



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.

CLASS #5
 TM APR 18
 SR Sapphire Ranch Riding
 1 of 2

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

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

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

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
1	Maneuver													
	Penalty													
	Totals													
2	Maneuver													
	Penalty													
	Totals													
3	Maneuver													
	Penalty													
	Totals													
4	Maneuver													
	Penalty													
	Totals													
5	Maneuver													
	Penalty													
	Totals													
6	Maneuver													
	Penalty													
	Totals													
7	Maneuver													
	Penalty													
	Totals													
8	Maneuver													
	Penalty													
	Totals													

Champs Jenson

Judges Signature

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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

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- 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 center 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

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Entry #	Maneuver Description	Trot Sequence	Lope LLO	Change Leads	Lope RL to Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	Maneuver													
	Maneuver Score	+1	+1	+1	+1	-1	+1	+1/2	0		+2	+2	78 1/2	.
	Totals	71	72	73	74	73	74	74 1/2	74 1/2					
2	Maneuver													
	Maneuver Score	+1/2	-1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		+2	+2	73 1/2	.
	Totals	70 1/2	68 1/2	67	67 1/2	68	68 1/2	69	69 1/2					
3	Maneuver													
	Maneuver Score	+1	+1	+1/2	+1/2	0	+1/2	+1/2	-1/2		+2	+2	77 1/2	ATHC
	Totals	71	72	72 1/2	73	73	73 1/2	74	73 1/2					
4	Maneuver													
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2	-1/2		+2	+2	73	.
	Totals	70 1/2	71 1/2	72 1/2	73	73 1/2	73	74 1/2	69					
5	Maneuver													
	Maneuver Score													
	Totals													
6	Maneuver													
	Maneuver Score													
	Totals													
7	Maneuver													
	Maneuver Score													
	Totals													
8	Maneuver													
	Maneuver Score													
	Totals													

Carolee Bennett

Class #5
Tim Garp 18

Sir Sapphire Ranch Riding
2052

Judges Signature



YEDA Official Score Sheet - Ranch Horse Pattern # 4

Class #5
Team Gmp 18
SR Saphire Ranch Riding
1 of 2

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Scoring 0-100 with 70 denoting the average.
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 - 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:**
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 - 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 increments

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	o Stop	L	R	RL	Back 5					
1	Maneuver													
	Penalty													
	Totals													
2	Maneuver													
	Penalty													
	Totals													
3	Maneuver													
	Penalty													
	Totals													
4	Maneuver													
	Penalty													
	Totals													
5	Maneuver													
	Penalty													
	Totals													
6	Maneuver													
	Penalty													
	Totals													
7	Maneuver													
	Penalty													
	Totals													
8	Maneuver													
	Penalty													
	Totals													

762 763 765 764 761 766

Judges Signature

[Signature]



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- 1 - point penalty
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 - 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
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- Faults incurring a score of 0:
- Must be placed under rider's without or not incurring faults.
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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

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Entry #	Maneuver Description	Trot	Lope	Change Leads	Lope RL	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2		4									
1	Maneuver													
	Maneuver Score	+1 1/2	+1 1/2	+1 1/2	+1	-1/2	+1	0	0	0	0	0	75	
	Totals		73		24 1/2	71	75							
2	Maneuver													
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	0	0	0	0	0	71	Rushed; over spin
	Totals				69 1/2	70	70 1/2							
3	Maneuver													
	Maneuver Score	+1/2	+1/2	+1/2	0	-1/2	-1/2	-1/2	-1	0	-1/2	0	68 1/2	
	Totals			71 1/2		71	70 1/2	70	69					
4	Maneuver													
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	0	-1	0	0	0	+1/2	69 1/2	
	Totals			72	72 1/2	73		69						
5	Maneuver													
	Maneuver Score													
	Totals													
6	Maneuver													
	Maneuver Score													
	Totals													
7	Maneuver													
	Maneuver Score													
	Totals													
8	Maneuver													
	Maneuver Score													
	Totals													

TB 2 TB 3 TB 5 TB 4

TB 1 TB 6

Judges Signature

[Signature]

CLASS #5
Team Grp 18
SR Saphire Ranch Riding
2 of 2

YEDA Official Score Sheet – RAIL Class: #16 Tom GNP 7 JR Relay Rail Hms

Back #	Rider Comments	Overall Class Comments
1	109 shorten stirrups, heels are up and need pushed down	
2	164 looks very functional	
3	145 very nice, natural position. tighten core + lower leg @ lope	
4	1558 upper body looks stiff	
5	1039 nice position, don't get toes pointed out too far	
6	843 good position, don't get toes pointed out too far	
7	1150 very correct	
8	880 very good position	
9	467 move hands up and forward a little more (behind saddle)	
10	263 looks a little stiff, tighten core @ lope	
11	1122 bring lower leg back some	

Carly Johnson

Judges Signature



YEDA Official Score Sheet -- RAIL Class: #6 Tim Cup 7 Jr Pony Rail Hrs

2052

Back #	Rider Comments	Overall Class Comments
1 1296	very nice position	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Carolee Spencer

Judges Signature

VEDA Official Score Sheet -- RAIL Class: #10 Team Group 1 JR Ruby rail
 Hms

1 of 2

Back #	Rider Comments	Overall Class Comments
1 109	Shaton Sturris - heels down	
2 164	Solid Line	
3 145	Leg forward from hip	
4 1558	Arched Neck	
5 1039	Perched in Saddle	
6 843	Lower leg a little forward	
7 1150	Square Shoulders	
8 880	Crowd	
9 467	Bouncy in Saddle	
10 263	Good	
11 1122	Legs forward	

Judges Signature
 Tony Kennedy



YEDA Official Score Sheet – RAIL Class: #6 Team GP 7 Jr Roly rail Hm

Back #	Rider Comments	Overall Class Comments
1 1296	Verry Nice	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature
Tony Kennedy

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 • Forgetting or leaving out maneuvers

- 1 - point penalty**
- Rider allows horse to go too slow.
 - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
 - Break of gait at the lope
 - Starting on the incorrect lead, out of lead or cross center 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

