

YEDA Official Score Sheet – Ranch Horse Pattern # 5

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 # 24
SR Sapph. Ranch
A

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

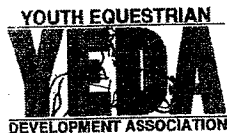
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

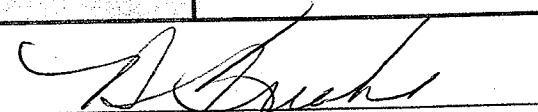
Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	0	0		+1/2	+2	76 1/2	
	Totals	70 1/2	71		72			72 1/2	73		73 1/2	74							
2	Penalty																		
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2		+1/2	+1	75 1/2	
	Totals		70 1/2	71			71 1/2	72		72 1/2	73	73 1/2	74						
3	Penalty										3								
	Maneuver Score	0	0	0	+1/2	0	0	0	+1/2	0	-1	0	0	0	3	+1/2	+1	68 1/2	
	Totals				70 1/2				71		67								
4	Penalty																		
	Maneuver Score	+1/2	0	0	0	-1/2	0	0	0	0	0	0	0	0		+1/2	+1	71 1/2	
	Totals	70 1/2				70													
5	Penalty																		
	Maneuver Score	0	0	0	0	-1/2	0	-1/2	0	0	0	0	0	-1/2		+1/2	+1	70	
	Totals					69 1/2		69						68 1/2					
6	Penalty																		
	Maneuver Score	0	0	-1/2	0	-1/2	0	0	-1/2	0	0	-1/2	0	-1/2		+1/2	+1	69	
	Totals			68 1/2		69			68 1/2					67 1/2					
7	Penalty																		
	Maneuver Score																		
	Totals																		
8	Penalty																		
	Maneuver Score																		
	Totals																		

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Judges Signature



YEDA Official Score Sheet - RAIL Class: #25 JR Opal Rail A

Back #	Rider Comments	Overall Class Comments
1 1543	soften hands down a little	
2 890	Watch free arm	
3 231	good watch shoulders	
4 1455	Shoulders back	
5 1440	Stretch up	
6 1174	Very nice	
7 1457	chin up, tighten core	
8 1416	Very good	
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 5

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 # 26
SR Sapph. ranch
B

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

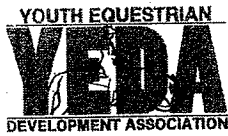
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ca. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	1061																		
	Penalty																		
	Maneuver Score	0	0	0	0	0	-1/2	0	0	0	0	-1/2	0	0		+1/2	+1	70 1/2	
	Totals						69 1/2					69							
2	1135																		
	Penalty	1																	
	Maneuver Score	-1/2	0	0	0	0	0	0	0	+1/2	+1/2	+1/2	+1/2	0		+1/2	+1	72	
	Totals	68 1/2								70	69 1/2	70	70 1/2						
3	1015																		
	Penalty																		
	Maneuver Score	0	0	0	+1/2	-1/2	0	0	0	0	0	0	+1/2	+1/2		+1/2	+1	72 1/2	
	Totals				70 1/2	70							70 1/2	71					
4	842																		
	Penalty																		
	Maneuver Score	0	0	+1/2	0	0	0	0	0	0	-1/2	-1/2	0	0		+1/2	+1	71	
	Totals			70 1/2						70	69 1/2								
5	929																		
	Penalty																		
	Maneuver Score	0	0	-1/2	0	0	0	0	0	+1/2	+1/2	0	-1/2	0		+1/2	+1	71 1/2	
	Totals			69 1/2						70	70 1/2		70						
6	687																		
	Penalty																		
	Maneuver Score	0	0	0	-1/2	-1/2	0	-1/2	0	0	0	0	0	0		+1/2	+1	69	
	Totals				69 1/2	69		67 1/2											
7	148																		
	Penalty																		
	Maneuver Score	0	0	0	0	0	0	0	0	0	-1/2	-1/2	0	-1/2		+1/2	+1	70	
	Totals									69 1/2	69		68 1/2						
8																			
	Penalty																		
	Maneuver Score																		
	Totals																		

