

YEDA Official Score Sheet – Ranch Horse Pattern # 8

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 # 21
SR
Split 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 point increments

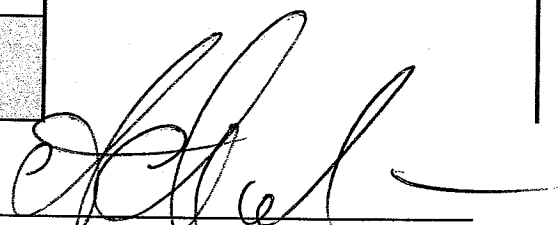
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Trot	1 Spin Right	Lope RL	X Lope	Stop L RB	LL Lope o	Walk 10-15	Stop Back 8	1 ¼ Spin L	Trot 10	Stop 11	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 547	Penalty												/	+½	+½	70½	
	Maneuver Score	+½	-½	+½	+½	0	0	0	0	-1	0	-½					
	Totals	70½	70	70½	71	71	71	71	71	70	70	69½					
2 687	Penalty			3				1					4	+1	-½	64½	
	Maneuver Score	+½	+½	-1	0	-½	-½	-½	0	-½	0	0					
	Totals	70½	71	67	67	66½	66	64½	64½	64	64	64					
3 284	Penalty											(OP)	/	0	-½	71½	didn't stop
	Maneuver Score	0	0	+1	+½	+½	+½	0	+½	0	+½	-½					
	Totals	70	70	71	71½	72	72½	72½	73	73	73½	72					
4 604	Penalty											(OP)	/	+1	-½	68	didn't stop
	Maneuver Score	-½	-½	0	0	-½	+½	0	+½	0	-½	-½					
	Totals	69½	69	69	69	68½	69	69	69½	69½	69	67½					
5 893	Penalty												/	+½	+1	75½	
	Maneuver Score	+½	0	+½	0	0	+½	+½	+½	0	+½	+½					
	Totals	70½	71	71½	71½	71½	72	72½	73	73	73½	74					
6 359	Penalty												/	+1	0	71½	tie break with HDD
	Maneuver Score	0	0	0	0	0	+½	0	0	-½	+½	0					
	Totals	70	70	70	70	70	70½	70½	70½	70	70½	70½					
7 929	Penalty													+½	0	71½	
	Maneuver Score	0	0	0	0	0	+½	0	0	0	+½	0					
	Totals	70	70	70	70	70	70½	70½	70½	70½	71	71					

Judges Signature (Judge A)

YEDA Official Score Sheet – RAIL Class: #22 JR Opal Rail
 Horsemanship - Split A

	Back #	Rider Comments	Overall Class Comments
1	1543	nice position	
2	1457	good position, don't point toes out too much	
3	1126	bring lower leg back	
4	1007	don't let feet get too far in stirrups	
5	1687	don't lean back too much, keep shoulders square and toes in	
6	1455	good position	
7			
8			
9			
10			
11			


 Judges Signature (Judge A)

YEDA Official Score Sheet – Ranch Horse Pattern # 8

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
 SR
 Split 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.

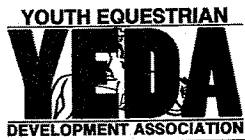
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 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	1 Spin Right	Lope RL	X Lope	Stop L RB	LL Lope o	Walk 10-15	Stop Back 8	1 1/4 Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	1106												/	+1	0	66 1/2	rushed pattern
	Penalty																
	Maneuver Score	+1/2	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1					
Totals		70 1/2	70	70	70	69 1/2	69	68 1/2	68	67	66 1/2	65 1/2					
2	1399							(OP)					/	+1/2	-1/2	66 1/2	never walked
	Penalty																
	Maneuver Score	0	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0					
Totals		70	70 1/2	70	69 1/2	69	68 1/2	67	67	66 1/2	66 1/2	66 1/2					
3	1423												/	0	0	70 1/2	
	Penalty																
	Maneuver Score	0	+1/2	0	0	0	-1/2	0	+1/2	0	0	0					
Totals		70	70 1/2	70 1/2	70 1/2	70 1/2	70	70	70 1/2	70 1/2	70 1/2	70 1/2					
4	389												/	+1/2	0	71 1/2	
	Penalty																
	Maneuver Score	+1/2	-1/2	0	+1/2	+1/2	0	0	0	-1/2	+1/2	0					
Totals		70 1/2	70	70	70 1/2	71	71	71	71	70 1/2	71	71					
5	1135												/	+1/2	+1/2	73 1/2	good transition
	Penalty																
	Maneuver Score	0	-1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0					
Totals		70	69 1/2	70	70	70 1/2	71	71 1/2	72	72	72 1/2	72 1/2					
6	372												/	+1/2	+1/2	71 1/2	tie break with F+E
	Penalty																
	Maneuver Score	0	+1/2	0	0	-1/2	0	0	0	0	+1/2	0					
Totals		70	70 1/2	70 1/2	70 1/2	70	70	70	70	70	70 1/2	70 1/2					
7	342												/	+1/2	-1/2	67 1/2	
	Penalty																
	Maneuver Score	-1/2	-1	0	0	0	0	-1/2	+1/2	-1/2	0	-1/2					
Totals		69 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68	68 1/2	68	68	67 1/2					

