

YEDA REINING PATTERN NRHA #7 OFFICIAL SCORE SHEET

Class # 1
 1115
 1019
 682
 400
 958
 Comments



EXHB #	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 1/2 Spins Left	R Circles OOo & Lead Change	L Circles OOo & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	PENALTY		1/2			1/2				+1	0		66 1/2	miss center on circles - ride through your lead change. One change in circle speed
	SCORE	-1	-1/2	0	-1/2	0	-1/2	-1	0					
	Total	69	68 1/2		67 1/2	67	66 1/2	65 1/2						
2	PENALTY					1/2				+1	-1/2		66	let horse settle ↗ loosen reins miss cones
	SCORE	-1	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2					
	Total	69	68 1/2	68	67 1/2	66 1/2		66	65 1/2					
3	PENALTY				1/2			1		+2	0		67 1/2	need to protect middles
	SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	0					
	Total	69 1/2	69	68 1/2	67 1/2	67		65 1/2						
4	PENALTY							1 1		+2	+1		72	protect head
	SCORE	0	+1/2	0	+1/2	0	0	-1/2	+1/2					
	Total		70 1/2		71			68 1/2	69					
5	PENALTY				3			1		+1	0		58 1/2	OP - 3 spins. not hitting middle markers
	SCORE	-1	-1	-1/2	-3	-1	-1/2	-1	-1/2					
	Total	69	68	67 1/2	61 1/2	60 1/2	60	58	57 1/2					
6	PENALTY													
	SCORE													
	Total													
7	PENALTY													
	SCORE													
	Total													
8	PENALTY													
	SCORE													
	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 1/2 point 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

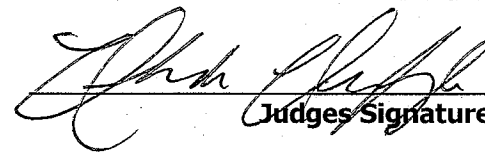
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE

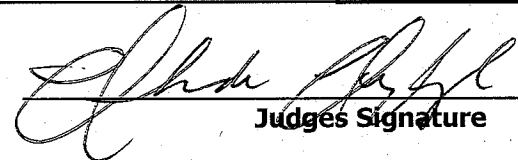
	Back #	Rider Comments	Overall Class Comments
1	1096	heavily good, ↓ heels	
2	1613	good rider	
3	814	lengthen stirrups	
4	1132	bring stirrups up - will put legs more under you. rides w/ hands - sit ↓	
5	584	↓ heels	
6	1618	keeps breaking	
7	947	get in middle of saddle, center yourself	
8			
9			
10			
11			


 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1502	Shoulders back + ↓, good lower leg	
2	1228	lower leg back + underneath more, love upper body	
3	883	Relax a <u>little</u> in core	
4	1208	great upper body, lower legs back	
5	1448	rotate Pelvic back, sit deep	
6	316	good	
7	1155	lower leg back + ↓	
8	952	good	
9	349	lower leg back, stretch core ↑	
10	1051	looks good	
11			


 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1627	good handling hot hors - very soft + great!	
2	1406	leg back + ↓	
3	1625	stretch ↑ in core - be proud to be tall, inverted in hand	
4	1685	↓ in heels	
5	855	loses seat @ jog	
6	1232	sit ↑ stretch ↑. dont bend down to hand	
7			
8			
9			
10			
11			


 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1080	good first impression, nice smile + sitting correct. loosen reins some overall - nice!	
2	1449	Sit ↓ + deeper, little perch	
3	487	relax shoulders + smile, very good	
4	1398	legs back underneath	
5	1126	good	
6	1007	good	
7	139	legs back, don't yield body into hand	
8	394	legs back, tall + sit more confident	
9			
10			
11			


 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 7
 Updated 2020

Class #6

958
 682
 400

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

1115

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.

