

YEDA REINING PATTERN NRHA #7 OFFICIAL SCORE SHEET



Class # 1

EXHB #	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 ¼ Spins Left	R Circles 00o & Lead Change	L Circles 00o & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	1537													
	PENALTY							(1)(2)						
	SCORE	-1/2	0	+1/2	+1/2	0	0	-1/2	-1/2	2	+1	2	70 1/2	Horse dropped lead # 1537 (KEEP FINGERS CLOSED) ON ROMEL
2	910													
	PENALTY					(2)		(1)						
	SCORE	+1/2	+1/2	+1	+1	0	+1/2	0	+1/2	3	+1		78	
3														
	PENALTY													
	SCORE													
4														
	PENALTY													
	SCORE													
5														
	PENALTY													
	SCORE													
6														
	PENALTY													
	SCORE													
7														
	PENALTY													
	SCORE													
8														
	PENALTY													
	SCORE													
9														
	PENALTY													
	SCORE													

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

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE E. Rucker

Back #	Rider Comments	Overall Class Comments
1 718	GOOD POSITION DROP HANDS L/L / GOOD LEG 2	
YELLOW 2 1298	GOOD BACK - GOOD HANDS COULD PULL LEG BACK L/S 1	
BOY 3 1447	FOOT FLAT - GOOD UPPER / SOFT HANDS (FEEL) LOW LEG TOO FAR FORWARD 4	
PAINT 4 941	STILL AT JUG TOE FLOAT LOW LEG TOO FAR FORWARD 6	
5 291	- CONFIDENCE BRING LOW LEG BACK 7	
6 1323	BRING LOW LEG BACK 5	
BLK 7 1234	GOOD POSITION GOOD LEG LET HORSE BREAK L/X 3	
8		
9		
10		
11		

E. Rucker

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 458	ARCHED BACK 6	
2 1289	SIT TALL / ROLL SHOULDERS BACK PULL LEG BACK 5	
3 818	STIFF = ROCKS FORWARD (RELAX BACK) GOOD LEG 2	
4 219	YELLOW STIFF ARM = RELAX ELBOWS GOOD LEG 1	
5 510	PINK GOOD LEG / NICE POSITION LTL STIFF IN JOG (GETS LTL ROCKED FORWARD) 3	
6 1541	GRAY NEEDS TO PULL LEG BACK + RELAX FREE ARM LTL ARCH 4	
7		
8		
9		
10		
11		

E. Rucker
 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

Class # 4
JR/SR

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.

★ TIE BROKEN ON LEAD CHANGE ERROR (T1's)

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1	412															
	Penalty							(5)								
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1	0	+1	+1			+1	3	80	
	Totals															
2	703															
	Penalty								3							
	Maneuver Score	0	0	+1/2	-1/2	+1/2	-1	+1	-1	+1			3	3	70 1/2	
	Totals															
3	392															
	Penalty															
	Maneuver Score	0	0	0	+1/2	+1/2	-1/2	+1/2	0	0			1	1	71	
	Totals															
4	1584															
	Penalty															
	Maneuver Score	0	0	0	-1	-1	-1/2	-1/2	-1/2	-1			2		62 1/2	Pattern placement looking down
	Totals															
5	673															
	Penalty					(3)	3									
	Maneuver Score	0	0	+1/2	+1/2	0	-1	0	+1	+1			3	2	71	trotted too far for LC
	Totals															
6	830															
	Penalty							(5)								
	Maneuver Score	0	0	0	0	+1/2	+1/2	0	0	0			+1	2	74	looking down
	Totals															
7																
	Penalty															
	Maneuver Score															
	Totals															
8																
	Penalty															

E. Rucker

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

Class # 5
 Alumni

1 – point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1 609	Penalty															
	Maneuver Score	-1/2	-1/2	0	-1/2	+1/2	0	-1	0	0				2	69	
	Totals															
2 1254	Penalty															
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1				3	79	
	Totals															
3 1090	Penalty															
	Maneuver Score	0	0	+1/2	0	0	-1/2	+1/2	0	+1/2				2	73	
	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															

E. Rucker

Judges Signature

Back #	TROT	Rider Comments	LOPE	Overall Class Comments
1 DK YELLOW 907	LTL ARCH ROCKS FORWARD LTL	(3)	GOOD STEADY LEG	
2 BAY PANT 475	GOOD POSITIONING LTL ARCH	(4)	LOT OF MOTION	
3 BLK 728	GOOD POSITIONING NICE	(1)	VERY STEADY	
4 RED PANT 781	SHOULDER 2 FAR BACK	(5)	POPS UP	
5 ROAN 685	HOLDING? 2 MUCH CONFIDENCE?	(6)	LEG GOES → FORWARD	
6 742	GOOD POSITIONING STEADY	(2)	NICE COULD SIT LTL DEEPER	
7				
8				
9				
10				
11				

