YEDA REINING PATTERN NRHA #7 OFFICIAL SCORE SHEET

YOU	TH EQUESTRIAN	•										2.7			11#1
DEVEL	DPMENT ASSOCIATION	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 1/4 Spins Left	R Circles OOo & Lead Change	L Circles OOo & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
	EXHB#	MANEUVER	1	2	3	4	5	6	7	8					
1	27	PENALTY SCORE	11-		11/0	+1/2	20		120		2	+ \			Horse dropped
1	1637	Total	-112	0	+1/2	416	D	D	-1/2	-1/2	4	+\	2	7012	House dropped Lead # 1537 KEEP FINGERS CLOSED
		PENALTY					2)								(CAL ROMEL)
2	910	SCORE	+1/2	+1/2	31	+1	0	+1/2	$\widehat{\mathcal{D}}^{O}$	-1/2	2			30	
	910	Total	, ,	• •				16		16	3	+/		78	
-		PENALTY													
3		SCORE													
		Total													
		PENALTY													
. 4		SCORE													
		Total													
		PENALTY													
_ 5		SCORE													
	200	Total													
		PENALTY													
6		SCORE			-			3.00							
		Total						Y N							
		PENALTY						* .							
7		SCORE	M ₁ · · · · · · · · · · · · · · · · · · ·		* .			+ 1.4 +				7. gr			
		Total													
		PENALTY													
8		SCORE						10		* *					
		Total													
9		PENALTY			-										

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

Maneuvers and Overall Ability are scored +3 to -3 in ½ point 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

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE 2. KUCKOR

YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

11

YEDA Official Score Sheet - RAIL Class: 2 12/52 Opal Rail Howemanship Split A

Overall Class Comments Rider Comments Back # GOOD POSITION 718 DROP HANDS LIL / 600 D LEG YELLOW GOOD BACK GOOD HANDS COULD PULL LEG BACK LTS 1298 FOOT FLAT - GOOD UPPER / SOFT WAND BOY 1447 LOW LEG 700 PAR CORWARD PAINET 571 FF MY JOG TOE FLORT LOW LEG 700 CAR BORWARD 941 - CONFIDENCE 291 BRING LOW LEG BACK 5 1323 BRING LOW LEG BACK 600D POSITION BLK LET HORSE 1234 GOOD 46 BREAK 1X 10



YEDA Official Score Sheet - RAIL Class: #3 JR SR Grab Rail Horsemanshy Split B

	Back #	Rider Comments	Overall Class Comments
1	458	Archeo back	
2	1289	517 TOLL / ROLL Shoulders Brek pull LEG BACK 5	
3	818	57. FL = ROCKS FORWARD (RELAX BOEX) 6000 LEG 2	
4	48110W	STIFF MEM = RELAX ELBOWS GOOD LEG	
5	510	GOOD LEG/NICE POSITIONS LITE STIFF IN JOB (GETS LTL ROCKED FORWARD) 3	
6	6RAY 1541	NEEDS TO PULL LEG BACK + RELAY FREE HEM	
7			
8			
9			
10			
11			



YEDA Official Score Sheet - Ranch Horse Pattern # 7

Class#4 JR/8R

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 ½ points increments

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

THE BROKEN ON LEAD CHANGE ERROR (71'S)