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Judges Signature



YEDA Official Score Sheet - RAIL Class: #27 JR Open Rail B

	Back #	Rider Comments	Overall Class Comments
1	1517	lower leg back	
2	1398	Chin up + tighten core	
3	1177	very good	
4	615	Chin up	
5	1080	chin up	
6	1590	looks good	
7	810	Hands a little close together	
8	329	thumbs up	
9			
10			
11			


Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 5

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 #28
SR Sapphire Ranch
C

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

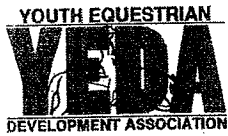
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11	12	13						
1	535																			
	Penalty																			
	Maneuver Score	0	0	-1/2	0	0	0	-1/2	0	0	0	-1/2	0	-1/2			+1/2	+1	69 1/2	
	Totals			69 1/2				69				68 1/2		68						
2	547																			
	Penalty																			
	Maneuver Score	0	0	-1/2	0	0	0	0	0	0	0	+1/2	+1/2	0			+1/2	+1	72	Quiet hands
	Totals			69 1/2							70	70 1/2								
3	700																			
	Penalty																			
	Maneuver Score	0	0	0	+1/2	0	0	0	0	+1/2	-1/2	0	0	+1/2			+1/2	+1	72 1/2	
	Totals				70 1/2					71	70 1/2			71						
4	711																			
	Penalty																			
	Maneuver Score	0	0	+1/2	+1/2	-1/2	0	+1/2	0	+1/2	+1/2	0	0	0			+1/2	+1	73 1/2	
	Totals			70 1/2	71	70 1/2		71		71 1/2	72									
5	284																			
	Penalty																			
	Maneuver Score	0	0	0	0	0	0	+1/2	0	0	+1/2	0	+1/2	+1/2			+1/2	+2	74 1/2	
	Totals							70 1/2		71		71 1/2	72							
6	591																			
	Penalty										3									
	Maneuver Score	+1/2	0	0	0	-1/2	+1/2	+1/2	0	0	-1	-1	0	0			+1/2	+1/2	67	
	Totals	70 1/2				70	70 1/2	71			67	66								
7	259																			
	Penalty																			
	Maneuver Score	0	-1/2	0	0	0	0	0	+1/2	+1/2	+1/2	-1	-1/2	0			+1/2	+1	68	
	Totals		69 1/2						70	71	67	66 1/2								
8																				
	Penalty																			
	Maneuver Score																			
	Totals																			


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Judges Signature



YEDA Official Score Sheet - RAIL Class: #29 JR Opn Rail C

Back #	Rider Comments	Overall Class Comments
1 1126	looks good	
2 1443	Relax + sit up	
3 1687	good, chin up	
4 1494	Very good, bend elbow	
5 439	good, chin up	
6 1507	good, chin up	
7 739	Bring lower leg back	
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 5

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 # 30
Alumni sapphire
Ranch

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	-1	0	0	0	0	0	-1/2		+1/2	+1	71 1/2	
	Totals			70 1/2	71	71 1/2		70 1/2						70					
2	Penalty																		
	Maneuver Score	+1/2	0	0	-1/2	0	0	0	0	+1/2	0	0	0	0		+1/2	+1	72	
	Totals	70 1/2			70					70 1/2				70 1/2					
3	Penalty																		
	Maneuver Score	0	0	-1/2	0	-1/2	0	0	-1/2	0	0	0	0	0		+1/2	+1/2	68 1/2	
	Totals			69 1/2		69			68 1/2										
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 – Sapphire / Alumni Pattern 5
Updated 2020

Class #31
SR2 Sapph patt
A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Total	Comments
1	Penalty	①									
	Maneuver Score	-1/2	0	0	0	-1	0	+1/2	+1/2	69 1/2	
	Totals	69 1/2				68 1/2					
2	Penalty					3					
	Maneuver Score	0	0	0	0	-1	-1/2	+1	+1/2	67	
	Totals					66	65 1/2				
3	Penalty			3							
	Maneuver Score	+1/2	+1/2	-1/2	0	0	0	+2	+1/2	70	
	Totals	70 1/2	71	67 1/2							
4	Penalty										
	Maneuver Score	+1/2	0	0	0	-1/2	0	+1	+1/2	71 1/2	
	Totals	70 1/2				70					
5	Penalty					3					
	Maneuver Score	0	0	0	-1/2	-1	-1	+1/2	+1/2	65 1/2	
	Totals				69 1/2	65 1/2	64 1/2				
6	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+1	+1/2	73	eyes up
	Totals		71	71 1/2							
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 – Sapphire / Alumni Pattern 5
Updated 2020

