

YEDA REINING PATTERN NRHA #2 OFFICIAL SCORE SHEET

Class #1 Sr Diamond
Reining



EXHIB #	MANEUVER DESCRIPTION	R. Circles 000 & Lead Change		L. Circles 000 & Lead Change		Stop & R. Roll Back	Stop & L. Roll Back	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8							
1	1199	+1 71	+1 71	-1 70	0 70	0 70	0 70	0 70	0 70	0 70	0 70	+3	0		73	100% reils merquon
2	1120	+2 72	+1 73	0 73	+1 74	0 74	0 74	0 74	0 74	0 74	0 74	+3	+3		75	
3	1178	+1 69	+2 71	-1 65	-1 64	0 63	-1 63	0 63	0 63	0 63	0 63	+3	+3		69	
4	912	+2 72	+1 73	0 73	0 73	0 73	0 73	0 73	0 73	0 73	+1 74	+2	+3		79	Nice ride
5	802	+2 72	+2 73	0 73	0 73	0 73	0 73	0 73	0 73	0 73	+1 74	+3	+2		79	
6	142	+2 72	+3 75	-1 74	0 74	+1 75	+1 76	+1 76	+1 76	+1 76	+1 76	+3	+3		83	
7																
8																
9																

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.

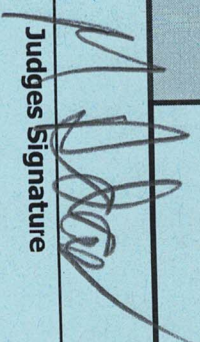
JUDGES SIGNATURE



YEDA Official Score Sheet - RAIL Class: #2 Sr/Sr Emerald reu1

Split A

Back #	Rider Comments	Overall Class Comments
1	1525 good job on flying pass	
2	198 good Rider drop hands	
3	1560 Ride confident	
4	1105 Broke keep legs on keep hands soft	
5	237 lighten hands Ride confident good hand position	
6	805 Nice Ride	
7	1675 Nice Ride	
8	1180 Nice seat soften hands	
9		
10		
11		

Judges Signature 



YEDA Official Score Sheet - RAIL Class: #3

Sr/Sr Emerald
rail split B

Back #	Rider Comments	Overall Class Comments
1	1038 Nice hands Nice seat watch rein length	
2	353 good ride on tougher draw	
3	1165 Nice Ride watch rail pos.	
4	275 good ride on tougher draw watch rail pos.	
5	1125 soften upper body stirrups on barrel watch rail pos.	
6	650 good seat proke	
7	101 looper heel	
8	1136 look fluid. Rider confident	
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL Class: #4 *Sr/Sr Purey rail*

Back #	Rider Comments	Overall Class Comments
1 1101	good seat, nice upper body position deeper heel watch seat position	
2 1515	deeper heel	
3 8710	deeper heel	
4 13110	Nice overall presentation stay consistent through hills good position and feel	
5 1122	good riding on tough horse, good feel with horse + staying consistent deeper heel	
6 251		
7		
8		
9		
10		
11		

Judges Signature

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 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.

Maneuver	Description	Maneuver							Entry #	Maneuver Score	Penalty	Totals
		Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lope RL	Stop				
		1	2	3	4	5	6	7	F & E	HDD	Total	Comments
1	1095	0	+1	+1	-1	0	-3	0		+1	67	
2	503	0	0	-1	0	0	+1	0		+2	70	
3	792	+1	+1	0	0	+1	0	0		+2	74	
4	1404	0	0	+1	+1	+1	+1	+1		+2	79	
5	1263	0	0	0	+1	+1	-2	0		0	69	bucked not fault
6	1684	+1	-1	-0	+2	+2	+2	0		+3	81	
7	697	0	0	0	0	0	0	0		+1	71	
8	783	+1	+1	+1	-1	+2	+1	-1		+2	78	
9												

Judges Signature

M. Brown

YEDA Official Score Sheet - Emerald Pattern 2

Updated 2020

Scoring 0-100 with 70 denoting the average. Manuevers 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.