E. Ruckee
 Judges Signature

	Back #	306	Rider Comments	LOPE	Overall Class Comments
1	DK YELLOW 461	GOOD LINES	(1)	STEADY + SOLID NICE	
2	ROAN 1208	RELAXED = NICE COULD PULL LEG	BREAK Lx FOOT HOME RCK LTL (3)	LOTS OF LEG MOTION	
3	BLK 477	SHOULDERS BEHIND HIP LEG FORWARD	(4)	SHOULDER TWIST	
4	RED 1365	GOOD POSITION STEADY	(2)	BRK / WRONG LEAD	FIXED FAST
5	CHESTNUT 765	GOOD POSITION ARMS STIFF / WRIST BEND	(5)	ROCKS FOR TRANS SIT DEEPER IN SEAT	WRONG LEAD LONG WAY
6					
7					
8					
9					
10					
11					

E. Ruckee

Judges Signature

YEDA Official Score Sheet – Diamond Pattern 7

Updated 2020

Class # 8

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back				
1	Penalty											
	Maneuver Score	+1	+3	+1	+2	+1	+3	+2	3		86	
	Totals											
2	Penalty											
	Maneuver Score	+1	+1	+1	0	0	+1	+1	2		76	
	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											

E. Rucker
 Judges Signature

YEDA Official Score Sheet – Topaz EWD Pattern 7 & 8

Updated 2020

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

Class #9

Minor Faults (-1 point)

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- 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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk O L	Stop Back	Jog	Stop	Stop				
1	Penalty								2			78
	Maneuver Score	+1	0	+1	+2	+1	+1					
	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											

E. Rucker
 Judges Signature

YEDA Official Score Sheet - Opal Pearl Pattern 7
 Updated 2020

Class # 10
 Jr/Sr
 Split A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop				
1	Penalty											
	Maneuver Score	+1/2	-1	0	+1/2	+1	-1/2	+1/2	2		73	
	Totals											
2	Penalty											
	Maneuver Score	+1	+1	+1	+1/2	+2	+2	+1	3		81 1/2	
	Totals											
3	Penalty											
	Maneuver Score	+1	+1	+2	+2	+2	+2	+1	3		84	
	Totals											
4	Penalty											
	Maneuver Score	0	0	+1/2	0	+1/2	0	-1/2	2		72 1/2	
	Totals											
5	Penalty		3									
	Maneuver Score	0	-1	0	0	0	+1	+1/2	2		69 1/2	
	Totals											
6	Penalty											
	Maneuver Score	-1	+1	0	-1	0	+2	-2	2		71	did not stop horses feet on last stop
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

E. Rucker
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 7
 Updated 2020

Class # 11
 Elementary

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	Walk	Stop Back	Walk	Jog	Stop					
1	887												
	Penalty		3					3					
	Maneuver Score	0	-1	0	-1	0	-1	-1	1		61		ride more aggressively
	Totals												
2	1069												
	Penalty												
	Maneuver Score	+1/2	+2	+1	+1/2	+1	+2	-2	3		78		allowed no to back at stop
	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												

E. Rucker

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 7
 Updated 2020

Class # 12

JRISR
 Split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop					
1	Penalty												
	Maneuver Score	0	+2	-1	0	+1	+3	+1	3	+2	78		
	Totals												
2	Penalty												
	Maneuver Score	0	+1/2	+1	+1	+2	0	+1/2	2		77		
	Totals												
3	Penalty												
	Maneuver Score	+1	+2	+2	+1	+2	+2	+2	3		85		
	Totals												
4	Penalty												
	Maneuver Score	0	0	+1	+1/2	+1	-1/2	-1	2		73		
	Totals												
5	Penalty												
	Maneuver Score	0	+2	-1	0	+1	+2	+1	3	1	79		
	Totals												
6	Penalty												
	Maneuver Score	0	-1	-1/2	-1/2	0	-1	+1	2		70		
	Totals												
7	Penalty												
	Maneuver Score	+1	+1	+1/2	+1/2	+1	+2	+1	3		80		
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												

E. Zucker

Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1069	GOOD SEAT / COULD DROP HEEL MORE (1)	
2	887	GOOD LEG BUT GETS LTL ARCHED + ROCKS FORWARD / DROP HANDS (2)	
3			
4			
5			
6			
7			
8			
9			
10			
11			

