

# DNR WINTER HOLIDAY MEET

## Time Schedule

8:00am Schooling of Horses  
 9:30 Team Members Draw Horses  
 10:00 am Competition Begins:

### Sunday Order of Classes

### # OF RIDERS

Class 1.	Group 1 Elementary Pearl Rail Horsemanship	2
Class 2.	Group 2 Elementary Pearl Pattern Horsemanship	2
Class 3.	Group 3 Junior High Opal Rail Horsemanship	6
Class 4.	Group 4 Junior High Opal Pattern Horsemanship	6
Class 5.	Group 5 JR/SR High Emerald Rail Horsemanship	6
Class 6.	Group 6 JR/SR High Emerald Pattern Horsemanship	6
Class 7.	Group 7 JR/SR High Ruby Rail Horsemanship	5
Class 8.	Group 8 JR/SR High Ruby Pattern Horsemanship	5
Class 9.	Group 9 Senior High Sapphire Pattern Horsemanship	3
Class 10.	Group 10 Senior High Sapphire Ranch Riding	3

### Class 1 Group 1 Elementary Pearl Rail Horsemanship (2)

Back#	Name	Team	AM Draw	PM Draw
1646	Tayvin Wells	Duns N Roses Show Team	Bunny	Spirit
1224	Kaitlyn Smith	Sexton Equine Team	Kassidy	Quaker

AM: 1st: 1224 2nd: 1646 3rd: \_\_\_\_\_ 4th: \_\_\_\_\_ 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

PM: 1st: 1224 2nd: 1646 3rd: \_\_\_\_\_ 4th: \_\_\_\_\_ 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

### Class 2 Group 2 Elementary Pearl Pattern Horsemanship (2)

Back#	Name	Team	AM Draw	PM Draw
1646	Tayvin Wells	Duns N Roses Show Team	Kassidy	Quaker
1224	Kaitlyn Smith	Sexton Equine Team	Spirit	Bunny

AM: 1st: 1224 2nd: 1646 3rd: \_\_\_\_\_ 4th: \_\_\_\_\_ 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

PM: 1st: 1224 2nd: 1646 3rd: \_\_\_\_\_ 4th: \_\_\_\_\_ 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

### Class 3 Group 3 Junior High Opal Rail Horsemanship (6)

Back#	Name	Team	AM Draw	PM Draw
1414	Sophia Ballance	Duns N Roses Show Team	Gracie	Quaker
<del>1184</del>	<del>Allie Maykuth</del>	<del>Duns N Roses Show Team</del>		
1422	Harlow Lustig	Duns N Roses Show Team	Quaker	Breeze
1066	Selina Petersen	Duns N Roses Show Team	Wyatt	
1195	Ainslie Dordea	Duns N Roses Show Team	Kassidy	Spirit
1421	Cheyenne Hatch	Sexton Equine Team	Spirit	Wyatt

AM: 1st: 1422 2nd: 1066 3rd: 1421 4th: 1195 5th: 1414 6th: \_\_\_\_\_

PM: 1st: 1195 2nd: 1414 3rd: 1421 4th: 1422 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

### Class 4 Group 4 Junior High Opal Pattern Horsemanship (6)

Back#	Name	Team	AM Draw	PM Draw
1414	Sophia Ballance	Duns N Roses Show Team	Kassidy	Spirit
<del>1184</del>	<del>Allie Maykuth</del>	<del>Duns N Roses Show Team</del>		
1422	Harlow Lustig	Duns N Roses Show Team	Gracie	Kassidy
1066	Selina Petersen	Duns N Roses Show Team	Spirit	
1195	Ainslie Dordea	Duns N Roses Show Team	Wyatt	Bunny
1421	Cheyenne Hatch	Sexton Equine Team	Bunny	<del>Breeze</del> Gracie

AM: 1st: 1414 2nd: 1421 3rd: 1195 4th: 1422 5th: 1066 6th: \_\_\_\_\_

PM: 1st: 1195 2nd: 1421 3rd: 1414 4th: 1422 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

### Class 5 Group 5 JR/SR High Emerald Rail Horsemanship (4)

Back#	Name	Team	AM Draw	PM Draw
<del>1481</del>	<del>Mckenzie Danton</del>		Quaker	Spirit
1393	Kashley Brown	Duns N Roses Show Team	Gracie	Joe
1175	Sophia Lawson	Sexton Equine Team	Wyatt	Kassidy
869	Kari Hansen	Sexton Equine Team	Spirit	Breeze
1425	Jeshua Dimmick	Sexton Equine Team	Joe	Quaker
1412	Heidi Neumiller	Sexton Equine Team	Breeze	Gracie
1415	Cailyn Sims	Sexton Equine Team	Kassidy	Wyatt

AM: 1st: 1393 2nd: 1481 3rd: 1412 4th: 1475 5th: 1066 6th: 1415 869 1415

PM: 1st: 1393 2nd: 1425 3rd: 1175 4th: 1481 5th: 1412 6th: 869 1415

Class 6 Group 6 JR/SR High Emerald Pattern Horsemanship (4)

Back#	Name	Team	AM Draw	PM Draw
1393	Kashley Brown	Duns N Roses Show Team	Wyatt	Breeze
1175	Sophia Lawson	Sexton Equine Team	Breeze	Quaker
869	Kari Hansen	Sexton Equine Team	Joe	Vasidy
1425	Jeshua Dimmick	Sexton Equine Team	Breeze	Quaker
1412	Heidi Neumiller	Sexton Equine Team	Quaker	Spirit
1415	Cailyn Sims	Sexton Equine Team	Spirit	Gracie

AM: 1st: 1425 2nd: 1412 3rd: 1175 4th: 1415 5th: 869 6th: 1481 1393  
 PM: 1st: 1393 2nd: 1412 3rd: 1175 4th: 1481 5th: 1415 6th: 1425 869

Class 7 Group 15 JR/SR Ruby Rail Horsemanship (4)

Back#	Name	Team	AM Draw	PM Draw
1137	Marin McKee	Sexton Equine Team	Breeze	Wyatt
444	Isabella Benson	Sexton Equine Team	Joe	Gracie
985	Kaylee Klein	Sexton Equine Team	Wyatt	Quaker
<del>1171</del>	<del>Lindsay Kuster</del>	<del>Sexton Equine Team</del>	<del>---</del>	<del>---</del>
1246	Arena Wells	Duns N Roses Show Team	Spirit	Breeze

AM: 1st: 1137 2nd: 985 3rd: 1246 4th: 444 5th: \_\_\_\_\_ 6th: \_\_\_\_\_  
 PM: 1st: 1246 2nd: 1137 3rd: 985 4th: 444 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

Class 8 Group 16 JR/SR Ruby Pattern Horsemanship (4)

Back#	Name	Team	AM Draw	PM Draw
1137	Marin McKee	Sexton Equine Team	Spirit	Quaker
444	Isabella Benson	Sexton Equine Team	Quaker	Breeze
985	Kaylee Klein	Sexton Equine Team	Gracie	Spirit
<del>1171</del>	<del>Lindsay Kuster</del>	<del>Sexton Equine Team</del>	<del>---</del>	<del>---</del>
1246	Arena Wells	Duns N Roses Show Team	Joe	Gracie

AM: 1st: 444 2nd: 985 3rd: 1137 4th: 1246 5th: \_\_\_\_\_ 6th: \_\_\_\_\_  
 PM: 1st: 1246 2nd: 1137 3rd: 985 4th: 444 5th: \_\_\_\_\_ 6th: \_\_\_\_\_

### Class 11 Group 17 Senior High Sapphire Pattern Horsemanship (3)

Back#	Name	Team	AM Draw	PM Draw
194	Shianne Bracamonte	Duns N Roses Show Team	Breeze	<del>Quaker</del> Gracie
932	Claire Pestarino	Duns N Roses Show Team	Walt	Quaker
<del>235</del>	<del>Alizae DeVon</del>	<del>Sexton Equine Team</del>		

AM: 1st: 194 2nd: 932 3rd: \_\_\_ 4th: \_\_\_ 5th: \_\_\_ 6th: \_\_\_

PM: 1st: 194 2nd: 932 3rd: \_\_\_ 4th: \_\_\_ 5th: \_\_\_ 6th: \_\_\_

### Class 12 Group 18 Senior High Sapphire Ranch Riding (3)

Back#	Name	Team	AM Draw	PM Draw
194	Shianne Bracamonte	Duns N Roses Show Team	Joe	Spirit
932	Claire Pestarino	Duns N Roses Show Team	Gracie	Breeze
<del>235</del>	<del>Alizae DeVon</del>	<del>Sexton Equine Team</del>		

AM: 1st: 194 2nd: 932 3rd: \_\_\_ 4th: \_\_\_ 5th: \_\_\_ 6th: \_\_\_

PM: 1st: 194 2nd: 932 3rd: \_\_\_ 4th: \_\_\_ 5th: \_\_\_ 6th: \_\_\_

### Show Results

SR High School Team		JR High School Team	
High Point Team		High Point Team	
Res. High Point Team		Res. High Point Team	
High Point Rider		High Point Rider	
Res. High Point Rider		Res. High Point Rider	
Sportsmanship Award(s)		Selina Petersen - Opal Iado	
Horse of the Show		Gracie	



**YEDA Official Score Sheet – Opal / Pearl Pattern 6**

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 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	180 R	Back					
1	Penalty	0								
	Maneuver Score	0	0	0	0		0	0	70	
	Totals									
2	Penalty	-1		-1/2						
	Maneuver Score		0		0		0	0	68.5	
	Totals									
3	Penalty	-1/2	-1/2	-1/2	-1					
	Maneuver Score						0	0	67.5	
	Totals									
4	Penalty		-2	-2	-3					
	Maneuver Score	0					0	0	63	
	Totals									
5	Penalty	-3	-1		-1					
	Maneuver Score			0			0	0	65	
	Totals									
6	Penalty		-3	-1	-2					
	Maneuver Score	0					0	0	64	
	Totals									
7	Penalty		-1	-1	-2					
	Maneuver Score	0					0	0	66	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									

*[Signature]*  
Judges Signature



# YEDA Official Score Sheet - Ranch Horse Pattern #1

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:

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.
- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein
- Faults incurring a score of 0:
  - Must be placed under rider/s without or not incurring faults.
  - Performing maneuvers other than in the specified order
  - Inclusion of maneuvers not specified
  - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
  - Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope		N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
								RL	7									
1	Penalty					-1				0		-1						
	Maneuver Score	0	0	+1	0		0		0	0	0		0	-3	0	0	63	
	Totals																	
2	Penalty				-1					<del>0</del> -4		-1						
	Maneuver Score	0	0	0		0	0	+1/2	0	0	0		0	-6	0	0	64.5	
	Totals																	
3	Penalty																	
	Maneuver Score																	
	Totals																	
4	Penalty																	
	Maneuver Score																	
	Totals																	
5	Penalty																	
	Maneuver Score																	
	Totals																	
6	Penalty																	
	Maneuver Score																	
	Totals																	
7	Penalty																	
	Maneuver Score																	
	Totals																	
8	Penalty																	
	Maneuver Score																	
	Totals																	

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

# YEDA Official Score Sheet - Sapphire / Alumni Pattern 1

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 1/4 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	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk					
1	932												
	Penalty	-1											
	Maneuver Score		0	0	0	0	0	0	0	0	0	64	
	Totals												
2	194												
	Penalty												
	Maneuver Score	0	0	0	0	0	-1	0	0	0	0	69	
	Totals												
3													
	Penalty												
	Maneuver Score												
	Totals												
4													
	Penalty												
	Maneuver Score												
	Totals												
5													
	Penalty												
	Maneuver Score												
	Totals												
6													
	Penalty												
	Maneuver Score												
	Totals												
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

  
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 Judges Signature



**YEDA Official Score Sheet – Ruby Pattern 6**

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 1/4 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	Jog 3	Lope LL 4	Walk 5	Stop Back 6	Walk 7					
1	1137											
	Penalty			-3								
	Maneuver Score	0	0		+1	+1	0	0	0	69		
	Totals											
2	995											
	Penalty			-1/2								
	Maneuver Score	0	0		0	0	0	0	0	69.5		
	Totals											
3	444											
	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	0	70		
	Totals											
4	1246											
	Penalty			-3								
	Maneuver Score	0	+1		0	0	0	0	0	68		
	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											

*[Signature]*  
Judges Signature





## YEDA Official Score Sheet – Emerald 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)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1	Penalty		<del>-1</del>							
	Maneuver Score	0	0	0	-3	0	0	0	65	
	Totals		-2							
2	Penalty	-3								
	Maneuver Score		0	0	+1	0	0	0	68.5	
	Totals									
3	Penalty				-3	-1				
	Maneuver Score	0	0	0			0	0	66	
	Totals									
4	Penalty	-3			-1	-1				
	Maneuver Score		0	0			0	0	65	
	Totals									
5	Penalty									
	Maneuver Score	0	0	0	+1	0	0	0	71	
	Totals									
6	Penalty					-2				
	Maneuver Score	0	0	0	0		0	0	68	
	Totals									
7	Penalty									
	Maneuver Score	0	0	0	0	0	0	0	70	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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 Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #10

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.

- 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

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

Entry #	Maneuver Description	Walk	Trot	Lope LL	Change Leads	Lope RL	X Lope	X Trot	Trot	Stop 360 X2	Walk	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	194																
	Penalty																
	Maneuver Score	+1/2	+1	0	+1/2	+1/2	+1/2	+1	0	0	+1	+1/2	0	0	0	75.5	
Totals																	
2	932																
	Penalty																
	Maneuver Score	-1/2	-1/2	0	0	0	+1/2	0	0	0	+1/2	+1/2	0	0	0	70.5	
Totals																	
3																	
	Penalty																
	Maneuver Score																
Totals																	
4																	
	Penalty																
	Maneuver Score																
Totals																	
5																	
	Penalty																
	Maneuver Score																
Totals																	
6																	
	Penalty																
	Maneuver Score																
Totals																	
7																	
	Penalty																
	Maneuver Score																
Totals																	
8																	
	Penalty																
	Maneuver Score																
Totals																	

Yeda Howard

Judges Signature

## YEDA Official Score Sheet - Opal / Pearl Pattern 12

Updated 2020

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk O B	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	0	+1/2	+1	+1/2	+1/2	0	72.5	
	Totals									
2	Penalty	-1/2		-1/2						
	Maneuver Score		0		0	+1/2	0	0	69.5	
	Totals									
3	Penalty									
	Maneuver Score	+1/2	+1	+1/2	+1	0	+1/2	0	73.5	
	Totals									
4	Penalty			-1/2						
	Maneuver Score	+1/2	0		0	0	0	0	70.0	
	Totals									
5	Penalty		-1/2			-1/2				
	Maneuver Score	+1/2		0	0		0	0	69.5	
	Totals									
6	Penalty	-1	-1	-1	-1					
	Maneuver Score					+1	0	0	67.0	
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*Madd Hornad*

Judges Signature

# YEDA Official Score Sheet – Emerald Pattern 11

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 1/4 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	90 R	Lope OLL	Jog	Stop				
	Maneuver	1	2	3	4	5	6				
1	1393										
	Penalty										
	Maneuver Score	+1/2	0	+1/2	+1	+1	+1/2	0	0	73.5	
	Totals										
2	1481										
	Penalty				-1/2						
	Maneuver Score	+1/2	+1/2	+1/2		0	0	0	0	71.0	
	Totals										
3	1412										
	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1	0	0	0	72.5	
	Totals										
4	1175										
	Penalty			-1/2							
	Maneuver Score	+1/2	+1/2		+1/2	+1/2	0	0	0	71.5	
	Totals										
5	869										
	Penalty	-1	-1/2	-1	-1	-1					
	Maneuver Score						0	0	0	65.5	
	Totals										
6	1415										
	Penalty		-1/2			-1/2					
	Maneuver Score	+1/2		0	0		0	0	0	69.5	
	Totals										
7	1425										
	Penalty		-1/2		-1	-1/2					
	Maneuver Score	+1/2	0	+1/2			0	0	0	69.0	
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*W. D. Starnes*

Judges Signature

**YEDA Official Score Sheet - Ruby Pattern 9**  
Updated 2020

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

**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	Stop 180 L	Jog	Stop 180 R	Lope RL	Stop Back					
		1-2	3	4	5	6	7	8					
1	985												
	Penalty			-1/2		-1/2							
	Maneuver Score	+1/2	+1		+1		+1/2	+1/2	0	0	72.5		
	Totals												
2	444												
	Penalty	-1/2		-1.5			-1						
	Maneuver Score	0	0		0	0		0	0	0	67.0		
	Totals												
3	1246												
	Penalty					-1/2							
	Maneuver Score	+1	+1	+1	+1		+1	+1/2	0	0	75.0		
	Totals												
4	1137												
	Penalty			-1/2									
	Maneuver Score	+1/2	+1		0	+1/2	+1	+1/2	0	0	73.0		
	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												

*M. Howard*

Judges Signature



# YEDA Official Score Sheet – Sapphire / Alumni Pattern 8

Updated 2020

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back				
1	Penalty											
	Maneuver Score	0	0	0	-1	0	0	-1/2	0	0	68.5	
	Totals											
2	Penalty				-1	-1						
	Maneuver Score	+1/2	+1/2	+1/2			0 1/2	0	0	0	70.0	
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*[Signature]*  
Judges Signature