Class #6 Jr/Sr
 Emerald pattern
 Split #1 of 2
 tie broke
 W for
 first lope

Entry #	Manuever	Walk	Jog	Lope	LL	Cont	Stop	F & E			HDD	Total	Comments
								Back	Lope	Stop			
1	Manuever Score	0	0	0	0	0	0	0	0	0	+2	71	good ride good break recovery
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	0	0	0	0	0	0	0	0	0	0	71	
2	Manuever Score	0	0	0	0	0	0	0	0	0	0	70	
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	0	0	0	0	0	0	0	0	0	0	70	
3	Manuever Score	0	0	0	0	0	0	0	0	0	+3	76	Price Ride on tough horse
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	0	0	0	0	0	0	0	0	0	0	76	
4	Manuever Score	0	+1	0	0	0	0	0	0	+2	+2	72	
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	0	+1	0	0	0	0	0	0	+2	+2	72	
5	Manuever Score	+1	0	0	0	0	0	0	0	+1	+1	71	
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	+1	0	0	0	0	0	0	0	+1	+1	71	
6	Manuever Score	0	+1	0	0	0	0	0	0	+3	+3	80	horse shy not fault
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	0	+1	0	0	0	0	0	0	+3	+3	80	
7	Manuever Score	0	+1	+2	0	+1	+1	+1	+1	+2	+2	79	feet deeper in stirrups
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	0	+1	+2	0	+1	+1	+1	+1	+2	+2	79	
8	Manuever Score	0	0	0	0	0	0	0	0	+1	+1	72	
	Penalty	0	0	0	0	0	0	0	0	0	0	0	
	Totals	0	0	0	0	0	0	0	0	+1	+1	72	
9	Manuever Score												
	Penalty												
	Totals												

Judges Signature

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YEDA Official Score Sheet - Diamond Pattern 2

Updated 2020

Class # 8

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 1/8 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.

Maneuver Description	Entry #						Maneuver	F & E	HDD	Total	Comments
	1	2	3	4	5	6					
Walk	0	+1	+1	-2	+1	-2		+1		60	
Jog	70	+1	+1	70	+1	70		+2		74	
Stop R 360 R	70	+1	-1	70	+1	70		+2		64	
Stop L O L	70	+1	-1	70	+1	70		+2		74	
Simple Lead Δ	70	+1	-1	70	+1	70		+2		64	
Stop Back	70	+1	-1	70	+1	70		+2		64	
Penalty											
Maneuver Score	0	+1	-1	-2	+1	-2		+1		60	
Totals	70	71	71	70	71	70					
Penalty											
Maneuver Score	70	70	70	70	70	70		+2		1199	
Totals	70	70	70	70	70	70					
Penalty											
Maneuver Score	0	0	0	-1/2	-1	-2		+2		142	
Totals	70	70	70	69 1/2	69 1/2	67 1/2					
Penalty											
Maneuver Score	0	+1	+1	0	0	+1		0		69	
Totals	70	71	71	70	70	67					
Penalty											
Maneuver Score											
Totals											
Penalty											
Maneuver Score											
Totals											
Penalty											
Maneuver Score											
Totals											
Penalty											

Judges Signature

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VEDA Official Score Sheet - Ranch Horse Pattern # 2

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.

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

- 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

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

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

Class #9 Jr/Sr
Sapphire Ranch
riding 1 of 2

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LJ	X-Trot	Stop 360 X2	Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Penalty															
8	Maneuver Score	0	0	0	0	3	3	0	-1	-1	0		+1	+1	62	
	Totals	70				100	102		101	100						
2	Penalty															
	Maneuver Score	+1	+1	0	0	0	0	-1	0	0	0		+1	+1	69	
16	Totals	71	72	72	71	108	107	107	107	107						
	Penalty															
3	Maneuver Score	-1	-1	0	-1	0	0	-1	-1	-1	0		+1	+1	63	
	Totals	109	108	105	104			103	102	101						
7	Penalty															
	Maneuver Score	+1	+1	0	+1	+1	+1	-2	-2	0	-1		+1	+2	73	
5	Totals	71	72	72	73	74	75	73	71	71	70					
	Penalty															
4	Maneuver Score	0	0	0	0	0	-1	0	0	+1	0		+2	+2	74	
	Totals	70	70	70	70	70	109	109	109	109	70					
5	Penalty															
	Maneuver Score	+1	+1	+1	+2	+2	+1	+1	+1	0	+1		+3	+3	87	
1	Totals	71		73	73	77	78		80		81					
	Penalty															
2	Maneuver Score	+1											+2	+3	83	
	Totals	71														
8	Penalty															
	Maneuver Score	+1	+1	+1	+1	0	+1	+1	+1	+1	0					
2	Totals	71	72	73	74	75	76	77	77	78	78					
	Penalty															

