

YEDA Official Score Sheet - Ranch Horse Pattern #4

Alumni

#1

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

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

Entry #	Maneuver Description	Maneuver								Penalties	Overall Ability	HDD	Final Score	Comments	
		Trot Sequence	Lope L/O	Change Leads	Lope RL o/Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5						
1	Penalty	1	3												
	Maneuver Score	-1/2	-1	0	-1/2	0	-1/2	0	-1/2						
	Totals	108 1/2	104 1/2	104 1/2	104	104	103 1/2	103 1/2	103						
2	Penalty														
	Maneuver Score	0	0	0	-1/2	0	-1/2	0	0						
	Totals	70	70	70	109 1/2	109 1/2	109	109 1/2	109 1/2						
3	Penalty														
	Maneuver Score														
	Totals														
4	Penalty														
	Maneuver Score														
	Totals														
5	Penalty														
	Maneuver Score														
	Totals														
6	Penalty														
	Maneuver Score														
	Totals														
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														

*[Signature]*

Irishak Signature

**YEDA Official Score Sheet – RAIL Class:** Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1628	STRETCH UP	
2 1521	ARCHED BACK	
3 1509	LOOSE L.L. HEEL DOWN	
4		
5		
6		
7		
8		
9		
10		
11		

R. Bump  
 Judges Signature

**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.

- 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 point increments

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

Entry #	Maneuver Description	Trot Sequence	Lope LL 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	Maneuver	1	.											2
	Penalty													
	Totals													
2	Maneuver	1	+2	+1	+1	+1	+1/2	+1	+1					6
	Penalty													
	Totals													
3	Maneuver	1	+2	+1	+1	+1	+1/2	+1	+1					8
	Penalty													
	Totals													
4	Maneuver	1	+2	+1	+1	+1	+1/2	+1	+1					7
	Penalty													
	Totals													
5	Maneuver	1	+2	+1	+1	+1	+1/2	+1	+1					5
	Penalty													
	Totals													
6	Maneuver	1	+2	+1	+1	+1	+1/2	+1	+1					4
	Penalty													
	Totals													
7	Maneuver	1	+2	+1	+1	+1	+1/2	+1	+1					1
	Penalty													
	Totals													
8	Maneuver	1	+2	+1	+1	+1	+1/2	+1	+1					1
	Penalty													
	Totals													

K. Bergers

SR Sapphire Ranch

Split A

#4

Indepes Signature

**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

- 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 Sequence	Lope L/O	Change Leads	Lope RI. o/Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments										
															Maneuver	1	2	3	4	5	6	7	8	
1	502	0	70	70	0	-1/2	-3	57 1/2	56 1/2	-2	+1	0	55 1/2											
															Maneuver Score	0	70	69 1/2	57 1/2	56 1/2	-2	54 1/2	55 1/2	55 1/2
															Totals									
2	535	+1/2	+1	+1	0	+1	0	73 1/2	73 1/2	+1	+1	0	75 1/2											
															Maneuver Score	+1/2	70 1/2	71 1/2	72 1/2	72 1/2	73 1/2	73 1/2	74 1/2	75 1/2
															Totals									
3	501	0	+1	71	-3	0	-1/2	64 1/2	64	-1/2	-1/2	0	63 1/2											
															Maneuver Score	0	+1	71	65	64 1/2	64	63 1/2	63 1/2	
															Totals									
4	1661	-1/2	+1/2	70	+1/2	+1/2	+1	72	72	+1/2	+1/2	0	73											
															Maneuver Score	-1/2	69 1/2	70	70 1/2	71	72	72	73	73
															Totals									
5	727	1	1	3	0	+1	+1	67	65	+1	+1	+1	68											
															Maneuver Score	1	67	68	69	69	69	69	69	
															Totals									
6	569	-3	0	0	+1	+1	+1	68	67 1/2	+1/2	-1/2	-1/2	67 1/2											
															Maneuver Score	-3	66	67	68	68	68	68	68	
															Totals									
7	1097	+1/2	-1	3	-1/2	0	0	66	66	+1/2	0	0	66 1/2											
															Maneuver Score	+1/2	70 1/2	66 1/2	66	66	66	66	66	
															Totals									
8																								
															Maneuver Score									
															Totals									

SR Sapphire Ranch #5  
 Split B

K. Dwyer

**YEDA Official Score Sheet – RAIL Class:** Sr Spad Rail

#6

Back #	Rider Comments	Overall Class Comments
1 1627	Center hands + bring fwd. Sharpen posture	
2 1460	Lower leg back Look up	
3 803	Nice position	
4 1487	Flatten lower back	
5 7167	Nice position	
6 1500	Stretch down there leg	
7 1144	soften hands Roll shoulders back	
8 688	Nice pos.	
9 1406	Lower leg fwd	
10		
11		

[Signature]  
 Judges Signature

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.

- 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:**
- 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	Trot Sequence	Lope L/O	Change Leads	Lope R/L o/Stop	2 Spins		Lope RL	Stop		Penalties	Overall Ability	HDD	Final Score	Comments
						L	R		Back 5	5					
1	Maneuver Score	-1	0	-1	0	+1/2	0	+1/2	0	0		0	0	68	
	Totals	68	68	67	67	67 1/2	67 1/2	68	68						
2	Maneuver Score	0	-1	-1/2	0	+1/2	-1/2	0	0	0		0	0	65 1/2	
	Totals	70	66	65 1/2	65 1/2	66	65 1/2	65 1/2	65 1/2						
3	Maneuver Score	0	-1	+1/2	0	+1	+1	+1	+1	0		0	0	69 1/2	
	Totals	69	65	65 1/2	65 1/2	66 1/2	67 1/2	68 1/2	69 1/2						
4	Maneuver Score	-1/2	0	-1	0	-1	-1	0	0	0		0	0	66 1/2	
	Totals	69 1/2	69 1/2	68 1/2	68 1/2	67 1/2	66 1/2	66 1/2	66 1/2						
5	Maneuver Score	0	+1	+1	+1	+1	+1	+1	0	0		0	0	75 1/2	
	Totals	70	71	72	73	74	74 1/2	75 1/2	75 1/2						
6	Maneuver Score	+1/2	+1	+1	0	+1/2	+1/2	0	+1/2	0		0	0	74	
	Totals	70 1/2	71 1/2	72 1/2	72 1/2	73	73 1/2	73 1/2	74						
7	Maneuver Score	-2	-1/2	-1	-1/2	-1	-1	-1/2	0	0		0	0	62 1/2	
	Totals	67	66 1/2	65 1/2	65	64	63	62 1/2	62 1/2						
8	Maneuver Score														
	Totals														

SR Sapphire Ranch #7  
Split C

*Handwritten signature*

Indepes Signature

**YEDA Official Score Sheet - Sapphire / Alumni Pattern 4**  
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)**

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

**Major Faults (-3 points)**

- Break of gait at walk or jog for up to 2 strides.
- 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.

