stretched</del> sit deeper   try not to bounce	
8 950	nice seat   leaning a little too far back	
9 1102	try to sit deeper   nice hands / good handhold	
10		
11		

BM an 980  
 Judges Signature

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

Class # 4 Jr/Sr Emerald  
SPLIT A  
75M

Back #	Rider Comments	Overall Class Comments
475	✓ great work / ✓ in lepe / tough horse	• 475 ①
650	pretty positive in lepe /	1295 ②
1266	✓ - nice position	1266 ③
1295	✓ new work / tough horse pretty ridden	765 ④
752	sit deeper	• 650 ⑤
765	relax abit / great position in lepe	752 ⑥

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



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

①

Class #5 Jeopard RAIL

Back #	Rider Comments	Overall Class Comments
1 <del>219</del>	✓ walk VFI	1410 ①
2 1424	careful not to pitch forward in upward transition	219 ②
3 718	good position	1234 ③
4 <del>1410</del>	✓ walk VFI	718 ④
5 670	relax your back/shoulders a bit	1424 ⑤
6 <del>1234</del>	✓ walk VFI	670 ⑥
7 410	relax shoulders a bit / sit deeper	
8		
9		
10		
11		

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



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

# <sup>6</sup> Jr/Sr Emerald Splab  
WLC

Back #	Rider Comments	Overall Class Comments
1 1365	✓ walk ✓ + J	630 ①
2 742	Nice Lope / quiet seat	1485 ②
3 759	relax ✓ + lope	819 ③
4 630	Nice rider – ✓ tough horse	759 ④
5 819	✓ J – great seat	742 ⑤
6 1485	✓ J lovely rider	1365 ⑥
7		
8		was 1365 ↓
9		
10		
11		

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



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

#1 Stopped Rail WJ

Back #	Rider Comments	Overall Class Comments
1 1408	Nice heel / good job / nice position	<del>1408</del>
2 599	Nice seat	1408 ①
3 797	good job	797 ②
4 941	pretty to watch / keep leg on in turn!	599 ③
5 <del>941</del>		941 ④
6		
7		
8		
9		
10		
11		

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

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**

Updated 2020

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

Class # 8  
 Pearl

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	102	1	2	3	4	5	6				
	Penalty	0		-1	-		0	0	0	68	show / poor more stop extension
	Maneuver Score	0	+2	-1/2	+1/2	-1	-2	0	0		
	Totals										
2	87	1	2	3	4	5	6				
	Penalty	0			-1	0			0	72.5	
	Maneuver Score	0	+1	+1	0	0	+1/2	+1	0		
	Totals										
3	950	1	2	3	4	5	6				
	Penalty					-3			0	70	No extension
	Maneuver Score	-1/2	+1	+2	0	-1	+1	+1/2	0		
	Totals										
4	1420	1	2	3	4	5	6				
	Penalty								0	81	
	Maneuver Score	+1	+2	+2	+1	+2	+1	+2	0		
	Totals										
5	1411	1	2	3	4	5	6				
	Penalty		-3	0	0	-3	0		0	59	
	Maneuver Score	0	-3	0	0	-2	0	0	0		
	Totals										
6	1496	1	2	3	4	5	6				
	Penalty					-3	0		0	66.5	No extension
	Maneuver Score	0	+1/2	+1/2	+1/2	-2	0	0	0		
	Totals										
7	117	1	2	3	4	5	6				
	Penalty								0	79	Nice Ride!
	Maneuver Score	+1/2	+1	0	+1/2	+2	+2	+2	+1		
	Totals										
8	887	1	2	3	4	5	6				
	Penalty									74.5	good transitions
	Maneuver Score	+1/2	+1	-1/2	+1/2	+1	+1	+1			
	Totals										
9	1325	1	2	3	4	5	6				
	Penalty									74.5	good Ride
	Maneuver Score	+1/2	+1	0	+1/2	+1/2	+1	+1			
	Totals										

Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 5**  
 Updated 2020

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

Class #9  
 JR/SR Emerald  
 Split 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.

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
① 1 475	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	+1	+2	0	78	✓ Lovely rider
	Totals										
④ 2 759	Penalty										
	Maneuver Score	0	+1/2	+2	+1	0	-1	0	0	72.5	good pattern
	Totals										
⑥ 3 765	Penalty			-3	-3						
	Maneuver Score	+1/2	+1/2	-1/2	-1/2	+1/2	+1	-1		63.5	✓ Leads & correct
	Totals										
⑤ 4 1295	Penalty			-3							
	Maneuver Score	+1	+1/2	0	0	+1/2	+1	+1	0	72	<del>break in lope</del> but correct
	Totals										
② 5 819	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+1	+1/2	+1	0	76	Nice position
	Totals										
③ 6 742	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1	0	+1	+1	75.5	tougher horse
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 5**

