



# YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET

Class # 1

682  
115  
400  
1019  

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958

EXHB #	MANEUVER DESCRIPTION	Stop & L Roll Back	Stop & R Roll Back	R. Circles OOo & Lead Change	L. Circles OOo & Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	958	0	0	-1/2	-1/2	0	0	-1/2	-1/2	0	0		68	op - off pattern. work on pattern placement. <i>Stiles</i>
	PENALTY													
	SCORE			69 1/2	69			68 1/2	68					
2	682	0	+1/2	0	+1/2	0	0	+1/2	+1/2	+2	0		74	
	PENALTY													
	SCORE		70 1/2		71			71 1/2	72					
3	400	0	0	+1/2	0	0	0	0	0	+1	+1		72 1/2	work on finding center of circles
	PENALTY													
	SCORE			70 1/2										
4	1019	0	0	0	+1/2	0	0	0	+1/2	+1	0		72	
	PENALTY													
	SCORE				70 1/2				71					
5	1115	+1/2	0	0	+1/2	+1/2	0	+1/2	0	+1	0		73	
	PENALTY													
	SCORE	70 1/2			71	71 1/2		72						
6														
	PENALTY													
	SCORE													
7														
	PENALTY													
	SCORE													
8														
	PENALTY													
	SCORE													
9														
	PENALTY													
	SCORE													

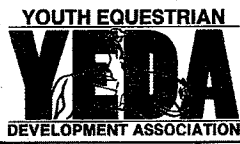
Circled penalties are deemed due to horse not rider and will not appear in the final score.

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



# YEDA Official Score Sheet – RAIL

Class: #2 SR Emerald Rail Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	1132	Decent lines, lengthen leg, soft seat @ lope	
2	947	good posture, wrong lead	
3	584	good show presence, soften arch in back	
4	1613	work on bringing lower leg back	
5	1618	work on bringing lower leg back, falling behind shoulder @ lope, wrong lead	
6	1096	good lines, falling behind shoulder @ lope	
7	814	work on upper body position, soft seat @ lope	
8			
9			
10			
11			

  
Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	316	great lines @ walk	
2	1228	good upper body, lengthen leg, falls behind @ lope, work on core strength @ lope - wants to lean fwd.	
3	962	Try bringing lower leg back, good upper body posture, soft seat @ lope	
4	608	great initial presence	
5	1155	Very good lines	
6	1502	Decent lines, relax in seat a little	
7	1448	Work on upper body posture, stretch up	
8	349	Work on bringing lower leg back, falls behind @ lope	
9	883	Watch elbows don't fall behind, lower leg back	
10	1051	Arms can get a little low @ times	
11			



Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1685	Work on lengthening leg + bring legs under watch elbows don't fall behind, shorten reins	
2 1627	good look coming in. cautious on elbow placement - almost too far back @ times.	
3 1406	good upper body posture, lengthen leg.	
4 1625	good lines, Work on initial show presence @ walk in - chin ↑ (would have had to penalize for) → sogged after reverse @ walk for a good amount of time	
5 1232	good upper body pos. lengthen leg a little	
6 855	good lines	
7		
8		
9		
10		
11		

  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1126	good initial walk in presence, good upper body. leg back a little	
2 1449	good upper body on walk in	
3 487	Shoulders are slightly behind hip leg back a little	
4 139	watch elbows dont get behind. work on leg placement	
5 1007	good upper position decent leg position good lines	
6 1080	stretch ↑, could have good lines	
7 394	Shoulders way behind vertical. could bend elbows	
8 1398	shorten reins so elbows dont fall behind. leg position fwd a little	
9	good upper body position Broke quit @ jog	
10		
11		

Position much improved as class went on!

Improved upper body pos. as ride went on & drastically!

Judges Signature

**YEDA Official Score Sheet – Diamond Pattern 3**

Updated 2020

Class #6

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

1019

**Minor Faults (-1 point)**

- Beak 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.