1019

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments		
		Walk	Jog	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back						
1	400	Penalty											elbows tighter turns waist @ 180	
		Maneuver Score	0	+1	+1	-1	0	0	0	+1	+1	73	Toes need to be straight heels down, leans fwd @ dept @ 180	
		Totals			72	71								
2	1019	Penalty				3		1	3					Push heels down to keep from rocking @ jog
		Maneuver Score	+1	+2	+1	-1	-1/2	-1	-3	0	0	61 1/2		
		Totals	71	73	74	70	69 1/2	67 1/2	61 1/2					
3	1115	Penalty	1											location of feet in a corner, legs fwd @ 180, elbows @ 180
		Maneuver Score	-1/2	0	0	-1	0	0	0	0	0	68 1/2		
		Totals	69 1/2			68 1/2								
4	958	Penalty												Don't pump, tighten @ jog, good pattern w/ hot horse
		Maneuver Score	0	+1	+1/2	+1	0	+1	+1/2	+2	0	76		
		Totals		71	71 1/2	72 1/2		73 1/2	74					
5	682	Penalty												Be more solid w/ body, leans into hand @ 180
		Maneuver Score	0	+1	0	+1/2	+1/2	+1/2	+1/2	1	0	74		
		Totals		71		71 1/2	72	72 1/2	73					
6		Penalty												legs bleed
		Maneuver Score												
		Totals												
7		Penalty												
		Maneuver Score												
		Totals												
8		Penalty												
		Maneuver Score												
		Totals												
9		Penalty												
		Maneuver Score												

[Signature]
 Judges Signature

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

Class # 17
 SR

947
 1132
 814
 1618

1096
 584
 1613

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	Jog OL	Lope LL	Stop Back					
1	1618	Penalty								Shoulders need to be more rounded + sit	
		Maneuver Score	0	+1/2	+1/2	0	0	+1	0		72
		Totals		70 1/2	71						
2	1132	Penalty								square body dont twist waist @ lope.	
		Maneuver Score	+1/2	+1	+1	+1/2	+1	+2	+1		77
		Totals	70 1/2	71 1/2	72 1/2	73	74				
3	947	Penalty								good upper body	
		Maneuver Score	+1	+1	+1	+1	0	+3	+1		78
		Totals	71	72	73	74					
4	1613	Penalty		1						turns waist @ cinch - too much hand sit @ lope	
		Maneuver Score	0	-1/2	-1	-1	0	+1	0		67 1/2
		Totals		68 1/2	67 1/2	66 1/2					
5	584	Penalty								Relax + ride through seat	
		Maneuver Score	+1/2	0	-1/2	0	0	+1	0		71
		Totals	70 1/2		70						
6	1096	Penalty								tighten elbows - guide w/ feet dont turn waist - approx 1/2 soft hands	
		Maneuver Score	0	0	0	+1/2	0	+1	0		71 1/2
		Totals				70 1/2					
7	814	Penalty									
		Maneuver Score	+1/2	+1	+1	+1/2	-1/2	1	0		73 1/2
		Totals	70 1/2	71 1/2	72 1/2	73	72 1/2				
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									

[Handwritten Signature]
 Judges Signature

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

Class # 8

JR
 pg 1 of 2

1502
 952
 1155
 316
 883
 1448
 349
 1228
 608
 1051

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 O L	Lope LL	Stop Back					
		1	2	3	4	5					
1 349	Penalty										Stretch & elbows tight legs back
	Maneuver Score	0	0	0	+1/2	+1/2	+1	0	72		
	Totals				70 1/2	71					
2 1448	Penalty										use outside leg, don't lean to hand @ lope departure. don't twist waist
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1	0	72 1/2		
	Totals		70 1/2	71	71 1/2						
3 1155	Penalty										good seat
	Maneuver Score	0	+1	+1	+1	+1/2	+2	0	75 1/2		
	Totals		71	72	73	73 1/2					
4 316	Penalty										watch elbows
	Maneuver Score	+1/2	+1	+1	+1/2	-1/2	+2	0	74 1/2		
	Totals	70 1/2	71 1/2	72 1/2	73	72 1/2					
5 1051	Penalty										use feet to help guide not all hand, turning waist, elbow
	Maneuver Score	+1/2	-1/2	-1	-2	0	0	0	67		
	Totals	70 1/2	70	69	67						
6 883	Penalty										elbows tighter don't lean in to lope turn
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+2	0	73 1/2		
	Totals		70 1/2		71	71 1/2					
7 1502	Penalty										tighter elbows
	Maneuver Score	+1/2	+1	+1	+2	+1/2	+2	0	77		
	Totals	70 1/2	71 1/2	72 1/2	74 1/2	75					
8 1228	Penalty										heels & toes up good upper body
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	0	71 1/2		
	Totals	70 1/2	71								
9	Penalty										
	Maneuver Score										

