# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class #

MANEUVER   Radies   Spins   Spins   Ref   Radies   Stop   Back   Ability	YOUT	H EQUESTRIAN														
PENALTY   PENA	DEVELO		DESCRIPTION	000	Spins	000	Spins		RRB	LRB			HDD	Penalties		Comments
1		EXHB#		1	2	3	4	5	6	7	8					
Total																
ORALTY   O	1	NOS 1		+112	0	$\mathbb{U}$	_0	+1/2	0	0	41/2	( )	1 ( )		71/2	
2   Q    SCORE   D   S   S   S   S   S   S   S   S   S																
Total						4	1.7			1.7		17	,		_ a	
Total   PENALTY	2	910		U	6_	6	-1/2	0	+1	- 72	0	+10	+12		17	
SCORE   Total															y	
Total   PENALTY   SCORE   PENALTY   SCORE   PENALTY   SCORE   PENALTY   SCORE   PENALTY   SCORE   PENALTY   SCORE   PENALTY   PENA			PENALTY													
PENALTY   SCORE   Total   PENALTY   PENALT	3		SCORE	1.79	i - 30-, 15					0	0	*				
SCORE   Total			Total					in the Mark								
Total			PENALTY												1 1 N	
PENALTY   SCORE   Total   PENALTY	4		SCORE													
SCORE			Total													
Total			PENALTY													
PENALTY   SCORE	5								- 15							
6			Total				14 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1									
Total			PENALTY		* *											
PENALTY	6		SCORE	- M. A.	1. 1.											
7   SCORE			Total													
Total  PENALTY  SCORE  SCORE			PENALTY											1.5		
8 SCORE SCORE	7		SCORE													
8 SCORE	- 1		Total													하다 시간한 된 요즘 되었다.
			PENALTY										4			
Total	8		SCORE	<u> </u>												
	-	and the second	Total													

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** 



# YEDA Official Score Sheet - RAIL Class: #2 JR/SR Opal Rail-Horsemanshyo Split A

	Back #	Rider Comments	Overall Class Comments
1	718	work on roticing gaits quicker	
2	219	bring core back & sit downon saddle more squarely	
3	1299	great planning on the Yeverse	
4	1447	nice riding leg seat to hand	
5	1441	bring core back and sit down on saddle more squarely	
	291	develop stronger connection whand	
7	941	great eyes looking forward is a +	
8			
9			
10			
11		$\wedge$	



# YEDA Official Score Sheet - RAIL Class: #3 JR | SR Opal Rail Howemanoling Split B

	Back #	Rider Comments	<b>Overall Class Comments</b>
1	1323	great line from ear to shoulder to hip	
2	1298	develop a stronger connection willeg	
3	1234	great connection we entire body to horse	
4	468	riding slighty infront of the horses rhythrum	
5	610	great connection in seat to horse	
6	818	solid + pretty upper half at the walk	
7			
8			
9			
10			
11			



# YEDA Official Score Sheet - Diamond Pattern 4

Class#∠

Updated 2020

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 1/4 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 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.

							N	/laneuver	S			Comments
		Maneuver Description	Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F &	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6	7	E			
		Penalty										
1	910	Maneuver Score	+1/2	+	+1	+1/2	+1/2	+1	+1/2		76	
		Totals										
		Penalty			OP)							
2	1637	Maneuver Score	n	+1/2	0	O	0	0	4/2	+1	72	
		Totals										
		Penalty										
3		Maneuver Score		19 19 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			SA ST	Section 19				
		Totals										
		Penalty										
4		Maneuver Score										
		Totals										
	er to the second	Penalty										
5		Maneuver Score										
		Totals										
		Penalty										
6		Maneuver Score				100						
		Totals										
		Penalty						3.4				
7		Maneuver Score										
		Totals										
		Penalty				e de la companya de l						
8		Maneuver Score			100							
		Totals								1		
		Penalty			4.34							
		Maneuver Score										
9		Totals										
		TOTAIS				$L_{A}$			<b>/</b>	1 · - 1		