958

1115

400

682

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	Total	Comments
		Walk 1-2	Jog 3	Stop 180 L 4	Lope 5	Jog 6	Stop 180 R 7	X Jog 8					
1	Penalty												*excellent T position legs slightly fwd. very soft rider
	Maneuver Score	0	0	+1/2	0	0	0	0	+2	0	72 1/2		
	Totals			70 1/2									
2	Penalty											little crooked @ lope. Shoulders fwd behind @ jog/lope + leg a little fwd	
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	0	0	69		
	Totals			69 1/2	69								
3	Penalty											Work on core stability, slight twist @ lope, can get behind @ jog excellent first	
	Maneuver Score	+1/2	0	0	0	0	0	0	+1	0	71 1/2		
	Totals	70 1/2											
4	Penalty											Be very cautious of pattern placement + axes. Excellent lines + stability on pattern	
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	3	0	76		
	Totals	70 1/2	71	71 1/2		72	72 1/2	73					
5	Penalty											good lines shifts hips @ pivots slightly overall good PSS.	
	Maneuver Score	0	0	0	+1/2	0	0	0	2	0	72 1/2		
	Totals				70 1/2								
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												

*[Handwritten Signature]*

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 3**

Updated 2020

Class # 7  
 SR

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.

1096  
 1132  
 947  
 814

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.

584  
 1618  
 1613

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back				
1	947	0	0	0	0	0	0	+1	0	71	Rider twists @ lope + gets behind of shoulders. good show presence, good upper body work in as good upper body pos. wrong lead never fixed
2	1613	0	0	3 -3 64	0	0	+1/2 764 1/2	+1	0	65 1/2	as good upper body pos. wrong lead never fixed
3	584	0	0	-1/2 69 1/2	-1 67 1/2	0	0	0	0	67 1/2	Decent initial presence work on not falling behind on transitions + upper body pos.
4	1096	+1/2 70 1/2	0	0	+1/2 71	0	+1/2 71 1/2	+2	0	73 1/2	excellent presence of walk in - soft rider, good times
5	814	0	0	0	-1/2 68 1/2	0	0	+1	+1	70 1/2	soft rider stretch through core posture
6	1132	0	0	3 -1 66	0	0	0	+2	+3	71	good T body post. handled horse well
7	1618	3 -1 66	0	3 -1 62	0	0	0	+1	+3	66	OP lead rider needed to attempt to walk decent T body post
8											soften seat

*[Signature]*  
 Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 3**

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

**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.

3/6  
 608 883  
 1502 7155  
 1228  
 752  
 349

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.

1051  
 1448

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back				
1	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	0	71	* could stretch in upper body. soft rider could lengthen leg
	Totals										
2	Penalty				①						
	Maneuver Score	+1/2	0	0	-1	0	0	+2	0	71 1/2	** excellent posture broke gait on walk transition very soft + good rider
	Totals	70 1/2			69 1/2						
3	Penalty				①						
	Maneuver Score	+1/2	+1/2	0	0	0	-1/2	+3	0	73 1/2	excellent rider, bk a little crooked rough transition
	Totals	70 1/2	71				70 1/2				
4	Penalty				1						
	Maneuver Score	0	-1/2	0	0	0	0	+1	0	69 1/2	needed more cadence @ Jog - used seat more to edge crook re-bow behind a little
	Totals		69 1/2		68 1/2						
5	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0	+2	0	72 1/2	soft seated rider should slow feet in preventing break of gait.
	Totals			70 1/2							
6	Penalty										
	Maneuver Score	0	0	0	0	0	0	+2	0	72	good lines on rider
	Totals										
7	Penalty				①						
	Maneuver Score	0	0	-1/2	0	0	0	+2	0	71 1/2	* rider had good lines felt behind @ lope
	Totals			69 1/2							
8	Penalty				③						
	Maneuver Score	+1/2	0	0	-1	0	0	+3	0	72 1/2	Rider had excellent 1st impression through shoulders @ lope + jog
	Totals	70 1/2			69 1/2						
	Penalty										was as volume collect lope @ lope & trans.

