

YEDA Official Score Sheet – Ranch Horse Pattern # 4

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD are scored +3 to -3 in 1/2 point increments.

Faults incurring a score of 0:

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

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

Class #1 SR sapph
ranch
1 of 2

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

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

Entry #	Maneuver Description	Trot Serpentine	Lope L L O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	452	Penalty								/	0	0	71	
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	0					
	Totals	70	70 1/2	71	71	71	71	71	71					
2	502	Penalty								4	0	0	64 1/2	3 spins
	Maneuver Score	0	0	+1/2	0	-1/2	0	-1/2	0					
	Totals	70	70	70 1/2	70 1/2	70	69	64 1/2	64 1/2					
3	948	Penalty								0	+1	+1/2	70	horse backed for 2nd spins, good job pushing through
	Maneuver Score	-1/2	0	+1/2	0	+1/2	0	0	0					
	Totals	69 1/2	69 1/2	70	70	70 1/2	67 1/2	67 1/2	67 1/2					
4	671	Penalty	1							1	+1/2	0	73	
	Maneuver Score	-1/2	+1/2	+1/2	+1/2	+1/2	+1	0	0					
	Totals	68 1/2	69	69 1/2	70	70 1/2	71 1/2	71 1/2	71 1/2					
5	454	Penalty								/	0	0	71 1/2	
	Maneuver Score	+1	0	+1/2	0	0	0	0	0					
	Totals	71	71	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2					
6	509	Penalty								/	+1	0	73 1/2	
	Maneuver Score	+1	+1	+1/2	0	0	0	0	0					
	Totals	71	72	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2					
7	824	Penalty								/	0	+1/2	69 1/2	
	Maneuver Score	0	0	0	0	-1	0	0	0					
	Totals	70	70	70	70	69	69	69	69					
8	896	Penalty			3					3	0	+1/2	64	
	Maneuver Score	+1/2	-1/2	-1/2	-2	+1/2	0	-1	-1/2					
	Totals	70 1/2	70	66 1/2	64 1/2	65	65	64	63 1/2					

Judges Signature

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- 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

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

Class #1 SK Sapph.
 ranch B
 2 of 2

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
	Maneuver	1	2	3	4	5	6	7	8					
1	256													
	Penalty													
	Maneuver Score	0	2 1/2	2 1/2	0	0	0	0	0		+	0	72	
	Totals	70	70 1/2	71	71	71	71	71	71					
2	342													
	Penalty		3											
	Maneuver Score	+1	-2	-1/2	-1/2	-1/2	0	0	0		+	1/2	66	
	Totals	71	66	65 1/2	65	64 1/2	64 1/2	64 1/2	64 1/2					
3	674													
	Penalty													
	Maneuver Score	0	2 1	2 1/2	2 1/2	-1	0	0	-1/2		0	0	70 1/2	
	Totals	70	71	71 1/2	72	71	71	71	70 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													

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Judges Signature



YEDA Official Score Sheet – RAIL

W / 1
Class: #3 JR Open Rail A

	Back #	Rider Comments	Overall Class Comments
1	1133	relax rein hand	
2	455	don't overarch back, keep lower legs quiet @ jog	
3	1446	good position	
4	344	loosen elbows, bring hands up slightly	
5	567	relax elbows, bring hands down + quiet upper body @ jog	
6	1413	good position, don't overarch back	
7			
8			
9			
10			
11			

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1176	sit up straighter, don't lean forward	
2 1506	tighten core, sit up more (looks a little slouchy), shoulders a bit behind hips	
3 1240	sit up straighter, better position second direction	
4 1545	good position, bring lower leg back, keep hands quiet @ jog	
5 1600	pick hands up more	
6 1479	look up more, bring free hand forward	
7		
8		
9		
10		
11		



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	579	Shoulders behind hips, sit up	
2	843	relax body a bit, bring lower leg back, overall good position	
3	1558	don't overarch back, sit deeper @ lope, bring legs back, esp. @ lope	
4	1697	tighten up free hand, nice position @ lope	
5	481	sit up more, broke @ lope, wrong lead @ lope	
6	281	bring lower leg back, don't overarch back	
7	164	legs too far back, relax elbows, quiet upper body @ lope	
8			
9			
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1651	get hips under body more	
2	1512	sit up, shoulders back (looks slouchy)	
3	1186	overall good position, push front of hat down more	
4	1402	don't lean back so far, tighten elbows and upper body	
5	1690	bring free hand up more and bend elbow	
6	443	sit up more, quiet upper body @ jog	
7	516	overall good position, don't lean back too far or overarch	
8			
9			
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	139	relax elbows, try to quiet upper body @ jog	
2	489	sit up straighter	
3	1676	don't overarch back	
4	202	don't overarch back	
5	1392	don't overarch (shoulders getting behind hips) broke @ jog	
6	1075	drop free arm some + relax elbows, broke @ jog	
7	1489	leaning forward, sit back, broke @ jog	
8			
9			
10			
11			