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Entry #	Maneuver Description	Trot	Lope	Change	Lope R/L	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Sequence	L/O	Leads	o/Stop	L	R	R/L	Back 5					
1	Maneuver Score	8 1/2	4 1/2	-1 1/2	OP	-1	-1	0	0	3	+1	+1	64	OP Wrong lead
		Totals	70 1/2	71 1/2	107	64	63	62	62					
2	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	/	+2	+2	8 1/2	OP 3 spins
		Totals	71	72	73	74	75	75 1/2	76 1/2					
3	Maneuver Score	0	+1/2	+1/2	0	+1/2	-3	+1/2	+1/2	OP	+1	+1	7 1/2	OP 3 spins
		Totals	70	70 1/2	71	71	68 1/2	69	69 1/2					
4	Maneuver Score	1 1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	/	+1	+1	73 1/2	
		Totals	70 1/2	70	70	70 1/2	71	71 1/2	72					
5	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	-1/2	-1	0	/	+1	+2	74 1/2	
		Totals	70 1/2	71	71 1/2	72 1/2	73	72 1/2	71 1/2					
6	Maneuver Score	+1	+1	+1	+1	+1/2	0	+1	+1	/	+2	+2	80 1/2	
		Totals	71	72	73	74	74 1/2	74 1/2	75 1/2					
7	Maneuver Score	1 1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	/	+2	+2	78 1/2	
		Totals	70 1/2	71	71 1/2	72	72 1/2	73	73 1/2					
8	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	/	+2	+2	78	
		Totals	71	71 1/2	72	72 1/2	73	73 1/2	74					

T2 T3

T1

Class #7

TM Exp 10

SR Sapphire Ranch Riding

405
 Canyon Junction

Judges Signature



Class # 8
 Emerald Pattern 4 Tmgrp 14
 SP Emerald pattern Hms
 1 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 walk, jog for more than 2 strides.
 - Incorrect lead
 - Break 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						Entry #	Maneuver	Penalty	Maneuver Score	Totals				
		Walk	Jog	Stop Back	Stop Back	Lope RL	Stop									
1	457	+1	+1	+1	+1	+1	+1	71	72	73	73 1/2	74 1/2	+2	+2	82 1/2	78 1/2
2	1006	+2	+2	+1	+1	+1/2	0	72	74	75	75 1/2	75 1/2	+2	+2	78 1/2	78 1/2
3	1618	+1	-1	-1	-1	0	0	71	69	68	64	64	+1	0	65	65
4	1675	+1	+1	+1/2	+1/2	+1	+1	71	72	72 1/2	73	74	+2	+2	78	78
5	851	+1/2	+1/2	+1/2	0	0	-1	70 1/2	71	71	71	70	+1	+1	72	72
6	1301	+2	+2	+1	+1	+1	+1	72	74	75	77	78	+3	+3	83	83
7	728	+1	+1	+1	+1	0	+1/2	71	72	73	70 1/2	70 1/2	+2	+2	73 1/2	73 1/2
8	1165	+1	+1/2	0	0	0	+1/2	71	71 1/2	71 1/2	72	72	+1	+1	74	74
9	1110	+1	0	+1/2	+1/2	0	+1/2	71	73	73 1/2	70	70	+2	+2	73	73

Coach [Signature]

Judges 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

Class # 8
 Tmgrp 14
 SR Emerald Pattern Hms
 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.
- 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.

Severe Faults (-5 points)

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

Conroy Johnson

Judges Signature



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Updated 2020

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Class # 8
Team Grp 14
Sr. Emerald Pattern Hm
1 of 2

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.
- 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

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 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

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Penalty 781

Entry #	Maneuver	Description	Maneuver						F & E	HDD	Total	Comments	
			Walk	Jog	Stop	Back	Lope	Stop					
1	457	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	0	0	0	72 1/2	
			Penalty										
				Totals	72	72	72	72	72	72			
2	1006	Maneuver Score	+1/2	+2	+1/2	+1/2	0	0	0	0	0	71 1/2	
			Penalty										
				Totals	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2			
3	1618	Maneuver Score	0	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0	61 1/2	
			Penalty										
				Totals	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2			
4	1675	Maneuver Score	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	0	73	
			Penalty										
				Totals	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2			
5	851	Maneuver Score	0	0	+1/2	-1/2	-1/2	-1/2	0	0	0	68 1/2 +	
			Penalty										
				Totals	70	70	68 1/2	68 1/2	68 1/2	68 1/2			
6	1301	Maneuver Score	+1/2	+2	+2	+2	+2	+2	+1	0	0	77	
			Penalty										
				Totals	72 1/2	73 1/2	73 1/2	73 1/2	73 1/2	73 1/2			
7	728	Maneuver Score	+1/2	+1	+1	+1	0	0	0	0	0	69 1/2	
			Penalty										
				Totals	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2			
8	1165	Maneuver Score	+1/2	+1/2	-1/2	-1/2	0	0	0	0	0	70 1/2	
			Penalty										
				Totals	71	70 1/2	71	71	71	71			
9	1110	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1	-1	0	0	0	67	
			Penalty										
				Totals	71	71 1/2	71 1/2	71 1/2	71 1/2	71 1/2			

Judge's Signature
Tony Kennedy

YEDA Official Score Sheet - Emerald Pattern 4

Updated 2020

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

Class # 8
 Team Grp 14
 SR Emerald Pattern Hns
 2052

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 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.
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- 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.

Severe Faults (-5 points)

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

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Penalty TB1

TB4 TB5 TB2 TB3

Entry #	Maneuver	Maneuver Description						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop	Penalty				
18	Maneuver Score	0	0	+1/2	0	-1/2	0	0	69		
	Totals			20 1/2		69					
	Penalty										
11	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1/2	0	24 1/2		
	Totals			20 1/2		74					
	Penalty										
13	Maneuver Score										
	Totals										
	Penalty										
12	Maneuver Score										
	Totals										
	Penalty										
1	Maneuver Score										
	Totals										
	Penalty										
1364	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1/2	0	24 1/2		
	Totals			20 1/2		73					
	Penalty										
6	Maneuver Score										
	Totals										
	Penalty										
7	Maneuver Score										
	Totals										
	Penalty										
8	Maneuver Score										
	Totals										
	Penalty										
9	Maneuver Score										
	Totals										
	Penalty										

Tony Kennedy
 Judges Signature

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Minor Faults (-1 point)

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

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.