Class # 32
SR Sapph. patt
B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

1-75

Entry #	Maneuver Description	Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	F & E	HDD	Total	Comments
1	Penalty			3							
	Maneuver Score	+1/2	+1/2	-1	0	+1/2	+1/2	+1	+1/2	69 1/2	
	Totals		71	67		67 1/2	68				
2	Penalty			3							
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	+1	+1/2	69	
	Totals			66 1/2		67	67 1/2				
3	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0	+1	+1/2	73 1/2	
	Totals	70 1/2	71	71 1/2		72					
4	Penalty				1						
	Maneuver Score	+1/2	+1/2	+1/2	-1	-1	-1/2	+1/2	+1/2	69	
	Totals	70 1/2	71	71 1/2	68 1/2	68 1/2	68				
5	Penalty										
	Maneuver Score	-1/2	-1/2	-1/2	0	-1/2	-1/2	+1/2	+1/2	68 1/2	
	Totals		69			68	67 1/2				
6	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2	+1/2	75 1/2	very nice
	Totals		71	71 1/2	72	72	72 1/2				
7	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	74 1/2	eyes up
	Totals		71		72	72 1/2					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2020

Class # 33
Sr Sapph part
C

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	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
1	Penalty			3								
	Maneuver Score	0	0	-1/2	0	0	-1/2	+1	+1/2	67 1/2		
	Totals			66 1/2			66					
2	Penalty											
	Maneuver Score	+1/2	1	+1/2	0	+1/2	+1/2	+2	+1/2	75 1/2		
	Totals	70 1/2	71 1/2	72		72 1/2	73					
3	Penalty											
	Maneuver Score	+1/2	0	0	0	0	0	+1/2	+1/2	71 1/2	Gotta drive better	
	Totals	70 1/2										
4	Penalty											
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	74		
	Totals	70 1/2		71	71 1/2	72	72 1/2					
5	Penalty			3								
	Maneuver Score	-1/2	-1/2	-1	0	0	0	+1/2	+1/2	66		
	Totals	69 1/2	69	65								
6	Penalty											
	Maneuver Score	+1/2	0	0	0	-1/2	0	+1/2	+1/2	71	Keep fingers closed	
	Totals	70 1/2				70						
7	Penalty											
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	0	+1	+1/2	73 1/2		
	Totals	70 1/2		71	71 1/2	72						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

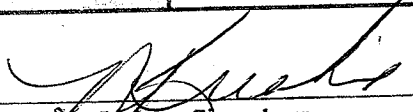
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Judges Signature



YEDA Official Score Sheet - RAIL Class: #34 JR Ruby Rail A

Back #		Rider Comments	Overall Class Comments
1	1469	Watch lower leg	
2	1011	open Shoulders	
3	880	Watch chin	
4	1588	Watch lower leg + chin	
5	1595	Chin up + relax	
6	626	looks pretty good	
7	109	Stretch up through core, Shoulders back	
8			
9			
10			
11			

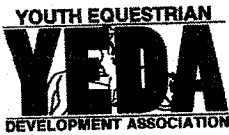

Judges Signature



YEDA Official Score Sheet - RAIL Class: #35 JR Ruby Rail B

Back #	Rider Comments	Overall Class Comments
1 384	looks very nice	
2 1112	sit up taller. shoulders back	
3 1099	Lift hat up to see eyes better	
4 149	watch shoulders	
5 933	watch shoulders	
6 978	looks good	
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class # 36
JR Opal Patt.
A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