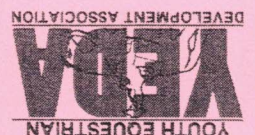
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments  
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

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

Entry #	Maneuver	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope	O RL	X Jog	Jog	Stop				
1	Penalty											
	Maneuver Score	+1/2	-1	+1/2	0	+1/2	+1/2	+1/2				
	Totals	70 1/2	69 1/2	70	70	70 1/2	71				73	
2	Penalty											
	Maneuver Score	+1	+1	+1	0	+1/2	0					
	Totals	71	72	73	73	73 1/2	73 1/2				75 1/2	
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

*[Handwritten Signature]*



YEDA Official Score Sheet - Sapphire /

Pattern 4

Junior

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

Updated 2020

page 2 of 2

#9

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Entry #	Maneuver	Description	Maneuvers							HDD	Total	Comments	
			Walk	Jog	Lope	O RL	X Jog	Jog	Stop				F & E
1	Maneuver												
	Maneuver Score	+1	+1	+1/2	-1	-1	-1	-1			+1/2	65	
	Totals	71	72	72 1/2	68 1/2	66 1/2	65 1/2						
	Penalty												
2	Maneuver												
	Maneuver Score	-1/2	0	+1/2	0	-1/2	-1/2	-1/2			0	68 1/2	
	Totals	69 1/2	69 1/2	70	70	69 1/2	69						
	Penalty												
3	Maneuver												
	Maneuver Score												
	Totals												
	Penalty												
4	Maneuver												
	Maneuver Score												
	Totals												
	Penalty												
5	Maneuver												
	Maneuver Score												
	Totals												
	Penalty												
6	Maneuver												
	Maneuver Score												
	Totals												
	Penalty												
7	Maneuver												
	Maneuver Score												
	Totals												
	Penalty												
8	Maneuver												
	Maneuver Score												
	Totals												
	Penalty												
9	Maneuver												
	Maneuver Score												
	Totals												
	Penalty												

Judges Signature

*[Handwritten Signature]*





**YEDA Official Score Sheet - Sapphire /**

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)**

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

**Major Faults (-3 points)**

- Break of gait at walk or jog for up to 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 roma
- 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.

# 10

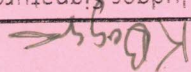
Pattern 4

Senior

Sapphire

Split A

Entry #	Maneuver	Maneuvers							HDD	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	F & E			
1	Penalty										
	Maneuver Score	+1/2	-1/2	0	+1/2	0	-1/2	0	0	70	
	Totals	70 1/2	70	70 1/2	70 1/2	70	70				
2	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1	+1	+2	0	78	
	Totals	71	72	73	74	75	76				
3	Penalty										
	Maneuver Score	-1	0	+1/2	-1/2	0	0	0	0	68	
	Totals	68	68	68 1/2	68	68	68				
4	Penalty										
	Maneuver Score	+1/2	0	-1/2	-1/2	0	-1	-1	0	71 1/2	
	Totals	70 1/2	70 1/2	70	69 1/2	69 1/2	68 1/2				
5	Penalty										
	Maneuver Score	+1	0	+1	+1	0	+1/2	+1/2		75	
	Totals	71	71	72	73	73	73 1/2				
6	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+1	+1	+2		74 1/2	
	Totals	70 1/2	71 1/2	71 1/2	70 1/2	71 1/2	72 1/2				
7	Penalty										
	Maneuver Score	0	0	+1	-1	+1	0	+2	+1	71	
	Totals	70	70	71	69	70	68				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature  




**YEDA Official Score Sheet - Sapphire /**

Updated 2020

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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.

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

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

Entry #	Maneuver	Maneuvers							HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	F & E			
1	Penalty										
	Maneuver Score	+1	+1	+1/2	0	+1/2	+1/2	+2	0	75 1/2	
	Totals	71	72	72 1/2	72	73	73 1/2				
2	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	+1/2	0	0	69 1/2	
	Totals	70	70	69 1/2	69	67	69 1/2				
3	Penalty										
	Maneuver Score	0	-1/2	0	0	0	+1/2	+1	0	71	
	Totals	70	69 1/2	69 1/2	69 1/2	70					
4	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	-1	-1/2	0	67 1/2	
	Totals	70	70	69 1/2	69	68					
5	Penalty										
	Maneuver Score	0	0	-1	-1/2	0	+1/2	0	0	66	
	Totals	70	70	66	65 1/2	66					
6	Penalty										
	Maneuver Score	-1/2	0	0	-1	-1/2	-1	-1	0	63	
	Totals	69 1/2	69 1/2	69 1/2	65 1/2	65	64				
7	Penalty										
	Maneuver Score	-1	0	-1/2	0	0	-1/2	0	0	68	
	Totals	69	69	68 1/2	68 1/2	68					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature K. Berg

Senior Sapphire Split C  
Pattern 4 #12

**YEDA Official Score Sheet – RAIL Class: SR Emerald Split A**

Back #	Rider Comments	Overall Class Comments
1 1364	toes under knees	
2 1618	toes under knees	
3 275	Nice position	
4 793	Relax ankles	
5 526	Flatten lower back	
6 253	sit down on pockets	
7 1105	Roll shoulders back	
8 426	center hands	
9 577	stretch up	
10 174	close fingers on free hand	
11 863	Roll shoulders back	

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

**YEDA Official Score Sheet – RAIL Class:** SR Opal Split A

#14

Back #	Rider Comments	Overall Class Comments
1 980	LL back	
2 589	quiet Rein hand	
3 1356	flatter lower back	
4 1139	Roll shoulders back	
5 1413	tighten core	
6 455	Toe under knee	
7 1447	quiet Rein hand.	
8		
9		
10		
11		

K. Bayser  
 Judges Signature



**YEDA Official Score Sheet - RAIL Class:** SR Opal Split B

#116

Back #	Rider Comments	Overall Class Comments
1 489	flatten lower back	
2 11716	make sure shirt is tucked!	
3 1583	Rel! shoulders	
4 1173	vice position	
5 1133	turn toes out	
6 1603	tighten core	
7 1555	toes out	
8		
9		
10		
11		

[Signature]  
Judges Signature



# YEDA Official Score Sheet -- RAIL Class:

JK Emerald Split B

#17

Back #	Rider Comments	Overall Class Comments
1 215	Platten lower back	
2 1041	Platten lower back	
3 234	sit back on pockets	
4 1299	toes under you	
5 1031	stretch up	
6 848	Nice leg pos.	
7 852	Nice pos.	
8 1225	sit level	
9		
10		
11		

MD Hayes  
Judges Signature



**YEDA Official Score Sheet - RAIL Class:**

Sr Opal Split e

Back #	Rider Comments	Overall Class Comments
1 1692	Roll shoulders	
2 1129	nice position	
3 1290	necks down	
4 1390	toes out	
5 1564	sit back	
6 1331	sit back	
7		
8		
9		
10		
11		