Entry #	Maneuver	Maneuver						Description	Penalty	Maneuver Score	Totals
		1-2	3	4	5	6	F & E				
1	Walk	0	0	0	0	0	+1	70	0	70	70
2	Jog	+1/2	+1/2	0	-1/2	0	+1	70	0	70	70
3	Stop	+1/2	+1/2	0	-1	0	+1	70	0	70	70
4	Stop	+1	+2	+1	+2	+1	+2	71	+1	72	71
5	Stop	+1	+1	+1/2	+1	+1/2	+2	71	+1/2	72	71
6	Stop	+1	+1/2	-1/2	-1/2	-1	+1	71	-1	70	71
7	Stop	+1/2	+1/2	0	+1	0	+2	70	0	70	70
8	Stop	+1	+1	+1	+2	+1	+1	71	+1	72	71
9	Stop	+2	+2	+1	+1	0	+2	72	0	72	72

Class #9

The girl

JR Emerald Pattern Hms

1 of 2

Judges Signature

Conroy Jensen

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

Class #9
m grp @
32 Emerald Pattern Hms
2052

Minor Faults (-1 point)

- Beak 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.
- 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						Penalty	Maneuver Score	Totals	Penalty	Maneuver Score	Totals
		Walk	Jog	Stop	Stop	Lope	Stop						
1	1525	+1/2	+1	+1/2	-1/2	-1/2	+1/2	0	71	+1	72	+1	71
2	1299	+1	+1/2	-1/2	-1/2	-1	0	71	+1	72	+1	72	
3	316	0	+1/2	+1/2	+1/2	+1/2	0	109	+1	72 1/2	+1	72 1/2	*the 1st
4													
5													
6													
7													
8													
9													

Cheryl Johnson

Judges Signature



YEDA Official Score Sheet - Emerald Pattern 4

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments
Updated 2020

Class # 9
Team Group
Dr Emerald Pattern 4
2 of 2

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 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads
- Break of gait at a walk, jog for more than 2 strides.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup
- Spurring in front of the cinch.
- Cueing with the end of the romal
- Holding saddle with either hand
- pattern or rail work.
- Use of either hand to instill fear or praise while on
- Loss of rein
- 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
- Spurring in front of the cinch.
- Cueing with the end of the romal
- Holding saddle with either hand
- pattern or rail work.
- Use of either hand to instill fear or praise while on
- Loss of rein

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

Entry #	Maneuver	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop	Lope	Stop	RL				
10	Penalty										
	Maneuver Score	0	0	+1/2	-1	0					
	Totals	1525									
11	Penalty										
	Maneuver Score	0	0	0	-1/2	0					
	Totals	1299									
12	Penalty										
	Maneuver Score	+1/2	+1	+1/2	0	0					
	Totals	316									
13	Penalty										
	Maneuver Score										
	Totals										
14	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Tony Kennedy
Judges Signature

YEDA Official Score Sheet – RAIL Class: #10 Im Emp II Sr Open Rail Hms

Back #	Rider Comments	Overall Class Comments
1	Close fingers on reins, tighten core @ jog, sit up and down not side to side with the motion	
2	soften arms just a bit	
3	pick hands up and relax arms	
4	heels need to be down more, sit back @ jog, broke twice, be aware of other riders on the rail	
5	soften elbows, look stiff in arms, bring lower leg back	
6	looks very functional, but could relax upper body just a bit	
7	looks very functional, could bring lower leg back some	
8	turn toes in more, out too much	
9	very correct position, keep upper body quiet @ jog	
10	looks passive, need to have a little more confidence/riding presence	
11	upper body looks pinched/tight	

Carolee Johnson

Judges Signature



YEDA Official Score Sheet -- RAIL Class: #10 *Im Cup II Skopel Rail Hms*

2052

Back #	Rider Comments	Overall Class Comments
1 <i>767</i>	<i>push weight down in heels more</i>	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Carolee Johnson

Judges Signature

YEDA Official Score Sheet -- RAIL Class: #10 Team Cup II SR2 Open Rail Hm

1 of 2

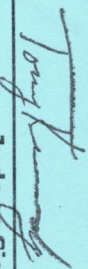
Back #	Rider Comments	Overall Class Comments
1 1429	Tilted back	
2 1627	Nice	
3 688	Hands are low	
4 1685	Stiff free arm	
5 1623	Rein hands too high	
6 1536	Stretch up	
7 1436	Legs forward	
8 1213	Lower leg forward	
9 1417	Nice	
10 967	More confidence	
11 941	Arched back	

Tony Kennedy
 Judges Signature
 Tony Kennedy

YEDA Official Score Sheet – RAIL Class: #10 Team Gropell SR Grad RAIL HNS

Lot 2

Back #	Rider Comments	Overall Class Comments
1 767	Legs forward of Hips	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		


 Judges Signature
 Tony Kennedy

YEDA Official Score Sheet - RAIL Class: #11 Im Camp 3 SR Open Rail

HMS

Back #	Rider Comments	Overall Class Comments
1	settle hands, seem a little busy	
2	toes turned out too much, good leg position but heels down to lengthen leg	
3	very correct position	
4	looks a little passive, need more ring presence	
5	looks very functional	
6	bring lower leg back some, be aware of other riders around you	
7	push weight down in heels more, quiet lower leg & jog	
8	looks passive, need more ring presence, toes turned out too much	
9	looks stiff in upper body, don't turn toes out too much	
10	toes need turned in more	
11	shorten reins and quiet seat, be aware of other riders around	you

Courtney Johnson

Judges Signature



YEDA Official Score Sheet -- RAIL Class: # 11 in amp 3 Jnr-Gen. Rail

2 of 2

HMS

Back #	Rider Comments	Overall Class Comments
1	1505 soften lower leg some, bats stiff	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

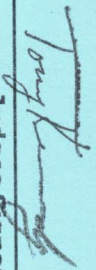
Carolee Johnson

Judges Signature

YEDA Official Score Sheet -- RAIL Class: #11 Team Camp 3 JR open Reil Hms

1042

Back #	Rider Comments	Overall Class Comments
1 516	Ridged in upper Body	
2 1174	Good overall	
3 1129	Good Tail - Arms Still	
4 1506	free hand low	
5 135	Good overall	
6 219	Rein hand forward	
7 1611	Lower leg Back more	
8 1356	Hands too low	
9 1582	Good	
10 1516	Square Shoulders	
11 1080	ruler free hand	


 Judges Signature
 Tony Kennedy

YEDA Official Score Sheet – RAIL Class: #11 Team Gmp 3 SR open Rail Hms

Back #	Rider Comments	Overall Class Comments
1 1505	Good	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

2082

Tony Judges

Tony Judges, Signature

Class # 12
4 Tim Corp 19
SR Diamond Pattern Hms
1 of 2

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 walk, jog for more than 2 strides.
- Loss of stirrup
- Break of gait at jog, out of lead or missing lead for 1-2 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

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.

