

VEDA Official Score Sheet – Sapphire/Alumni Pattern 1

Updated 2022

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

Form & Effectiveness (F&E) of the rider is 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 placed due to horse not rider, and will not appear in the final

Entry #	Maneuver Description	Rail Work	Walk	Jog	Lope RL	Simple Lead Change	Lope LL	Stop Back	90 R Walk	F & E	HDD	Total	Comments
1 1086	Maneuver	RW	1	2	3	4	5	6	7				
	Penalty												
	Maneuver Score		+3	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		+2	0
	Totals		72										76.5
2 1045	Maneuver												
	Penalty												
	Maneuver Score		+1	+1/2	+2	-1/2	+2	-1/2	-1/2			+2	0
	Totals		71										77
3 1044	Maneuver												
	Penalty												
	Maneuver Score		+2	+1/2	+1/2	+1/2	+1/2	+1	+1/2			+2	0
	Totals		72										78
4 379	Maneuver												
	Penalty												
	Maneuver Score		0	-1/2	0	-1/2	-3	0	-1/2			+1	0
	Totals		70										69
5 691	Maneuver												
	Penalty												
	Maneuver Score		0	0	-1/2	-1	-2	0	0			+1/2	+1
	Totals		70										64
6 1370	Maneuver												
	Penalty												
	Maneuver Score		+3	+1/2	+1	+1/2	+1	0	+1/2			+2	+2
	Totals		73										80
7	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
8	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
9	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												

*Rail Pattern
 10-11-15*

Judge's Signature
Alan Camp

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at lope out of lead or missin lead for 1-2 strides
- Not performing gait or stopping when called for within 10' of designated area
- Incorrect lead
- Break of gait at a walk or 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 end of ronal
- Spurring in front of cinch



YEDA Official Score Sheet - RAIL Class:

2 Ruby Sir - 4 riders

Back #	Rider Comments	Overall Class Comments
1 689	Good seat, good form	
2 354	Nice horse, good rider	
3 118	Legs are forward	
4 611	More drift with nose, rider is loose	
5		
6		
7		
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 1

Updated August 2022

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

Class 3 - Ranch
Sapphire
Bridges.

- 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. "Easy" horse would receive a 0 or - score, where a horse who is a challenge would receive a + if the rider handled it well.

Overall Ability: is a consideration of the riders form and effectiveness scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 691	Penalty																
	Maneuver Score	+1/2	-1/2	0	-1/2	+1/2	+1	+1	0	+1/2	0	+1/2		0	+1/2	73.5	4
	Totals																
2 1370	Penalty																
	Maneuver Score	0	+1/2	+2	+2	+1	+1	+1	0	+1	+2	0		+1/2	+2	83	1
	Totals																
3 1086	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	-1	-1/2	+1	+1	+1/2	0	+1/2	+1/2		+2	+2	79.5	2
	Totals																
4 1045	Penalty																
	Maneuver Score	+1/2	0	+1.5	0	+1.5	-1	-1	0	+1/2	0	+1/2		0	+1	70.5	5
	Totals																
5 1044	Penalty																
	Maneuver Score	0	0	0	-1/2	+1/2	-1	0	0	+1/2	+1/2	+1/2		+1/2	+1/2	68.5	6
	Totals																
6 279	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	-3	+1	+1/2	+1/2		+2	+2	77	3
	Totals																
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

Judges Signature

[Signature]

YEDA Official Score Sheet – Ruby Pattern 1

Updated 2020

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

*Class 4 - Ruby / Sk.
 4 ridus.*

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	Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	+1/2	+1	+1	+1	+2	0	75.5	
	Totals										
2	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	0	70.5	
	Totals										
3	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0	+1	+1	72.5	
	Totals										
4	Penalty										
	Maneuver Score	-1	-1/2	-1/2	-1/2	-1/2	-1/2	+1/2	+2	69	
	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										

[Handwritten Signature]

Judges Signature



YEDA Official Score Sheet – RAIL Class:

5 Elementary Level - 9 riders

Back #	Rider Comments	Overall Class Comments
1 1729	Legs are forward	
2 1681	Good seat	
3 1800	Little behind horse	
4 783	Good seat	
5 165	Good seat	
6 1748	Balanced seat	
7 1717	Heels are up	
8 1722	Behind the horse	
9 845	Leaning forward	
10		
11		


Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back					
1 165	Penalty								
	Maneuver Score	+1	+1.5	-1/2		+2	0	74	2
	Totals								
2 1740	Penalty		-3						
	Maneuver Score	0	-2	+1/2		+1/2	0	66	2
	Totals								
3 1717	Penalty								
	Maneuver Score	0	-1/2	0		+1/2	+1/2	70.5	5
	Totals								
4 1722	Penalty								
	Maneuver Score	+1	+1/2	+1		+2	0	74.5	1
	Totals								
5 1601	Penalty		-1	+1					
	Maneuver Score	+1	+1/2	+1		+2	+1/2	73	3
	Totals								
6 1800	Penalty		-1						
	Maneuver Score	+1/2	-1	0		+1	+1/2	71	4
	Totals								
7 783	Penalty								
	Maneuver Score	-1/2	0	0		+1/2	0	70	6
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

Chris Arnold

Judges Signature



YEDA Official Score Sheet -- RAIL

Class:

7 Opal Srt Jr Friends

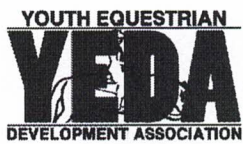
Back #	Rider Comments	Overall Class Comments
1	1908 Legs forward	
2	1591 Good balanced rider	
3	710 Good seat	
4	138 Legs forward, body movement	
5	728 Legs are forward	
6	322 Legs forward	
7	1513 Good seat	
8	1716 Legs are forward.	
9		
10		
11		

Kevin Campbell
Judges Signature

YEDA Official Score Sheet – RAIL Class: 8 Emerald Jr/Sr - 7 riders

Back #	Rider Comments	Overall Class Comments
1 1658	Balanced seat, Little loose	
2 1528	Good seat	
3 502	Legs forward	
4 1475	can be a little tighter in back	
5 750	Good seat	
6 1906	Good balanced rider	
7 437	Good seat	
8		
9		
10		
11		


 Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 1
Updated 2020

Class 9 Opal - Sr/Jr
5 riders

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

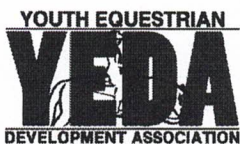
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4					
1 1591	Penalty								
	Maneuver Score	+1	+1/2	+1/2		+2	0	74	
	Totals								
2 710	Penalty								
	Maneuver Score	+1	+1/2	-1/2		+2	0	73	
	Totals								
3 130	Penalty								
	Maneuver Score	0	-2	+1		0	0	(6.9)	✓ off pattern- on wrong side of cone
	Totals								
4 1513	Penalty								
	Maneuver Score	+1	+1	+1		+2	0	75	
	Totals								
5 1900	Penalty								
	Maneuver Score	0	-3	0		+1/2	0	67.5	
	Totals								
6 1716	Penalty								
	Maneuver Score	+1/2	-3	0		+1/2	0	66	
	Totals								
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

Cheri Paul

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 1

Updated 2020

Class 10 - Emerald
Jr 1 SR.
7-riders.

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	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
1	Penalty									
	Maneuver Score	-1/2	-1/2	0	-1/2		+1/2	0	69	
	Totals									
2	Penalty									
	Maneuver Score	+1	+2	+1/2	0		+2	+1/2	76	
	Totals									
3	Penalty			-3						
	Maneuver Score	0	-1/2	0	0		+1/2	0	67	
	Totals									
4	Penalty									
	Maneuver Score	+2	+1/2	+1/2	+1/2		+1.5	0	75	
	Totals									
5	Penalty									
	Maneuver Score	+1	-1/2	0	+1/2		+1/2	0	71.5	
	Totals									
6	Penalty									
	Maneuver Score	+2	+1/2	+1/2	0		+1	+1/2	74.5	
	Totals									
7	Penalty	-1								
	Maneuver Score	-1/2	0	-1/2	0		+1/2	0	68.5	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Chris [Signature]

Judges Signature