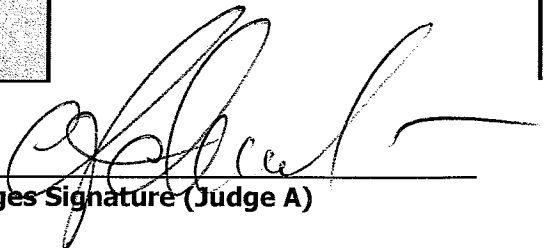
Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

Class: #24 JR Opal Rail
Housemanship - Split B

Back #	Rider Comments	Overall Class Comments
1 329	tighten core @ jog, don't bob head	
2 1504	heels need to be down @ jog, brace @ jog	
3 1590	nice position	
4 439	bring lower leg back, quiet upper body @ jog	
5 301	too much bend in knee, sit tall and pull shoulders back	
6 1516	don't get shoulders too far back	
7 1505	don't get shoulders too far back	
8		
9		
10		
11		


Judges Signature (Judge A)

YEDA Official Score Sheet – Ranch Horse Pattern # 8

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 # 25
 SR
 Split C

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.

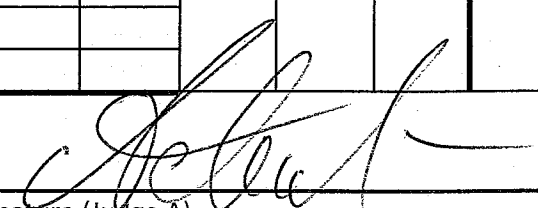
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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	Trot	1 Spin Right	Lope RL	X Lope	Stop L RB	LL Lope o	Walk 10-15	Stop Back 8	1 ¼ Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	671												/	+1	-1/2	67 1/2	
	Penalty																
	Maneuver Score	0	-1/2	+1/2	0	-1/2	0	0	-1	-1/2	0	-1					
Totals		70	69 1/2	70	70	69 1/2	69 1/2	69 1/2	68 1/2	68	68	67					
2	1098												/	0	+1/2	75 1/2	good ride position & control
	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
Totals		70 1/2	71	71 1/2	72	72 1/2	72 1/2	73	73 1/2	74	74 1/2	75					
3	700												/	+1/2	0	69	didn't extend lope far enough
	Penalty																
	Maneuver Score	-1/2	0	0	-1/2	0	0	0	0	0	-1/2	0					
Totals		69 1/2	69 1/2	69 1/2	69	69	69	69	69	69	68 1/2	68 1/2					
4	390												/	+1	0	69 1/2	hands & arms a little stiff
	Penalty																
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0	0	0	0	0					
Totals		70	69 1/2	69	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2					
5	1064												/	+1/2	+1/2	73	
	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	-1/2	0	+1/2	0	0	+1/2	+1/2					
Totals		70	70	70 1/2	71	70 1/2	70 1/2	71	71	71	71 1/2	72					
6	709												/	+1/2	0	72	
	Penalty																
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	0	0	0	+1/2					
Totals		70	70 1/2	70 1/2	71	71	71	71	71	71	71	71 1/2					
7																	
	Penalty																
	Maneuver Score																
Totals																	

Judges Signature (Judge A)

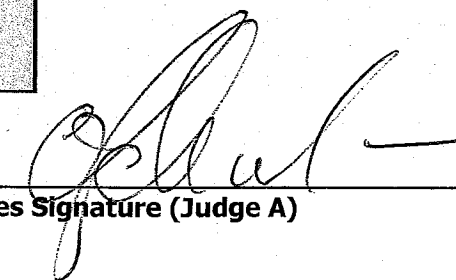




YEDA Official Score Sheet – RAIL

Class: #26 JR Opal Rail
Horsemanship - Split C

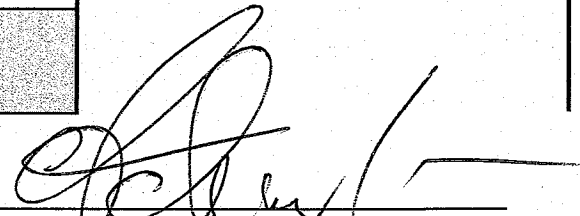
Back #	Rider Comments	Overall Class Comments
1 1443	nice position, need more control @ jog	
2 1440	nice position	
3 487	don't let shoulders get too far back	
4 1416	bring lower legs back, sit back	
5 1458	bring lower leg back, keep free arm quiet @ jog	
6 1174	very nice position	
7		
8		
9		
10		
11		


Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL Class: #27 JR Opal Rail
Horsemanship - Split D

Back #	Rider Comments	Overall Class Comments
1 1437	quiet upper body @ jog	
2 1080	shorten reins, broke @ jog, tighten lower leg	
3 394	very forward and bouncy @ jog, keep elbows in and free arm down	
4 1040	good position	
5 890	bring lower leg back	
6 1449	upper body looks tense/stiff, push heels down + tighten lower leg	
7		
8		
9		
10		
11		



Judges Signature (Judge A)

YEDA Official Score Sheet – Sapphire / Alumni Pattern 8
 Updated 2020

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

Class # 28-SR
 Split A

Minor Faults (-1 point)

- Break 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)

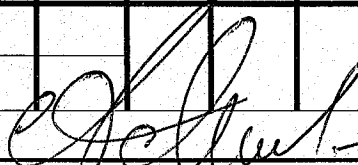
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand.
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back					
1	Penalty				3	3	(OP)						
	Maneuver Score	-1/2	-1/2	0	-1	-1	-1 1/2	-1/2	-1/2	+2	(60 1/2)		Use more leg & less hand
	Totals	69 1/2	69	69	65	61	59 1/2	59					
2	Penalty												
	Maneuver Score	0	0	0	0	0	+1/2	0	+1 1/2	+1	*73		tie break w/ F&E, tough horse
	Totals	70	70	70	70	70	70 1/2	70 1/2					
3	Penalty												
	Maneuver Score	0	0	+1/2	0	0	0	0	0	+2	72 1/2		
	Totals	70	70	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2					
4	Penalty												
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	+1	+1	73*		
	Totals	70	70	70	70 1/2	71	71	71					
5	Penalty												
	Maneuver Score	0	0	0	0	0	-1/2	+1/2	+1	+1	72		
	Totals	70	70	70	70	70	69 1/2	70					
6	Penalty						3						
	Maneuver Score	0	-1/2	0	0	0	-1 1/2	0	-1/2	+1/2	65		
	Totals	70	69 1/2	69 1/2	69 1/2	69 1/2	65	65					
7	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	+1/2	0	+1	+1/2	73		
	Totals	70	70 1/2	71	71 1/2	71	71 1/2	71 1/2					
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												


 Judges Signature (Judge A)

YEDA Official Score Sheet – Sapphire / Alumni Pattern 8

Updated 2020

Class # 29-SR
 Split 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	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back					
1	604												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	73 1/2	
	Totals	70	70 1/2	71	71 1/2	72	72	72 1/2					
2	893												
	Penalty				3	3							
	Maneuver Score	0	-1/2	0	-1	-1	0	0	0	+1	+1	62 1/2	
	Totals	70	69 1/2	69 1/2	65 1/2	61 1/2	61 1/2	61 1/2					
3	342												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0	73	
	Totals	70	70 1/2	71	71 1/2	72	72 1/2						
4	1098												
	Penalty												
	Maneuver Score	-1/2	0	0	0	+1/2	0	0	+1	+1	+1	72	Tough horse way to ride through!
	Totals	69 1/2	69 1/2	69 1/2	69 1/2	70	70	70					
5	929												
	Penalty												
	Maneuver Score	0	0	0	+1/2	0	0	+1/2	0	+1	+1	72	* tighten lower leg but good steady hands
	Totals	70	70	70	70 1/2	70 1/2	70 1/2	71					
6	284												
	Penalty												
	Maneuver Score	0	0	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	72	
	Totals	70	70	70	70 1/2	71	71	71 1/2					
7	389												
	Penalty												
	Maneuver Score	+1/2	-1/2	+1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2	+1/2	71	
	Totals	70 1/2	70	70 1/2	71	69 1/2	70	70					
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												

[Signature]
 Judges Signature (Judge A)

YEDA Official Score Sheet – Sapphire Alumni Pattern 8
 Updated 2020

Class #30-SR
 Split 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 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.