Always first!
T3 T1 T2

Entry #	Maneuver	Maneuver Description	Maneuver							Penalty	Maneuver Score	Totals	Comments		
			1-2	3	4	5	6	7	F & E						
1	839	Walk	+1	+2	+2	+1	+1	+1	+1	+1	+1	+1	+2	8 1/2	
2	363	Walk	+1	+1/2	+1	0	+1	+1/2	+1	+1	+1	+1	+2	78	a little loose in seat
3	100	Walk	+1/2	+2	+1/2	0	+1/2	-1/2	+1/2	+1	+1	+1	+1	77	the end
4	1005	Walk	+1	+1	-2	0	+1	0	0	0	0	+2	+1	68	
5	644	Walk	+1	0	+1/2	0	+1/2	0	+1/2	+1	+1	+2	+2	77	the
6	598	Walk	0	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	+2	+1	74 1/2	loose seat
7	910	Walk	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+2	+1	78	
8	154	Walk	+1	+2	+1/2	0	+1	+1	+1	+1	+1	+2	+2	79 1/2	loose seat
9	254	Walk	+1	+1	+1	+1	+1	+1	+1	+1	+1	+2	+2	81	

Class 12
7m Gp 1A
SP Diamond Pattern HNS
got 2

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 3/4
- Ticking or hitting cone
- Obviously looking down to check leads
- 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.
- 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 lope, out of lead or missing lead for 1-2 strides.

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

T3 T1 T2

Maneuver Description	Entry #							Comments
	Maneuver	1-2	3	4	5	6	7	
Walk	Penalty							Total
	Maneuver Score	+1	+2	+2	+1	+1	+2	
	Totals	71	73	75	76	77	78	
X Jog	Penalty							HDD
	Maneuver Score	+1	+1	+1/2	-1	+1	+1/2	
	Totals	71	72	73 1/2	72 1/2	73 1/2	74	
Lope OR RL	Penalty							E & F
	Maneuver Score	+1	+2	+2	-1/2	+1	+1	
	Totals	71	73	75	74 1/2	75 1/2	76 1/2	
Stop 360 L	Penalty							Total
	Maneuver Score	+1	+2	+2	-1/2	+1	+1	
	Totals	71	73	75	74 1/2	75 1/2	76 1/2	

Maneuver Description	Entry #							Comments
	Maneuver	1-2	3	4	5	6	7	
Walk	Penalty							Total
	Maneuver Score	+1	+2	+2	+1	+1	+2	
	Totals	71	73	75	76	77	78	
X Jog	Penalty							HDD
	Maneuver Score	+1	+1	+1/2	-1	+1	+1/2	
	Totals	71	72	73 1/2	72 1/2	73 1/2	74	
Lope OR RL	Penalty							E & F
	Maneuver Score	+1	+2	+2	-1/2	+1	+1	
	Totals	71	73	75	74 1/2	75 1/2	76 1/2	
Stop 360 L	Penalty							Total
	Maneuver Score	+1	+2	+2	-1/2	+1	+1	
	Totals	71	73	75	74 1/2	75 1/2	76 1/2	

Coach Signature

Judges Signature



YEDA Official Score Sheet - Diamond Pattern 4
Updated 2020

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

Class #12
Team Grp 19
SR Diamond Pattern 4
1 of 2

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 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.
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- 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.

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	Description	Maneuver							Penalty	Maneuver Score	Penalty	Totals
			Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F & E				
1			0	+1/2	+1/2	0	0	0	0	0	0	0	71 1/2
2			0	-1/2	+1/2	0	+1/2	0	0	0	0	0	72
3			+1/2	+2	0	0	+1/2	0	0	0	0	0	73 1/2
4			0	+1/2	-3	0	+1/2	0	0	0	0	0	64 1/2
5			+1/2	-1/2	69	69 1/2	+1/2	0	+1/2	0	0	0	70 1/2
6			0	-1/2	0	0	0	0	0	0	0	0	69 1/2
7			+1/2	0	0	0	+1/2	0	+1/2	0	0	0	71 1/2
8			+1/2	+1/2	72	73 1/2	+1/2	+1/2	74	75 1/2	76	0	76 1/2
9			+1/2	+1/2	71	71	+1/2	0	+1/2	0	0	0	74

Judges Signature
Tony Kennedy



YEDA Official Score Sheet - Diamond 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 1/4 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.
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- 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.

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.

FB 2 FB 4 FB 5 FB 6 FB 3

Maneuver Description	Maneuver							Entry #
	Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F & E	

Entry #	Maneuver							HDD	Total	Comments
	Penalty	Maneuver Score	Totals	Penalty	Maneuver Score	Totals	Penalty			
10 ✓		+1/2	+2	+1/2	+1/2	0	+1/2	0	75 1/2	
11		0	0	-1/2	-1/2	0	0	0	68 1/2	
12		0	+1/2	+1/2	-1/2	0	+1/2	0	71	
13										
4										
5										
6										
7										
8										
9										

Tony Kennedy
 Judges Signature

Class # 12
 Team Grp 19
 SR Diamond Pattern
 2 of 2
 Penalties TB



YEDA Official Score Sheet -- RAIL Class: #13 Im Gimp 5 JR Emerald Pair

1 of 2

Hms

Back #	Rider Comments	Overall Class Comments
1	toes turned out too much, a little too much bend in the knee	
2	heels need pushed down more, stirrups maybe a little long wrong lead @ lope	
3	stirrups too long, foot barely touching	
4	a little passive, need more ring presence	
5	very good position, be aware of other riders around you	
6	shoulders a little behind hips, could bring lower leg back some	
7	flatten back, a little overarched	
8	looks a little stiff, soften upper body, leaning forward sometimes	
9	very nice position, tighten upper body @ lope, got a little floppy	
10	tighten up seat	
11	push weight down in stirrups	

Carolee Johnson

Judges Signature

YEDA Official Score Sheet – RAIL Class: #13 m gres JR emerald rail

2012

Back #	Rider Comments	Overall Class Comments
1	1466 looks a little passive, need more ring presence, don't let hands get too low	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

HMS

Courtney Johnson

Judges Signature



YEDA Official Score Sheet - RAIL

Class: #13 Team Grp 5 JR Emerald Rail
HMS

1 of 2

Back #	Rider Comments	Overall Class Comments
1	1161 Lower leg too far Back	
2	1580 Legs too far Forward	
3	1225 Leg is forward from hip	
4	316 Jog Slightly forward of hip	
5	1365 Nice	
6	1180 Jog too far Forward	
7	1136 Good Line	
8	894 Arched Neck	
9	1123 Good	
10	1238 Arched Neck	
11	1089 Good Line	


Judges Signature
Tony Kennedy




YEDA Official Score Sheet - RAIL Class:

#13 Team Cup 5 SR Emerald Pear
HMS

2 of 2

Back #	Rider Comments	Overall Class Comments
1 1466	Rein hand forward too much	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		



Tony K...
Judges Signature

YEDA Official Score Sheet -- RAIL Class: #14 1m carp B SR emerced Rail hrs

1 of 2

Back #	Rider Comments	Overall Class Comments
1	1618 lower leg a little busy, hold still	
2	457 upper body a little behind vertical	
3	1006 very correct position, foot too far in stirrup	
4	1510 a little passive, more ring presence, bring lower leg back	
5	1364 very nice position	
6	728 very natural position	
7	1065 bring heel away from horse some, don't break @ the wrist	
8	309 body looks a little busy, think quiet/tight	
9	1084 very correct position	
10	1110 bring leg back underneath more	
11	1165 very correct position, could bring hands up slightly and have more bend in elbows, broke @ lope	