# YEDA Official Score Sheet - Ranch Horse Pattern #4

Class# 🧖

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

JR/SR

# 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

Judges Signature

- 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

	Entry#	Maneuver Description Maneuver	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L 5	2 Spins R 6	Lope RL 7	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	430	Penalty  Maneuver Score  Totals	D	*1/2	D		D	-1/2	D	-1/2		-42	0	68.2	
2	412	Penalty  Maneuver Score  Totals	+112	+1	+1/2	+1	+1	+1/2	D	+1		+1/2	0	70	
3	103	Penalty  Maneuver Score  Totals	+1/2	+1	0	+1/2	0	O	+1	+1/2		Ō	$\bigcirc$	72'12	
4	392	Penalty Maneuver Score Totals	-112	41	41	+ 1	D	11/2	0	-1/2		+1/2	+2	<b>13</b> -	η3
5	1584	Penalty  Maneuver Score  Totals	+1/2	2 -3		(	SP)								
6	673	Penalty  Maneuver Score  Totals	*1/2	+1	4(	+11/2	+1	+12	+1	+1/2		0	0	11	
7		Penalty  Maneuver Score  Totals													
8		Penalty  Maneuver Score  Totals									<b>\</b>				



# YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

# Class#6

### 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

udges Signature

- 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.  *Maneuver Trot Lope Change Lope RL 2 Spins 2 Spins Lope Stop Description Serpentine LL O Leads o Stop L R RL Back 5 Penalties Ability HDD Score															
	Entry #						2 Spins L 5			Stop Back 5		Penalties	Overall Ability	HDD	Final Score	Comments
1.5		Penalty					ar en la la									
1	254	Maneuver Score	+	+1/2	+1/2	+\									-	
	100	Totals														
		Penalty														
2	1090	Maneuver Score	0	0	U	0	0	+1/2	0	+1/2			0	+1/2	711/2	
134		Totals					the state of							, –		
		Penalty		2										)		
3	Ma	Maneuver Score	0	-11/2	0	-12-	-2	0	0	-1/2		7	-	()	62	
	W	Totals	4. 1										•	<u> </u>		
	(1)	Penalty											1		_	reride
4	1254	Maneuver Score	41	+1	+1/2	D	+1/2	0	+\	+12			+1/2	U	79	
		Totals													<u> </u>	
		Penalty									4- 1					
5		Maneuver Score					a l									
		Totals												1		
1917 1		Penalty		1												
6		Maneuver Score														
		Totals												h Teach		
a di		Penalty												1.1114		
7		Maneuver Score						3.3.3.3								
		Totals														
		Penalty														
8		Maneuver Score														
		Totals		<u> </u>	L							D				



# YEDA Official Score Sheet - RAIL Class: 47 SR Emerald Raid Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	728	nice transition to soil, great connection when d to bridle	
2	742		
3	781	great lower leg	
4	907	like to see a deeper seat	
5	40	would like to see stronger upper half, stronger core	
6	88	great job riding withe horse	
7			
8			
9			
10			
11			



# YEDA Official Score Sheet - RAIL Class: #8 JR Generald Raid Horsemandyp

Back #	Rider Comments	Overall Class Comments
1 401	great connection riding from leg seat to hand	
2 706	would like to see eyes more forward	
3 471	would like to see a straighter line formear to shoulder to hip	
4 B65	would like to see drop in heel to steady position	
5 769	very straight -> correct profile	
6		
7		
8		
9		
10		
11		



# YEDA Official Score Sheet - Topaz EWD Pattern 3 &4

Class#Q

Updated 2020

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 reir
- 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					Maneuver	S				Comments
• • • •		Description	Walk	Stop Back	Ext. Walk	Jog	Stop		F&E	HDD	Total	
1-1	Entry #	Maneuver	1-2	3	4	5	6					
		Penalty										
1	741	Maneuver Score	0	41/2	+112.	D	+)		+1/2		721/2	
	· ·	Totals								)	1	
		Penalty										
2		Maneuver Score										
_		Totals										
		Penalty										
3		Maneuver Score										
		Totals										
		Penalty										
4		Maneuver Score										
7		Totals										
		Penalty	100					¥.				
5		Maneuver Score	3 T 19 W					1 V				
		Totals										
		Penalty					)					
6		Maneuver Score										
		Totals							1			
		Penalty										
7		Maneuver Score										
, ,		Totals										
		Penalty										
8		Maneuver Score							1			
l°		Totals										
		Penalty										
9	1.	Maneuver Score										
9		Totals							$1 \land$			
L	I		<b>I</b>	I		-		<del>-</del>	<del>- / /</del>	-	-	