*[Handwritten Signature]*

Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 3**  
 Updated 2020

Class # 8  
 JR  
 pg 2 of 2

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back				
1	Penalty										
	Maneuver Score	0	+1/2	-1	0	0	0	+2	0	7 1/2	Posture of rider excellent guide better @ lunge per pattern placement more impulsion @ lunge work on ↑ body posture + pattern placement + @ lunge
	Totals		70 1/2	69 1/2							
2	Penalty			3							
	Maneuver Score	0	-1/2	0	0	0	0	+1	0	67 1/2	
	Totals		69 1/2	66 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										
	Penalty										



Judges Signature

**YEDA Official Score Sheet - Opal / Pearl Pattern 3**  
 Updated 2020

Class #9  
 SR

1627  
 855  
 1406  
 1685

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

1232

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.

1625

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back				
1	Penalty		3	1								will be excellent rider, ask more @ jog - will be excellent can't rhythm
	Maneuver Score	0	-3	-1/2	0	0	0	0	+2	0	64 1/2	
	Totals		64	62 1/2								
2	Penalty											1st jog line - better guide - soften reins - very good body posture
	Maneuver Score	0	-1/2	0	0	0	0	0	+1	0	70 1/2	
	Totals		69 1/2									
3	Penalty											good 1st impression - shorten reins - lost posture a little due to reins
	Maneuver Score	0	0	0	0	0	0	0	+2	0	72	
	Totals											
4	Penalty											good posture of rider - try to quiet seat @ jog to encourage more
	Maneuver Score	0	0	0	0	+1/2	0	0	+2	0	72 1/2	
	Totals					70 1/2						
5	Penalty											gr 1st impression - good posture - watch elbows
	Maneuver Score	0	0	0	0	0	0	0	+2	0	72	
	Totals											
6	Penalty	0										
	Maneuver Score	0	0	0	0	+1/2	0	0	+2	+2	74 1/2	
	Totals					70 1/2						
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
	Penalty											

*[Signature]*

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 3 Class #10**  
 Updated 2020

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

JR

394  
 1080  
 1126  
 1399  
 487  
 1449

**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 O	Jog	Walk	Walk	Stop Back					
1	Penalty												* excellent 100k keep shoulder above hip - BS going to be a super strong rider
	Maneuver Score	+1/2	0	0	0	+1/2	+1/2	0	+2	0	73 1/2		
	Totals	70 1/2					71	71 1/2					
2	Penalty												* good posture r/r excellent feel on pushy horse!
	Maneuver Score	0	0	+1/2	0	0	0	0	+2	0	72 1/2		
	Totals			70 1/2									
3	Penalty												* Straten T body work on guiding on initial dog
	Maneuver Score	0	-2	0	0	0	0	0	+1	0	69		
	Totals		68										
4	Penalty					1							Decent & body pos. show through h cinch can fall behind at dog turns
	Maneuver Score	0	0	0	0	0	0	0	+1/2	0	70 1/2		
	Totals										69		
5	Penalty	1											* good posture need to feel horse @ times
	Maneuver Score	0	0	0	0	0	0	0	+1/2	0	70 1/2		
	Totals	69											
6	Penalty												* good posture body posture don't drag hand through h cinch gore
	Maneuver Score	0	0	0	0	0	0	0	+2	0	72		
	Totals												
7	Penalty												* good & body posture + ring presence.
	Maneuver Score	0	0	0	+1/2	0	+1/2	0	+2	0	73		
	Totals				70 1/2		71						
8	Penalty												* needs to relax arms lift eyes + dmh through pattern
	Maneuver Score	0	0	0	0	+1/2	0	0	+2	0	72 1/2		
	Totals						70 1/2						
	Penalty												

*Orin*

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 3 Class #11**  
 Updated 2020

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

*Elementary*

1452  
 1574  
 296 168

**Minor Faults (-1 point)**

- Beak 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.

1000  
 726  
 1219  
 296

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.