Camp Spawert

Judges Signature

YEDA Official Score Sheet -- RAIL

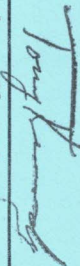
Class:

#14 Team Cup 13 Sr Emeralds Div 1

Hms

1 of 2

Back #	Rider Comments	Overall Class Comments
1	1618 Sitting back on pockets	
2	457 Free Arm a little high	
3	1006 Good	
4	1510 Legs forward from hip	
5	1364 Good Fine	
6	728 Good Fine - Legs forward	
7	1065 Free Arm Still a little high	
8	309 Brake at top - Sitting on back side of saddle	
9	1084 Lower leg too far forward	
10	1110 Steady upper Body	
11	1165 Lower leg back more	

Judges Signature




YEDA Official Score Sheet - Ruby Pattern 4

Updated 2020

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

Class # 15
 M Corp 16
 Sr Ruby Pattern Hms
 1052

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.
- 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
- Loss of stirrup

Severe Faults (-5 points)

- Spurring in front of the cinch.

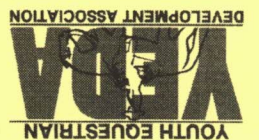
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

T2 T3 T1 Always first

Entry #	Manuever	1	2	3	4	5	6	F & E			HDD	Total	Comments
								Walk	Jog	Lope			
1	Penalty	(00)	-3	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	51	71	Wrong side of curve
2	Penalty	+1/2	+1	+1	+1	+1	-1	+1	+1	+1	73 1/2	73 1/2	
3	Penalty	+1	+2	+2	+2	+2	+2	+3	+2	+3	84	84	
4	Penalty	+1	+1	-1/2	+1	+1	+1/2	+1	+1	+1	68	68	
5	Penalty	+1/2	+1/2	+1/2	+1/2	+1	+1	+2	+1	+2	77 1/2	77 1/2	lost connection with horse
6	Penalty	+1/2	0	-1	-1	-1/2	-1	+1	+1	+1	66	66	
7	Penalty	+1	+1	+2	+2	+1	+1	+2	+1	+2	80	80	
8	Penalty	+1/2	+1	+2	+1	+2	+1/2	+2	+1	+2	79	79	
9	Penalty	0	-1/2	-1/2	-1/2	0	+1/2	+1	+1	+1	71 1/2	71 1/2	

Coach [Signature]

Judges Signature



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 walk, out of lead or missing lead for 1-2 strides.
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

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

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.

Always first!
 12 13 11

Entry #	Maneuver	Maneuver Description									Penalty	Maneuver Score	Totals	
		Walk	Jog	Lope LL	Jog	X-Jog	F & E	HDD	Total	Comments				
1	1093	+	+	+	+	+	+	+	+	+	+	+	+	74 1/2
		+	+	+	+	+	+	+	+	+	+	+	+	
		71	73	73 1/2	74 1/2	74 1/2								
2	1515	+	+	+	+	+	+	+	+	+	+	+	+	78 1/2
		+	+	+	+	+	+	+	+	+	+	+	+	
		71	72	73	74	74 1/2								
3	548	+	+	+	+	+	+	+	+	+	+	+	+	72 1/2
		+	+	+	+	+	+	+	+	+	+	+	+	
		71	72	73	74	74 1/2								
4														
5														
6														
7														
8														
9														

Coach Signature

Judges Signature

Class #15
 TM Circle
 SR Ruby pattern HMs
 2022

YEDA Official Score Sheet - Ruby Pattern 4

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

Updated 2020

Class #15
Team Camp 16
SR Ruby Pattern Hms
1052

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 7/8 to 1/8
- Ticking or hitting cone
- Obviously looking down to check leads
- Break gait at a walk, jog for more than 2 strides.
- 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 reins
- Spurring in front of the cinch.

Minor Faults (-1 point)

Major Faults (-3 points)

Severe Faults (-5 points)

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.

Penalties 161

162 165 163 164

Entry #	Maneuver	Maneuver Description							F & E	HDD	Total	Comments
		Walk	Jog	Lope	Lope LL	Jog	X-Jog	g				
1	Maneuver	0	-3	+1/2	-1/2	0	0	0	0	0	67	Started wrong side of marker
2	Totals	0	+1	+1/2	0	-1/2	-1				69 1/2	
3	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+2					79	
3	Penalty											
3	Totals										79	
4	Maneuver Score	0	0	-2	+1/2	+1/2					62 1/2	
4	Penalty			-3								
4	Totals										62 1/2	
5	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+2					79 1/2	
5	Penalty											
5	Totals										79 1/2	
6	Maneuver Score	0	-1/2	-2	-1/2	-1					61	
6	Penalty			-3								
6	Totals										61	
7	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1					73	
7	Penalty											
7	Totals										73	
8	Maneuver Score	+1/2	+1	+1/2	+1	+1/2					73 1/2	
8	Penalty											
8	Totals										73 1/2	
9	Maneuver Score	0	+1/2	0	+1/2	+1					72 1/2	
9	Penalty											
9	Totals										72 1/2	

Judges Signature

Tony Kennedy

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 walk, 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						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog	g				
10	Maneuver							-1/2	0	67	
	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	-2	-1				
11	Maneuver							0	0	71	
	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	>1				
12	Maneuver							0	0	71	
	Penalty										
	Maneuver Score	+1/2	1	-1/2	+1/2	-1/2	2 1/2				
13	Maneuver										
	Penalty										
	Maneuver Score										
14	Maneuver										
	Penalty										
	Maneuver Score										
15	Maneuver										
	Penalty										
	Maneuver Score										
16	Maneuver										
	Penalty										
	Maneuver Score										
17	Maneuver										
	Penalty										
	Maneuver Score										
18	Maneuver										
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19	Maneuver										
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26	Maneuver										
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27	Maneuver										
	Penalty										
	Maneuver Score										
28	Maneuver										
	Penalty										
	Maneuver Score										
29	Maneuver										
	Penalty										
	Maneuver Score										
30	Maneuver										
	Penalty										
	Maneuver Score										

Tony Kennedy
Judges Signature

Class #16
Team Purple
SR Ruby Pattern HMs
2 of 2
Penalty 71



YEDA Official Score Sheet - Ruby Pattern 4

Updated 2020

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

Class #16
 M Corp &
 SR Ruby Pattern Hms
 1052

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 or looking down to check leads

Major Faults (-3 points)

- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup
- 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
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurring in front of the cinch.