# YEDA Official Score Sheet - Opal Y Pearl Pattern 4

Updated 2020

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

# Class# 10 JRISR Split A

#### 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  $\frac{1}{2}$  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					Maneuvers	5			J.	Comments
			Description	Walk	Jog	X-Jog	Jog	Stop Back		F&E	HDD	Total	
		Entry #	Maneuver	. 1	2	3	4	5					
	1	1298	Penalty  Maneuver Score	0	0	-1	D	-112		-1/2	0	US	
			Totals	•									
		d	Penalty				3.4.2.2.4						NO
	2	418	Maneuver Score Totals	0	0	0	+1/2	+1/2		+ [	0	72	DQ 2 hands
7.			Penalty										
_	3	1541	Maneuver Score Totals	-1112	0	0	0	D			0	671/z	
		ucd	Penalty  Maneuver Score									7-10	
	4	468	Totals	D	+112	112	D	412		+	0	721/2	
			Penalty	75.					+11.5				
	5	201	Maneuver Score Totals	0	-1	+ 112	+1/2	D		-1	0	69	
			Penalty								)	***	
		00	Maneuver Score	110	Ma	•	D	7		11	7	-11/	
	6	20	Totals	+1/2	+1/2	_ D	U	D		+1/2	0	71/2	
			Penalty										
	7	1289	Maneuver Score	0	0	+1/2	+1/2	+1/2		-1/2	$\Diamond$	$ \gamma $	
		10	Totals							, v			
			Penalty										
	8		Maneuver Score										
			Totals	er ver			4.0			-1		1.	
			Penalty										
	9		Maneuver Score										
1	1		Totals						/	h			



# YEDA Official Score Sheet - Opal (

Pearl Pattern 4

Class# //

Elementary

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.

		Maneuver					Maneuvers	5				Comments
		Description	Walk	Jog	X-Jog	Jog	Stop Back		F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5					
		Penalty			ì						4	
1.	Ma	Maneuver Score	0	+1	-11/2	0	0		0	0	68/12	
		Totals					and Y					
	-	Penalty							] ,		İ	
2	188	Maneuver Score	0	0	4	0	D		11/2	0	711/2	
	0.	Totals										
		Penalty										
3		Maneuver Score		1								
		Totals										
		Penalty										
4		Maneuver Score										
		Totals										
		Penalty										
5		Maneuver Score										
		Totals		d, to								
		Penalty										
6		Maneuver Score										
		Totals							$\sum_{i=1}^{n} \sum_{j=1}^{n} \sum_{i=1}^{n} \sum_{j=1}^{n} \sum_{j=1}^{n} \sum_{j=1}^{n} \sum_{i=1}^{n} \sum_{j=1}^{n} \sum_{i=1}^{n} \sum_{j=1}^{n} \sum_{j$			
		Penalty	8.0 Sa.									
7		Maneuver Score										
'		Totals	74		1 9. 2			V :				
		Penalty										
8	1	Maneuver Score										
		Totals										
		Penalty										
9		Maneuver Score										
"		Totals							<b>7</b>	h		



# YEDA Official Score Sheet + Opal Updated 2020

/ Pearl Pattern 4

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

# Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2
- 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.

, i		Maneuver				N	/laneuvers	5				Comments
		Description	Walk	Jog	X-Jog	Jog	Stop Back		F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5		esta si di di	At at		
		Penalty										
1	74	Maneuver Score	0	0	0	-1/2	-112		-1/2	O	681/2	
	/ ·	Totals							. •			
	Nun	Penalty									, d	
2	1447	Maneuver Score	0	0	0	- 11/2	0		-1/2	0	68	
		Totals	$\left[\frac{1}{C_0},\frac{2}{C_0}\right]$									
	113	Penalty										
3	1323	Maneuver Score	-1/2	0	*	+1/2	0		+1/2	$  \rangle$	711/2	
		TOLAIS								<u> </u>		
		Penalty		.11-					5	6	70	
4	141	Maneuver Score Totals	0	*1/12	-112	0	0		0	0	70	
		and the second second							·			
		Penalty										
5	1234	Maneuver Score	+ 2/12	0	+	1112	D		0	+1/2	1,014	
		Totals					134 (4)		Ů		W. 1.2	
		Penalty				1						
6	219	Maneuver Score	4112	+112	+1/2	-2			1/2		67	
	211	Totals	174			1 - 4 2			16			
	** .	Penalty										
7		Maneuver Score										
		Totals										
	ar de la compa	Penalty										
8		Maneuver Score						- N				
		Totals										
		Penalty			e Maria		1,1914.13		100			
9		Maneuver Score								10 g 40		
	* .	Totals				44. 						
					and the same		/	A	7		0	