TB

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Jog 0	Jog	Walk	Walk	Stop Back				
1	Penalty		1									good & body posture, overall good look.
	Maneuver Score	0	0	0	0	+1/2	+1/2	0	+2	0	72	
	Totals		69			69 1/2	70					
2	Penalty											excellent work + posture
	Maneuver Score	0	-1/2	0	-1/2	+1/2	+1/2	0	+2	+1	73	
	Totals		69 1/2		69	69 1/2	70					
3	Penalty							1				good & body posture, reg. can back a little
	Maneuver Score	0	0	0	0	0	0	-3	+1/2	0	67 1/2	
	Totals					69		66				
4	Penalty											decent + posture soft rider
	Maneuver Score	0	0	0	0	0	0	0	+1/2	0	71 1/2	
	Totals											
5	Penalty		1									demonstrated good feel, decent posture
	Maneuver Score	0	0	0	0	0	0	0	+2	0	71	
	Totals		69									
6	Penalty											front & body posture shared good gait on pattern
	Maneuver Score	0	0	0	0	+1/2	0	0	+2	0	72 1/2	
	Totals					70 1/2						
7	Penalty											good 1st impression - shown reins for more control
	Maneuver Score	0	0	0	0	0	0	-1/2	+1/2	0	71	
	Totals							68 1/2				
8	Penalty											good posture reins were very clean
	Maneuver Score	+1/2	0	-1/2	0	0	+1/2	0	+2	0	72 1/2	
	Totals	70 1/2		70			70 1/2					
	Penalty											

*[Signature]*

Judges Signature

**YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4 Class #12**  
 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)**

- 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.

1372  
334

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Ext. Walk 4	Jog 5	Stop 6					
1	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0		+2	0	73	Rider showed excellent posture + nice job horse handling.
	Totals		70 1/2		71						
2	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2		+1 1/2	0	72 1/2	Rider did excellent job handling horse + good posture
	Totals				70 1/2	71					
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										

\* Hard class to judge - both riders did excellent job!

*DM*

Judges Signature



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

Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1497	excellent posture. good initial walk in presence	<p>Best group of riders!</p>
2 1514	good Tbody posture	
3 726	excellent posture, could lower free hand a little	
4 1219	excellent posture, great show presence entering ring	
5 1452	hands a little low, shoulder fall, good leg position behind a little	
6 1608	good Tbody position, good arm position	
7 296	good leg position little stiff through elbow, good Tbody position	
8 1000	good Tbody position, great leg position	
9		
10		
11		

Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 3**

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 ISR  
Split A

**1 – point penalty**

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

**3 – point penalty**

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

**Faults incurring a score of 0:**

- Must be placed under rider/s without or not incurring faults.
- Performing maneuvers other than in the specified order
  - Inclusion of maneuvers not specified
  - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
  - Forgetting or leaving out maneuvers

545  
1106  
709 — 284  
1015 — 1124

**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.

927

Entry #	Maneuver Description	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/4	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L							
	Maneuver	1	2	3	4	5	6	7	8	9					
1	545														
	Penalty														
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0		0	+2	75	Very solid ride
	Totals	70 1/2	71	71 1/2		72		72 1/2	73						
2	927														
	Penalty	3													
	Maneuver Score	-3	0	-1	0	0	0	0	0	0		0	+1	64	op - lead needs to work on pattern layout + pattern placement
	Totals	64		63											
3	1124														
	Penalty														
	Maneuver Score	0	-1	-1	0	0	+1/2	+1/2	0	0		0	+2	71	needs to work on pattern placement + layout
	Totals		69	68			68 1/2	69							
4	1106														
	Penalty														
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0		+1/2	+2	75	Rider laid out pattern well
	Totals		70 1/2	71		71 1/2		72	72 1/2						
5	284														
	Penalty														
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	0	0		0	+2	73 1/2	Decent pattern layout close L circle same place where you start.
	Totals		70 1/2	71				71 1/2							
6	709														
	Penalty														
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1/2	0	0		+1/2	+1 1/2	73 1/2	good pattern placement on hard horse
	Totals			70 1/2		71		71 1/2							
7	1015														
	Penalty														
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	0	0		0	+2	72 1/2	good pattern placement too many walk steps into pattern
	Totals		70 1/2	71				71 1/2	70 1/2						
8															