*K. Bowers*  
 Judges Signature

**YEDA Official Score Sheet -- RAIL Class: SR Emerald Split B #19**

Back #	Rider Comments	Overall Class Comments
1	1435 Stretch ↓ through heels fore out	
2	838 Stirrup on ball of foot	
3	1197 L.L too far back	
4	1428 Nice pos.	
5	1238 Flatter lower back	
6	429 L.L fwd.	
7	1152 Shoulders back	
8		
9		
10		
11		

[Signature]  
 Judges Signature



YEDA Official Score Sheet - RAIL Class: SR Emerald Split C

#20

Back #	Rider Comments	Overall Class Comments
1	Don't arch back	
2	sit back	
3	tighten core	
4	nice position	
5	stabilize lower leg	
6	flatter lower back	
7	sit back	
8		
9		
10		
11		

K. Bragg  
Judges Signature

*SR Opal*

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	+1/2	+1	+1	+1	+2	0	75 1/2	2
	Totals	70	70 1/2	71 1/2	72 1/2	73 1/2				
2	Penalty									
	Maneuver Score	0	+1	+1	+1	+1	+2	0	76	1
	Totals	70	71	72	73	74				
3	Penalty									
	Maneuver Score	-1/2	0	-1/2	0	0	0	0	69	6
	Totals	69 1/2	69 1/2	69	69	69				
4	Penalty									
	Maneuver Score	-1/2	-1/2	-1/2	0	-1/2	0	0	68	7
	Totals	69 1/2	69	68 1/2	68 1/2	68				
5	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	0	+1 1/2	0	73 1/2	3
	Totals	70	70 1/2	71	72	72				
6	Penalty									
	Maneuver Score	0	-1	-1	-1/2	-1/2	-1/2	0	66 1/2	8
	Totals	70	69	68	67 1/2	67				
7	Penalty									
	Maneuver Score	0	+1	0	-1/2	-1	0	0	69 1/2	5
	Totals	70	71	71	70 1/2	69 1/2				
8	Penalty									
	Maneuver Score	0	+1/2	+1/2	-2	0	-1		65	9
	Totals	70	70 1/2	71	66	66				
9	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2		72	4
	Totals	70 1/2	70 1/2	71	71 1/2	71 1/2				

*[Signature]*  
 Judges Signature

**YEDA Official Score Sheet - Opal / Pattern 4**  
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 1/2
- 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	67 1/2	
	Totals	69 1/2	69	68 1/2	68	68				
2	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	71	
	Totals	70	70 1/2	70 1/2	71	71				
3	Penalty									
	Maneuver Score	-1/2	-1	-1	-1/2	-1/2	-1	0	60 1/2	
	Totals	69 1/2	65 1/2	62 1/2	62 1/2	61 1/2				
4	Penalty									
	Maneuver Score	+1/2	+1	-1	-1/2	-1/2	-1	0	65 1/2	
	Totals	70 1/2	71 1/2	67 1/2	67	66 1/2				
5	Penalty									
	Maneuver Score	0	-1/2	-1	0	-1/2	0	0	68	
	Totals	70	69 1/2	68 1/2	68 1/2	68				
6	Penalty									
	Maneuver Score	0	-1	-1/2	-1/2	-1/2	+1/2	0	68	
	Totals	70	69 1/2	68 1/2	68 1/2	67 1/2				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

*K.B.*

*the Bred*

*0*

2  
3  
5  
4  
1  
4

*the broke by FF*

*#22*  
*SR Split 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 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**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	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
			Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty		0	-1/2	-1	-1/2	0	-1	0	67	
	Maneuver Score		70	69 1/2	68 1/2	68	68				
	Totals		70	69 1/2	68 1/2	68	68				
2	Penalty		-1/2	-1	-1/2	0	0	0	0	67 1/2	
	Maneuver Score		69 1/2	68 1/2	68	67 1/2					
	Totals		69 1/2	68 1/2	68	67 1/2					
3	Penalty		0	+1	+1	0	+1	0	0	74	
	Maneuver Score		70	71	72	73	73				
	Totals		70	71	72	73	73				
4	Penalty		-1	-1/2	-1/2	0	-1	-1	66 1/2		
	Maneuver Score		69	68 1/2	68	67 1/2					
	Totals		69	68 1/2	68	67 1/2					
5	Penalty		+1	+2	+1	+1/2	+2	+2	77		
	Maneuver Score		71	73	74	75					
	Totals		71	73	74	75					
6	Penalty		+1/2	+1/2	0	0	+1/2	+1/2	71 1/2		
	Maneuver Score		70 1/2	71	71	71					
	Totals		70 1/2	71	71	71					
7	Penalty		3	-1	-3	0	-2	-2	59 1/2		
	Maneuver Score		70	66	60	59 1/2					
	Totals		70	66	60	59 1/2					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature *K. Kelly*

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.

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

Entry #	Maneuver	Description	Maneuvers					F & E	HDD	Total	Comments
			Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty										
	Maneuver Score		0	-1/2	-1/2	-1		0	66 1/2		
	Totals		70	69 1/2	69	67					
2	Penalty										
	Maneuver Score		+1	+1	+1	+1/2	+1	0	75		
	Totals		71	72	73	73 1/2	74				
3	Penalty										
	Maneuver Score		0	+1	+2	-1/2	+1	0	75 1/2		
	Totals		70	71	73	74 1/2					
4	Penalty										
	Maneuver Score		0	0	0	0	+1/2	0	70 1/2		
	Totals		70	70	70	70					
5	Penalty										
	Maneuver Score		+1/2	-1/2	-1/2	+1/2	-1/2		70		
	Totals		70 1/2	71	70 1/2	70 1/2	70 1/2				
6	Penalty										
	Maneuver Score		0	0	+1/2	+1/2	0	+1/2	71 1/2		
	Totals		70	70	70 1/2	71					
7	Penalty										
	Maneuver Score		+1/2	+1	+1	+1/2	+1		74 1/2		
	Totals		70 1/2	71 1/2	72 1/2	73 1/2	73 1/2				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature  
*R. B. Buggins*

**YEDA Official Score Sheet – Emerald Pattern 4**

Updated 2020

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

#25/ab  
Senior Emerald  
Split A  
pg. 1 of 2

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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
		1-2	3	4	5	6	Stop				
1	Penalty							0	0	67	
	Maneuver Score	0	+1	0	-1	0	0	0			
	Totals	70	71	71	67						
	Penalty										
2	Penalty							-1/2		68	
	Maneuver Score	-1/2	-1/2	0	-1/2	0	0	-1/2			
	Totals	69 1/2	69	69	68 1/2	68 1/2					
	Penalty										
3	Penalty							-1		65	
	Maneuver Score	0	-1	-1	-1	-1	-1	-1			
	Totals	70	69	68	67	66					
	Penalty										
4	Penalty							+1		73	
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1			
	Totals	70 1/2	71	71	71 1/2	72					
	Penalty										
5	Penalty							+1		74	
	Maneuver Score	+1	0	+1	+1/2	+1/2	+1/2	+1			
	Totals	71	71	72	72 1/2	73					
	Penalty										
6	Penalty							+1/2		70	
	Maneuver Score	-1/2	0	+1/2	0	-1/2	-1/2	+1/2			
	Totals	69 1/2	70	70	70	69 1/2					
	Penalty										
7	Penalty							+2		77 1/2	
	Maneuver Score	+1/2	+1	+1	+2	+1	+1	+2			
	Totals	70 1/2	71 1/2	72 1/2	74 1/2	75 1/2					
	Penalty										
8	Penalty							+1/2		67 1/2	
	Maneuver Score	-1	0	-1/2	-1/2	-1/2	0	-1/2			
	Totals	68	68	67 1/2	67 1/2	67					
	Penalty										
9	Penalty										
	Maneuver Score										
	Totals										
	Penalty										