Updated 2020

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

Class #10  
 JR Opal

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	+1	+1	+2	0	+1	+1	+1 1/2	0	17.5	Nice rider effective
	Totals										
2	Penalty										
	Maneuver Score	0	+1	-1	+1 1/2	+1	0	0	0	11.5	make sure you count your back steps
	Totals										
3	Penalty			-3							
	Maneuver Score	+1 1/2	+1 1/2	-1 1/2	0	+1	-1 1/2	0	0	6	make your stop more definite
	Totals										
4	Penalty										
	Maneuver Score	-1	-1	-2	0	0	0	-1	0	6	take your time
	Totals										
5	Penalty										
	Maneuver Score	+1 1/2	+1 1/2	0	0	+1 1/2	-1 1/2	-2	0	19	off pattern
	Totals										
6	Penalty										
	Maneuver Score	0	+1 1/2	+1 1/2	+1	0	+1 1/2	0	0	13 1/2	show more extension
	Totals										
7	Penalty			-3							
	Maneuver Score	-1 1/2	-1	-3	-1	-1					Re-ride
	Totals										
8	Penalty										
	Maneuver Score	+1 1/2	+1	+1	+1	+1 1/2	+1 1/2	+1		16.5	Lovely Ride
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 5**  
 Updated 2020

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

Class #11  
 JR/SR Emerald  
 Sp L B

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

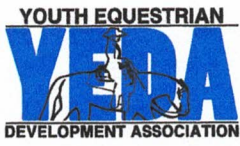
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
② 1 1365	Penalty										
	Maneuver Score	0	+2	+2	+2	+2	+2	+1	0	80.5	W brought in crooked to A
	Totals	-1/2									
① 2 630	Penalty										
	Maneuver Score	0	+1	+2	+2	+2	+2	+2	0	81	Lovely rider & pattern
	Totals										
③ 3 1266	Penalty										
	Maneuver Score	+1	+1	+2	+1	-1	+2	+1	0	77	
	Totals										
⑥ 4 650	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1/2	0	72	
	Totals										
④ 5 1485	Penalty										
	Maneuver Score	-1/2	0	+2	+2	+1/2	+1/2	+1	+1	76.5	nice rider / tough horse crooked to A
	Totals										
⑤ 6 752	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1	0	0	74	
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

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

Class # 12 Skopal Pattern

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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



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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	1408										
	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	13 1/2	
	Totals										
4	797										
	Penalty										
	Maneuver Score	0	-1	-1	OP	-2	-2	0	0	64	crooked, OP shortens rein, poor stop #4
	Totals										
2	599										
	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	0	13 1/2	Lower your hands
	Totals										
3	941										
	Penalty										
	Maneuver Score	+1/2	-3	-1/2	0	+1/2	+1/2	0	0	68	Break @ 40ft Leg!
	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

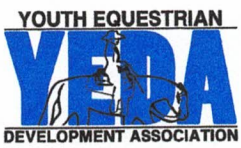


# YEDA Official Score Sheet – RAIL Class:

#13 JR Ruby Rai

Back #	Rider Comments	Overall Class Comments
1	pretty riders / effective aids (1)	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature



# YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2020

SR Sapphire Pm

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

Class #14

### Minor Faults (-1 point)

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

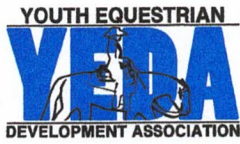
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope O RL 4	Change Leads 5	Lope LL 6	Stop Back 7					
① 1 1584	Penalty			-3								
	Maneuver Score	+1/2	+1/2	0	+3	+1	+2	+1	0	75	Late for Lead nice rider	
	Totals			0								
③ 2 830	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1/2	-1/2	0	0	74	crooked back good position	
	Totals											
② 3 783	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	+1	+1/2	0	75	nice rider	
	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											

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Judges Signature



# YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2020

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

Alumni Sapphire Pm

class # 15

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

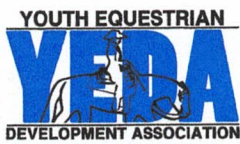
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
1	Penalty											Very effective
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1 1/2	+1/2	0	75		
	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											

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# YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

JRISR Ruby PM

CLASS #16

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog O L	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	+1	<del>0</del>	+1	+1	+1	+1	0	0	74	
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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# YEDA Official Score Sheet – Ranch Horse Pattern # 5

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.

### 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	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Penalty			-3				-1									+1	6.5	s. de passed Rader than Bad
	Maneuver Score	+1/2	+1/2	0	0	+1/2	0	-1	0	0	+1/2	+1/2	0	0					
	Totals																		
2	Penalty							-3									0	6.5	off pattern
	Maneuver Score	+1/2	F1	+1	+1/2	-1	+1/2	+1/2	0	0	0	0	0	0					
	Totals																		
3	Penalty			-3													+1	6.5	Nice pattern
	Maneuver Score	+1/2	+1	-2	0	+1/2	+1/2	+1	+1	+1	+1/2	+1	+1/2	0					
	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																		

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### 1 – point penalty

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- 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	Stop	360 ea. direction	Walk	Trot L	Lope LL	Lope	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Penalty																			
	Maneuver Score	+1/2	0	+1/2	0	-1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	0	+1/2		0	+1	13	
	Totals																			
2	Penalty																			
	Maneuver Score																			
	Totals																			
3	Penalty																			
	Maneuver Score																			
	Totals																			
4	Penalty																			
	Maneuver Score																			
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5	Penalty																			
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	Totals																			
6	Penalty																			
	Maneuver Score																			
	Totals																			
7	Penalty																			
	Maneuver Score																			
	Totals																			
8	Penalty																			
	Maneuver Score																			
	Totals																			

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