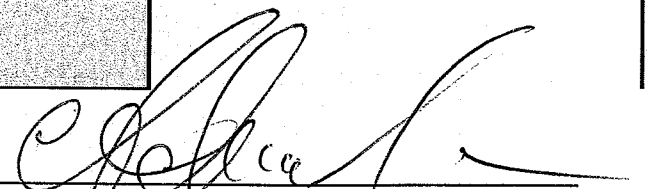
Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back					
1	1064												
	Penalty												
	Maneuver Score	0	-1/2	0	0	-1/2	+1/2	0	+1/2	+1	68		
	Totals	70	69 1/2	69 1/2	69 1/2	66	66 1/2	66 1/2					
2	372												
	Penalty												
	Maneuver Score	+1/2	+1/2	0	-1	-1/2	0	+1/2	-1/2	0	66 1/2		
	Totals	70 1/2	71	71	67	66 1/2	66 1/2	67					
3	671												
	Penalty												
	Maneuver Score	-1/2	-1/2	-1	0	0	-1	0	-1/2	0	60 1/2		
	Totals	69 1/2	69	65	65	65	61	61					
4	547												
	Penalty												
	Maneuver Score	0	0	-1/2	+1/2	0	0	0	0	+1/2	70 1/2		
	Totals	70	70	69 1/2	70	70	70	70					
5	700												
	Penalty												
	Maneuver Score	0	0	0	0	0	+1/2	+1/2	+1	+1	73		
	Totals	70	70	70	70	70	70 1/2	71					
6	1423												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	-1	+1/2	+1/2	-1/2	+1/2	+1/2	71 1/2		
	Totals	70	70 1/2	71	70	70 1/2	71	70 1/2					
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												

[Handwritten Signature]
 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL Class: #31 JR Ruby Rail
Horsemanship - Split A

	Back #	Rider Comments	Overall Class Comments
1	978	bring lower leg back + tighten	
2	543	bring lower leg back	
3	124	don't overarch back, don't point toes too far out	
4	933	good position + legs	
5	1612	shorten reins, broke @ lope, tighten core @ lope	
6	1039	nice position, don't turn toes out too much	
7	1664	bring lower leg back	
8			
9			
10			
11			


Judges Signature (Judge 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.

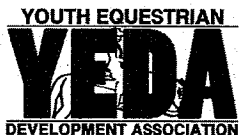
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1	1455	1	2	3	4	5	6	7				
	Penalty											
	Maneuver Score	0	0	0	-1/2	0	0	+1/2	+1/2	+1/2	71	
	Totals	70	70	70	69 1/2	69 1/2	69 1/2	70				
2	329											
	Penalty											
	Maneuver Score	0	0	0	+1	+1	+1	0	+1	+1/2	74 1/2	steady hands + legs
	Totals	70	70	70	71	72	73	73				
3	1416											
	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	+1	0	+1/2	+1/2	+1/2	73 1/2	
	Totals	70 1/2	70 1/2	70 1/2	71	72	72	72 1/2				
4	487											
	Penalty											
	Maneuver Score	0	0	0	0	-1/2	0	0	+1/2	+1/2	70 1/2	
	Totals	70	70	70	70	69 1/2	69 1/2	69 1/2				
5	1458											
	Penalty	(OP)			3	(OP)		(OP)				
	Maneuver Score	-1/2	-1	-1/2	-1	-2	-2	-2	-2	+1	(57)	wrong side of cones
	Totals	69 1/2	68 1/2	68	64	62	60	58				
6	1437											
	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	0	+1	0	73	
	Totals	70	70 1/2	71	71 1/2	72	72	72				
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											

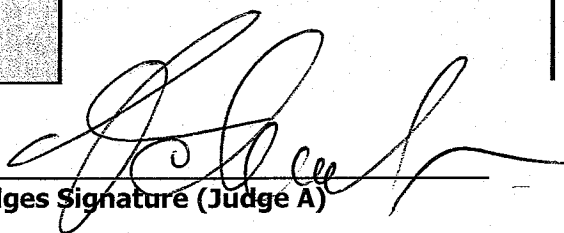
[Handwritten Signature]
 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

Class: #33 JR Ruby Rail
Horsemanship - Split B

Back #	Rider Comments	Overall Class Comments
1 1688	missed lead @ lope, don't turn toes out too much	
2 1595	need a little more bend in arms, bring lower leg back	
3 109	good position and control of horse	
4 626	hands are a little too high and far back, bring lower leg back	
5 880	be careful not to let shoulders get too far back	
6 1150	tighten lower leg and turn toes in more	
7		
8		
9		
10		
11		


Judges Signature (Judge A)