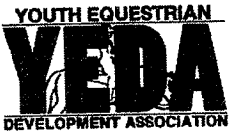
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										Drive better
	Maneuver Score	0	-1/2	0	0	-1/2	0	+1/2	+1/2	70	
	Totals		69 1/2			69					
2	Penalty										
	Maneuver Score	0	-1	0	-1/2	-1/2	-1/2	+1/2	+1/2	68 1/2	
	Totals		69		68 1/2	68	67 1/2				
3	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1	+1/2	72	
	Totals		70 1/2								
4	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2	
	Totals										
5	Penalty										
	Maneuver Score	-1/2	0	0	0	+1/2	0	+1/2	+1/2	71	
	Totals	69 1/2				70					
6	Penalty										
	Maneuver Score	0	-1/2	0	-1/2	-1/2	0	+1/2	+1/2	69 1/2	
	Totals		69 1/2		69	68 1/2					
7	Penalty										*
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2	71	
	Totals										
8	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	0	+1	+1/2	72 1/2	
	Totals		71								
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class # 37

JR Opal patt

B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

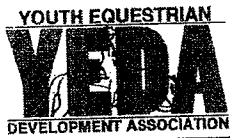
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

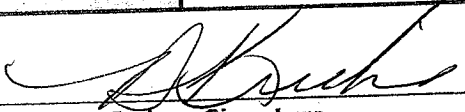
Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1/2	4/2	+1 1/2	+1/2	+1/2	+1	+1/2	74	
	Totals		70 1/2	71	71 1/2	72	72 1/2				
2	Penalty										
	Maneuver Score	0	0	0	+1/2	0	+1/2	+1/2	+1/2	72	
	Totals				70 1/2		71				
3	Penalty										
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	+1	+1/2	73	
	Totals			70 1/2		71	71 1/2				
4	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	0	+1/2	+1/2	70	
	Totals			69 1/2	69						
5	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1	+1/2	73 1/2	
	Totals	70 1/2	71	71 1/2	72						
6	Penalty					1					
	Maneuver Score	0	+1/2	0	0	-1/2	0	+1/2	+1/2	70	
	Totals		70 1/2			69					
7	Penalty	1									
	Maneuver Score	0	+1/2	0	0	0	0	+1	+1/2	71	
	Totals	69	69 1/2								
8	Penalty										
	Maneuver Score	0	-1/2	0	0	-1/2	-1/2	+1/2	+1/2	69 1/2	
	Totals		68 1/2			69	68 1/2				
9	Penalty										
	Maneuver Score										
	Totals										

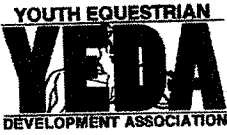
[Handwritten Signature]
Judges Signature



YEDA Official Score Sheet - RAIL Class: #38 SR Ruby Rail A

	Back #	Rider Comments	Overall Class Comments
1	1472	Chin up	
2	1108	Jump nice, chin up	
3	1276	Jump nice	
4	8558	Jump nice, open shoulders	
5	668	Nice, tighten core - belly button in	
6	954	Nice, dont break free wrist.	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class #39
JR Opal part
C

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Gait						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	0	-1/2	4	+1/2	72 1/2	
	Totals	70 1/2	71	71 1/2			71				
2	Penalty										
	Maneuver Score	0	0	0	0	0	-1/2	+1	+1/2	71	
	Totals						69 1/2				
3	Penalty										
	Maneuver Score	0	-1	0	0	0	0	+1/2	+1/2	67	
	Totals		66								
4	Penalty										
	Maneuver Score	0	0	0	1,1	3	0	+1/2	+1/2	64	
	Totals				67	63					
5	Penalty										
	Maneuver Score	0	-1/2	-1	-1/2	-1/2	0	+1/2	+1/2	68 1/2	
	Totals		69 1/2	68 1/2	68	67 1/2					
6	Penalty										
	Maneuver Score	0	-1/2	0	0	0	0	+1/2	+1/2	70 1/2	Watch free hand
	Totals		69 1/2								
7	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1/2	0	+1	+1/2	73	Close fingers
	Totals	70 1/2	71	71 1/2	72	71 1/2					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5
Updated 2020

Class #40
SR Opal patt
lof 2

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 1/2
- 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.