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Judges Signature

Class # 8
 SR Sapph. patt
 1 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)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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	X Jog	Jog	Stop	F & E	HDD	Total	Comments
1	256										
	Penalty			1							
	Maneuver Score	0	0	0	0	0	0	+1	0	70	backed @ end
	Totals	70	70	69	69	69	69				
2	452										
	Penalty			33							
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	0	63	lost stirrup
	Totals	70	70	68 1/2	68	63	63				
3	454										
	Penalty										
	Maneuver Score	+1	+1	+1	+1/2	0	0	+1/2	0	74	
	Totals	71	72	73	73 1/2	73 1/2	73 1/2				
4	671										
	Penalty										
	Maneuver Score	0	0	0	0	0	0	0	0	70	
	Totals	70	70	70	70	70	70				
5	948										
	Penalty										
	Maneuver Score	0	0	-2	0	0	0	+1	0	69	
	Totals	70	70	68	68	68	68				
6	502										
	Penalty										
	Maneuver Score	0	0	+1	+1/2	+1/2	0	+1	0	73	
	Totals	70	70	71	71 1/2	72	72				
7	674										
	Penalty										
	Maneuver Score	0	0	+1	0	0	0	+1/2	0	71 1/2	
	Totals	70	70	71	71	71	71				
8	342										
	Penalty										
	Maneuver Score	0	0	-1/2	0	0	0	0	0	69 1/2	
	Totals	70	70	69 1/2	69 1/2	69 1/2	69 1/2				
9	896										
	Penalty										
	Maneuver Score	0	0	-1	0	0	0	0	+1/2	69 1/2	*
	Totals	70	70	69	69	69	69				

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Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1441	overall good position, relax elbows, quiet upper body @ jog	
2	1501	relax elbows	
3	1487	don't overarch back	
4	1623	relax elbows, bring free hand forward some	
5	1524	sit up more, broke @ jog	
6	1232	get elbows off sides	
7			
8			
9			
10			
11			



Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 4
 Updated 2020

(Class # 10)
 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	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	1186									
	Penalty									
	Maneuver Score	0	+1	-1	0	0	0	0	70	
	Totals	70	71	70	70	70				
2	567									
	Penalty									
	Maneuver Score	0	OP	-3	-3	0	+1/2	0	61 1/2	no jog @ all
	Totals	70	67	64	61	61				
3	1240									
	Penalty									
	Maneuver Score	0	-1	-1	0	0	0	0	67	
	Totals	70	69	67	67	67				
4	1690									
	Penalty									
	Maneuver Score	0	0	0	0	0	+1/2	0	69 1/2	
	Totals	70	70	69	69	69				
5	344									
	Penalty									
	Maneuver Score	0	-1	-1	0	0	+1/2	0	68 1/2	
	Totals	70	69	68	68	68				
6	1489									
	Penalty									
	Maneuver Score	0	+1	+1 1/2	-1	0	0	0	72	
	Totals	70	71	72	72	72				
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 – Opal / Pearl Pattern 4

Updated 2020

Class # 11
 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)

- 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	X-Jog	Jog	Stop Back				
1	1133									
	Penalty									
	Maneuver Score	0	0	-1	0	0	0	0	69	
	Totals	70	70	69	69	69				
2	1506									
	Penalty									
	Maneuver Score	0	0	-2	-1/2	0	0	0	66 1/2	
	Totals	70	70	68	66 1/2	66 1/2				
3	139									
	Penalty									
	Maneuver Score	0	-1	-2	-2	0	0	0	63	
	Totals	70	69	66	63	63				
4	489									
	Penalty									
	Maneuver Score	0	+1/2	-1	0	0	0	0	69 1/2	
	Totals	70	70 1/2	69 1/2	69 1/2	69 1/2				
5	1446									
	Penalty									
	Maneuver Score	0	+1/2	+1	+1	0	+1/2	0	73	
	Totals	70	70 1/2	71 1/2	72 1/2	72 1/2				
6	1479									
	Penalty									
	Maneuver Score	-1/2	-1	-3	-2	0	0	0	63 1/2	
	Totals	69 1/2	68 1/2	65 1/2	63 1/2	63 1/2				
7	443									
	Penalty									
	Maneuver Score	0	0	0	0	-1/2	0	0	69 1/2	
	Totals	70	70	70	70	69 1/2				
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 4
 Updated 2020