YEDA Official Score Sheet - Opal/Pearl Pattern 8 Class #34
 Updated 2020
 JR
 Split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments
 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	Walk	Jog	Walk	Jog	Stop Back					
1	1457												
	Penalty							1					
	Maneuver Score	0	-1/2	0	0	0	-1	0	0	0	67 1/2		
	Totals	70	69 1/2	69 1/2	69 1/2	69 1/2	67 1/2	67 1/2					
2	1504												
	Penalty			3	1								
	Maneuver Score	0	-1/2	-1	-1	-1	0	-1/2	-1/2	0	61 1/2		lacked control
	Totals	70	69 1/2	65 1/2	63 1/2	62 1/2	62 1/2	62					
3	1440												
	Penalty												
	Maneuver Score	0	-1/2	0	-1/2	0	0	0	0	+1/2	69 1/2		hands too low
	Totals	70	69 1/2	69 1/2	69	69	69	69					
4	394												
	Penalty												
	Maneuver Score	0	-1/2	0	0	+1/2	+1	0	+1	+1	73		*tie break with F&E
	Totals	70	69 1/2	69 1/2	69 1/2	70	71	71					
5	1449												
	Penalty												
	Maneuver Score	0	-1/2	0	+1/2	+1/2	0	0	+1/2	+1	72		
	Totals	70	69 1/2	69 1/2	70	70 1/2	70 1/2	70 1/2					
6	1040												
	Penalty												
	Maneuver Score	0	0	0	0	+1	+1	0	+1/2	+1/2	73		
	Totals	70	70	70	70	71	72	72					
7	1516												
	Penalty												
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	74 1/2		
	Totals	70	70	70 1/2	71	71 1/2	72 1/2	73					
8													
	Penalty												
	Maneuver Score												
	Totals												

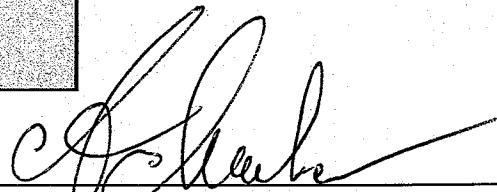
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 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

Class: #35 SR Ruby Rail
Horsemanship - Split A

Back #	Rider Comments	Overall Class Comments
1 1461	good position, broke @ lope	
2 795	don't turn toes out so much	
3 1432	nice position & horse control	
4 1652	bring lower leg back	
5 1340	nice position, don't turn toes out too much	
6 1673	wrong lead @ lope, good position, nice upper body	
7		
8		
9		
10		
11		



Judges Signature (Judge 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)

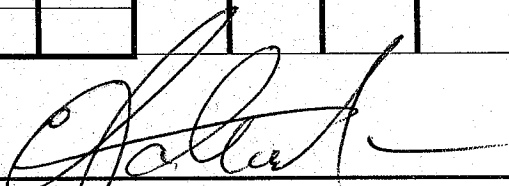
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

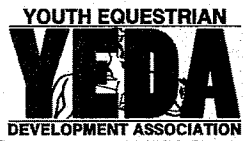
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

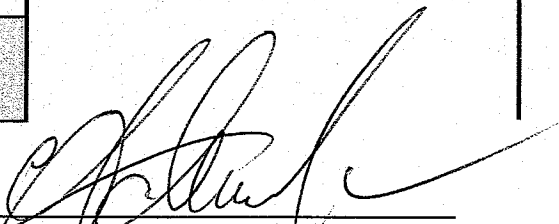
Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back					
1	1890												
	Penalty												
	Maneuver Score	+1/2	+1/2	0	-1	-1	+2	+1/2	0	0	70 1/2		
	Totals	70 1/2	71	71	69	68	70	70 1/2					
2	1443												
	Penalty							(OP)					
	Maneuver Score	0	+1/2	+1/2	0	0	0	-1	-1/2	0	69 1/2	backed on wrong side of cone	
	Totals	70	70 1/2	71	71	71	71	70					
3	890												
	Penalty												
	Maneuver Score	-1	0	-1	-1/2	0	-1	-1/2	-1/2	+1/2	65	needs more contact w/ reins	
	Totals	69	69	68	67 1/2	67 1/2	65 1/2	65					
4	1007												
	Penalty												
	Maneuver Score	-1/2	-1/2	-1	-1	-1	-1	-1/2	-1	+1/2	62	wrong side of cones	
	Totals	69 1/2	69	67	66	64	63	62 1/2					
5	1126												
	Penalty												
	Maneuver Score	0	+1	-1/2	+1/2	+1/2	+1	+2	+1	+1/2	76		
	Totals	70	71	70 1/2	71	71 1/2	72 1/2	74 1/2					
6	1080												
	Penalty												
	Maneuver Score	0	0	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	75		
	Totals	70	70	70 1/2	71 1/2	72	73	73 1/2					
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												