Judges Signature

*K. Brown*



**YEDA Official Score Sheet – Emerald Pattern 4**

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

# 26/25  
Sena  
Emerald  
2011 B  
pg. 2 of 2

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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	Lope RL	Stop	Penalty					
1	Maneuver Score	+1/2	+1	0	+2	0						
	Totals	70 1/2	71 1/2	71 1/2	73 1/2							
	Penalty											
	Maneuver Score	+1	+1	0	0	-1						
2	Maneuver Score	+1	+1	0	0	0						
	Totals	71	72	72	72	71						
	Penalty											
	Maneuver Score	+1	+1	0	0	-1						
3	Maneuver Score	0	+1/2	-2	0	-1/2						
	Totals	70	70 1/2	68 1/2	68 1/2	68						
	Penalty											
	Maneuver Score	0	+1/2	-2	0	-1/2						
4	Maneuver Score											
	Totals											
	Penalty											
	Maneuver Score											
5	Maneuver Score											
	Totals											
	Penalty											
	Maneuver Score											
6	Maneuver Score											
	Totals											
	Penalty											
	Maneuver Score											
7	Maneuver Score											
	Totals											
	Penalty											
	Maneuver Score											
8	Maneuver Score											
	Totals											
	Penalty											
	Maneuver Score											
9	Maneuver Score											
	Totals											
	Penalty											
	Maneuver Score											

Judges Signature  
K. Berger

**YEDA Official Score Sheet - Emerald Pattern 4**  
Updated 2020  
Scoring 0-100 with 70 denoting the average.  
Maneuvers are scored +3 to -3 in 1/2 point increments

#27  
JK Emerald  
Split A

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1
- 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	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
			Walk	Jog	Stop Back	Lope RL	Lope RL	Stop				
1	Penalty											
	Maneuver Score	848	0	-1	0	-1/2	-1	-1/2				
	Totals		70	69	69	67	67	67				
	Penalty		11									
2	Penalty											
	Maneuver Score	272	-1	-1/2	-3	-1	-3	-2				
	Totals		67	66 1/2	66 1/2	62 1/2	59 1/2					
	Penalty											
3	Penalty											
	Maneuver Score	1238	0	+1	+1/2	0	0	+1/2				
	Totals		70	71	71 1/2	71 1/2	71 1/2					
	Penalty		1									
4	Penalty											
	Maneuver Score	1152	0	+2	0	+1	0	+1				
	Totals		69	71	72	72	72					
	Penalty											
5	Penalty											
	Maneuver Score	198	+1	-1	0	+1/2	+1/2	+1				
	Totals		71	67	67	67 1/2	68					
	Penalty		3									
6	Penalty											
	Maneuver Score	1041	0	-1/2	-1/2	-3	-2	-2				
	Totals		70	68 1/2	68	68	60					
	Penalty											
7	Penalty											
	Maneuver Score	1299	0	0	0	+1/2	0	+1				
	Totals		70	70	70	70 1/2	70 1/2					
	Penalty											
8	Penalty											
	Maneuver Score	1031	+1	+1/2	0	+1	0	+1				
	Totals		71	71 1/2	71 1/2	72 1/2	72 1/2					
	Penalty											
9	Penalty											
	Maneuver Score											
	Totals											
	Penalty											

Judges Signature

*[Handwritten Signature]*

**YEDA Official Score Sheet - Emerald Pattern 4**

Updated 2020

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

SR Split B

#28

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

Entry #	Maneuver	Maneuvers						HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop	F & E			
1	Penalty									
	Maneuver Score	0	+1/2	0	-1/2	0	0	70		
	Totals	70	70 1/2	70 1/2	70	70	0	70		
2	Penalty									
	Maneuver Score	0	+1	-1/2	+1/2	-1	+1	71		
	Totals	70	71	70 1/2	71	70	+1	71		
3	Penalty									
	Maneuver Score	+1/2	+1	-1/2	+1/2	+1/2	+1/2	72 1/2		
	Totals	70 1/2	71 1/2	71	71 1/2	72	+1/2	72 1/2		
4	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1	+2	77		
	Totals	71	72	73	74	75	+2	77		
5	Penalty									
	Maneuver Score	0	0	-1	-1	-3	-1	64		
	Totals	70	70	69	68	65	-1	64		
6	Penalty									
	Maneuver Score	+1/2	0	-1/2	-1	0	-1/2	68 1/2		
	Totals	70 1/2	70 1/2	70	69	70	-1/2	68 1/2		
7	Penalty									
	Maneuver Score	0	-1	-2	-3	-3	-3	55		
	Totals	70	69	67	61	58	-3	55		
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

*[Handwritten Signature]*

**YEDA Official Score Sheet - Emerald Pattern 4**

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

#29  
 SR  
 Split C

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

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Lope RL	Stop				
1	1161	0	0	3	-2	-3	-1	-2	0	54	
2	367	0	0	0	+1/2	0	-1	0	0	70	
3	1435	-1	-1	-1	0	0	-2	-1	0	59	
4	1119	+1	+1/2	+1	+1	0	0	0	0	70 1/2	
5	1428	0	0	0	+1/2	-1	-2	-1/2	0	67 1/2	
6	1502	+1/2	0	+1/2	0	0	0	+1	0	72	
7	838	0	0	0	+1	+1	-1/2	+1		73	
8											
9											

Judges Signature

*R. Boggs*

**YEDA Official Score Sheet - Emerald Pattern 4**  
Updated 2020

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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.