Cheryl [Signature]
 Judges Signature

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

Class #8
 JR
 pg 2 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)

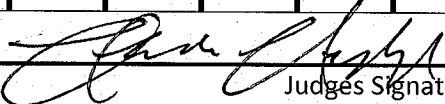
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Jog O L	Lope LL	Stop Back					
		1	2	3	4	5					
1	Penalty										good handling hot horse
	Maneuver Score	0	0	0	0	0	+1	0	71		
	Totals										
2	Penalty										learned into hand for departure @ legs - elbows shoulders
	Maneuver Score	0	+1	+1/2	+1	+1	+2	+1/2	76		
	Totals		71	71 1/2	72 1/2	73 1/2					
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										


 Judges Signature

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 1/2 point increments

Class #9
 SR
 pg 1 of 1

1627
 1232
 1406

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.

855
 1685
 1625

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	Stop Back	Walk	Jog	Stop					
1	855												
	Penalty												
	Maneuver Score	0	0	0	+1/2	+1/2	0	+1/2					
	Totals				70 1/2	71		71 1/2	+1	0	72 1/2		legs back + good upper body
2	1406												
	Penalty												
	Maneuver Score	0	+1	0	+1	+1	-1/2	-1/2					
	Totals		71		72	73	72 1/2	72	1	0	73		tighten elbows.
3	1627												
	Penalty												
	Maneuver Score	+1	+1	+1	0	0	+1	+1/2					
	Totals	71	72	73			74	74 1/2	+2	0	76 1/2		good handling par back, elbows tight great upper body
4	1625												
	Penalty												
	Maneuver Score	0	-1/2	-1/2	-1	-1/2	-1	0					
	Totals			69	68	67 1/2	66 1/2		+1	0	67 1/2		Shorten reins guide w/ feet
5	1232												
	Penalty												
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1	0					
	Totals	70 1/2	71			71 1/2	72 1/2		1	0	73 1/2		legs back + ↓ good upper body
6	1685												
	Penalty												
	Maneuver Score	+1/2	+1/2	0	0	0	-1/2	0					
	Totals	70 1/2	71				70 1/2		1	0	71 1/2		leg back + toes ↓, elbows tighter good upper body
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												

[Signature]
 Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 7
 Updated 2020

Class #10
 JR

1007
 1080
 1449

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.

487

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.

39
 1398

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop				
1	1449	0	+1/2	+1/2	+1/2	0	+1/2	0	+1	0	73	Use feet to guide not waist
	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0				
	Totals		70 1/2	71	71 1/2		72					
2	487	0	-1/2	0	-1/2	0	0	-1/2	+1	0	69 1/2	guide - use feet not upper body to make horse lower leg back
	Penalty											
	Maneuver Score	0	-1/2	0	-1/2	0	0	-1/2				
	Totals		69 1/2		69			68 1/2				
3	1398	0	-1/2	-1/2	0	0	-1	-3	+1	0	62	Shorten reins more control - no elbows
	Penalty			1				3				
	Maneuver Score	0	-1/2	-1/2	0	0	-1	-3				
	Totals		69 1/2	68			67	61				
4	139	+1/2	-1/2	0	-1/2	-1/2	-1	-3	+1	0	63	Shorten reins holding on - no back
	Penalty							3				
	Maneuver Score	+1/2	-1/2	0	-1/2	-1/2	-1	-3				
	Totals	70 1/2	70		69 1/2	69	68					
5	1080	+1/2	+1	-1	0	+1	+1	+1	+3	0	75 1/2	good rein
	Penalty			1								
	Maneuver Score	+1/2	+1	-1	0	+1	+1	+1				
	Totals		71 1/2	69 1/2		70 1/2	71 1/2	72 1/2				
6	1007	+1	+1	+1	+1/2	+1	+1	+1	+2	0	78 1/2	good clipper body, lower leg back
	Penalty											
	Maneuver Score	+1	+1	+1	+1/2	+1	+1	+1				
	Totals	71	72	73	73 1/2	74 1/2	75 1/2	76 1/2				
7	394	0	-1/2	-1/2	0	-2	0	-1/2	+1	0	66 1/2	opening side of cone
	Penalty			1								
	Maneuver Score	0	-1/2	-1/2	0	-2	0	-1/2				
	Totals		69 1/2	68		66		65 1/2				
8	1126	+1/2	+1	+1	+1/2	+1	+1	+1	3	0	79	
	Penalty											
	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1	+1				
	Totals	70 1/2	71 1/2	72 1/2	73	74	75	76				
9												
	Penalty											
	Maneuver Score											