 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL Class: # 37 SR Ruby Rail
Horsemanship - Split B

Back #	Rider Comments	Overall Class Comments
1 794	don't turn toes out too much, broke @ jog	
2 968	good horse control, solid and consistent body position	
3 1662	bring lower leg back, don't lean forward @ lope	
4 1079	don't get shoulders too far back	
5 1026	bring lower leg back	
6 1472	bring lower leg back	
7 1130	sit up more, tighten core and upper body @ lope	
8		
9		
10		
11		



Judges Signature (Judge A)

YEDA Official Score Sheet – (Opal) Pearl Pattern 8 Class #38
 Updated 2020

Class #38
 JR
 Split D

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	Walk	Jog	Walk	Jog	Stop Back				
1	301											
	Penalty											
	Maneuver Score	0	+1	+1	+1	+1/2	+1	+1/2	+1	0	76	
	Totals	70	71	72	73	73 1/2	74 1/2	75				
2	1543											
	Penalty											
	Maneuver Score	+1/2	+1	+1/2	0	0	+1	+1	+1/2	+1/2	75	
	Totals	70 1/2	71 1/2	72	72	72	73	74				
3	1174											
	Penalty											
	Maneuver Score	0	-1	0	0	+1	+1/2	+1/2	+1/2	0	71 1/2	
	Totals	70	69	69	69	70	70 1/2	71				
4	1687											
	Penalty											
	Maneuver Score	-1	-1	-1/2	-1/2	0	0	+1/2	0	+1	67 1/2	lacks control
	Totals	69	68	67 1/2	66	66	66	66 1/2				
5	439											
	Penalty											
	Maneuver Score	0	+1	0	-1/2	+1/2	+1/2	0	0	+1/2	72	hands wide & high
	Totals	70	71	71	70 1/2	71	71 1/2	71 1/2				
6	1505											
	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1	+1	+1	0	75 1/2	
	Totals	70	70	70 1/2	72	72 1/2	73 1/2	74 1/2				
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											

[Handwritten Signature]
 Judges Signature (Judge A)

YEDA Official Score Sheet - Opal/Pearl Pattern 8 Class # 39
 Updated 2020

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

SR
 Pg 1 of 2

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)

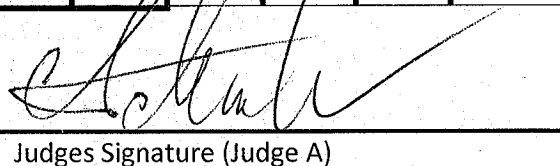
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Jog	Walk	Jog	Stop Back				
1	Penalty					1						
	Maneuver Score	-1/2	0	0	0	0	-1	0	0	+1/2	68	
	Totals	69 1/2	69 1/2	69 1/2	69 1/2	68 1/2	67 1/2	67 1/2				
2	Penalty											
	Maneuver Score	0	0	0	-1	-1/2	-1/2	0	0	0	68	
	Totals	70	70	70	69	68 1/2	68	68				
3	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	+1	0	+1/2	73	
	Totals	70	70 1/2	71	71 1/2	71 1/2	71 1/2	72 1/2				
4	Penalty			1								
	Maneuver Score	0	-1/2	0	0	0	+1/2	+1	+1	+1/2	72 1/2	
	Totals	70	69 1/2	68 1/2	68 1/2	68 1/2	70	71				
5	Penalty					(OP)						
	Maneuver Score	+1/2	+1/2	0	+2	-1 1/2	+1	+1	+1	0	(77 1/2)	
	Totals	70 1/2	71	71	73	74 1/2	75 1/2	76 1/2				
6	Penalty		1									
	Maneuver Score	0	-1	0	0	0	+1/2	+1/2	+1/2	0	69 1/2	
	Totals	70	68	68	68	68	68 1/2	69				
7	Penalty			1								
	Maneuver Score	0	-1/2	-1	-1/2	0	-1/2	-1/2	0	0	66	
	Totals	70	69 1/2	67 1/2	67	67	66 1/2	66				
8	Penalty											
	Maneuver Score	0	+1	+1	+1/2	0	0	0	+1/2	+1/2	73 1/2	
	Totals	70	71	72	72 1/2	72 1/2	72 1/2	72 1/2				



Judges Signature (Judge 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 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)