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

DEVEL	PMENT ASSOCIATION	- Horsemanstup
Back #	Rider Comments	Overall Class Comments
1 1069	great plan in transition from w to J, great profile overall	
2 487	great Job on a difficult jugger relds to develop a stronger lowerleg t steadier upper half	
3		
4		
6		
7		
8		
9		
10		
11		



# YEDA Official Score Sheet - Sapphire / Alumni Pattern 4 Class# /4

Updated 2020

JR SR

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ 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

Judges Signature

- 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.

Name								Mane	uvers				Comments
1   1   1   1   1   1   1   1   1   1			Maneuver Description	Walk	Jog	Lope O RL		Jog	Stop	&	HDD	Total	
1   173   Maneuver Score   1/12   1		Entry #	Maneuver	1-2	3	4	5	6	7	E			
Totals			Penalty										
Totals	1	173	Maneuver Score	+112	+1/2	0	+1/2	+1/2	+1	+1/7	7	732	
2   830		יש	Totals							'`			
3   4   2			Penalty										
3   4   2	2	020	Maneuver Score	D	D	ħ	-112	+1/2	+1/7		()	701/2	
3   H 7		A.70	Totals	<u> </u>		<b>-</b>						1072	
Totals			Penalty	1111111									
Totals	3	1117	Maneuver Score	+112	11/2	41	0	+1/2	+1/2	-1/2		771/2	
Maneuver Score   Mane		410	Totals							''		10.2	
Totals		v.,	Penalty										
Totals	4	103	Maneuver Score	n	+1/2	+1	+1/2	11/2	D	41/2	0	73	
Maneuver Score		102	Totals	~						16			
Totals		<u> </u>	Penalty	*				1 1 1 1					
Totals	- 5	207	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+112	4/2	$\left( \right)$	74	
Maneuver Score		216	Totals										
Totals		-11	Penalty										
Totals	6	15861	Maneuver Score	0	n	117	-112	-1	11/2	-1		11711	7
Maneuver Score		. •	Totals						Ĭ				
Totals			Penalty										
Totals	7		Maneuver Score										
8	'		Totals										
Totals			Penalty									1.5	
Totals			Maneuver Score										
9 Maneuver Score Totals	0	`. ·	Totals										
9 Maneuver Score Totals			Penalty										
9 Totals			1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<u> </u>						-			
Totals	9												
			Totals						1			1	
		İ						$\perp$	η		بكا	1	



# YEDA Official Score Sheet - Sapphire Alumni Pattern 4 Ca

Updated 2020

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 1/4 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

#### 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.

Severe Faults (-5 points)

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.

Name   Name			Maneuver					Mane	uvers				Comments
1						Lope O RL			Stop	&	HDD	Total	
1		Entry #		1-2	3	4	5	6	7	E			
Cotals   Penalty   Penal		3	Penalty								A 12		
Cotals   Penalty   Penal	1	1004	Maneuver Score	0	112	-1/2	0	0	+1/2	-1/2	D	109	
12   12   12   13   14   15   15   15   15   15   15   15		U ·	Totals							"		<b>.</b>	
2   Totals		. 1	Penalty			11	1						
10   10   10   10   10   10   10   10	2	1764	Maneuver Score	+112	D		ก	n	+1/2	-1/2	+1/2	110	
Maneuver Score   11/2		100.	Totals							''-	10	WY	
Totals			Penalty									4.1	
Totals	3	MOON	Maneuver Score	+1/2	+1/2	+1/2	+	+1/2	+1/2	4		עיטר	
Maneuver Score	,	10.10	Totals									1116	
Totals			Penalty		,								
Totals	4		Maneuver Score	'. · ·									
Maneuver Score   Totals   Maneuver Score   Maneuver Score   Totals   Maneuver Score   Mane			Totals						1 (A)				
Totals			Penalty		1.0								
Totals	5.		Maneuver Score										
Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty   Maneuver Score   Totals   Penalty		Totals											
Totals			Penalty										
Totals	6	ľ	Maneuver Score										
Maneuver Score			Totals							and the second of the second o			
Totals			Penalty										
Totals	7		Maneuver Score										
8			Totals										
8			Penalty						:				
Totals	8		Maneuver Score										
9 Maneuver Score Totals	•		Totals	4 1			1						
9 Maneuver Score Totals			Penalty		3								
9 Totals	.												
Totals	9								ļ				
			Totals										
						1.			$L_{\Lambda}$				



# YEDA Official Score Sheet - Ruby Pattern 4

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.