Judges Signature

*[Signature]*

	Back #	Rider Comments	Overall Class Comments
1	1108	excellent 1st impression, great posture, good hand placement shoulder falls behind @ lope	
2	1035	good posture Hard Horse. lead - Judge forgive for hard horse.	
3	1340	good ↑ body posture	
4	1673	lengthen leg	
5	968	good ↑ body position, hands get low @ lope, soften hip some	
6	11662	good lines, good hand placement, soft seat @ lope	
7			
8			
9			
10			
11			

*Am M*

Judges Signature



**YEDA Official Score Sheet – Ranch Horse Pattern # 3**

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

1097

421  
 982  
 1399

1098  
 372

**1 – point penalty**

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

**3 – point penalty**

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

**Faults incurring a score of 0:**

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


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

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ point increments

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

Entry #	Maneuver Description	Lope LL	1 ½	Lope RI	Change	Lope O	Stop	1 ¼	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L							
	Maneuver	1	2	3	4	5	6	7	8	9					
1	Penalty														
	Maneuver Score	0	0	+½	0	0	0	0	0	0		+½	+½	72½	Excellent Job w/ pattern placement
	Totals			70½											
2	Penalty														
	Maneuver Score	0	-½	0	0	0	0	0	0	0		+1	+1	70½	Rider soften hand for R spin Hard horse.
	Totals		68½												
3	Penalty														
	Maneuver Score	0	+½	+½	0	0	+½	+½	+½	0		+½	+2	76	Great pattern placement!
	Totals		70½	71			71½	72	72½						
4	Penalty														
	Maneuver Score	0	0	+½	0	+½	+½	0	+½	0		+½	+2	74½	great pattern layout!
	Totals			70½		71	71½		72						
5	Penalty														
	Maneuver Score	0	-½	0	0	0	0	+½	0	0		+½	+2	73½	Rider did a good job riding through tough horse
	Totals		69½					70							
6	Penalty			3											
	Maneuver Score	0	+½	0	0	0	0	+½	+½	0		0	+2	70½	* Excellent + rider good pattern layout
	Totals		70½	67½				68	68½						
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														

\* ½ horse based on non type of class

  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1130	good posture, soften seat @ lope, r leg back a little	
2 1079	good leg position, good ↑ body posture could lift chin	
3 1212	good ↑ body position      good presence on walk in good hand position	
4 795	hands a little low, lengthen leg, good ↑ body posture, soft seat shoulders still a little behind @ lope	
5 1276	Really good ↑ body posture	
6 386	soft seat, good ↑ body posture.	
7		
8		
9		
10		
11		

*Orin*

Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 3**

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 #18  
 JR/SR  
 Split C

1014  
 547  
 1043

**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.

390  
 342  
 856

Entry #	Maneuver Description	Lope LL	1 ½	Lope RI	Change	Lope O	Stop	1 ¼	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L							
	Maneuver	1	2	3	4	5	6	7	8	9					
1	342	Penalty													
	Maneuver Score	0	+1	0	0	0	0	4 ½	0	0		0	+2	73 ½	OP - excellent pattern placement & turns overspin.
	Totals		71												
2	547	Penalty													
	Maneuver Score	0	0	0	0	0	+4 ½	+4 ½	0	0		0	+1 ½	72 ½	
	Totals						70 ½	71							
3	390	Penalty													
	Maneuver Score	+1 ½	+1 ½	0	0	+1 ½	0	+1	+1 ½	+1 ½		0	+2	75 ½	OP - rider under spin ¼ + never lope at straight line to start
	Totals	70 ½	71			71 ½		72 ½	73	73 ½					
4	1043	Penalty													
	Maneuver Score	0	0	0	0	0	0	0	0	0		+1	+1 ½	72 ½	
	Totals														
5	1014	Penalty													
	Maneuver Score	0	+1 ½	0	0	+1 ½	+1 ½	+1	0	0		0	+2	74 ½	
	Totals		70 ½			71		72 ½							
6	856	Penalty													
	Maneuver Score	0	0	0	0	0	0	+1 ½	+1 ½	0		0	+1	72	OP - cross line of pattern & outside of cone on large circle
	Totals							70 ½	71						
7		Penalty													
	Maneuver Score														
	Totals														
8		Penalty													

addable HDD for non-type horse

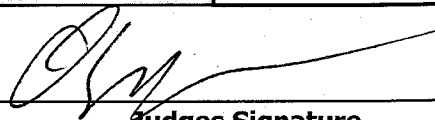
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Judges Signature