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

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop	Maneuver				
1	Penalty	0	-1/2	-1	-1/2	0	0	0	68		
	Maneuver Score	0	0	0	0	0	0	0	68		
	Totals	0	0	0	0	0	0	0	68		
2	Penalty	0	+1	+1/2	-3	0	-2	0	60 1/2	⊙ RR RL.	
	Maneuver Score	0	0	0	0	0	0	0	60 1/2	⊙ RR RL.	
	Totals	0	0	0	0	0	0	0	60 1/2	⊙ RR RL.	
3	Penalty	+1	+1	+1/2	+1/2	0	+1	0	74		
	Maneuver Score	+1	+1	+1/2	+1/2	0	+1	0	74		
	Totals	71	72	72 1/2	73	73	73	73	74		
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 *K. Dwyer*

Alumni #30

YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

Junior Sapphire #2

Page 1 of 2

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

- 1 - point penalty
- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

- Faults incurring a score of 0:
- Must be placed under rider's without or not incurring faults.
  - Performing maneuvers other than in the specified order
  - Inclusion of maneuvers not specified
  - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
  - Forgetting or leaving out maneuvers
- Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Trot Sequence	Lope 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									
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
1	278	70 1/2	-1/2	-1	0	-1/2	-3	-2	-1/2	0	0	0	60	overspun > 90									
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															70 1/2	3	70	60	0	60	60 1/2	0	60
2	1384	70 1/2	0	0	0	-1	-1/2	+1/2	0	0	0	0	69 1/2										
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															70 1/2	0	70 1/2	69 1/2	0	69 1/2	69 1/2	0	69 1/2
3	1092	108	+1/2	+1	+1	+1	0	-1	0	0	0	0	67 1/2										
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															108	3	108 1/2	69 1/2	0	69 1/2	67 1/2	0	67 1/2
4	760	70	+1/2	0	0	0	-1/2	-1/2	0	0	0	0	66 1/2										
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															70	3	70 1/2	67 1/2	0	67 1/2	66 1/2	0	66 1/2
5	1220	70 1/2	+1	-2	-1/2	-1	-1	0	0	0	0	0	64										
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															70 1/2	3	71 1/2	66 1/2	0	66 1/2	64	0	64
6	336	70 1/2	-1/2	-1	-3	+1	-1	-1	0	0	0	0	62 1/2										
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															70 1/2	3	70	63	0	63 1/2	62 1/2	0	62 1/2
7	545	69	+1	0	+1	+2	+2	+1	+1	0	0	0	77										
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															69	0	70	71	0	71	73	0	73
8	178	70	+1	0	+1	-1	-1/2	+1	0	0	0	0	71 1/2										
															Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
															70	0	71	72	0	72	71	0	71 1/2

H. Byers

Judges Signature

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.

Junior Sapphire #2  
Page 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

**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	Totals	Lope LL/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	Maneuver Score	0	+1	+1	+1	+1	+1/2	0	0		0	0	74 1/2	
	Totals	70	71	72	73	74	74 1/2	74 1/2	74 1/2					
	Penalty													
2	Maneuver Score	0	-1	0	+1	+1	0	0	+1		0	0	68	
	Totals	69	65	65	66	67	67	67	68					
	Penalty													
3	Maneuver Score	0	+1	+1	0	+1/2	+1	+1	+1		0	0	76	
	Totals	70 1/2	71 1/2	72 1/2	72 1/2	73	74	75	76					
	Penalty													
4	Maneuver Score													
	Totals													
	Penalty													
5	Maneuver Score													
	Totals													
	Penalty													
6	Maneuver Score													
	Totals													
	Penalty													
7	Maneuver Score													
	Totals													
	Penalty													
8	Maneuver Score													
	Totals													
	Penalty													

K. [Signature]

Judges Signature

Elite

Round 18

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	H D D	Total	Comments	
		Walk 1	X Jog 2	Stop 1 ¾ L 3	Lope RL 4	Δ Lead Lope LL 5	Walk 6	Jog 7	Stop Back 8							
1	Penalty															
	Maneuver Score	0	0	-1	0	-1	-1	0	+1	+2	70					
	Totals	70	70	69	69	68	67	67	68							
Penalty																
2	Maneuver Score	-1	0	+1	0	+1	0	+1	+1	+3	75					
	Totals	68	68	69	69	70	70	71	72							
	Penalty															
3	Maneuver Score	0	0	-½	0	-1	-½	0	+1	+1	67					
	Totals	70	70	69½	69½	65½	65	65	66							
	Penalty															
4	Maneuver Score	0	0	-1	0	0	-1	+1	-1	+1	66					
	Totals	70	70	69	69	66	65	66	65							
	Penalty															
5	Maneuver Score															
	Totals															
	Penalty															
6	Maneuver Score															
	Totals															
	Penalty															
7	Maneuver Score															
	Totals															
	Penalty															
8	Maneuver Score															
	Totals															
	Penalty															
9	Maneuver Score															
	Totals															
	Penalty															

SOWGIRL & UKA

*[Signature]*  
Judges Signature



# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

#32

Split A

Comments

EXHB #	MANEUVER DESCRIPTION	R Circles		L Circles		R Fig 8	RRB	LRR	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments
		OOO Stop	4 Spins Right	OOO Stop	4 Spins Left									
1	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0		72	
	Total	70 1/2	70 1/2	69 1/2	70	70 1/2	71	71 1/2	72					
2	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE	-1	-1/2	-1/2	0	-1/2	0	0	0	0	0		59 1/2	
	Total	63	62 1/2	60	60	59 1/2	59 1/2	59 1/2	59 1/2					
3	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE	2	-1/2	-1/2	0	0	0	-1/2	+1/2	0	+1		66 1/2	
	Total	67 1/2	66 1/2	66 1/2	66 1/2	65 1/2	65 1/2	65	65 1/2					5 spurs Right
4	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE	0	-1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	0	0		70 1/2	
	Total	70	68 1/2	69	69 1/2	70	69 1/2	70	70 1/2					
5	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE	0	0	0	0	0	-1/2	0	0	0	0		69	
	Total	70	70	70	70	70	69 1/2	69	69					
6	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE	+1/2	+1/2	0	+1	+1/2	+1/2	+1/2	+1	0	0		74 1/2	
	Total	70 1/2	71	71	72	72 1/2	73	73 1/2	74 1/2					
7	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE	+1/2	+1/2	+1/2	+1	+1	+1	0	+1/2	0	0		75	
	Total	70 1/2	71	71 1/2	72 1/2	73 1/2	74 1/2	74 1/2	75					
8	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE													
	Total													
9	MANEUVER	1	2	3	4	5	6	7	8					
	SCORE													
	Total													

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

*Kathryn M. Bergsted*



YEDA Official Score Sheet -- RAIL Class: SR Ruby Split A

#33

Back #	Rider Comments	Overall Class Comments
1	Flatten lower back	
2	Nice pos.	
3	Flatten lower back	
4	Stirrups on ball of foot	
5	hands too wide	
6	Relax Shoulders	
7	thighs under	
8		
9		
10		
11		

Kathryn M. Bergstedt

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 886	Roll hips back	
2 1444	Flattn-Lower back	
3 297	sit back	
4 1093	Nica pos.	
5 173	Ankles out	
6 133	Upper body fwd.	
7 386	toes under you	
8		
9		
10		
11		