Judges Signature



YEDA Official Score Sheet - Ranch Horse Pattern # 2

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 # 4 2/18r
Sapphire Ranch
Riding 2 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

- 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	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Slop 360 X2	Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1	Maneuver Score	0	0	0	-1	0	0	0	1	0	1					
	Totals	70	70	70	109	109	109	109	70	76	71		+2	+2	75	
2	Penalty															
	Maneuver Score															
3	Totals															
	Penalty															
4	Maneuver Score															
	Totals															
5	Penalty															
	Maneuver Score															
6	Totals															
	Penalty															
7	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															

Judges Signature



YEDA Official Score Sheet – RAIL Class: #10 Jr/Sr Open Rail Split #

Back #	Rider Comments	Overall Class Comments
1 1484	tip toes in	
2 1231	Relax upper body Nice seat	
3 1582	good position, Drop rein hand	
4 1057	Nice position Relax rein hand	
5 599	Roll shoulders back	
6 1633	Foot deeper in stirrup	
7 980	Stirrup on ball of foot	
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet - RAIL Class: #11 Sr/Sr open rail Split B

Back #	Rider Comments	Overall Class Comments
1 11011	Drop rein hand	
2 1003	good hands. Nice feel	
3 7102	Drop hands Feet deeper in stirrups	
4 1549	great ride	
5 1417	Nice rider quiet	
6 1357	Nice ride keep feet under you	
7		
8		
9		
10		
11		

[Signature]
Judges Signature



YEDA Official Score Sheet - RAIL Class: #12 Elen Pearl rail

Back #	Rider Comments	Overall Class Comments
1	1419 Feet deeper in stirrups	
2	1507 Feet deeper in stirrups	
3	1168 pull legs fwd	
4	1049 good seat nice hands	
5	1471 Nice Ride	
6	1667 Relax back fwd	
7	1599 good position	
8	1632 Nice Ride	
9	1407 stirrups on ball of foot lengthen stirrups	
10	1236 good Ride on tough horse	
11		

Judges Signature _____

Class # 13
2 5/8r Opal / Pearl Pattern
Pattern Split #

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 reins
- Spurring in front of the cinch.

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
			1	2	3	4	5				
1	Penalty										
	Maneuver Score	0	+1	+1	+1	0					
	Totals	70	71	72	73	73			75		
2	Penalty										
	Maneuver Score	0	0	0	-1	0					
	Totals	70	70	70	69	69			71		
3	Penalty										
	Maneuver Score	0	0	0	0	0					
	Totals	70	70	70	70	70			70		
4	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1					
	Totals	71	72	73	74	75			77		
5	Penalty										
	Maneuver Score	0	0	0	0	0					
	Totals	70	70	70	70	70			69		
6	Penalty										
	Maneuver Score	-1	0	0	-1	0					
	Totals	69	69	69	68	67			68		
7	Penalty										
	Maneuver Score	-1	0	0	+1	0					
	Totals	69	68	67	68	68			68 1/2		
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature
M. [Signature]



YEDA Official Score Sheet - Opal / Pearl Pattern 2

Updated 2020

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

Class #15
 Elem Pearl
 Pattern 1 of 2

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 come
- 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.

the broke w penalties

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
			1	2	3	4	5				
1	Penalty										
	Maneuver Score	0	-1	-1	+1	0	+2	+1	72		
	Totals	70	69	69	69	69					
2	Penalty										
	Maneuver Score	-1	-1	-1	0	0	0	0	65		
	Totals	69	68	64	64	64					
3	Penalty										
	Maneuver Score	0	-1	0	0	0	0	0	69		
	Totals	70	69	69	69	69					
4	Penalty										
	Maneuver Score	+1	0	+1/2	+1/2	+1	+2	+2	79		
	Totals	71	71	72 1/2	74	75					
5	Penalty										
	Maneuver Score	+1	0	0	+1	-1	+1	0	71		
	Totals	71	70	70	71	70					
6	Penalty										
	Maneuver Score	0	+1	+1/2	+1	0	+1	+1	74 1/2		
	Totals	70	71	72 1/2	72 1/2	72 1/2					
7	Penalty										
	Maneuver Score	-1/2	+1/2	0	+1	+1	+2	+2	76		
	Totals	69 1/2	70	70	71	72					
8	Penalty										
	Maneuver Score	0	0	-1	0	0	+1	+1	70 1/2		
	Totals	70	70	69	69	69					
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature
 [Signature]