Class #12
 JR Opal Pattern 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	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
		1	2	3	4	5				
1	Penalty									
	Maneuver Score	0	+1	0	-1	0	+1/2	0	70 1/2	
	Totals	70	71	71	70	70				
2	Penalty			1	1					
	Maneuver Score	0	0	-1	-1	0	0	0	66	
	Totals	70	70	68	66	66				
3	Penalty									
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	69	
	Totals	70	70	69 1/2	69	69				
4	Penalty									
	Maneuver Score	0	+1	-1	0	-1/2	+1/2	0	70	
	Totals	70	71	70	70	69 1/2				
5	Penalty									
	Maneuver Score	0	0	-2	-1/2	0	0	0	67 1/2	
	Totals	70	70	68	67 1/2	67 1/2				
6	Penalty			1						
	Maneuver Score	-1/2	-3	-2	0	0	+1/2	0	64	
	Totals	69 1/2	66 1/2	63 1/2	63 1/2	63 1/2				
7	Penalty			11						
	Maneuver Score	0	0	-3	-1/2	-1/2	0	0	64	
	Totals	70	70	65	64 1/2	64 1/2				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 4
 Updated 2020

Class #13
 JR Opal patt D

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	X-Jog	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5				
1	1075									
	Penalty									
	Maneuver Score	0	+1/2	-1	-1/2	0	0	0	69	
	Totals	70	70 1/2	69 1/2	69	69				
2	202									
	Penalty									
	Maneuver Score	0	0	-1 1/2	0	0	0	0	68 1/2	
	Totals	70	70	68 1/2	68 1/2	68 1/2				
3	1402									
	Penalty		1							
	Maneuver Score	0	0	-1	0	0	+1/2	0	68 1/2	
	Totals	70	69	68	68	68				
4	1600									
	Penalty									
	Maneuver Score	0	+1/2	+1	0	0	+1/2	0	72	
	Totals	70	70 1/2	71 1/2	71 1/2	71 1/2				
5	1545									
	Penalty			1						
	Maneuver Score	0	-1	-2	-1	0	0	0	64	
	Totals	70	69	65	64	64				
6	516									
	Penalty		1	1	1					
	Maneuver Score	0	-1	-3	0	0	0	0	62	
	Totals	70	68	62	62	62				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

[Signature]

Judges Signature



YEDA Official Score Sheet - RAIL Class: #14 SR Ruby Rail A

	Back #	Rider Comments	Overall Class Comments
1	1306	lower leg too far back	
2	858	overall good position	
3	1062	overall good position	
4	386	lift free hand a bit	
5	1036	lower leg too far back, wrong lead @ lope	
6	590	sit down in saddle more, not so much on back	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet - RAIL Class: #15 SR Ruby Rail B

	Back #	Rider Comments	Overall Class Comments
1	788	relax shoulders, sit deeper @ lope, wrong lead + broke @ lope	
2	679	sit up a little more	
3	565	don't lean back (shoulders behind hips)	
4	238	don't overarch back, wrong lead @ lope	
5	769	relax shoulders	
6	297	don't overarch back	
7	1343	relax elbows from sides some	
8			
9			
10			
11			

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 4

Updated 2020

(Class # 16
SR Opal patt)

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 roman
- 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	X-Jog	Jog	Stop Back				
		1	2	3	4	5				
1	1487						0	0	70	-
	Penalty									
	Maneuver Score	0	0	0	0	0				
	Totals	70	70	70	70	70				
2	1524						0	0	68 1/2	-
	Penalty			1						
	Maneuver Score	0	0	0	-1/2	0				
	Totals	70	70	69	68 1/2	68 1/2				
3	1623						0	0	62	-
	Penalty			11						
	Maneuver Score	0	0	-3	-1	-2				
	Totals	70	70	65	64	62				
4	1232						+1	0	69	-
	Penalty			1	1					
	Maneuver Score	0	+1	0	-1	0				
	Totals	70	71	70	68	68				
5	1441						0	0	62	*-
	Penalty				1					
	Maneuver Score	0	-2	-3	-1	-1				
	Totals	70	68	65	63	62				
6	1501						+1/2	0	71	-
	Penalty									
	Maneuver Score	0	0	+1/2	0	0				
	Totals	70	70	70 1/2	70 1/2	70 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 – Ruby Pattern 4
 Updated 2020