*Kathryn M. Boyette*

Judges Signature

# YEDA REINING PATTERN NRHA #4 OFFICAL SCORE SHEET

Split B

#35

EXHB #	MANUEVER DESCRIPTION	R Circles OOO Stop		4 Spins Right		L Circles OOO Stop		4 Spins Left		R Fig 8	RRB	LRR	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8									
4	438	1	2	3	4	5	6	7	8								67 1/2	
	PENALTY	1																
	SCORE	-1 1/2	-1	0	-1 1/2	+1 1/2	-1 1/2	+1 1/2	0	+1 1/2	0	+1 1/2	0	0	0		68 1/2	
	Total	68 1/2	67 1/2	67 1/2	66 1/2	67 1/2	67 1/2	67 1/2	67 1/2	68	67 1/2	68 1/2	67 1/2	67 1/2	67 1/2		67 1/2	
3	1514																67	
	PENALTY																	
	SCORE	0	+1 1/2	0	+1 1/2	-1 1/2	0	+1 1/2	0	-1 1/2	-1 1/2	+1 1/2	0	0	0		67	
	Total	70	70 1/2	70 1/2	71 1/2	68 1/2	68 1/2	69 1/2	67 1/2	67 1/2	67 1/2	68 1/2	67 1/2	67 1/2	67 1/2		67	
5	1600																67	
	PENALTY																	
	SCORE	0	0	-1 1/2	0	0	-1 1/2	0	-1 1/2	0	-1 1/2	-1 1/2	0	0	0		67	
	Total	70	70	68 1/2	68 1/2	68 1/2	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2	67 1/2		67	
7	1279																61 1/2	5 spins right 5 spins left
	PENALTY																	
	SCORE	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0	0	0	0	0	0		61 1/2	
	Total	66 1/2	65	63 1/2	62	61 1/2	60 1/2	60 1/2	60 1/2	61 1/2	61 1/2	61 1/2	61 1/2	61 1/2	61 1/2		61 1/2	
2	1529																70 1/2	
	PENALTY																	
	SCORE	+1 1/2	0	0	0	0	0	0	0	-1 1/2	-1 1/2	0	+1 1/2	0	0		70 1/2	
	Total	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	70 1/2	68 1/2	67 1/2	67 1/2	69 1/2	70 1/2	70 1/2		70 1/2	
4	1438																71 1/2	3 spins left
	PENALTY																	
	SCORE	+1 1/2	+1 1/2	+1 1/2	+1 1/2	-1 1/2	0	-1 1/2	0	0	+1 1/2	+1 1/2	+1 1/2	0	0		71 1/2	
	Total	71 1/2	71 1/2	71 1/2	71 1/2	69 1/2	70	68 1/2	70	70 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2		71 1/2	
7	479																71 1/2	
	PENALTY																	
	SCORE	+1 1/2	+1 1/2	0	0	+1 1/2	0	+1 1/2	0	+1 1/2	0	0	0	0	0		71 1/2	
	Total	71 1/2	71 1/2	71	71	71 1/2	71	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2		71 1/2	
8																		
	PENALTY																	
	SCORE																	
	Total																	
9																		
	PENALTY																	
	SCORE																	
	Total																	

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

Manuevers 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

*Kathryn M. Boyette*



**YEDA Official Score Sheet - RAIL Class:** SR Ruby Split C

#36

Back #	Rider Comments	Overall Class Comments
1	Upper body find wrong lead	
2	Relax ankle	
3	Sit back	
4	Nice pos.	
5	High back wrong lead	
6	loosen up + lean back	
7		
8		
9		
10		
11		

*Kathryn M. Bergstedt*

Judges Signature

		Rider Comments	Overall Class Comments
1	285	FLAT on lower back	
2	1470	sit back	
3	870	Nice pos.	
4	1035	Nice pos.	
5	1108	Nice pos.	
6	1300	weight in heels.	
7			
8			
9			
10			
11			

*Karen M. Boyette*

Judges Signature

**YEDA Official Score Sheet - Diamond Pattern 4**

Updated 2020

#38

Split **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 1/2
- 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	Maneuvers							F & E	HDD	Total	Comments	
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back						
1	1529	1-2	3	4	5	6	7						
	Penalty	11				3							
	Maneuver Score	-1/2	-1/2	-1	-1	-1	-1	-1	-1	+2	61	Unlevel Reins	
	Totals	67 1/2	67	66	65	61	60						
2	154												
	Penalty												
	Maneuver Score	+1	+1	0	+1/2	+1	0		+2		75 1/2		
	Totals	71	72	72	72 1/2	73 1/2							
5	479												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	0	-1/2		+1	9	72		
	Totals		70 1/2	71	71 1/2	71 1/2	71						
1	905												
	Penalty												
	Maneuver Score	0	0	+1	+1	+1/2	+1		+2 1/2	+1	77		
	Totals	70	70	71	72	72 1/2	73 1/2						
4	160												
	Penalty												
	Maneuver Score	-1/2	+1/2	+1	+1/2	+1	0		+1	0	73 1/2		
	Totals	69 1/2	70	71	71 1/2	72 1/2	72 1/2						
3	913												
	Penalty												
	Maneuver Score	0	+1/2	+1	+1	0	-1/2		+2	0	74		
	Totals	70	70 1/2	71 1/2	72 1/2	72 1/2	72						
6	1438												
	Penalty												
	Maneuver Score	0	0	0	0	0	0		0	0	70		
	Totals	70	70	70	70	70	70						
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

*Rethyn M. B...*

Judges Signature

**YEDA Official Score Sheet - Diamond Pattern 4**

Updated 2020

#39

SR Diamond  
 Splt 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	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
5 1	Penalty							3				
	Maneuver Score	0	+1/2	+1/2	-1/2	-1	-1/2	+1/2	0	66 1/2		
	Totals	70	70 1/2	71	70 1/2	66 1/2	66					
1 2	Penalty											
	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1	+2	0	77		
	Totals	70 1/2	71 1/2	72 1/2	73	74	75					
3 3	Penalty											
	Maneuver Score	0	+1/2	0	-1/2	0	-1/2	0	0	69 1/2		
	Totals	70	70 1/2	70 1/2	70	70	69 1/2					
4 4	Penalty											
	Maneuver Score	0	0	0	-1/2	-1/2	0	0	0	69		
	Totals	70	70	70	69 1/2	69	69					
2 5	Penalty											
	Maneuver Score	+1/2	+1	+1	+1	+1/2	+1/2	+2		76 1/2		
	Totals	70 1/2	71 1/2	72 1/2	73 1/2	74	74 1/2					
6 6	Penalty											
	Maneuver Score	0	0	-1/2	0	-3	0	-1		65 1/2	wrong side of D	
	Totals	70	70	69 1/2	69 1/2	66 1/2						
7 7	Penalty		1									
	Maneuver Score	+1/2	0	-3	0	+1	+1	-3		65 1/2	No lope circle	
	Totals	70 1/2	69 1/2	66 1/2		67 1/2	68 1/2					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*Kathryn M. Bonnett*  
 Judges Signature





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

Back #	Rider Comments	Overall Class Comments
1 1011	heels down	
2 1469	flatten lower back	
3 1604	lower leg back	
4 481	stretch up	
5 835	Ankles in flatten lower back	
6 1608	look up	
7 807	drop shoulders	
8		
9		
10		
11		

*Kathryn M Boyette*

Judges Signature

Back #	Rider Comments	Overall Class Comments
1	Flatten lower back	
2	Flatten lower back	
3	Toe under you. Flatten lower back	
4	Flatten lower back	
5	Upper body fluid	
6	Lengthen stirrup	
7	Upper body fluid	
8		
9		
10		
11		

*Kathryn M. Boyette*

Judges Signature

**YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4**

Updated 2020

#42

Assisted

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.