YEDA Official Score Sheet - Opal / Pearl Pattern 2
 Updated 2020

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

Class #16
 stem Pearl
 Pattern 2 of 2

- 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

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	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	Jog	Walk	Stop Back				
1	Maneuver	0	0	0	0	0	0	+1	67	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
2	Maneuver	0	0	0	0	0	0	+1	70 1/2	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
3	Maneuver	0	0	0	0	0	0	0	70	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
4	Maneuver	0	0	0	0	0	0	0	70	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
5	Maneuver	0	0	0	0	0	0	0	70	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
6	Maneuver	0	0	0	0	0	0	0	70	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
7	Maneuver	0	0	0	0	0	0	0	70	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
8	Maneuver	0	0	0	0	0	0	0	70	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			
9	Maneuver	0	0	0	0	0	0	0	70	
	Maneuver Score	0	0	0	0	0	0			
	Totals	0	0	0	0	0	0			

Judges Signature
 [Signature]



YEDA Official Score Sheet - Ruby Pattern 2

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 1/8 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.

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

Form & Effectiveness (F & E) of the rider 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.

Maneuver Description	Entry #						HDD	F & E	Total	Comments
	Maneuver	1	2	3	4	5				
Walk	Penalty									
	Totals	+1	+1	+1	-1	0	0	+1	75	
X-Jog	Penalty									
	Totals									
Stop 270 R	Penalty									
	Totals									
Lope RL	Penalty									
	Totals									
Jog	Penalty									
	Totals									
Stop Back	Penalty									
	Totals									
Maneuver Score	Penalty									
	Totals	70	71	70	67	68	67	70		
Totals	Penalty									
	Maneuver Score	70	70	70	69	69	69	69		
Entry # 1	Penalty									
	Maneuver Score	70	71	70	67	68	67	70		
Entry # 2	Penalty									
	Maneuver Score	71	71	70	68	68	67	69		
Entry # 3	Penalty									
	Maneuver Score	70	71	70	67	68	67	70		
Entry # 4	Penalty									
	Maneuver Score	70	70	70	69	68	69	69		
Entry # 5	Penalty									
	Maneuver Score	70	70	70	69	68	69	69		
Entry # 6	Penalty									
	Maneuver Score	70	71	70	69	68	69	69		
Entry # 7	Penalty									
	Maneuver Score	70	71	70	69	68	69	69		
Entry # 8	Penalty									
	Maneuver Score	70	71	70	69	68	69	69		
Entry # 9	Penalty									
	Maneuver Score	70	71	70	69	68	69	69		

Judges Signature

Class #16 Jr/Sr Ruby Pattern

YEDA Official Score Sheet – Emerald Pattern 2
 Updated 2020

CLASS # 7
 Jr/Sr Emerald
 Pattern Split 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 1/8 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.

tie broke
 w 1st lope

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	Con't Lope	Stop Back	F & E	HDD	Total	Comments
1	Penalty			3	3					
	Maneuver Score	0	0	0	0	0				
	Totals	70		107	104		+1	+1	66	missed lead broke + fixed
2	Penalty				3					
	Maneuver Score	0	+2	+2	+1	0				
	Totals	70	72	74	72	0	+2	+2	76	
3	Penalty									
	Maneuver Score	0	+1	0	-1	+1				
	Totals	70	71	71	70	71	+2	+1	74	
4	Penalty									
	Maneuver Score	0	+1	-1	-1	+1				
	Totals	70	71	70	69	70	+2	+1	73	
5	Penalty									
	Maneuver Score	+1	+1	0	+1	0				
	Totals	71	72	72	73	73	+3	+3	79	
6	Penalty									
	Maneuver Score	0	0	0	0	0				
	Totals	70	70	70			+1	+1	72	
7	Penalty									
	Maneuver Score	-1	0	0	0	+1				
	Totals	69	69			70	0	+1	71	
8	Penalty									
	Maneuver Score	0	0	+1	+1	0				
	Totals	70	70		72	72	0	+1	73	↑
9	Penalty									
	Maneuver Score									

[Signature]
 Judges Signature