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

	Back #	Rider Comments	Overall Class Comments
1	1688	good lines	
2	1612	good ↑ body posture, ride fwd motion @ beginning of class w/horse	
3	145	good initial show presence arms a little low	
4	124	good lines + hand placement, could lengthen leg a little	
5	1595	Hands a little low, needs to lift chin, good ↑ body position	
6			
7			
8			
9			
10			
11			

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

**YEDA Official Score Sheet – Sapphire Alumni Pattern 3**

Updated 2020

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

Class # 20  
 JR/SR  
 Split A

421  
 284  
 856  
 1015  
 1124  
 372  
 1399

**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.

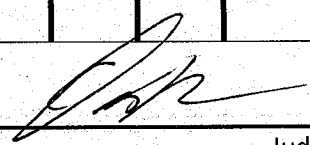
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

JB

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments		
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back						
1	1399	Penalty		3									
		Maneuver Score	0	-1	0	0	0	0	+2	0	68		Rider needed to extend past cone & good lines.
		Totals		66									
2	284	Penalty		3			1						
		Maneuver Score	0	0	0	0	0	+1/2	+2	+2	73 1/2		Rider did an excellent job handling horse
		Totals					69	69 1/2					
3	372	Penalty											
		Maneuver Score	0	0	+1/2	0	-1	0	+1	0	70 1/2		needed more impulsion @ lope
		Totals			70 1/2		69 1/2						
4	1015	Penalty											
		Maneuver Score	0	+1/2	0	0	0	0	+2	0	72 1/2		
		Totals		70 1/2									
5	421	Penalty											
		Maneuver Score	0	+1	+1/2	0	+1/2	+1/2	+2	0	74 1/2		
		Totals		71	71 1/2		72	72 1/2					
6	856	Penalty											
		Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1 1/2	0	73 1/2		Riders free little low
		Totals			70 1/2	71	71 1/2	72					
7	1124	Penalty											
		Maneuver Score	0	0	0	+1/2	0	0	+1 1/2	0	72		Riders eyes need to stay up
		Totals				70 1/2							
8		Penalty											
		Maneuver Score											
		Totals											
9		Penalty											



Judges Signature

**YEDA Official Score Sheet – Sapphire / Alumni Pattern 3**

Updated 2020

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

Class # 21  
 JR ISB  
 Split B

545  
 547  
 1043  
 1097  
 1098

**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

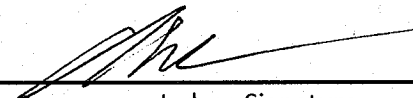
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

TB penalty.

927

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1	Penalty						3				
	Maneuver Score	0	0	+1/2	-2	0	-1	+2	0	66 1/2	Op - Jog faster than X-Jog. No back.
	Totals			70 1/2	68 1/2		69 1/2				
2	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	+2	+1	74 1/2	
	Totals			70 1/2	71		71 1/2				
3	Penalty		1								
	Maneuver Score	0	0	0	0	+1/2	0	+2	+1	72 1/2	
	Totals				69	69 1/2					
4	Penalty										
	Maneuver Score	0	+1	+1/2	+1/2	0	0	+2	0	74	
	Totals		71	71 1/2	72						
5	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0	+2	0	72 1/2	
	Totals			70 1/2							
6	Penalty										
	Maneuver Score	0	+1	0	0	0	+1/2	+2	+1/2	75	Hard horse
	Totals		71				71 1/2				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										