[Signature]
 Judges Signature

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 1/2 point increments

Class # 11
 Elementary

726
 168
 1219

1514
 1497

296
 1000
 1452
 168

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1	Jog 2	Walk 3	Stop Back 4	Walk 5	Jog 6	Stop 7				
1	Penalty											726 good rider
	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1	+1	3	+1	80	
	Totals	70 1/2	71 1/2	72 1/2	73	74	75	76				
2	Penalty											1514 open up seat & be confident, reins into hands
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	-1/2	+1	+1	+1	73 1/2	
	Totals		70 1/2	71	71 1/2	72	70 1/2	71 1/2				
3	Penalty											1219 [hands] good rider, upper body w/ hot horse turn wait
	Maneuver Score	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	+2	0	75 1/2	
	Totals	70 1/2	71 1/2		72	72 1/2	73	73 1/2				
4	Penalty											296 reins too long use ft to guide not hands
	Maneuver Score	0	-1/2	+1/2	0	0	0	-3	+1	0	68	
	Totals		69 1/2	70				67				
5	Penalty											168
	Maneuver Score	+1	+1	+1	+1	+1	+1/2	0	+2	0	77 1/2	
	Totals	71	72	73	74	75	75 1/2					
6	Penalty					3						1452 cp no jog
	Maneuver Score	+1/2	+1	+1/2	+1/2	-3	-3	0	+1	0	64 1/2	
	Totals			72	72 1/2		69 3/4					
7	Penalty											1497 reins too long good upper body, leg & b
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1/2	1	0	73	
	Totals		70 1/2			71	71 1/2	72				
8	Penalty											1000 reins too long cp wrong side of cone
	Maneuver Score	0	-1/2	0	-1	-1	-1/2	-1/2	1	0	67 1/2	
	Totals		69 1/2		68 1/2	67 1/2	67	66 1/2				
9	Penalty											
	Maneuver Score											

[Signature]
 Judges Signature



YEDA Official Score Sheet – Topaz EWD Pattern 7 & 8

Updated 2020

Class #12

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)

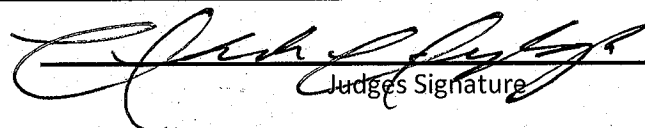
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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 O L	Stop Back	Jog	Stop	Stop				
1	1372											
	Penalty											
	Maneuver Score	+1/2	+1	+1	0	0	0	2	0	74 1/2		
	Totals	70 1/2	71 1/2	72 1/2								
2	334											
	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1/2	1	0	73		
	Totals		70 1/2	71		71 1/2	72					
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

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

	Back #	Rider Comments	Overall Class Comments
1	168	Sit on pockets a little - perched	
2	1219	Very good, take arch out of back	
3	1514	center yourself in saddle - guide w/ feet	
4	726	Shorten reins	
5	1000	leg back, don't hold face	
6	1452	get into feet more - more solid in feet	
7	1497	leg back underneath	
8	296	leg back.	
9			
10			
11			