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Pattern or rail work.

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.

Always Fast!
 T2 T3 T1

Entry #	Maneuver	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
			1	2	3	4	5	6				
1	Walk	Maneuver	+1/2	+1/2	-1	+1/2	+1/2	+2	+1	7 1/2		
1	Jog	Maneuver	+1/2	+1/2	-1	+1/2	+1/2	+2	+1	7 1/2		
1	Lope	Maneuver										
1	Jog	Maneuver										
1	X-Jog	Maneuver										
2	Walk	Maneuver	+1	+1	+1	+1	+1	+2	+1	7 1/2		
2	Jog	Maneuver	+1	+1	+1	+1	+1	+2	+1	7 1/2		
2	Lope	Maneuver										
2	Jog	Maneuver										
2	X-Jog	Maneuver										
3	Walk	Maneuver	+1/2	+1/2	+1	+1/2	+1/2	+2	+1	7 1/2		
3	Jog	Maneuver	+1/2	+1/2	+1	+1/2	+1/2	+2	+1	7 1/2		
3	Lope	Maneuver										
3	Jog	Maneuver										
3	X-Jog	Maneuver										
4	Walk	Maneuver	0	0	-2	-1/2	0	+1	0	6 1/2		
4	Jog	Maneuver	0	0	-2	-1/2	0	+1	0	6 1/2		
4	Lope	Maneuver										
4	Jog	Maneuver										
4	X-Jog	Maneuver										
5	Walk	Maneuver	+1	+1	+1	+1	+1	+2	+1	7 1/2		
5	Jog	Maneuver	+1	+1	+1	+1	+1	+2	+1	7 1/2		
5	Lope	Maneuver										
5	Jog	Maneuver										
5	X-Jog	Maneuver										
6	Walk	Maneuver	+1/2	+1/2	-3	-1/2	0	0	0	6 3/4	Wrong lead	
6	Jog	Maneuver	+1/2	+1/2	-3	-1/2	0	0	0	6 3/4	Wrong lead	
6	Lope	Maneuver										
6	Jog	Maneuver										
6	X-Jog	Maneuver										
7	Walk	Maneuver	0	0	-1/2	-1/2	0	+1/2	0	7 1/2		
7	Jog	Maneuver	0	0	-1/2	-1/2	0	+1/2	0	7 1/2		
7	Lope	Maneuver										
7	Jog	Maneuver										
7	X-Jog	Maneuver										
8	Walk	Maneuver	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0	6 8		
8	Jog	Maneuver	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0	6 8		
8	Lope	Maneuver										
8	Jog	Maneuver										
8	X-Jog	Maneuver										
9	Walk	Maneuver	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	7 1/2		
9	Jog	Maneuver	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	7 1/2		
9	Lope	Maneuver										
9	Jog	Maneuver										
9	X-Jog	Maneuver										

Judges Signature

Carolee Johnson

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

Severe Faults (-5 points)

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.

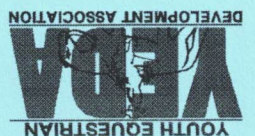
Always first
72 73 71

Class #16
Tmgrp8
SR Ruby Pattern Hms
2052

Entry #	Maneuver	Maneuver						F & E	HDD	Total	Comments
		Penalty	Maneuver Score	Totals	Penalty	Maneuver Score	Totals				
1	145	Penalty	+1	+1	+1	+1	+1	+2	+1	76	
		Maneuver Score	+1	+1	+1	+1	+1				
		Totals	71	72	72	73	73				
2	1558	Penalty	-1	+1/2	0	+1/2	+1/2	+1	+1	72 1/2	
		Maneuver Score	-1	+1/2	0	+1/2	+1/2				
		Totals	69	69 1/2	69 1/2	70	70 1/2				
3	1296	Penalty	+1	+2	+1/2	+1	+1	+2	+2	79 1/2	
		Maneuver Score	+1	+2	+1/2	+1	+1				
		Totals	71	73	73 1/2	74 1/2	75 1/2				
4		Penalty									
		Maneuver Score									
		Totals									
5		Penalty									
		Maneuver Score									
		Totals									
6		Penalty									
		Maneuver Score									
		Totals									
7		Penalty									
		Maneuver Score									
		Totals									
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									
		Totals									

Coach Signature

Judges Signature



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 7/8 to 1/8
- 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.
- 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.

Severe Faults (-5 points)

- 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.

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.

Penalties 101

Entry #	Maneuver	Form & Effectiveness (F & E)						HDD	Total	Comments
		1	2	3	4	5	6			
1	Maneuver									
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	+1/2	0	0	+7 1/2	
	Totals									
2	Maneuver									
	Maneuver Score	+1/2	+1/2	0	0	-1/2	0	0	+70 1/2	
	Totals									
3	Maneuver									
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	+1	0	-1/2	+68 1/2	
	Totals									
4	Maneuver									
	Maneuver Score	0	0	-1	0	-1/2	0	-1/2	+68	
	Totals									
5	Maneuver									
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0	0	+71 1/2	
	Totals									
6	Maneuver									
	Maneuver Score	0	0	-3	+1/2	0	-1	0	+63 1/2	Lead
	Totals									
7	Maneuver									
	Maneuver Score	0	+1/2	-1/2	0	+1/2	0	0	+70 1/2	
	Totals									
8	Maneuver									
	Maneuver Score	-1/2	0	-1/2	0	+1/2	-1/2	0	+68 1/2	Trotter's Early
	Totals									
9	Maneuver									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+73	
	Totals									

Judges Signature

Tony Kennedy

[Handwritten Signature]

Class # 16
 Team Grr 8
 Sr Ruby Pattern Hms
 102

102 103 104

YEDA Official Score Sheet - Ruby Pattern 4

Updated 2020

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

Class # 116
 Team Cup 8
 SR Ruby Pattern HNS
 2019

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.
- 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.