  
 Judges Signature

**YEDA Official Score Sheet – Sapphire / Alumni Pattern 3**

Updated 2020

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

Class # 22  
 JR/SR  
 Split C

390

**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.

709  
 982  
 342  
 1106  
 1014

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	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1	Penalty					3					
	Maneuver Score	0	0	0	+1/2	+1/2	0	+2	+1/2	74 1/2	
	Totals				70 1/2	71					
2	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1 1/2	0	73	
	Totals		70 1/2		71	71 1/2					
3	Penalty					3					
	Maneuver Score	0	0	+1/2	+1/2	-1	0	+2	+1	70	never got correct lead CP
	Totals			70 1/2	71	67					
4	Penalty										
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	+1 1/2	0	73	
	Totals			70 1/2		71	71 1/2				
5	Penalty										
	Maneuver Score	0	0	0	0	0	0	+2	0	72	
	Totals										
6	Penalty					3					
	Maneuver Score	0	+1/2	-1	0	0	0	+1 1/2	+1/2	68 1/2	Penalty was for getting so far as during pattern @ p110
	Totals		70 1/2	69 1/2	66 1/2						
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										



Judges Signature

**YEDA Official Score Sheet – Ruby Pattern 3**

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

1079  
 386  
 1035

**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.

968  
 1673  
 795

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	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+2	0	73 1/2		
	Totals	70 1/2	71	71 1/2								
2	Penalty	0		3							*	
	Maneuver Score	0	+1/2	-1	+1/2	+1/2	0	+2	+1	70 1/2		
	Totals		70 1/2	69 1/2	67	67 1/2						
3	Penalty										*	
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	+2	0	74		
	Totals	70 1/2	71		71 1/2	72						
4	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0	+2	0	74		
	Totals	70 1/2	71	71 1/2		72						
5	Penalty										Riders arms a little low + stiff	
	Maneuver Score	0	0	0	0	+1/2	0	+1	0	71 1/2		
	Totals					70 1/2						
6	Penalty		1	1								
	Maneuver Score	0	0	0	0	0	0	1 1/2	0	70 1/2		
	Totals			69								
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

Judges Signature



**YEDA Official Score Sheet – Ruby Pattern 3**

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

1108

**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.

1340

1212

1276 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.

1130

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	Penalty											excellent rider
	Maneuver Score	+1	+1	+1	+1	+1	+1/2	+3	0	78 1/2		
	Totals	71	72	73	74	75	75 1/2					
2	Penalty											OP - wrong side of cones A-C
	Maneuver Score	0	0	0	0	0	0	+1 1/2	+1	72 1/2		
	Totals											
3	Penalty				0							
	Maneuver Score	+1/2	+1/2	+1/2	0	+1	+1/2	+2 1/2	0	75 1/2		
	Totals	70 1/2	71	71 1/2		72 1/2	73					
4	Penalty				0							
	Maneuver Score	0	0	0	0	+1/2	+1/2	+2	+1	74		
	Totals					70 1/2	71					
5	Penalty											
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1 1/2	0	72 1/2		
	Totals					70 1/2	71					
6	Penalty					0						
	Maneuver Score	+1/2	0	+1/2	+1/2	0	0	+2	0	73 1/2		
	Totals	70 1/2		71	71 1/2							
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

*[Signature]*  
 Judges Signature

**YEDA Official Score Sheet – Ruby Pattern 3**

Updated 2020

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

Class # 25  
 JR

1595  
 124  
 1612  
 145

**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.

1688

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	Penalty				3							Had too many dog steps bring to walk from RL.
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	70 1/2		
	Totals	70 1/2	71		68 1/2		69					
2	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	+1/2	0	+1 1/2	0	73		
	Totals	70 1/2	71			71 1/2						
3	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	+1 1/2	0	73 1/2		
	Totals	70 1/2	71		71 1/2	72						
4	Penalty			3	0							OP NO walk in correct spot 2nd time
	Maneuver Score	+1	+1/2	0	0	0	0	+2	0	70 1/2		
	Totals	71	71 1/2	68 1/2								
5	Penalty											
	Maneuver Score	0	0	0	0	+1/2	0	+1 1/2	0	72		
	Totals					70 1/2						
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

*[Handwritten Signature]*

Judges Signature