 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

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 # 14
JR / SR
Split A

545
1015
547
1106

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

372

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

856

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

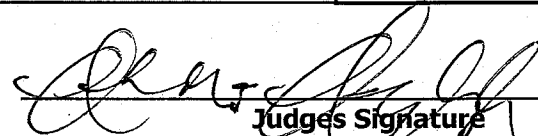
Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1	Penalty					3									
	Maneuver Score	0	+1/2	+1	+1/2	-1	+1/2	+1	+1/2	+1/2		0	+2	72 1/2	
	Totals		70 1/2	71 1/2	72	68	68 1/2	69 1/2	70	70 1/2					
2	Penalty														
	Maneuver Score	0	+1/2	0	0	0	-1/2	-1	-1/2	0		0	+1	69 1/2	
	Totals		70 1/2				70	69	68 1/2						
3	Penalty														
	Maneuver Score	0	+1/2	+1	+1/2	+1	+1/2	0	0	+1/2		0	+2	76	
	Totals		70 1/2	71 1/2	72	73	73 1/2			74					
4	Penalty														
	Maneuver Score	0	+1/2	+1/2	+1	+1	0	0	+1	+1/2		0	3	77 1/2	
	Totals		70 1/2	71	72	73			74	74 1/2					
5	Penalty														
	Maneuver Score	0	+1/2	-1	-1/2	-1/2	-1	-1	-1/2	0		0	1	67	
	Totals		70 1/2	69 1/2	69	68 1/2	67 1/2	66 1/2	66						
6	Penalty														
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2		0	2	74 1/2	
	Totals		70 1/2	71	71	71	71	71 1/2	71 1/2	72 1/2					
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														

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Judges Signature

YEDA Official Score Sheet – RAIL Class: #15 SR Ruby Rail Horsemanship - Split A

Back #	Rider Comments	Overall Class Comments
1 1276	Shoulders even, push heel ↓ harder	
2 1108	Watch toes.	
3 968	Sit on pockets, Shoulders back + relax	
4 795	no perching, heel ↓	
5 1130	sit on pockets, leaning fwd	
6 1079	good position. Watch toes	
7		
8		
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

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 # 16
JR/SR
Split B

421
284
982
1399
709
1124

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

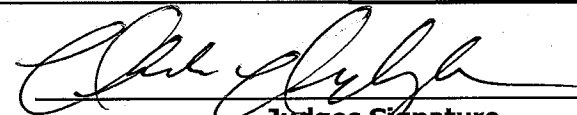
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver-Description Maneuver	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1 1399	Penalty			③												
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	-1/2	0	-1/2			0	+1	71 1/2	
	Totals		70 1/2	71				71 1/2	71		70 1/2					
2 284	Penalty			①		③③③										
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2			0	+2	74 1/2	
	Totals		70 1/2	71	71 1/2					72	72 1/2					
3 1124	Penalty				3											
	Maneuver Score	0	-1	0	-1	-1/2	0	-1/2	-1/2	0			0	+1	64 1/2	
	Totals		69		65	64 1/2		64	63 1/2							
4 421	Penalty															
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2			0	+2	77	good plan + pattern placement
	Totals		70 1/2	71	71 1/2	72 1/2	73	73 1/2	74 1/2	75						
5 982	Penalty															
	Maneuver Score	0	+1/2	+1/2	+1	0	+1/2	0	+1/2	0			0	+1	74	
	Totals		70 1/2	71	72			72 1/2	73							
6 709	Penalty			111												
	Maneuver Score	0	0	-1	0	0	0	0	+1	-1/2			0	+1	67 1/2	start so ft w/ hands @ x-50g
	Totals			66					67	66 1/2						
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															

Theresa Ziegler

Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1035	good upper body, toes straighter	
2	386	Stretch ↑ in mid section.	
3	1673	stamps ↓, unpinch knee leg under you	
4	1662	□ shoulders	
5	1340	straighten toes, unpinch knee, leg back	
6	1212	leg back under you, upper body good.	
7			
8			
9			
10			
11			


 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

1 – point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

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

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

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

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

Class # 18
 JR/SR
 Split C

1043
 342
 1097
 927
 1098
 1014

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1	Penalty			1			3		1						Shorten reins to guide
	Maneuver Score	0	+1/2	0	+1/2	-1/2	-1	0	-1/2	0		0	+1	65	
	Totals		76 1/2	69 1/2	70	69 1/2	65 1/2		64						
2	Penalty														more feel in fingers.
	Maneuver Score	0	0	0	0	-1/2	0	-1/2	0	0		0	+1	70	
	Totals					69 1/2		69							
3	Penalty														
	Maneuver Score	0	+1/2	+1/2	0	0	0	-1/2	0	0		0	+1	71 1/2	
	Totals		70 1/2	71				70 1/2							
4	Penalty								1						Bad pattern placement
	Maneuver Score	0	0	0	0	0	0	+1/2	-1	0		0	+1	68 1/2	
	Totals							70 1/2	68 1/2						
5	Penalty														good plan for next move.
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	+1/2	1/2		0	+2	74	
	Totals			70 1/2	71				71 1/2	72					
6	Penalty														
	Maneuver Score	0	0	0	0	+1/2	0	-1/2	+1/2	-1/2		0	+1	71	
	Totals					70 1/2		70	70 1/2	70					
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														

[Signature]
 Judges Signature

YEDA Official Score Sheet – RAIL Class: #19 JR Ruby Rail Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	1688	Foot placement - more on ball, leg back	
2	1612	good position + rider	
3	1595	stretch ↑, eyes up, smile would be nice	
4	124	don't pinch knee, ↓ heel	
5	145	leg back + under you.	
6			
7			
8			
9			
10			
11			


 Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 7

Updated 2020

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

Class #20
 JR ISR
 Split A

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

1106
 284
 982
 709
 1043
 1124

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

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

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

Entry #	Maneuver Description	Maneuvers									F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop						
		1	2	3	4	5	6	7						
1	Penalty				1									Dont pinch knees longer stirrups wheels, feet upper body, no rocking in a circle
	Maneuver Score	0	+1/2	0	-1/2	-1	0	-1/2	+1	0	68 1/2			
	Totals		70 1/2		69	68		67 1/2						
2	Penalty													Shorten reins to contact, elbows tighter.
	Maneuver Score	0	0	0	-1/2	-1	-1	-1/2	+1	0	68			
	Totals				69 1/2	68 1/2	67 1/2	67						
3	Penalty						1							dont look down for lead
	Maneuver Score	0	+1/2	-1/2	0	0	-1	0	+1	0	69			
	Totals		70 1/2	70			68							
4	Penalty						3							
	Maneuver Score	0	0	0	0	-1	-2	0	1	0	65			
	Totals					69	64							
5	Penalty													toes straighter
	Maneuver Score	+1/2	+1	0	+1	+1	+1	+1	+2	0	77 1/2			
	Totals	70 1/2	71 1/2		72 1/2	73 1/2	74 1/2	75 1/2						
6	Penalty						3							Dont adjust seat in the middle of pattern
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	+1/2	+2	0	71			
	Totals		70 1/2	71		71 1/2	68 1/2	69						
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													

[Signature]
 Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 7
 Updated 2020

Class #21
 JR/SR
 Split B

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

547

1098

1097

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.

372
 927
 545

Entry #	Maneuver Description	Maneuvers									F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop						
		1	2	3	4	5	6	7						
1	Penalty													lower/longer in heel, unpinch knee - elbows @ lope stretch
	Maneuver Score	0	+1	+1/2	-1/2	0	-1/2	+1/2	1 1/2	0	72 1/2			
	Totals		71	71 1/2	71		70 1/2	71						
2	Penalty													OP - no Jog too back, very good rider.
	Maneuver Score	0	+1	+1/2	-3	0	+1	+1/2	+3	0	73			
	Totals		71	71 1/2	68 1/2		69 1/2	70						
3	Penalty													more solid in upper body
	Maneuver Score	0	0	-1	0	0	-2	-2	+1	0	65			
	Totals			69			66	64						
4	Penalty													watch elbows dont brake wrists no posting @ x 300
	Maneuver Score	0	+1/2	-1	-3	0	-3	-1	+1	0	63 1/2			
	Totals		70 1/2	69 1/2	66 1/2		63 1/2	62 1/2						
5	Penalty													tighter in elbow upper body smart showing!
	Maneuver Score	0	+1	0	+1	+1	+1	+1	+2	0	77			
	Totals		71		72	73	74	75						
6	Penalty													Bring legs back @ shoulders, dont turn waist
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	1 1/2	0	75			
	Totals		71	71 1/2	72	72 1/2	73	73 1/2						
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													