. 1	1.1		Maneuvers							Comments		
		Maneuver Description	Walk	Jog	Lope LL	Jog	X- Jog		F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty						1.00 1.00				
1	1214	Maneuver Score	+1/2	11/2	-2	O	0		-1/2	0	68/2	.64
	10	Totals										68/2
		Penalty										
2	als	Maneuver Score	ก	+1/2	+1/2	0	1/2		0	0	711/2	
-	PIO	Totals							Ĭ			
		Penalty					15		The William			
	355	Maneuver Score	+1/2	<i>x</i>	-2	+1/2	412		0	b	7012	
3	000	Totals			-				'		10,2	
		Penalty										
	.001	Maneuver Score	+ )	+1/2	О	+1/2	4		Ø	D	72	
4	1296	Totals		776		16			0		73	
		Penalty										
	Gara	Maneuver Score			12	110	<u> </u>				70	
5	MML		+1/2	0	0	-112	0		0		70	
		Totals				7						
	ما	Penalty				.,			1 ,		-01	
6	125/1	Maneuver Score	0	0	+112	+1/2	+		+1/2	+	731/2	
	100	Totals									Ĭ	
		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
		Totals										
		Penalty										
3		Maneuver Score					1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		-			
9.												
		Totals									<b>)</b>	



# YEDA Official Score Sheet - Emerald Pattern 4

Updated 2020

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

# Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ to ¼
- Ticking or hitting cone
- Obviously looking down to check

# Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2
- 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				Mane	euvers	-	-		Comments
		Description	Walk	Jog	Stop Back	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6				
1	180	Penalty  Maneuver Score  Totals	0	0	*1/2	-112	-1	-1/2	О	681/2	
2	907	Penalty  Maneuver Score  Totals	+1/2	-1/2	+1/2	0	-1/2	0	D	70	
3	128	Penalty  Maneuver Score  Totals	+112	+1	+1/2		0	0	0		
4	781	Penalty  Maneuver Score  Totals	0	+112	-112	+12	+1/2	0	D	72	
5	476	Penalty  Maneuver Score  Totals	0	+112	+1/2	+1	0	+1	0	73	
6	742	Penalty  Maneuver Score  Totals	0	41/2	O	D	-1/2	-1/2	0	691/2	
7		Penalty Maneuver Score Totals									
8		Penalty Maneuver Score Totals									
9		Penalty Maneuver Score Totals									



# YEDA Official Score Sheet - Emerald Pattern 4

Updated 2020

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

**GESS** # 19

JR\_

# 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.

1						Mane	uvers				Comments
		Maneuver Description	Walk	Jog	Stop Back	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6				
1	461	Penalty  Maneuver Score  Totals	-1/2	• <b>1</b>	0	-3	D	-1/2	0	64	
2	630	Penalty  Maneuver Score  Totals	Ö	0	0	0	D	-1/2	0	(B'/z	
3	1365	Penalty Maneuver Score Totals	+1/2	+1/2	+1/2	O	+1/2	+1/2	O	721/2	
4	765	Penalty Maneuver Score Totals	0	+1/2	0	<b>+</b> (	+1/2	O	0	72	
5	tan	Penalty  Maneuver Score  Totals	0	D	D	- 42	<b>-</b> ₩	0	0	UB'12	
6	477	Penalty  Maneuver Score  Totals	O	0	0	D	D	0	O	70	
7		Penalty Maneuver Score Totals									
8		Penalty Maneuver Score Totals									
9		Penalty Maneuver Score Totals									

Mydges Signature



# YEDA Official Score Sheet - RAIL Class: #19 JRISD Reday Rail Horsemanship

Back #	Rider Comments	<b>Overall Class Comments</b>
1/2014	develop a stronger seat to ride stronger with strict	
2 3658	strong & solid profile, could soften hands to have better contact with brider	
548	great job riding leg seat to hand	
1214	needs to ride with the stride a little more effectively	
1592	rides with profile behind the verticle	
1321	develop a stronger seat to ride stronger with Strick	
1		