_		· · · · · · · · · · · · · · · · · · ·				,							1 1	<u> </u>	+NOC	01212	OIL (713)
	Entry#	Maneuver Description Maneuver	Walk 1	Trot 2	X Trot	Lope LL 4	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back 9	10	Penalties	HDD	Overall Ability	Final Score	Comments
		Penalty						1	(3)			10					
1	412	Maneuver Score	+	+1/2	+	+1/2	+1	+	ව	+	+1			+	3	et Ta	
		Totals						•						• •	ر ا	80	
		Penalty	:							3							
2	703	Maneuver Score	O	0	+1/2	-1/2	+1/2	1	+	-1	+{		3		3	70/z	
	100	Totals)			אישו	
		Penalty								1			A		â		
3	392	Maneuver Score	0	D	- 0	+1/2	+1/2	-1/2	+1/2	0	O		1			71	
-		Totals						es e							11 N		
	(11)	Penalty								1 1						ماد	pattern placement looking down
4	1584	Maneuver Score	0	0_	0	-1	-!	-1/2	-1/2	-11/2	- [2			6212	proceed down
<u> </u>		Totals	-				<i>(</i> -)										
l ·	-0	Penalty	~	:	1310		(3)	3		. 1			2			-1	trotted too for LC
5	675	Maneuver Score	0	0	+112	+117	0	-1	0	1	+1		3		2	71	far for LC
	U	Totals							(6)								
	120	Penalty	_	0	-				(5)						2	74	looking down
6	430	Maneuver Score	0	0	0	0	+1/2	+1/2	0	0	<u> </u>			+1	2	19	
		Totals			3.	* * * * * * * * * * * * * * * * * * * *								5 - 1 - <u>.</u>			
_		Penalty															
7		Maneuver Score												•			
		Totals									-						
8		Penalty Seem	·														
<u> </u>	LI	Maneuver Score								7	$\frac{1}{2}$						



YEDA Official Score Sheet - Ranch Horse Pattern # 7

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

Faults incurring a score of 0:

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

· Performing maneuvers other than in the specified order

Inclusion of maneuvers not specified

Running away or failure to guide where it becomes impossible to discern whether rider is on pattern

Judges Signature

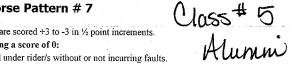
Forgetting or leaving out maneuvers

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.

Updated June 2020

Lope X Lope Chg Leads Stop



3 - point penalty

Break of gait from walk or trot more than 2 strides

Break of gait out of the walk or trot of 2 strides.

Rider allows horse to go too slow.

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

Maneuver

Too loose of rein

	Entry #	Maneuver Description Maneuver	Walk 1	Trot 2	X Trot	Lope LL 4	X Lope Circle	Chg Leads N Lope 6	Stop 360 R 7	X Trot	Stop Back 9	10	Penalties	HDD	Overall Ability	Final Score	Comments
1	M	Penalty Maneuver Score Totals	-11/2	-1/2	Ō	- 1/2	+112	0	-1	D	Ō				2	69	
2	1264	Penalty Maneuver Score Totals	+1/2	+1/2	+[+1/2	+1/2	0	+1	+1	+(3	79	
3	1000	Penalty Maneuver Score Totals	٥	0	+112	0	0	-1/2	41/2	D	+1/2				2	73	
4		Penalty Maneuver Score Totals															
5		Penalty Maneuver Score Totals															
6		Penalty Maneuver Score Totals															
7		Penalty Maneuver Score Totals								***							
8		Penalty Maneuver Score								7		K0.0					



YEDA Official Score Sheet - RAIL Class: #6 SR Generald Rail Horsemanship

Back #	TROT RIC	der Comments	LOPE	Overall Class Comments
DK YEHOW 907	171 ARCH RUCKS FUEWARD LTL	3	GOOD STEADY LEG	
BOU PANOT 2 475	GOOD POSITIONS LTL AN	ech (4)	notion	
3 728	MICE POSITIONS	0	very sæady	
280 NA 781	shoulder 2 far Back	(5)	pops up	
1000 NO 1000 N	2 much Confidence	:e? W	186 GOES -> FORWAR	
6 742	GOOD POSTA ON STEADY	(2)	NICE COULD SIT LTLD	SEER
7				
8				
9				
0				
1				



YEDA Official Score Sheet - RAIL Class: #7 JR Emerald Rail Horsemanshy

Back #	2%	Rider Comments	wpe	Overall Class Comments
012 YELLOW 461	6000 LINES	\mathcal{O}	STEADY + SOLUD MIC	દ ારા મામ મામ મામ મામ મામ મામ મામ મામ મામ
208		BREAK IX FOOT HOME SCK LTL	LOTS of LEG M	
BLK 477	Shoulders behin Leg forward	vel hip (I)	shoulder Thust	
REPAINT 1365	GOOD POSITION STEADY		BRK/WRONG LEAD	CI VED FAST
Chesiant 745	GOOD POSTACAL ARMS STIFF IWRI	ST BELLD B ROCKS	TRAIS SIT DEEFER U	



YEDA Official Score Sheet - Diamond Pattern 7

Updated 2020

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

Class#8

Minor Faults (-1 point)

- Beak 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 galt 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 dear 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.