E. Rucker
 Judges Signature

YEDA Official Score Sheet - Sapphire Alumni Pattern 7 Class # 14
 Updated 2020

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

JR / SR

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	+2	+2	+1	3		80	
	Totals											
2	Penalty											
	Maneuver Score	+1	+2	+2	+3	+2	+3	+3	3		89	
	Totals											
3	Penalty						5					
	Maneuver Score	+1/2	-1	0	+1/2	0	-1	-1/2	2		65 1/2	
	Totals											
4	Penalty					(3)						
	Maneuver Score	+1	+2	+2	+2	+1	+2	+1	3		84	
	Totals											
5	Penalty											
	Maneuver Score	+1	+1	+1	+2	0	+2	+1	3	1	82	
	Totals											
6	Penalty											
	Maneuver Score	+1	+1	+1/2	+2	+1/2	+1	+2	2 1/2		80 1/2	
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

E. Rucker

Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 7 Class #15
 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 lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1	Penalty								53			
	Maneuver Score	0	+1	+1	+1	0	-2	-1	2		64	264
	Totals											
2	Penalty											
	Maneuver Score	+1	+2	+1	+1	+1	+2	+1/2	3		8 1/2	
	Totals											
3	Penalty											
	Maneuver Score	+1	+3	+2	+2	+1/2	+3	+3	3		8 7/2	
	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											

E. Rucker

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 7
 Updated 2020

Class #16
 JR/SR

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 ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L					
1	214	Penalty											
		Maneuver Score	+1	+1	+1	+1	+2	+2	-1	2		79	
		Totals											
2	358	Penalty											
		Maneuver Score	+2	+1	-2*	+1	0	+2	+2	2½		78½	*pattern placement
		Totals											
3	548	Penalty		5			3	3					
		Maneuver Score	+1	+2	+3	+2	+1	+3	+2	3	2	89	—
		Totals											
4	1296	Penalty		5									
		Maneuver Score	+1	-1	+1	+1	+1	+2	+3	3		81	
		Totals											
5	1592	Penalty		50P	5	5							
		Maneuver Score	0	-3	-3	-2	-1	-1	+1	1		47	
		Totals											
6	1321	Penalty		5									
		Maneuver Score	0	-1	+1	0	0	0	0				—
		Totals											
7	548	Penalty											
		Maneuver Score	+1	+1	+2	+2	+2	+3	-2	2½		81½	
		Totals											
8	1321	Penalty											
		Maneuver Score	+1	-1	+2	-1	+1	+2	+½	2½		77	
		Totals											
9		Penalty											
		Maneuver Score											

E. Rucker

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 7

Updated 2020

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

Class #17
 SR

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	Jog O L	Lope LL	Stop Back				
1	Penalty									
	Maneuver Score	+1/2	+2	+2	+2	-2	2		75 1/2	
	Totals									
2	Penalty									
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	0	2		77	
	Totals									
3	Penalty									
	Maneuver Score	+1	+2	+2	+2	+1/2	3		80 1/2	
	Totals									
4	Penalty									
	Maneuver Score	+1	+2	+3	+3	+3	3		85	
	Totals									
5	Penalty				5					
	Maneuver Score	+1	+1 1/2	+2	-1	0	2		70 1/2	
	Totals									
6	Penalty									
	Maneuver Score	+1	+1 1/2	+2	+2 1/2	+1 1/2	3		81 1/2	
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									

E. Rucker

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 7

Updated 2020

Class #18

JR

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Jog O L	Lope LL	Stop Back				
1	Penalty									
	Maneuver Score	+1	+2	+1	+1	0	2		77	
	Totals									
2	Penalty									
	Maneuver Score	+1	0	0	0	+1	2		74	
	Totals									
3	Penalty									
	Maneuver Score	+1	0	+1	-2	0	2		72	looking down a lot
	Totals									
4	Penalty		3		OP					
	Maneuver Score	+1	-1	+1	-3	-1	0		(64)	no lope
	Totals									
5	Penalty				OP					
	Maneuver Score	+1/2	+1/2	+1	-2	-1	1		(70)	wrong side of cone
	Totals									
6	Penalty				OP					
	Maneuver Score	0	+1/2	+1/2	-3	-2	0		(66)	
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

E. Rucker

Judges Signature



YEDA Official Score Sheet – RAIL

Class: #19 JR/SR Ruby Rail
Horsemanship

Back #	306	Rider Comments	LOPE	Overall Class Comments
1	RED PANT 1321	GOOD POSITION GOOD HANDS	(3)	NICE TRS
2	LADY 1214	BRING LOW LEG BACK HEEL FLAT	(5)	LTL DAYLIGHT LOW LEG FORWARD
3	1592	SHOULDERS BEHIND HIPS	(6)	NEEDS TO STEADY LOW LEG
4	CHESTNUT 1296	VERY GOOD LINES	(1)	VERY NICE
5	4 SOCKS 548	PRETTY UP COULD PULL LOW LEG BACK LTL	(2)	GOOD POS
6	358	SOLID HEEL LTL FLAT	(4)	LEG FLOAT
7				
8				
9				
10				
11				

E. Zucker

Judges Signature