**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	Stop Back	Ext. Walk	Jog	Stop				
		1-2	3	4	5	6				
1	Penalty									
	Maneuver Score	0	+1/2	0	0	0	+1	0	71 1/2	
	Totals	70	70 1/2	70 1/2	70 1/2	70 1/2				
2	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+2	0	74	
	Totals	70 1/2	71	71 1/2	72	72				
3	Penalty									
	Maneuver Score	0	0	0	-1/2	0	0		69 1/2	
	Totals	70	70	70	69 1/2	69 1/2				
4	Penalty									
	Maneuver Score	0	0	+1/2	0	+1/2	+1		72	
	Totals	70	70	70 1/2	70 1/2	71				
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									

*Ruthie M. Brown*  
Judges Signature  
*K. Ray*

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.

Entry #	Maneuver Description	Walk 1-2	Stop Back 3	Ext. Walk 4	Jog 5	Stop 6	F & E	HDD	Total	Comments
1	741									
	Penalty									
	Maneuver Score	0	0	0	0	0	+1		71	
	Totals		70	70						
2	877									
	Penalty									
	Maneuver Score	0	-1/2	0	-1/2	-1/2	0		68 1/2	
	Totals		109 1/2							
3	112									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+2		74	
	Totals		70 1/2	71	71 1/2	72				
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									

*R Boy*  
 Judges Signature

#44



# YEDA Official Score Sheet -- RAIL Class:

Elem Pearl A

Back #	Rider Comments	Overall Class Comments
1 1320	Flatten, lower back	
2 1076	sit back	
3 1049	Flatten, lower back	
4 683	Flatten, lower back	
5 1063	Flatten, lower back	
6 324	sit fwd.	
7		
8		
9		
10		
11		

*Kathryn M. Boyette*  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 846	look up stretch up	
2 434	lean fwd pick up left shoulder	
3 1056	close hands ankles in, toe out	
4 136	flatten lower back	
5 1287	Roll hips back	
6 1346	sit back	
7		
8		
9		
10		
11		

*Kathryn M. Bojette*  
 Judges Signature

YEDA Official Score Sheet -- RAIL Class: Elem Pearl C

Back #	Rider Comments	Overall Class Comments
1 119	Square shoulders Stabilize core	
2 1387	sit back	
3 708	look up	
4 1427	heels down	
5 832	Flatten lower back	
6 1281	sit back + straighten back	
7		
8		
9		
10		
11		

*Kathryn M. Boyette*

Judges Signature

**YEDA Official Score Sheet - Amber EWD Pattern 3 & 4**  
Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

Independent \$  
Assisted #47

**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 snaffle

**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	Maneuver						Maneuver Score	Penalty	Totals	HDD	F & E	Total	Comments
		Walk	Stop Back	Extend Walk	Reg Walk	Stop	Stop							
1	Maneuver Score	-1/2	-1/2	0	0	+1/2	0	0	0	0	0	0	0	1065
	Totals	0	0	0	0	0	0	0	0	0	0	0	0	
	Penalty	0	0	0	0	0	0	0	0	0	0	0	0	
2	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1	+1	0	0	0	0	0	959
	Totals	0	0	0	0	0	0	0	0	0	0	0	0	
	Penalty	0	0	0	0	0	0	0	0	0	0	0	0	
3	Maneuver Score	0	+1/2	0	0	+1/2	0	0	0	0	0	0	0	754
	Totals	0	0	0	0	0	0	0	0	0	0	0	0	
	Penalty	0	0	0	0	0	0	0	0	0	0	0	0	
4	Maneuver Score													
	Totals													
	Penalty													
5	Maneuver Score													
	Totals													
	Penalty													
6	Maneuver Score													
	Totals													
	Penalty													
7	Maneuver Score													
	Totals													
	Penalty													
8	Maneuver Score													
	Totals													
	Penalty													

Judges Signature

*K. [Signature]*



**YEDA Official Score Sheet - Opal/Pearl Pattern 4**  
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)**      **Major Faults (-3 points)**      **Severe Faults (-5 points)**

- 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
- Break gait at walk, jog for up to 2 strides
- 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
- 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	Maneuvers					F & E	HDD	Total	Comments	
	1	2	3	4	5					
Walk	0	0	0	0	0	-1/2	0			
Jog	0	0	0	0	0	-1/2	0			
X-jog	0	0	0	0	0	-1/2	0			
Jog	0	0	0	0	0	-1/2	0			
Stop	0	0	0	0	0	-1/2	0			
Back	0	0	0	0	0	-1/2	0			
Maneuver	Entry #	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals
1	434	70	0	70	70	0	70	70	0	70
2	1056	0	0	0	0	-1/2	0	0	0	0
3	583	70	0	70	70	0	70	70	0	70
4	324	70	0	70	70	0	70	70	0	70
5	1187	71	+1	71	71	+1/2	71	71	+1	71
6	832	70	0	70	70	0	70	70	0	70
<p>Maneuvers are scored +3 to -3 in 1/2 point increments</p> <p>Scoring 0-100 with 70 denoting the average.</p> <p>Maneuvers are scored +3 to -3 in 1/2 point increments</p>										

Judges Signature  
*Kathryn M. Boyers*

#48 Split A

**YEDA Official Score Sheet - Opt / Pearl Pattern 4**  
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 1/2 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
3	1	Penalty	0	+1	7/1	7/1	+1 1/2		72 1/2	
		Maneuver Score	0	+1	7/1	7/1				
		Totals	0	+1	7/1	7/1				
4	1	Penalty	0	+1/2	7/1	7/1	+2		74 1/2	
		Maneuver Score	0	+1/2	7/1	7/1				
		Totals	0	+1/2	7/1	7/1				
5	2	Penalty	0	-1/2	7/1	7/1	0		69 1/2	
		Maneuver Score	0	-1/2	7/1	7/1				
		Totals	0	-1/2	7/1	7/1				
6	3	Penalty	0	+1/2	7/1	7/1	+1		73	
		Maneuver Score	0	+1/2	7/1	7/1				
		Totals	0	+1/2	7/1	7/1				
7	4	Penalty	0	+1/2	7/1	7/1	+2		74 1/2	
		Maneuver Score	0	+1/2	7/1	7/1				
		Totals	0	+1/2	7/1	7/1				
8	5	Penalty	0	-1/2	7/1	7/1	+1/2		70 1/2	
		Maneuver Score	0	-1/2	7/1	7/1				
		Totals	0	-1/2	7/1	7/1				
9	6	Penalty	0	+1/2	7/1	7/1	-1		63 1/2	
		Maneuver Score	0	+1/2	7/1	7/1				
		Totals	0	+1/2	7/1	7/1				