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	0	-1/2	+1	+1/2	72	
	Totals		70 1/2	71			70 1/2				
2	Penalty										
	Maneuver Score	0	-1/2	0	0	-1/2	0	+1/2	+1/2	70	
	Totals		69 1/2			69					
3	Penalty										
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	+1/2	69	
	Totals		68 1/2	68							
4	Penalty										
	Maneuver Score	0	0	-1/2	0	0	+1/2	+1	+1/2	71 1/2	
	Totals			69 1/2			70				
5	Penalty										
	Maneuver Score	0	-1/2	0	-1/2	-1/2	0	+1/2	+1/2	69 1/2	
	Totals		69 1/2		69	68 1/2					
6	Penalty										
	Maneuver Score	+1/2	-1/2	0	0	-1/2	0	+1/2	+1/2	70 1/2	
	Totals	70 1/2	70			69 1/2					
7	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	0	+2	+1/2	73 1/2	
	Totals		70 1/2	71		71					
8	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2	⚡
	Totals										
9	Penalty										
	Maneuver Score	0	0	+1/2	-1/2	-1/2	+1/2	+1/2	+1/2	71	
	Totals			70 1/2	70	69 1/2	70				

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class # 40
SP Opal patt
2 of 2

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

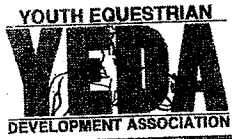
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

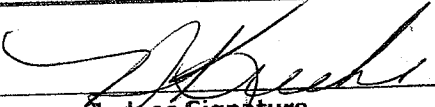
Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	-1/2	0	+1	+1/2	72 1/2	
	Totals	70 1/2	71	71 1/2		71					
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

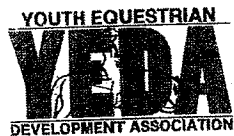
 Judges Signature



YEDA Official Score Sheet - RAIL Class: #41 SR Ruby Rail B

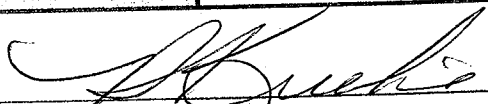
Back #		Rider Comments	Overall Class Comments
1	233	Watch arch in back	
2	1088	looks good	
3	973	Soften a little	
4	1673	Very nice	
5	1026	Chin up	
6	1035	Watch lower leg	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet - RAIL Class: #42 SR Ruby Rail C

	Back #	Rider Comments	Overall Class Comments
1	968	open shoulders	
2	1079	Watch free wrist	
3	1461	Watch elbows	
4	1340	Watch your wrist	
5	1432	looks good	
6	1183	Watch your shoulders	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

Class # 43
JR Ruby pat+
A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty				1						
	Maneuver Score	0	0	-1/2	-1/2	0	-1/2	+1/2	+1/2	68 1/2	
	Totals			69 1/2	68		67 1/2				
2	Penalty		3								
	Maneuver Score	-1/2	-1	-1/2	-1/2	0	-1/2	+1/2	+1/2	65	
	Totals	69 1/2	65 1/2	65	64 1/2		64				
3	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2	71	
	Totals										
4	Penalty										
	Maneuver Score	-1	0	0	-1/2	-1/2	-1	+1/2	+1/2	68	
	Totals	69			68 1/2	68	67				
5	Penalty										
	Maneuver Score	0	0	-1/2	0	0	0	+1/2	+1/2	70 1/2	
	Totals			69 1/2							
6	Penalty										
	Maneuver Score	+1/2	0	0	0	0	-1	+1	+1/2	71	op - no back
	Totals	70 1/2					69 1/2				
7	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2	
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]

Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

Class # 44
JR Ruby patt B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

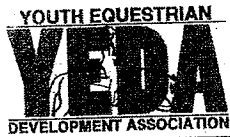
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

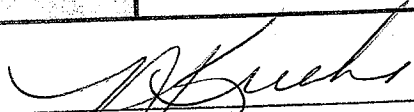
Entry #	Maneuver Description	Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1/2	0	0	0	0	0	+1/2	+1/2	71 1/2	
	Totals	70 1/2									
2	Penalty										quit looking down
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1/2	0	+1	+1/2	73	
	Totals	70 1/2	71	71 1/2	72	71 1/2					
3	Penalty										
	Maneuver Score	0	-1	-1/2	0	-1/2	0	+1/2	+1/2	69	
	Totals		69	68 1/2		68					
4	Penalty										good ride - tough horse
	Maneuver Score	-1/2	-1/2	0	0	0	0	+1	+1/2	70 1/2	
	Totals	69 1/2	69								
5	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	0	+1/2	+1/2	70	
	Totals			69 1/2	69						
6	Penalty										
	Maneuver Score	0	-1/2	0	0	0	0	+1/2	+1/2	70 1/2	
	Totals		69 1/2								
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature



YEDA Official Score Sheet - RAIL Class: #45 SR Open Rail

Back #		Rider Comments	Overall Class Comments
1	11607	Very nice	
2	1460	Soften arms	
3	1350	Watch lower leg	
4	11627	Very good	
5	1429	Tighten core	
6	1406	looks good	
7	1436	Very nice	
8	1501	Soften hands down	
9	1559	looks good	
10	1557	Relax + breathe	
11			


Judges Signature



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

Class # 46
SP Ruby patt A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

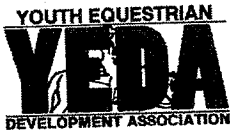
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty		3				1				
	Maneuver Score	-1/2	-1	-1/2	-1/2	-1/2	-1/2	+1/2	+1/2	63 1/2	
	Totals	69 1/2	65 1/2	65		64	62 1/2				
2	Penalty			1							
	Maneuver Score	0	0	-1/2	-1/2	-1/2	0	+1/2	+1/2	68 1/2	
	Totals			68 1/2	68	67 1/2					
3	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	+1	+1/2	73	
	Totals	70 1/2	71				71 1/2				
4	Penalty		3								
	Maneuver Score	0	-1	0	+1/2	0	0	+1	+1/2	68	know your leads.
	Totals		66		66 1/2						
5	Penalty		3								
	Maneuver Score	0	-1	0	0	0	0	+1/2	+1/2	67	know your leads.
	Totals		66								
6	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+2	+1/2	75	
	Totals		70 1/2		71 1/2	72	73 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 5

Updated 2020

Class #47
SR Ruby patt B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

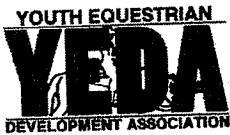
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	0	0	0	0	+1/2	0	+1	+1/2	72	
	Totals					70 1/2					
2	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	+1	+1/2	73	
	Totals				70 1/2	71	71 1/2				
3	Penalty										
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1	+1/2	72 1/2	
	Totals					70 1/2	71				
4	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2	71	
	Totals										
5	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	+1/2	71 1/2	
	Totals										
6	Penalty										
	Maneuver Score	0	0	0	0	-1/2	0	+1/2	+1/2	69 1/2	
	Totals				69	68 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 5

Updated 2020

Class # 48
SR Ruby patt C

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1	Penalty										Good rider - tough horse
	Maneuver Score	-1/2	-1/2	0	0	-1/2	0	+1	+1/2	70	
	Totals	69 1/2	69			68 1/2					
2	Penalty		3								watch free wrist
	Maneuver Score	-1/2	-1	-1/2	0	+1/2	0	+1/2	+1/2	69 1/2	
	Totals	69 1/2	65 1/2	69		65 1/2					
3	Penalty				(5)						Shorten reins next time
	Maneuver Score	0	-1/2	0	0	0	0	+1/2	+1/2	70 1/2	
	Totals		69 1/2								
4	Penalty				1						
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	73	
	Totals		70 1/2	71	76 1/2		71 1/2				
5	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	74	
	Totals			71	71 1/2	72	72 1/2				
6	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1/2	+1/2	71	
	Totals										
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 – Sapphire / Alumni Pattern 5
Updated 2020

Class #49
Alumni Sapph
patt

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	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Lope ORL	Change Leads	Lope LL	Stop Back					
1	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	74 1/2	
	Totals	70 1/2	71	71 1/2	72	72 1/2	73					
2	Penalty			3								
	Maneuver Score	+1/2	0	-1	-1/2	-1/2	0	+1/2	+1/2	66 1/2		
	Totals	70 1/2		66 1/2	66	65 1/2						
3	Penalty			3								
	Maneuver Score	0	0	-1	0	0	0	+1/2	+1/2	67		
	Totals			66								
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