Class # 17
 JR Ruby patt

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 reins
- 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 LL	Jog	X-Jog					
		1	2	3	4	5	6				
1	1558										
	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2		+1/2	0	71 1/2	*
	Totals	70	70	70	70 1/2	71					
2	164										
	Penalty		1	3							
	Maneuver Score	0	-2	-1/2	0	0		0	0	63 1/2	
	Totals	70	67	63 1/2	63 1/2	63 1/2					
3	281										
	Penalty		1	(00)	1						
	Maneuver Score	0	0	-3	0	0		0	0	(65)	-never loped
	Totals	70	69	66	65	65					
4	481										
	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0		0	0	71	
	Totals	70	70	70 1/2	71	71					
5	579										
	Penalty		1	3							
	Maneuver Score	0	-3	-3	-1/2	0		0	0	56 1/2	
	Totals	70	66	57	56 1/2	56 1/2					
6	843										
	Penalty										
	Maneuver Score	0	0	+1	+1/2	0		0	0	71 1/2	
	Totals	70	70	71	71 1/2	71 1/2					
7	1697										
	Penalty										
	Maneuver Score	0	-1/2	-1/2	0	-1/2		0	0	68 1/2	
	Totals	70	69 1/2	69	69	68 1/2					
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature

YEDA Official Score Sheet – Ruby Pattern 4
 Updated 2020

Class #18
 SR 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)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope LL	Jog	X-Jog	F & E	HDD	Total	Comments
		1	2	3	4	5				
1	1062									
	Penalty									
	Maneuver Score	0	0	-1/2	0	0	+1	0	70 1/2	*1st -
	Totals	70	70	69 1/2	69 1/2	69 1/2				
2	1343									
	Penalty									
	Maneuver Score	0	-1/2	-1	0	0	0	0	68 1/2	
	Totals	70	69 1/2	68 1/2	68 1/2	68 1/2				
3	386									
	Penalty									
	Maneuver Score	0	0	0	0	+1/2	0	0	70 1/2	2nd -
	Totals	70	70	70	70	70 1/2				
4	769									
	Penalty				1					
	Maneuver Score	0	0	+1	-1/2	0	+1/2	0	70	*2nd -
	Totals	70	70	71	69 1/2	69 1/2				
5	1306									
	Penalty									
	Maneuver Score	0	0	0	0	0	+1/2	0	70 1/2	3rd -
	Totals	70	70	70	70	70				
6	238									
	Penalty									
	Maneuver Score	0	0	0	0	0	0	0	70	
	Totals	70	70	70	70	70				
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 – Ruby Pattern 4
 Updated 2020

Class #19
 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)

- 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	Lope LL	Jog	X-Jog					
		1	2	3	4	5	6				
1	788										
	Penalty										
	Maneuver Score	0	-1/2	0	0	-1/2		0	0	69	
	Totals	70	69 1/2	69 1/2	69 1/2	69					
2	679										
	Penalty										
	Maneuver Score	0	+1	+1/2	0	+1		+1/2	0	73	
	Totals	70	71	71 1/2	71 1/2	72 1/2					
3	1036										
	Penalty			3CP							
	Maneuver Score	0	0	-3	-1	-1/2		0	0	62 1/2	-wrong lead
	Totals	70	70	64	63	62 1/2					
4	297										
	Penalty										
	Maneuver Score	0	0	-1	-1	0		0	0	67	
	Totals	70	70	69	67	67					
5	565										
	Penalty			333							
	Maneuver Score	0	0	-3	0	0		0	0	58	
	Totals	70	70	58	58	58					
6	858										
	Penalty		1								
	Maneuver Score	0	-1	-1/2	0	0		0	0	66 1/2	
	Totals	70	68	67 1/2	66 1/2	66 1/2					
7	590										
	Penalty										
	Maneuver Score	0	0	+1	+1/2	0		+1	0	71 1/2	
	Totals	70	70	71	71 1/2	70 1/2					
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature