

Time Schedule

9:30 am Coaches Meeting/ Draw Horses

10:00 am Schooling of Horses

11:00 am Competition Begins:

Saturday Order of Classes

Class 1.	Group 3/11 Junior/Senior High Opal Rail Horsemanship	4
Class 2.	Group 5 Junior High Emerald Rail Horsemanship	3
Class 3.	Group 13 Senior High Emerald Rail Horsemanship	5
Class 4.	Group 15 Senior High Ruby Rail Horsemanship	6
Class 5.	Group 17 Senior High Sapphire Pattern Horsemanship	3
Class 6.	Group 27 Alumni Sapphire Pattern Horsemanship	2
Class 7.	Group 4/12 Junior/Senior High Opal Pattern Horsemanship	4
Class 8.	Group 6 Junior High Emerald Pattern Horsemanship	3
Class 9.	Group 14 Senior High Emerald Pattern Horsemanship	5
Class 10.	Group 16 Senior High Ruby Pattern Horsemanship	6
Class 11.	Group 18 Senior High Sapphire Ranch Riding	3
Class 12.	Group 28 Alumni Sapphire Ranch Riding	2

Class 1 Group 3/11 Junior/Senior High Opal Rail Horsemanship (4)

Back#	Name	Team	Draw	Horse
437	Ashley Korrow JR	Cedar Ridge Equestrian Team	3	Barley
1591	Lleana Harrness JR	Cedar Ridge Equestrian Team	4	Chanel
* 1625 84	Tulsi Conners SR	AF Show Horses	1	Opie
1573	Sophie Miller SR	Cedar Ridge Equestrian Team	2	Pinky

1st: 437 2nd: 1591 3rd: 1625 4th: 1573 5th: ____ 6th: ____
 4 3 2 1

Class 2 Group 5 Junior High Emerald Rail Horsemanship (3)

Back#	Name	Team	Draw	Horse
689	Keira Wilde	Briggs Stable	3	Pinky
664	Rowan Varni	Whitney Ridge YEDA Team	1	Opie
701	Giovanna Lane	Whitney Ridge YEDA Team	2	Scarlet

1st: 689 2nd: 664 3rd: 701 4th: ____ 5th: ____ 6th: ____
 3 2 1

Class 3 Group 13 Senior High Emerald Rail Horsemanship (5)

Back#	Name	Team	Draw	Horse
1475	Mia Rinehart	Briggs Stable	4	Chanel
1260	Nick McAuliffe	Briggs Stable	5	Scoby
750	Natalie Beliveau	Cedar Ridge Equestrian Team	1	Scarlet
354	Kiera Newton	Cedar Ridge Equestrian Team	2	Jack
12	Kaleigh Lynch	Pondview Equestrian Team	3	Pinky

1st: 750 2nd: 1260 3rd: 354 4th: 12 5th: 1475 6th: _____
 5 4 3 2 1

Class 4 Group 15 Senior High Ruby Rail Horsemanship (6)

Back#	Name	Team	Draw	Horse
912	Lauren Rechenberg	AF Show Horses	1	Opie
600	Amanda Clemons	Briggs Stable	2	Scarlet
1044	Liza Cornetta	Briggs Stable	3	Spanny
1045	Piper Quigley	Briggs Stable	4	Jack
619	Morgan Atey	Cedar Ridge Equestrian Team		
1212	Nicole Jimenez	MCPH Equestrian	5	Scoby

1st: 1045 2nd: 600 3rd: 912 4th: 1044 5th: 1212 6th: _____
 5 4 3 2 1

Class 5 Group 17 Senior High Sapphire Pattern Horsemanship (3)

Back#	Name	Team	Draw	Horse
982	Erin Westfall	AF Show Horses	2	Jack
856	J'la Carpenter-Harrington	AF Show Horses	3	GO
962	Harper Gullage	Cedar Ridge Equestrian Team	1	Sparky

1st: 982 2nd: 962 3rd: 856 4th: _____ 5th: _____ 6th: _____
 3 2 1

Class 6 Group 27 Alumni Sapphire Pattern Horsemanship (2)

Back#	Name	Team	Draw	Horse
562	Rylee Carroll	Briggs Stable	2	GO
582	Hannah Legendre	Pondview Equestrian Team	1	JACK

1st: 582 2nd: 562 3rd: _____ 4th: _____ 5th: _____ 6th: _____
 2 1

O'Neil

Class 7 Group 4/12 Junior/Senior High Opal Pattern Horsemanship (4)

Back#	Name	Team	Draw	Horse
437	Ashley Korrow <i>JR</i>	Cedar Ridge Equestrian Team	<i>4</i>	<i>GB</i>
1591	Lleana Harrness <i>JR</i>	Cedar Ridge Equestrian Team	<i>1</i>	<i>Scarlet</i>
<i>1625</i> 84	Tulsi Connors <i>SR</i>	AF Show Horses	<i>2</i>	<i>Pinky</i>
1573	Sophie Miller <i>SR</i>	Cedar Ridge Equestrian Team	<i>3</i>	<i>Chanel</i>

TRAVEL

1st: *437* 2nd: *1591* 3rd: *1625* 4th: *1573* 5th: _____ 6th: _____
4 *3* *2* *1*

Class 8 Group 6 Junior High Emerald Pattern Horsemanship (3)

Back#	Name	Team	Draw	Horse
689	Keira Wilde	Briggs Stable	<i>2</i>	<i>Scarlet</i>
664	Rowan Varni	Whitney Ridge YEDA Team	<i>3</i>	<i>Pinky</i>
701	Giovanna Lane	Whitney Ridge YEDA Team	<i>1</i>	<i>Opie</i>

1st: *701* 2nd: *689* 3rd: *664* 4th: _____ 5th: _____ 6th: _____
3 *2* *1*

Class 9 Group 14 Senior High Emerald Pattern Horsemanship (5)

Back#	Name	Team	Draw	Horse
1475	Mia Rinehart	Briggs Stable	1	Opie
1260	Nick McAuliffe	Briggs Stable	2	Jack
750	Natalie Beliveau	Cedar Ridge Equestrian Team	3	Pinky
354	Kiera Newton	Cedar Ridge Equestrian Team	4	Chanel
12	Kaleigh Lynch	Pondview Equestrian Team	5	Go

1st: 1260 2nd: 750 3rd: 354 4th: 12 5th: 1475 6th: _____
 5 4 3 2 1

Class 10 Group 16 Senior High Ruby Pattern Horsemanship (6)

Back#	Name	Team	Draw	Horse
912	Lauren Rechenberg	AF Show Horses	3	Sparky
600	Amanda Clemons	Briggs Stable	4	Jack
1044	Liza Cornetta	Briggs Stable	5	Go
1045	Piper Quigley	Briggs Stable	1	Opie
619	Morgan Aley	Cedar Ridge Equestrian Team		
1212	Nicole Jimenez	MCPH Equestrian	2	Scarlet

1st: 1045 2nd: 600 3rd: 1044 4th: 1212 5th: 912 6th: _____
 5 4 3 2 1

O'Neil

Class 11 Group 18 Senior High Sapphire Ranch Riding (3)

Back#	Name	Team	Draw	Horse
982	Erin Westfall	AF Show Horses	1	Sparky
856	J'la Carpenter-Harrington	AF Show Horses	2	Blue
962	Harper Gullage	Cedar Ridge Equestrian Team	3	GQ

1st: 962 2nd: 982 3rd: 856 4th: _____ 5th: _____ 6th: _____
 3 2 1

Class 12 Group 28 Alumni Sapphire Ranch Riding (2)

Back#	Name	Team	Draw	Horse
562	Rylee Carroll	Briggs Stable	1	Sparky
582	Hannah Legendre	Pondview Equestrian Team	2	Blue

1st: 582 2nd: 562 3rd: _____ 4th: _____ 5th: _____ 6th: _____
 2 1

Show Results

SR High School Team		JR High School Team	
High Point Team	Briggs Stable	High Point Team	Cedar Ridge
Res. High Point Team	Cedar Ridge	Res. High Point Team	Briggs/Whitney
High Point Rider		High Point Rider	
Res. High Point Rider		Res. High Point Rider	
Sportsmanship Award(s)			
Horse of the Show			
Best Groomed Horse of the Show			

SATURDAY SCOREBOARD

Senior High School Team										
Team	Sapphire Ranch Riding	Sapphire Pattern Horsemanship	Ruby Pattern Horsemanship	Ruby Rail Horsemanship	Emerald Pattern Horsemanship	Emerald Rail Horsemanship	Opal Pattern Horsemanship	Opal Rail Horsemanship	Total	Final Placings
AF Show Horses	2	3	1	5 3			2	2	10	3
Briggs Stable			5	2 5	5	3 4			19	1
Cedar Ridge	3	2			4	5	1	1	16	2
MCPH Equestrian			2	1					3	5
Pondview					2	2			4	4

Junior High School Team

Team	Emerald Pattern Horsemanship	Emerald Rail Horsemanship	Opal Pattern Horsemanship	Opal Rail Horsemanship	Total	Final Placings
Briggs Stable	2	3			5	1
Cedar Ridge			4	4	8	1
Whitney Ridge	3	2			5	1



YEDA Official Score Sheet – RAIL Class: 2 Group 3&11 Jr & Sr Opal

Rider Comments

Overall Class Comments

Back #	Rider Comments	Overall Class Comments
1	1591 good body pos ✓	Nice group of riders WFT
2	1625 lower stirrup hole	
3	437 good posi ✓	
4	1593 situp more quiet upper body, ✓ needs to	
5		
6		
7		
8		
9		
10		
11		

ONEIL

Judges Signature



YEDA Official Score Sheet – RAIL Class: **2** Group 5 Jr High Emerald

2
D'Neil

Back #	Rider Comments	Overall Class Comments
1 689	✓+ nice body pos 1	Nice horse riders! very good group!
2 664	✓+ good pos. 2	
3 701	✓+ log hand 3-	
4		
5		
6		
7		
8		
9		
10		
11		

Jim D'Neil
Judges Signature



YEDA Official Score Sheet – RAIL Class: ³ Group 13 Sr High Emerald

O'Neil

Back #	Rider Comments	Overall Class Comments
1 354	Look up ✓ brake	good hsm sp skills! Nice group of riders, nice transitions!
2 12	✓ - Steering 4	
3 1260	Fixed lead ✓ good pos 3 2	
4 1475	needs to sit back more look up 5	
5 750	Nice pos. ✓ 1	
6		
7		
8		
9		
10		
11		

John B.

Judges Signature



YEDA Official Score Sheet – RAIL Class: ⁴ Group 15 Sr High Ruby

O'Neil

Back #	Rider Comments	Overall Class Comments
1 1044	✓ good seat	Effective riders nice job!
2 600	good seat ✓ +	
3 R12	✓ leg fwd. More leg less hind end	
4 1045	Nice pos. ✓ + ✓ +	
5 912	good pos ✓ + ✓ +	
6		
7		
8		
9		
10		
11		

Jan O'Neil

Judges Signature

Sr High
O'Neil

YEDA Official Score Sheet – Sapphire / ~~ASPHIRE~~ Pattern 3
 Updated 2020

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¾ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

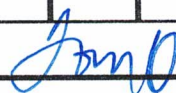
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
		1	2	3	4	5	6				
1	962	Penalty									
	Maneuver Score	+1	+1	0	0	+1	+1	1	0	75	Nice Job with Spook
	Totals	71	72	72	72	73	74				
2	982	Penalty									
	Maneuver Score	+½	+1	+1	+1	+1	+½	1	0	76	Nice Ride
	Totals	70½	71½	72½	73½	74½	75				
3	856	Penalty									
	Maneuver Score	+½	+1	+½	0	0	+1	1	0	74	Good Job
	Totals	70½	71½	72	72	72	73				
4		Penalty									
	Maneuver Score										
	Totals										
5		Penalty									
	Maneuver Score										
	Totals										
6		Penalty									
	Maneuver Score										
	Totals										
7		Penalty									
	Maneuver Score										
	Totals										
8		Penalty									
	Maneuver Score										
	Totals										
9		Penalty									
	Maneuver Score										
	Totals										



 Judges Signature

YEDA Official Score Sheet — Sapphire / Alumni Pattern 3
 Updated 2020

O'Neil

sapphire

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/8 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	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1	Penalty										Close fingers around reins
	Maneuver Score	+1	0	+1	+1	+1/2	+1	1	0	75 1/2	
	Totals	71	71	72	73	73 1/2	74 1/2				
2	Penalty										
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2	1	0	75	
	Totals	71 1/2	72	73	73 1/2	74	74 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										

Tom O

 Judges Signature

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 O	Jog	Walk	Walk	Stop Back				
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	73 1/2	Good Job
	Totals	70 1/2	71	71 1/2	71 1/2	72 1/2	73 1/2	71 1/2		0		
2	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	0			72 1/2	Good Job
	Totals	70 1/2	71	70 1/2	70 1/2	71	71 1/2	71 1/2	1	0		
3	Penalty											
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	+1/2			72	Good Job
	Totals	70	70	69 1/2	69 1/2	70	70 1/2	71	1	0		
4	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	74	
	Totals	70 1/2	71	71 1/2	72 1/2	72 1/2	72 1/2	72 1/2	1	0		
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
	Penalty											

Tom O.

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 3

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	Walk	Stop	Back				
1	Penalty										Nice Job
	Maneuver Score	+1	0	+1/2	+1/2	+1/2	+1/2	1	0	74	
	Totals	71	71	71 1/2	72	72 1/2	73				
2	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	1	0	73 1/2	
	Totals	70	70 1/2	71	71 1/2	72	72 1/2				
3	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1/2	1	0	73	
	Totals	70	70 1/2	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										
	Penalty										

Tom O

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 3

Updated 2020

Sr. High

O'Neil

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	Walk	Stop	Back				
1 1475	Penalty			-3							Good Job
	Maneuver Score	+1/2	0	-1	0	+1/2	+1/2				
	Totals	70 1/2	70 1/2	66 1/2	66 1/2	67	67 1/2	1	0	68 1/2	
2 1260	Penalty										Nice Job
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	+1/2				
	Totals	70 1/2	71	72	72	72 1/2	73	1	0	74	
3 750	Penalty										Good Job
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2				
	Totals	70 1/2	71	71	71 1/2	72	72 1/2	1	0	73 1/2	
4 354	Penalty										Good Job
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2				
	Totals	70	70	70 1/2	71	71	71 1/2	1	0	72 1/2	
5 12	Penalty										Good Job
	Maneuver Score	0	0	+1/2	0	-1/2	+1/2				
	Totals	70	70	70 1/2	70 1/2	70	70 1/2	1	0	71 1/2	
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
	Penalty										



Judges Signature

Sr High
 O'Neil
YEDA Official Score Sheet – Ruby Pattern 3

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	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	1045	Penalty										Good Job
		Maneuver Score	0	+1/2	0	0	+1/2	+1/2	1 1/2	0	73	
		Totals	70	70 1/2	70 1/2	70 1/2	71	71 1/2				
2	1212	Penalty										
		Maneuver Score	0	+1/2	0	0	0	-1/2	1	0	71	
		Totals	70	70 1/2	70 1/2	70 1/2	70 1/2	70				
3	912	Penalty				-3						
		Maneuver Score	0	+1/2	0	-1 1/2	+1/2	-1/2	1	0	67	
		Totals	70	70 1/2	70 1/2	66	66 1/2	66				
4	600	Penalty										
		Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	1	0	72 1/2	
		Totals	70	70 1/2	70 1/2	71	71 1/2	71 1/2				
5	1044	Penalty										
		Maneuver Score	0	+1/2	+1/2	0	0	0	1	0	72	
		Totals	70	70 1/2	71	71	71	71 1/2				
6		Penalty										
		Maneuver Score										
		Totals										
7		Penalty										
		Maneuver Score										
		Totals										
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										

 Judges Signature

VEDA Official Score Sheet - Ranch Horse Pattern # 3

Updated June 2020

Sr. High Sophie

O'Neil

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

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

Entry #	Maneuver Description		Lope LL Stop	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
	Maneuver	1														
1	Maneuver															
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	0	0	0	0	0	0	1	73	Good Job
	Totals	70 1/2	71	71	71	71 1/2	72	72	72	72	72	72	0	1	73	Good Job
2	Maneuver															
	Maneuver Score	0	0	-1/2	-1/2	0	+1/2	0	0	0	-1/2	0	2	1	69	Good Job
	Totals	70	70	68 1/2	67	67	67	67 1/2	67 1/2	67 1/2	67	67	0	1	69	Good Job
3	Maneuver															
	Maneuver Score	0	+1/2	+1	+1/2	-1/2	+1/2	+1/2	+1/2	0	0	0	0	1/2	74	NICE JOB!
	Totals	70	70 1/2	71 1/2	72	71 1/2	72	72	72 1/2	72 1/2	72 1/2	72 1/2	0	1/2	74	NICE JOB!
4	Maneuver															
	Maneuver Score															
	Totals															
5	Maneuver															
	Maneuver Score															
	Totals															
6	Maneuver															
	Maneuver Score															
	Totals															
7	Maneuver															
	Maneuver Score															
	Totals															
8	Maneuver															
	Maneuver Score															
	Totals															

Tom

Judges Signature

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.

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Entry #	Maneuver Description	Lope LL Stop	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
1	Penalty														
	Maneuver Score	+1/2	0	-1/2	0	+1/2	+1	0	+1/2	0	1	0	1	72	Nice job
	Totals	70 1/2	70 1/2	69	69	70	70 1/2	70 1/2	70 1/2	71	71				
2	Penalty														
	Maneuver Score	+1/2	0	-1/2	0	0	+1/2	0	0	0	-	0	1	71 1/2	Nice job
	Totals	70 1/2	70 1/2	70 1/2	70	70	70 1/2	70 1/2	70 1/2	70 1/2	70 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														

Judge Signature