[Signature]
 Judges Signature

YEDA Official Score Sheet - Sapphire/ Alumni Pattern 7
 Updated 2020

Class #22
 JR/SR
 Split C

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

1014
 421
 1015
 856
 342

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.

1399

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop					
1	342	0	+1/2	0	+1/2	-3	+1/2	+1/2	+1	0	70	Bring leg back + deeper in heel legs rocking Hand fwd @ turn	
2	1399	0	-3	-1	-3	0	-3	-2	+1	0	53	Release face Op no jog reins too tight	
3	1015	0	+1/2	-1	+1	+1/2	+1/2	0	+1	0	72 1/2	Stirrups ↓ to get deeper in heel. NO girth	
4	1014	0	+1	+1/2	-1/2	+1/2	+1	+1	+2	0	74 1/2	Unpinch knee deeper in heels.	
5	421	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	1	0	74	Unpinch knee long + lower in heel.	
6	856	0	0	0	0	0	-1/2	0	+1	0	70 1/2	Shorten reins □ shoulders stretch ↑ in mid section	
7													
8													
9													

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 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 7

Updated 2020

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

Class # 23
 SR.
 Split A

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

1340

1212

1108

1035

386
 1662

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1	1340	1	2	3	4	5	6	7				
	Penalty											
	Maneuver Score	+1/2	+1	0	+1/2	+1	+1/2	0	+2	0	75 1/2	
	Totals	70 1/2	71 1/2		72	73	73 1/2					
2	1212											
	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1/2	+1	0	73	
	Totals		70 1/2		71	71 1/2		72				
3	1035											
	Penalty											
	Maneuver Score	0	0	0	0	0	0	-3	+1	0	68	Bends @ waist to hand. Foot too far in stirrup
	Totals							67				
4	386											
	Penalty											
	Maneuver Score	0	0	0	0	-3	0	-1/2	+1	0	67 1/2	lower leg back under. Tighten elbows
	Totals					67		66 1/2				
5	1108											
	Penalty											
	Maneuver Score	0	-1/2	-1	0	0	0	-1	+1	0	68 1/2	lengthen stirrup
	Totals		69 1/2	68 1/2				67 1/2				
6	1662											
	Penalty											
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	-3	+1	0	66 1/2	leg back, tighten elbows use leg dont turn wrist sit back
	Totals		69 1/2	69	68 1/2			65 1/2				
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											

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 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 7

Updated 2020

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

Class # 24
 SR.
 Split B

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.

1079
 1673
 968
 1276
 1130
 795

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1	Penalty											
	Maneuver Score	0	-1/2	-1	0	0	0	+1/2	+1/2	0	70 1/2	Don't handle leg, leg back
	Totals		69 1/2	68 1/2								
2	Penalty		3									
	Maneuver Score	0	-1	-1	-1/2	0	0	0	+1	0	65 1/2	leg back tighen elbows guide w/ feet not hands
	Totals		66	65	64 1/2							
3	Penalty											
	Maneuver Score	0	0	-1/2	0	+1	+1/2	-2	+1	0	70	guide w/ feet don't turn assist. Finished stronger than started
	Totals			69 1/2		70 1/2	71	69				
4	Penalty											
	Maneuver Score	0	-1	-1/2	0	-1	0	-1	+1	0	67 1/2	Stay soft in saddle
	Totals		69	68 1/2		67 1/2		66 1/2				
5	Penalty											
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	+1/2	0	+2	0	75	good soft seat, chin ↑
	Totals		70 1/2	71 1/2	72	72 1/2	73					
6	Penalty											
	Maneuver Score	0	+1	0	+1/2	+1/2	+1/2	+1/2	+1	0	74	lengthen straps leg under pattern placement on circle
	Totals		71		71 1/2	72	72 1/2	73				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