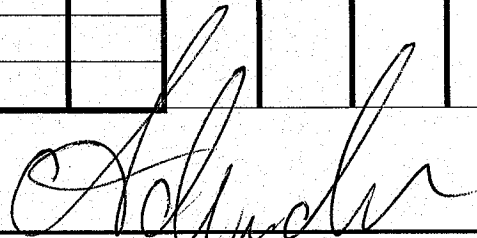
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand.
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Jog	Walk	Jog	Walk	Jog	Stop Back					
1	Penalty		1				1						
	Maneuver Score	0	-1	0	-1/2	0	-1/2	0	-1/2	0	65 1/2		
	Totals	70	68	68	67 1/2	67 1/2	66	66					
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												


 Judges Signature (Judge A)

YEDA Official Score Sheet – Ruby Pattern 8
 Updated 2020

Class # 40
 JR.
 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 1/4
- 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	1/4 R	Lope RL	Jog	Jog *	Stop Back	Jog	Jog	Jog					
1	11688				(OP)											wrong side of cone
	Penalty															
	Maneuver Score	0	0	0	-1	0	0	0	0	0	-1	+1	(69)			
	Totals	70	70	70	69	69	69	69	69	69						
2	11664															
	Penalty															
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1/2	+1/2	+1	+1/2	78			
	Totals	70 1/2	71	71 1/2	73	74	75	76	76 1/2	76 1/2						
3	109															
	Penalty															
	Maneuver Score	-1/2	0	0	-1/2	0	0	+1	+1/2	+1/2	+1/2	0	71			
	Totals	69 1/2	69 1/2	69 1/2	69	69	69	70	70 1/2	70 1/2						
4	124															
	Penalty															
	Maneuver Score	+1/2	-1	0	0	0	0	0	+1/2	+1/2	+1/2	+1/2	70			
	Totals	70 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	69	69						
5	543															* tie break with HDD
	Penalty															
	Maneuver Score	0	+1/2	0	+1/2	+1	+1	+1/2	0	0	+1	+1	75 1/2			
	Totals	70	70 1/2	70 1/2	71	72	73	73 1/2	73 1/2	73 1/2						
6	626															
	Penalty															
	Maneuver Score	+1	+1	+1/2	0	-1/2	-1/2	0	-1/2	-1/2	0	0	71			
	Totals	71	72	72 1/2	72 1/2	72	71 1/2	71 1/2	71	71						
7	1150															
	Penalty															
	Maneuver Score	+1/2	+1	-1/2	+1/2	0	+1/2	+1	+1	+1	+1	+1/2	75 1/2			
	Totals	70 1/2	71 1/2	71	71 1/2	71 1/2	72	73	74	74						
8																
	Penalty															
	Maneuver Score															
	Totals															

[Handwritten Signature]
 Judges Signature (Judge A)



YEDA Official Score Sheet – Ruby Pattern 8

Updated 2020

Class #41

↓ R
Split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

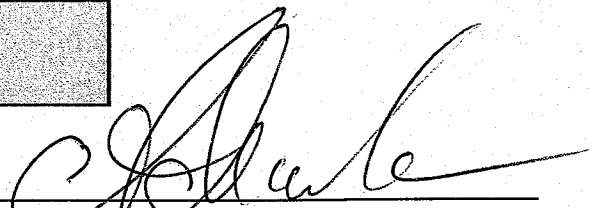
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuvers										F & E	HDD	Total	Comments	
		Walk	Jog	1/4 R	Lope RL	Jog	Jog *	Stop Back	Jog	F & E	HDD					Total
1	978															
	Penalty															
	Maneuver Score	+1/2	+1	+1	-1	0	+1/2	+1	+1/2	+1	+1/2	+1	+1	75 1/2		
	Totals	70 1/2	71 1/2	72 1/2	71 1/2	71 1/2	72	73	73 1/2							
2	1595															
	Penalty															
	Maneuver Score	+1	+1/2	+1/2	+2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	76		
	Totals	71	71 1/2	72	74	74 1/2	74 1/2	75	75 1/2							
3	1039															
	Penalty															
	Maneuver Score	+1/2	0	-1/2	0	0	0	+1/2	0	+1	+2	+2	73 1/2			
	Totals	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	71	71							
4	11012															
	Penalty															
	Maneuver Score	+1 1/2	+1	0	+1/2	-1	-1	-1/2	-1	-1/2	0	0	67			
	Totals	71 1/2	72 1/2	72 1/2	73	71	69	68 1/2	67 1/2							
5	933															
	Penalty															
	Maneuver Score	+1	0	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	75			
	Totals	71	71	71	72	72 1/2	73	73 1/2	74							
6	880															
	Penalty															
	Maneuver Score	+1/2	+1/2	-1	+1	+1/2	-1/2	+1/2	+1/2	0	+1/2	72 1/2				
	Totals	70 1/2	71	70	71	71 1/2	71	71 1/2	72							
7																
	Penalty															
	Maneuver Score															
	Totals															
8																
	Penalty															
	Maneuver Score															
	Totals															

Judges Signature (Judge A)

Back #	Rider Comments	Overall Class Comments
1 629	good position	
2 967	bring lower leg back, broke @ jog, quiet upper body @ jog	
3 855	don't turn toes out too much	
4 1426	bring lower leg back	
5 1607	bring lower leg back	
6 1559	bring lower leg back, leaning back too much	
7 1429	push heels down more	
8 1536	don't turn toes out so much	
9 1557	good position	
10		
11		


 Judges Signature (Judge A)

YEDA Official Score Sheet – Ruby Pattern 8
 Updated 2020

Class #43
 SR
 Split A

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

Minor Faults (-1 point)

- 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	1/4 R	Lope RL	Jog	Jog x	Stop Back	Jog	10-11							
1	1472																
	Penalty																
	Maneuver Score	0	0	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	74 1/2	* tie break w/ F&E		
	Totals	70	70	70	71	71 1/2	72	72 1/2	73								
2	1662																
	Penalty																
	Maneuver Score	+1/2	0	0	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	74 1/2			
	Totals	70 1/2	70 1/2	70 1/2	70 1/2	71	71 1/2	72	73								
3	1652																
	Penalty																
	Maneuver Score	0	+1	-2	+1/2	-1	-1	-1	-2	-1/2	+1	+1	64				
	Totals	70	71	69	69 1/2	67 1/2	66 1/2	65 1/2	63 1/2								
4	794																
	Penalty																
	Maneuver Score	0	0	0	+1	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2	75				
	Totals	70	70	70	71	71 1/2	72 1/2	73	73 1/2								
5	1026																
	Penalty				(OP)												
	Maneuver Score	+1/2	0	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1	0	0	67	wrong side of cone, knocked			
	Totals	70 1/2	70 1/2	70	69	68 1/2	68	67 1/2	67								
6	1340																
	Penalty																
	Maneuver Score	+1	+1	-1/2	0	-1	-1	0	-1/2	-1	+1/2	+1/2	68 1/2	missed first part of jog			
	Totals	71	72	71 1/2	71 1/2	70 1/2	69 1/2	69 1/2	69								
7	1079																
	Penalty																
	Maneuver Score	0	0	+1/2	+1	+1	-1/2	+1/2	-1	0	+1/2	+1/2	72				
	Totals	70	70	70 1/2	71 1/2	72 1/2	72	72 1/2	71 1/2								
8																	
	Penalty																
	Maneuver Score																
	Totals																

[Handwritten Signature]
 Judges Signature (Judge A)

YEDA Official Score Sheet – Ruby Pattern 8

Updated 2020

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

Class #44
 SR
 Split B

Minor Faults (-1 point)

- Beak 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	Jog	¼ R	Lope RL	Jog	Jog x	Stop Back	Jog								
1	795																
	Penalty																
	Maneuver Score	+½	+½	0	+½	0	+½	+1	+1	+1	+1	+1	+½	75½			
	Totals	70½	71	71	71½	71½	72	73	74								
2	1432																
	Penalty																
	Maneuver Score	+1	+2	+½	+1½	+1	+1	+2	+1	+1	+1	+1	+½	81½	nice job!		
	Totals	71	73	73½	75	76	77	79	80								
3	1673																
	Penalty				3												
	Maneuver Score	0	+1	0	-1	0	+½	+½	+½	+½	+½	-½	+½	68½			
	Totals	70	71	71	67	67	67½	68	68½								
4	1130																
	Penalty									(OP)							
	Maneuver Score	+½	+1	-½	-1	-½	-½	-½	-1	-1	-1	-1	+1	67½	over cone & wrong side @ end		
	Totals	70½	71½	71	70	69½	69	68½	67½								
5	968																
	Penalty																
	Maneuver Score	+½	+½	0	-½	0	0	0	0	0	0	+1	+½	73			
	Totals	70½	71	71	70½	70½	70½	70½	70½								
6	1461																
	Penalty																
	Maneuver Score	0	-½	0	+½	+½	+1	+½	+½	+½	+½	+1	+½	76			
	Totals	70	69½	69½	70	70½	71½	73	74½								
7																	
	Penalty																
	Maneuver Score																
	Totals																
8																	
	Penalty																
	Maneuver Score																
	Totals																

[Handwritten Signature]
 Judges Signature (Judge A)