		Maneuver					Λ	/laneuver	·s				Com	ments
		Description	Walk	Jog	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back	F &	HDD	Total		
	Entry #	Maneuver	1	2	3	4	5	6	7	Ε				
		Penalty										6		
1	ab	Maneuver Score	+(+3	+1	+2	+1	+3	+2	3		86		
		Totals												
	c21	Penalty				1								
2	1637	Maneuver Score	4	+	41	0	0	+1	+	2		76		
		Totals								_		10	S.	
		Penalty										.""		
3		Maneuver Score											A Market	
		Totals						/*						
		Penalty	1 1			. 5								
4		Maneuver Score												
		Totals												
		Penalty												
5		Maneuver Score					1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			- 10 P				
		Totals				10 A								
		Penalty												
6		Maneuver Score	e de managra											
- 1 -		Totals												
		Penalty												
7		Maneuver Score							1 1 1					
•		Totals											* .	
		Penalty												
. 8		Maneuver Score												
. 0		Totals												
		Penalty												
9.		Maneuver Score												

Z. Kuxer Judges Signature



YEDA Official Score Sheet - Topaz EWD Pattern 7 & 8

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Class #9

Minor Faults (-1 point)

- Beak 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 dear 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.

	Maneuver					Maneuvers	S				Comments
	Description	Walk	Jog	Walk O L	Stop Back	Jog	Stop	F&E	нрр	Total	
Entry #		1-2	3	4	5	6	7			·otai	
	Penalty										
741	Maneuver Score	+1	0	+	+2	+1	4	7	A		75
	Totals									1.	18
	Penalty										
*-	Maneuver Score										
	Totals			4							
	Penalty										4.
	Maneuver Score										
	Totals										
	Penaity										
	Maneuver Score					: :					
	Totals										
	Penalty										
	Maneuver Score							1	ĺ		
	Totals										
	Penalty										
	Maneuver Score						<u> </u>				
	Totals										
	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
	Maneuver Score]			
	Totals										
	Entry #	Penalty Maneuver Score Totals Penalty Maneuver Score	Description Walk	Description Walk Jog	Description Walk Jog OL	Entry # Maneuver 1-2 3 4 5 Penalty	Description Walk Jog Walk Stop Back Jog	Description Walk Jog Walk Stop Back Jog Stop	Description Walk Jog Walk Stop Back Jog Stop F&E	Description Walk Joy Walk Stop Back Jog Stop F&E HDD	Description Walk Jog Walk Stop Back Jog Stop F&E HDD Total



YEDA Official Score Sheet Opal Pearl Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Class # 10 JRISK Split A

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 dear 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.

	and the						Mane	euvers					Comments
		Maneuver Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7				
		Penalty											
1	1323	Maneuver Score	+1/2	-1	0	+112	+ (-42	+1/2	2		73	
		Totals											
		Penalty									17. EV		
2	1298	Maneuver Score	+1	+ \	+1	+1/2	+2	+2	+1	3		811/2	
	1-	Totals										01 -	
		Penalty											
3	219	Maneuver Score	+1	+1	+2	+2	+2	+2	4.	3		84	
	φ.,	Totals	,				-	, -				O I	
		Penalty											
4	1447	Maneuver Score	0	0	+1/2	0	+1/2	O	-1/2	2		721/2	
	101-1.	Totals			-		, -			4		1212	
		Penalty		3							44		
5	458	Maneuver Score	0	-1	D	0	D	+1	+1/2	7		691/z	
	-1.00	Totals						•	10	 		0112	
		Penalty								10 10 10 10 10 10 10 10 10 10 10 10 10 1			allel maket
6	510	Maneuver Score	-1	+1	0	\	D	+2	-3	1			MAKAS JA
	, J.O	Totals							3,	1		71	did not sto novsex beet on last stop
		Penalty					Tales of				vo.		יים ומיטויוט
7		Maneuver Score											
<i>'</i>		Totals											
		Penalty											
8	·	Maneuver Score											
O		Totals											
		Penalty											
9		Maneuver Score											
		Waneuver Score		<u></u>				\			1.		



YEDA Official Score Sheet - Opal Pearl Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Class# 11 Clementary

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 galt 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 dear 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.

							Mane	euvers		. "	•		Comments
		Maneuver Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	Commence
	Entry #	Maneuver	1	2	3	4	5	6	7				
		Penalty		3				3				·	ride
1	887	Maneuver Score	0	-1	0	-1	0	-	-1	1		61	more
		Totals											agressivay
		Penalty											allowed ho
2	1069	Maneuver Score	4) [2	+2	+1	+112	+(+2	-2	3		78	ride more agressively allowed ho to back at stop
		Totals											ar STUP
	·	Penalty											
3		Maneuver Score											
		Totals											
		Penalty		11 11									
4		Maneuver Score				to git in					Maria T		
		Totals											
		Penalty											
5		Maneuver Score											
		Totals											
		Penalty											
6		Maneuver Score											
		Totals						•				. :	
		Penalty											
7		Maneuver Score										100	
,		Totals											
		Penalty						. * .					
0		Maneuver Score											
8		Totals											
		Penalty											
9		Maneuver Score											
L	<u> </u>									L		<u> </u>	<u></u>

& Lucker



Minor Faults (-1 point)

Ticking or hitting cone

Over/under turn from 1/4 to 1/4

Beak gait at walk or jog for up to 2 strides

Obviously looking down to check leads

YEDA Official Score Sheet - Opal Pearl Pattern 7 455 # 12 Updated 2020-

JRISR

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

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 dear 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 $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

1				2. (1)						1			
		Maneuver	. //			01	Mane	uvers					Comments
		Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7				
	l .	Penalty		(6)	3	2.3.41							
1	718	Maneuver Score	D	+2	-1	D	+1	+3	+(3	+2	78	
	110	Totals										10	
-		Penalty											
2	1289	Maneuver Score	0	+1/2	+	+1	+2	0	+1/2	2		77	
		Totals					1			4		1 1	
		Penalty											
3	1234	Maneuver Score	+1	+2	+2	+1	+2	+2	+2	3		86	
		Totals)		00	
	. 1	Penalty											
4	1641	Maneuver Score	0	D	+1	+1/2	+	-1/2	-	2		73	
.:		Totals								_			
		Penalty			(5)								
5	818	Maneuver Score	0	+2	-	D	+1	+2	+1	3	-	79	
		Totals		74.7								1-1	
		Penalty						2 - 3					V.
6	291	Maneuver Score	D	-1	-1/2	-1/2	0	-1	+1	2		70	
		Totals								4		70	
		Penalty											100
7	941	Maneuver Score	+1	+1	+1/2	+1/2	+	+2	*	3		80	
	1,,,	Totals											
		Penalty						100					
8	٠	Maneuver Score											
		Totals				e 1502	1 1 1 1						<u> </u>
		Penalty										X	
9		Maneuver Score						$\overline{}$					
			-	•	- · · · · · · · · · · · · · · · · · · ·		ν -	•)					

と・スレム Judges Signature



YEDA Official Score Sheet - RAIL Class: 13 Elementary Pearl Rail Horsemanship

DE	VELOPMENT ASSOCIA	TION	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
	Back #	Rider Comments	Overall Class Comments
1	1069	GOOD SEAT / COULD DRUP hEEL MORE	
2	887	GOODLEG BUT GETS LIL ARCHED + RUCKS FORWARD / DROP HANDS	
3			
4			
5			
6			
7			
8			
9			
10			
11			



YEDA Official Score Sheet Sapphire Alumni Pattern 7 0055 # 14

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 1/2 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 dear 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.

- [Maneuver						/laneuver	S				Comment
	Description		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	.4	5	6	7	E			
	LIDO	Penalty											
	V584	Maneuver Score	0_	+1/2	+1/2	+\	+2	+2	+	3		80	
		Totals									* * * * * * * * * * * * * * * * * * *		
Ι	<u></u>	Penalty											
İ	1013	Maneuver Score	+1	+2	+2_	+3	+2	+3	+3	3		89	
ı		Totals								\cup			
T		Penalty						5					
ı	430	Maneuver Score	+1/2	- 1	0	+1/2	0	-1	-1/2	h		163/2	
ı	000	Totals								1		الاس	, , , , , , , , , , , , , , , , , , ,
t		Penalty					(3)						
ı	412	Maneuver Score	41	+2	+2	+2	+ 1	+2	+1	3		84	
		Totals								J		0 -1	
t		Penalty											
	702	Maneuver Score	41	+1	+1	+2	0	+2	+(2	1	(i)	
1	703	Totals				<u> </u>				3		82	
t		Penalty											
	2017	Maneuver Score	+1	+1	+1/2	+2.	+1/2	+1	+2	21/2		80'/z	
l	314	Totals			10		16	• •	<u> </u>	7.6			
t		Penalty			The glady								
	-	Maneuver Score											
ı		Totals											
t		Penalty											
l		Maneuver Score											
		Totals				100							
t		Penalty			#A-11_00								
l		Maneuver Score											



YEDA Official Score Sheet – Sapphire / Alumni Pattern 7 Class #15

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak 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 dear 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.

							ľ	Maneuver	S				Comments
		Maneuver Description	Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	Е	<u> </u>		
		Penalty			10 mg 1 mg			53					
1	W	Maneuver Score	0	41	+1	41	10	-2	-1	2		64	
		Totals								-			164
		Penalty											
2	1254	Maneuver Score	+1	+2	+1	+1	#1	+2	+1/2	3	1	811/2	
		Totals										U1 16	
	~ 0	Penalty											
3	1090	Maneuver Score	+ [+3	+2	+2	+1/2	+3	+3	13	'	צוירץ	
		Totals					<u> </u>					0 7	ſ
		Penalty					1.3	100					
4		Maneuver Score			!						'		
	<u> </u>	Totals											
		Penalty											
5		Maneuver Score											
	<u> </u>	Totals											
		Penalty		N.									
6	1	Maneuver Score						1.7					
		Totals		:		+ 2							
		Penalty			1								
7		Maneuver Score											
		Totals								1			
		Penalty	1 1 3										
8	<u> </u>	Maneuver Score											
		Totals											
		Penalty							a de la companya de l				
9		Maneuver Score											



YEDA Official Score Sheet – Ruby Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Class # 16 JR/SR

Minor Faults (-1 point)

- Beak 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 dear 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.

	Maneuver				Maneuv	ers			Comments				
,	-	Description	Walk	Lope LL	Lope O L	Jog	X Jog	Jog	Stop 360 L	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7				
		Penalty											
. 1	1214	Maneuver Score	1-1	41	+(4	+2	+2	7	2		79	
	160	Totals										, ,	
		Penalty											tpattern yn placement
2	255	Maneuver Score	+2	+	-2.*	+1	D	+2	+2	2/2		78112	placement
	1300	Totals					Ť					10.2	
1.0		Penalty		(9)			33						
3	CUS	Maneuver Score	+1	+2	+3	+2	+1	+3	+2	3	2	89	
	2001	Totals								ر ا		0	
		Penalty	- A. A.	(5)									
	296	Maneuver Score	+1	<u> </u>	+1	41	+1	+2	+3	3		81	
4	1000	Totals		•	•							01	
		Penalty		50P	5	5							
5	1,000	Maneuver Score	ก	-3	-3	-2.	-1	-\	41	1		47	
. :	1692	Totals	Γ^{\vee}	Ť								1 (
		Penalty		(6)									
	1321	Maneuver Score	0	-1	+1	0	0	6	10				
6	1721	Totals	"										
		Penalty											
ا 7	CMC	Maneuver Score	41	+1	+2	+2	+2	+3	-2	21/2		811/2	l.
1	240	Totals	1	7.1	-					12'4		01/2	
		Penalty								100			
19 13	1 0	Maneuver Score	+1		+2	-1	41	+2.	+1/2	2'2		77	
	1321	Totals	1.	- 1	76	1	1-1	16	11/2			177	
- 1		Penalty											
9		Maneuver Score] /					