*K. K. K.*  
Judges Signature

#49 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 1/2 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 \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	+1/2	+1	0	+1		0	74	
	Totals	70	70 1/2	71 1/2	70 1/2	72 1/2				
2	Penalty									
	Maneuver Score	0	0	0	0	-1/2	0	0	69	
	Totals	70	70	70	70	69 1/2				
3	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	0	0	68	
	Totals	70	69 1/2	69 1/2	69 1/2	68 1/2				
4	Penalty									
	Maneuver Score	0	-1/2	-1/2	+1/2	-1	0	0	68 1/2	
	Totals	70	69 1/2	69 1/2	69 1/2	68 1/2				
5	Penalty									
	Maneuver Score	0	+1	+1	+1/2	+1/2	+1/2	0	73 1/2	
	Totals	70	71	72	72 1/2	73				
6	Penalty									
	Maneuver Score	0	0	-1	-1/2	0	-1/2	0	66	
	Totals	70	70	69 1/2	69 1/2	69 1/2				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*Kathryn M. ...*  
Judges Signature

Split C

#50

**YEDA Official Score Sheet - Ruby Pattern 4**

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 1/2 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  
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

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

*Handwritten note:* +10 DROKE with the F & E

Entry #	Maneuver #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
			Walk	Jog	Lope	Jog	X-Jog					
1	384	Totals	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1		60 1/2	
			Maneuver Score	0	-1/2	-1/2	-1/2	-1/2				
			Penalty	0	-1/2	-1/2	-1/2	-1/2				
2	835	Totals	0	+1/2	0	-1/2	0	0	+1/2		70 1/2	
			Maneuver Score	0	+1/2	0	-1/2	0				
			Penalty	0	+1/2	0	-1/2	0				
3	481	Totals	0	+1/2	-1/2	0	0	0	+2		70 1/2	
			Maneuver Score	0	+1/2	-1/2	0	0				
			Penalty	0	+1/2	-1/2	0	0				
4	134	Totals	0	-1/2	-1	-1	0	0	-1		60 1/2	
			Maneuver Score	0	-1/2	-1	-1	0				
			Penalty	0	-1/2	-1	-1	0				
5	1418	Totals	+1/2	+1/2	-1	-1/2	0	0	-1		65 1/2	
			Maneuver Score	+1/2	+1/2	-1	-1/2	0				
			Penalty	+1/2	+1/2	-1	-1/2	0				
6	1697	Totals	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1		73	
			Maneuver Score	0	+1/2	+1/2	+1/2	+1/2				
			Penalty	0	+1/2	+1/2	+1/2	+1/2				
7	1039	Totals	+1/2	+1/2	0	0	0	+1	+1		73 1/2	
			Maneuver Score	+1/2	+1/2	0	0	0				
			Penalty	+1/2	+1/2	0	0	0				
8		Totals										
			Maneuver Score									
			Penalty									
9		Totals										
			Maneuver Score									
			Penalty									

Judges Signature

*Handwritten signature*

*Handwritten signature*

SR Split A



**YEDA Official Score Sheet - Ruby Pattern 4**

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 1/2 to 1
- 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.

**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.

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope	Jog	X-Jog	6				
1	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+2		0	78		
	Totals	70 1/2	71 1/2	72 1/2	73 1/2	75 1/2					
2	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2		6	72		
	Totals	70	70 1/2	70 1/2	70 1/2	71					
3	Penalty	1									
	Maneuver Score	-1	-1/2	-1/2	-1/2	-1		-1	63 1/2		
	Totals	68	67 1/2	67	66 1/2	64 1/2					
4	Penalty										
	Maneuver Score	0	0	0	-1/2	-1/2		0	69		
	Totals	70	70	70	69 1/2	69					
5	Penalty										
	Maneuver Score	0	+1/2	-1	0	+1/2		+1/2	67 1/2		
	Totals	70	70 1/2	69 1/2	69 1/2	67					
6	Penalty										
	Maneuver Score	0	+1/2	-1/2	-1/2	0		+1/2	70		
	Totals	70	70 1/2	69 1/2	69 1/2	69 1/2					
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*K. Steiner in English*

Judges Signature

#53

split A

SR

**YEDA Official Score Sheet - Ruby Pattern 4**

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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 strup

**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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope	Jog	X-Jog					
1	Maneuver Score	+1	+1	+1	+1	+1	+1	+2		77	
1	Totals	71	72	73	74	75					
2	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0		68 1/2	
2	Totals	70	69 1/2	69	68 1/2	68 1/2					
3	Maneuver Score	0	0	-1/2	0	0	0	0		69 1/2	
3	Totals	70	69 1/2	69 1/2	69 1/2	69 1/2					
4	Maneuver Score	+1/2	+1	+1/2	0	0	+1/2	+1/2		72 1/2	
4	Totals	70 1/2	71 1/2	72	72	72					
5	Maneuver Score	+1/2	+1	+1/2	+1/2	+1	+2	+2		75 1/2	
5	Totals	70 1/2	71 1/2	72	72 1/2	73 1/2					
6	Maneuver Score	0	-1/2	0	+1/2	0	0	0		67	
6	Totals	70	69 1/2	69 1/2	69 1/2	67					
7	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	+1/2		72	
7	Totals	70 1/2	71 1/2	71 1/2	71 1/2	71 1/2					
8	Maneuver Score										
8	Totals										
9	Maneuver Score										
9	Totals										

*Handwritten signature*  
Judges Signature

#54

SK Split B

**YEDA Official Score Sheet - Ruby Pattern 4**

Updated 2020

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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 strapup

**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.

Comments

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

Judges Signature

*Kathryn M. [Signature]*

#55

Split C

*Circle*  
F&E  
broke with tie



**YEDA Official Score Sheet – Ruby Pattern 4**  
 Updated 2020

Split  
 1

#  
 56

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	Lope LL	Jog	X-Jog					
		1	2	3	4	5	6				
3 1	Penalty										
	Maneuver Score	0	0	0	-1/2	0		0		68 1/2	
	Totals	70	70		68 1/2						
2 2	Penalty										
	Maneuver Score	-1/2	-1/2	0	0	0		0		69	
	Totals		69	69	69	69					
1 3	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1		+2		75 1/2	
	Totals	70	70 1/2	71 1/2	72 1/2	73 1/2					
5 4	Penalty										
	Maneuver Score	0	+1/2	-1/2	-1	-1		-1		66	
	Totals	70	70 1/2	70	69	67					
6 5	Penalty										
	Maneuver Score	0	-1/2	-1	-1	-1/2		-1		65	
	Totals	70	69 1/2	68 1/2	66 1/2	66					
7 6	Penalty			3 3							
	Maneuver Score	0	+1/2	-2	0	+1/2		+1		64	
	Totals	70	70 1/2	62 1/2	62 1/2	63					
4 7	Penalty										
	Maneuver Score	-1/2	-1/2	-1/2	-1/2	0		-1/2		67 1/2	
	Totals	69 1/2	69	68 1/2	68	68					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										

*R. Bryan*  
 Judges Signature