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 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 7
Updated 2020

Class # 25
JR

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

1688
124
1612
145

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

1595

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1	Penalty											
	Maneuver Score	0	-1	-1/2	0	+1/2	+1/2	0	+1	0	70 1/2	gets too far back @ lope off
	Totals		69	68 1/2		69	69 1/2					
2	Penalty											
	Maneuver Score	0	-1	-2	-1/2	-1/2	0	0	+1	0	67	hairs down, lopes into hand no pumping turns waist
	Totals		69	67	66 1/2	66						
3	Penalty					1						
	Maneuver Score	0	+1/2	-1	0	-1	0	-1/2	+1	0	68	Hand fault @ turn. RR
	Totals		70 1/2	69 1/2		67 1/2		67				
4	Penalty		1									
	Maneuver Score	0	-1/2	-1	0	-2	-1	-1	+1	0	64 1/2	rears fault # looks for lead
	Totals		68 1/2	67 1/2		65 1/2	64 1/2	63 1/2				
5	Penalty											
	Maneuver Score	+1/2	+1	+1	+1	+1	+1	+1	+2	0	78 1/2	
	Totals	70 1/2	71 1/2	72 1/2	73 1/2	74 1/2	75 1/2	76 1/2				
6	Penalty											
	Maneuver Score	0	+1/2	-1	+1/2	+1	+1	+1	+1	0	74	location on pattern.
	Totals		70 1/2	69 1/2	70	71	72	73				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature

YEDA Official Score Sheet – Diamond Pattern 8
 Updated 2020

Class #26
 Round #1

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)

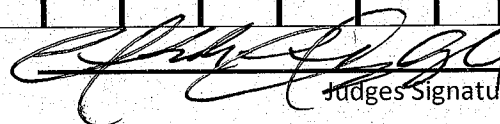
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	H D D	Total	Comments	
		Walk	Jog	Stop 360 L	Lope LL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back							
1	Penalty																
	Maneuver Score	0	+1/2	0	0	0	0	0	-1/2	0		+1	0	71			□ shoulders elbow bk looking down on lope departure
	Totals		70 1/2						70								
2	Penalty				3.5		5.1		5.5								
	Maneuver Score	0	+1/2	-1/2	-2	-1/2	-1	0	-1	0		+1	0	42 1/2			right reins
	Totals		70 1/2	70	60	59 1/2	52 1/2		41 1/2								
3	Penalty																
	Maneuver Score	+1/2	+1	+1/2	+1	+1	+1	+1	+1	+1/2		+3	0	80 1/2			straighten toes, k. elbows tighter
	Totals	70 1/2	71 1/2	72	73	74	75	76	77	77 1/2							
4	Penalty						5		5								
	Maneuver Score	0	+1/2	-1/2	0	-1	-1	0	-1	0		+2	0	59			don't break wrist
	Totals		70 1/2	70		69	68		57								
5	Penalty																
	Maneuver Score																
	Totals																
6	Penalty																
	Maneuver Score																
	Totals																
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																
9	Penalty																
	Maneuver Score																
	Totals																


 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 8
 Updated 2020

Class # 26
 Round # 2

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers										F & E	H D D	Total	Comments		
		Walk	Jog	Stop 360 L	Lope LL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back	9						
1	Penalty																Tighten elbow eyes ↑ @ lope
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	0	0	0		+1	0	73			
	Totals	70 1/2	71		71 1/2		72										
2	Penalty				(3)											little far away from cones. toes straighter	
	Maneuver Score	+1	+1	0	+1	0	+1	+1	+1	+1/2		3	0	79 1/2			
	Totals	71	72		73		74	75	76	76 1/2							
3	Penalty																
	Maneuver Score																
	Totals																
4	Penalty																
	Maneuver Score																
	Totals																
5	Penalty																
	Maneuver Score																
	Totals																
6	Penalty																
	Maneuver Score																
	Totals																
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																
9	Penalty																
	Maneuver Score																
	Totals																

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 Judges Signature