Severe Faults (-5 points)

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

Penalties TB1
 TB2 TB3 TB4

Entry #	Maneuver	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog	g				
10	Penalty	0	+1/2	0	-1/2	0	-1/2	0	69 1/2		
	Maneuver Score	0	+1/2	0	-1/2	0	-1/2	0			
	Totals	0	+1/2	0	-1/2	0	-1/2	0			
11	Penalty	-1/2	0	+1/2	+1/2	-1/2	0	0	70	Trotted early	
	Maneuver Score	-1/2	0	+1/2	+1/2	-1/2	0	0			
	Totals	-1/2	0	+1/2	+1/2	-1/2	0	0			
12	Penalty	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	95 1/2		
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1			
	Totals	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1			
13	Penalty										
	Maneuver Score										
	Totals										
14	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

Tony Kennedy



Class # 17
 32 sapphire patterns
 YEDA Official Score Sheet - Sapphire / Alumni Pattern 4 m camp 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 1/2
- Tricking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Always first!
 T2 T1

Entry #	Maneuver	Form & Effectiveness (F & E)							HDD	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	F & E			
1	1598	+1/2	+1/2	-1/2	-1	-1/2	0	+1	+1	70	
2	111	Penalty									
		Maneuver Score	+1/2	+1/2	+1/2	-1	+1/2	0	+1	+1	73
		Totals	70 1/2	71	71	71 1/2	71	71			
3	405	Penalty									
		Maneuver Score	+1	0	-1	-1/2	+1/2	0	+1	+1	72
		Totals	71	71	70	70 1/2	70	70			
4	278	Penalty									
		Maneuver Score	+1	-1/2	-1/2	+1/2	+1/2	0	+1	+1	73
		Totals	71	70 1/2	70	70 1/2	71	71			
5	1014	Penalty									
		Maneuver Score	0	+1/2	-1	-1	+1/2	+1/2	+1	+1	71 1/2
		Totals	70	70 1/2	70 1/2	68 1/2	69	69 1/2			
6	366	Penalty									
		Maneuver Score	+1/2	+1/2	-1/2	-1/2	-1/2	-1/2	0	0	57
		Totals	70 1/2	71	60 1/2	58	57 1/2	57			
7	178	Penalty									
		Maneuver Score	0	+1	+1	-1	-1/2	0	+1	0	69 1/2
		Totals	70	71	72	70	68 1/2	68 1/2			
8	375	Penalty									
		Maneuver Score	+1/2	+1/2	-1	-1/2	+1/2	+1/2	+2	0	66 1/2
		Totals	70 1/2	71	67	63 1/2	64	64 1/2			
9	633	Penalty									
		Maneuver Score	+1	0	-1/2	+1	-1	0	+2	+1	67 1/2
		Totals	71	71	67 1/2	68 1/2	66 1/2	66 1/2			

Judges Signature

Charles Brown

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

Class #17
Team Cup 9
SR Sapphire Pattern
HMS

- 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 walk, jog for more than 2 strides.
 - Incorrect lead
 - of designated area.
 - Not performing gait or stopping when called for a pattern within 10'
 - Break of gait at lope, out of lead or missing lead for 1-2 strides.
 - 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.
- Severe Faults (-5 points)**
- Loss of stirrup

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

B2 B3 B5 B4

Penalty TB1

Comments

Entry #	Maneuver	Form & Effectiveness (F & E)							HDD	Total
		Walk	Jog	Lope	X Jog	Jog	Stop	F & E		
1	Maneuver Description									
	Maneuver Score	0	0	-1/2	-1/2	0	0	-1/2	0	68 1/2
	Totals									
2	Maneuver Description									
	Maneuver Score	+1/2	+1/2	-1/2	-1/2	+1/2	0	0	0	90 1/2
	Totals									
3	Maneuver Description									
	Maneuver Score	+1/2	-1/2	+1/2	0	0	0	0	0	70 1/2 + topped early
	Totals									
4	Maneuver Description									
	Maneuver Score	+1/2	0	0	+1/2	0	0	0	0	71
	Totals									
5	Maneuver Description									
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	0	0	71 1/2
	Totals									
6	Maneuver Description									
	Maneuver Score	0	-3	-3	-3	-1	0	-1	+1/2	54 1/2
	Totals									
7	Maneuver Description									
	Maneuver Score	0	0	0	-1/2	-1/2	0	-1/2	0	66 1/2
	Totals									
8	Maneuver Description									
	Maneuver Score	+1/2	-1	2	-1/2	-1	0	-1	0	62 1/2
	Totals									
9	Maneuver Description									
	Maneuver Score	0	0	-1/2	-1/2	+1/2	-1/2	0	0	63
	Totals									

Judges Signature

[Signature]

Tony Kennedy



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

SP Sapphire Pattern Hms
Imarp 17
Class # 18

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 reins
- Spurring in front of the cinch.

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

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.

Always first!
T2 T1 T3

Entry #	Maneuver	Maneuver							Entry #	Maneuver	HDD	F & E	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	Stop						
1	097	+1/2	+1/2	+1/2	+1	0	+1/2	1	1	1	+	+	74	
2	1106	+1	+1/2	-1	-1/2	-1/2	0	3	0	+	+	0	67 1/2	
3	884	+1	+1/2	-1	-1/2	-1/2	0	1	0	+	+	0	69 1/2	
4	256	+1/2	0	+1/2	+1	+1	+1		+1	+	+	+	77	*the end
5	673	+1	+1	+1/2	+1/2	+1/2	+1/2	33	+1/2	+	+	+	77	
6	1263	0	0	-1/2	-1	-1	0		0	+	+	+	64	
7	1135	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		+1/2	+	+	+	79	
8	901	+1/2	+1/2	+1	+1/2	+1/2	0		+1/2	+	+	+	77	*the 1st
9	200	+1	+1/2	+1/2	+1	+1/2	+1/2		+1/2	+	+	+	78 1/2	*the

Cheryl Brown

Judges Signature



Class #18
 TM Corp R
 SR Saphire Pattern Hms
 Part 2

Scoring 0-100 with 70 denoting the average.
 Manuevers 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 of gait at walk, out of lead or missing lead for 1-2 strides.
- Break of gait at jog, 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
- Spurring in front of the cinch.
- 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
- Loss of rein

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.

Always first

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

Conor Johnson

Judges 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)

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

Major Faults (-3 points)

- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Break of gait at a lope, out of lead or missing lead for 1-2 strides.
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurring in front of the cinch.

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

Penalty 181

181 183 185 184

Entry #	Maneuver	Maneuver							HDD	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	F & E			
1	Penalty										
	Maneuver Score	+1/2	+1	+1/2	0	0	0	+1/2	0	72	
	Totals										
2	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	-1/2	0	65	
	Totals										
3	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	0	69 1/2	
	Totals										
4	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	0	0	+2	+1/2	77	
	Totals										
5	Penalty										
	Maneuver Score	+1/2	1/2	0	+1/2	+1/2	0	0	0	71	Loped Early
	Totals										
6	Penalty										
	Maneuver Score	0	+1/2	0	-1	+1/2	0	-1/2	0	69 1/2	
	Totals										
7	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	+1/2	0	+2 1/2	0	78	
	Totals										
8	Penalty										
	Maneuver Score	+1/2	+1/2	+1	-1/2	+1/2	0	0	0	72	
	Totals										
9	Penalty										
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	0	73 1/2	
	Totals										

Tony Kennedy
Judges Signature

Class # 18
Team cup 17
SR supreme pattern
Hms 1 + 2

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)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obvously 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.