YEDA Official Score Sheet - Emerald Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Class # 17 SR

Minor Faults (-1 point)

- Beak 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 dear 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 $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver					Vlaneuver:	S				Comments
1.		Description	Walk	Jog	Jog O L	Lope LL	Stop Back		F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5					
		Penalty					ł					
1	742	Maneuver Score	+1/2	+2	+2	+2	-2		2		761/2	
		Totals									17.6	
		Penalty								- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1		
2	1080	Maneuver Score	41	+11/2	+11/2	+1	17		17			
		Totals							—		11	
		Penalty								-		
3	907	Maneuver Score	+(+2	+2	+2	+1/2		2		801z	
2.50	10 .	Totals									00,5	
		Penalty										
4	728	Maneuver Score	+1	+2	+3	+3	+3		3		76	
•		Totals		- 0		TO	70				85	
		Penalty				5						
5	781	Maneuver Score	+1	+11/2	+2	-1	0		7		701/2	
	101	Totals			1				4		1012	
		Penalty										
6	1179	Maneuver Score	+1	+142	+2_	+242	+11/2		3		~ 111	
	70	Totals		116	7 (114				811/2	
		Penalty					,					
7		Maneuver Score										
		Totals										
,		Penalty										
8		Maneuver Score					7					
		Totals										
		Penalty										
. 9		Maneuver Score										
	 						\triangle					

2-Kucker



YEDA Official Score Sheet - Emerald Pattern 7

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)

- 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 dear 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.

				•			Maneuver	c			4.	Comments	
		Maneuver Description	Walk	Jog	Jog O L	Lope LL	Stop Back		F&E	HDD	Total	Comments	
	Entry #	Maneuver	1	2	3	4	5						
		Penalty											
1	461	Maneuver Score	41	+2	+1	+1	0		2		77		
	-101	Totals							_				
	0	Penalty	1411.1		1								
2	UTI	Maneuver Score	+1	0	0	0	+1		2		74		
	,	Totals							_				
		Penalty				1 No. 2 A						look in a down	
3	1,30	Maneuver Score	1+	D	+1	-2	0		2		72	looking down a lot	
	0,7	Totals											
		Penalty		3		OP						400100	
4	1365	Maneuver Score	+1 -1 +1 -3 -1	-1			1 (64	Nolope				
	100	Totals				<i>J</i>				(10		
		Penalty				OP						1. 200	
5	715	Maneuver Score	+112	*1/2	4)	-2	-1					wrong	
		Totals									70	wrong) Side of cone	
		Penalty	7.4			90							
6	208	Maneuver Score	0	+1/2	+1/2	-3	-2				(66)		
	100	Totals									44		
	,	Penalty								r _e is the			
7		Maneuver Score											
·		Totals											
		Penalty											
8		Maneuver Score					•		*				
		Totals										er i de la companya d	
-		Penalty						1 1 1 1 1					
9		Maneuver Score											
	ļ	<u> </u>			1	1 × / 1 × 1	<u></u>) ——				



YEDA Official Score Sheet - RAIL Class: #19 JE/SR Ruby Rail Horsemansay

	Back #	306	Rider Comments	LOPE	Overall Class Comment
1		6000 positions Good hands	(3)	NICE TRS	
2	1214	Being LOW LEG BACK heel FLAT	(3)	LTL DAYLIGHT LOW LEG FORWARD	
σ	1592	Shoulders Behind hyds	<i>©</i>	NEEDS TO STEADY LOL	o 186
4	1296	VERY GOOD LINES	0	very nice	
5	450K5 548	PRETITIOP COULD PULL TOW LEG	PCK LTL D	6000 pos	
6	358	SOLID HEEL LTL FLAT	4	LEG FLOAT	
7					
8					
9					
10					
11					