Penalty #21

102 103 105 104

*Class # 18
Team Grp 17
SR Sapphire Pattern
HMS
2 of 2*

Entry #	Maneuver	Maneuver Description							Penalty	Maneuver Score	Totals
		Walk	Jog	Lope	X Jog	F & E	HDD	Total			
10		+1/2	+1/2	-1/2	0	0	0	0	0	0	365
11		+1/2	+1	+1/2	+1	0	0	0	0	0	359
12		+1/2	0	-1/2	-1/2	0	0	0	0	0	1097
13											
14											
6											
7											
8											
9											

Judges Signature

Tony Kennedy



YEDA Official Score Sheet - Diamond 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)

- 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.
- 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
- Loss of stirrup
- Spurring in front of the cinch.

Severe Faults (-5 points)

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

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

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.

Always first!
T1 T2 T3

Entry #	Maneuver	Maneuver Description									Penalty	Maneuver Score	Totals		
		Walk	Lope LL	OLL	Simple Lead Δ	Lope Stop 225 R	Jog	X Jog	Walk	Stop Back				F & E	H D
1		+1/2	+1	+2	+1/2	0	+1	+1	0	+1/2	+2	+2	80 1/2		
2		+1/2	+1	+1	-1/2	0	+1	+1	+1/2	+2	+2	+2	79		
3		+1/2	+1	+1	+1	-1/2	0	+1	0	+1/2	+2	+2	78 1/2		
4															
5															
6															
7															
8															
9															

Conroy Johnson

Judges Signature

Class #19
Incl Grp A9
Diamond Elite Hms
2022



YEDA Official Score Sheet - Diamond Pattern 12
Updated 2020

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

Class #19
Indv. Carp 29
Diamond E.I.K.H.M.S
1 of 2

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.
- 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
- Loss of stirrup
- Break of gait at a walk, jog for more than 2 strides.

Severe Faults (-5 points)

- 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.

103 104 105 102

Entry #	Maneuver	Maneuver											H	D	D	Total	Comments		
		Walk	Lope LL	OL	Simple Lead Δ	Lope Stop 225 R	Jog	X Jog	Walk	Stop Back	F & E	D						D	
1	Maneuver Score	+1/2	+1	-2	-2	-2	+1/2	+1	0	+1/2	0	0	0	0	0	0	0	64 1/2	
	Penalty																		
	Totals																		
2	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2	0	0	0	0	0	0	0	75 1/2	
	Penalty																		
	Totals																		
3	Maneuver Score	0	+1/2	+1	+1/2	0	+1/2	0	0	0	0	0	0	0	0	0	0	72	*
	Penalty																		
	Totals																		
4	Maneuver Score																		
	Penalty																		
	Totals																		
5	Maneuver Score	+1/2	+1	0	+1	+1/2	+1/2	0	+1/2	0	0	0	0	0	0	0	0	77	*
	Penalty																		
	Totals																		
6	Maneuver Score	+1/2	+1	+1/2	+1	+1	+1	+1	+1/2	0	0	0	0	0	0	0	0	77	*
	Penalty																		
	Totals																		
7	Maneuver Score	-1/2	+1	-1	-1	-2	+1/2	+1	0	+1/2	0	0	0	0	0	0	0	68	Lead Early
	Penalty																		
	Totals																		
8	Maneuver Score																		
	Penalty																		
	Totals																		
9	Maneuver Score																		
	Penalty																		
	Totals																		

Judges Signature

Tony Kennedy

YEDA Official Score Sheet - Diamond 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)

- 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.
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

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

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.

7B3 7B4 7B5 7B2

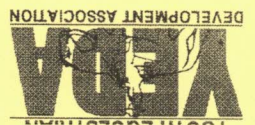
Penalty 1B1

Entry #	Maneuver	Maneuver Description										Total	Comments		
		Walk	Lope	OLL	Simple Lead	Lope Stop	Jog	X Jog	Walk	Stop	Back				
1	Penalty														
	Maneuver Score														
	Totals														
2	Penalty														
	Maneuver Score														
	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														

Judges Signature

Tony Kennedy

Class #19
Inv. Corp 29
Diamond Elite Hms
2 of 2



YEDA Official Score Sheet – Diamond 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)

Major Faults (-3 points)

Severe Faults (-5 points)

- 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
- 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.
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the roman spurting 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.

Always first!
 T1 T2 T3

Maneuver Description	Maneuver										Entry #	
	1	2	3	4	5	6	7	8	9	Total		
Walk	70 1/2	60	58 1/2	58 1/2	58 1/2	59	59 1/2	59 1/2	59 1/2	60 1/2		1
Lope LL	+1/2	-1/2	-1/2	33	33							
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	71	72	74	75	75 1/2	76 1/2	77 1/2	78	78 1/2		2	
Lope LL	+1	+2	+1									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	71 1/2	72 1/2	74 1/2	75 1/2	76 1/2	77 1/2	78 1/2	79 1/2	80 1/2		3	
Lope LL	+1/2	+1/2	+1/2									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	72 1/2	73 1/2	74 1/2	75 1/2	76 1/2	77 1/2	78 1/2	79 1/2	80 1/2		4	
Lope LL	+1/2	+1/2	+1/2									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	73 1/2	74 1/2	75 1/2	76 1/2	77 1/2	78 1/2	79 1/2	80 1/2	81 1/2		5	
Lope LL	+1/2	+1/2	+1/2									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	74 1/2	75 1/2	76 1/2	77 1/2	78 1/2	79 1/2	80 1/2	81 1/2	82 1/2		6	
Lope LL	+1/2	+1/2	+1/2									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	75 1/2	76 1/2	77 1/2	78 1/2	79 1/2	80 1/2	81 1/2	82 1/2	83 1/2		7	
Lope LL	+1/2	+1/2	+1/2									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	76 1/2	77 1/2	78 1/2	79 1/2	80 1/2	81 1/2	82 1/2	83 1/2	84 1/2		8	
Lope LL	+1/2	+1/2	+1/2									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												
Maneuver Description	Maneuver										Entry #	
	1 <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>Total</th>	2	3	4	5	6	7	8	9	Total		
Walk	77 1/2	78 1/2	79 1/2	80 1/2	81 1/2	82 1/2	83 1/2	84 1/2	85 1/2		9	
Lope LL	+1/2	+1/2	+1/2									
O LL												
Simple Lead 1/2												
Lope Stop 225 R												
Jog												
X Jog												
Walk												
Stop Back												
F & E												
H D												
Total												

Judges Signature
 Cheryl Johnson