

Class # 1

Le entries

YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	Stop & L Roll		Stop & R Roll		L. Circles OOo & Lead Change	Stop	Back	4 Spins		Overall Ability	Penalties	Final Score
		Back	1	Back	2				Right	Left			
1	PENALTY												
	SCORE	0	+1/2	0	+1/2	0	0	0	0	0	0	6	0
2	PENALTY												
	SCORE	-1/2	0	0	0	0	0	0	+1/2	+1/2		1	70 1/2
3	PENALTY												
	SCORE	-1-2											-3
4	PENALTY												
	SCORE	-1	-1/2	0	0	-1/2	-1/2	0	+1/2	+1/2		2	68 1/2
5	PENALTY												
	SCORE	0	-1/2	0	0	-1	-1	0	0	0		3	67
6	PENALTY												
	SCORE	-1	-1/2	0	0	-1/2	0	0	0	-1/2		4	66 1/2
7	PENALTY												
	SCORE	+1/2	0	0	0	0	+1/2	+1/2	+1/2	0		5	0
8	PENALTY												
	SCORE												
9	PENALTY												
	SCORE												
10	PENALTY												
	SCORE												
11	PENALTY												
	SCORE												

off pattern - 5 spins
 Ride forward throw corner to the stops
 out of lead
 Break of go at beginning of p
 rounded and clear
 lead change - starting
 softer in seat let some slack in reins
 late change - unbalanced
 Use the ardra
 counter work in circles
 5 spins

Circled penalties are deemed due to horse not rider and will not appear in the final score. Maneuvers and Overall Ability are scored +1/2 to -1 1/2 in 1/2 point increments.

JUDGES SIGNATURE

2019 YEDA Official Score Sheet – RAIL

Class 2

Class: JR + SR Opal

5 entries

Back #	Rider Comments	Overall Class Comments
1 301	Pretty leg Flatten back - fixation case Poise management Good	Everyone needs to use the arena better Everyone square in their rows and straighten bearing hand
2 503	sit on pocket and flatten back	
3 602	Pretty profile - sit back good extension	
4 153	good speed variation Square up, hands and seat	
5 247	stretch up poise management	
6		
7		
8		
9		
10		
11		

[Signature]

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 438	✓ sit down and around horse not on top Keep weight it started stretch up in transitions and clear good pause management sword stroke	✓ - Good spacing on the rail - lot of variety of horses - they did a good job learning their horse.
2 170	✓ heel dep'n	✓ - Overall better second direction
3 686	✓ stretch up at the lope lovely profile flatter back	
4 691	✓ really good position at all lope	
5 65	✓ sit back work on pause management good job sitting square in the saddle	
6		
7		
8		
9		
10		
11		

Judges Signature

2019 YEDA Official Score Sheet – RAIL Class: Elem. Pearl

Back #	Rider Comments	Overall Class Comments
1	62 sit down consistency is good	✓ - Good riding - Play Simon says do only what you are into not more
2	43 sit tall good eyes lovely legs	✓ - Good showing - Good horse management
3	405	✓
4	467 lovely precise hold the stop after turn	✓
5	251 really good leg and arm	✓
6	353 leg and shoulder back good pose	✓
7	533 lovely and tall good arms leg back	✓
8	57 Poll leg back sit still good transitions	✓
9	299 good and tall keep fore arm down	✓
10		
11		


 Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni 3
Updated January 2019

JR + SR

Class 5

8 entries

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

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

Entry #	Maneuver Description	Maneuvers					F & E	Total	Comments	
		X Jog A-B	Stop 270R	Jog	Lope LL	Stop Back				
6	1 329	Penalty							Good profile square Shoulder more controls lope	
		Maneuver Score	0	+1/2	-1	-1	0	68 1/2		
		Totals	70	70 1/2	69 1/2	68 1/2	68 1/2			
4	2 209	Penalty							Good and square step down Keep leg long	
		Maneuver Score	0	0	+1	0	-1/2	+1		71 1/2
		Totals	-	-	71	-	70 1/2			
8	3 142	Penalty							Good seat flatter back rong lead	
		Maneuver Score	0	0	0	0	-1	-1		0
		Totals	70	70	70	0	0			
7	4 643	Penalty							Pretty leg flatter back No jog	
		Maneuver Score	-1	-2	-3	-3	-1	+1		0
		Totals	69	67	0	0	0			
3	5 443	Penalty							sit down among your horse lowly heel depth more caution between maneuvers	
		Maneuver Score	+1/2	0	0	0	+1	+1		72 1/2
		Totals	70 1/2	70 1/2	-	-	71 1/2			
2	6 589	Penalty							Super profile lift free arm ankle free arm	
		Maneuver Score	+1	+1/2	0	+1	0	+2		74 1/2
		Totals	71	71 1/2	-	72 1/2	-			
1	7 359	Penalty							Walk forward	
		Maneuver Score	+1	0	+2	+2	0	+3		78
		Totals	71	-	73	75	-			
5	8 140	Penalty							Good hands make leg longer	
		Maneuver Score	0	-1	0	0	0	+1		70
		Totals	-	69	-	-	-			
	9	Penalty								
		Maneuver Score								
		Totals								

T. H. H. H.
Judges Signature

YEDA Official Score Sheet - Opal/Pearl W/T Pattern 3

Updated January 2019

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

Elem.

Class #6

6 entries

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

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

Entry #	Maneuver Description	Maneuvers							F & E	Total	Comments										
		Walk to A	Jog to B	Walk to C	Stop & Back	Walk to D	Jog to E	Stop													
3	1	251																			
	Penalty																				
	Maneuver Score		0	+1	0	+1	0	+1	0		+1	74									
	Totals		-	71	-	72	-	73	73												
6	2	299																			hands down
	Penalty																				
	Maneuver Score		0	-1	-1/2	-0	0	-1/2	0		-1	67									
	Totals		-	69	68 1/2	-	-	68	-												
5	3	533																			stair at walk great profile
	Penalty																				
	Maneuver Score		0	+1/2	-1/2	-1	-1	+1/2	-1			68 1/2									
	Totals		-		70	69	68	68 1/2	67 1/2												
2	4	405																			sits jog great stair better from back to jog
	Penalty																				
	Maneuver Score		0	+1/2	+1/2	+1	-1/2	+1/2	+1		+2	75									
	Totals		-	70 1/2	71	72	71 1/2	72	73												
8	5	43																			Rony side of cone be effective in trans good shoulders
	Penalty				-3																
	Maneuver Score		0	-2	0	+1/2	0	0	+1/2		0	0									
	Totals			65	-	65 1/2															
7	6	57																			good job staying on pat work on sitting still
	Penalty																				
	Maneuver Score		0	0	0	+1/2	-2	-1	0		0	64 1/2									
	Totals					70 1/2	65 1/2	64 1/2	-												
4	7	467																			work on steering at the jog lively profile
	Penalty																				
	Maneuver Score		0	-1/2	0	+1/2	+1	-1/2	0		+1	71 1/2									
	Totals			69 1/2	70	70	71	70 1/2	-												
9	8	353																			look up Rony side of cone Good leg position
	Penalty																				
	Maneuver Score		0	-1	0	0	0	-1	0		-1	0									
	Totals			69	-	-	-	-	-												
1	9	62																			confidence and show presence is fantastic steering is great
	Penalty																				
	Maneuver Score		0	+1	+1/2	+1/2	+1/2	+1	0		+2	75 1/2									
	Totals			71	71 1/2	72	72 1/2	73 1/2	-												


 Judges Signature

YEDA Official Score Sheet - Opal/Pearl W/T Pattern 3

Updated January 2019

5 entries

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
- 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

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

Entry #	Maneuver Description	Maneuvers							F & E	Total	Comments
		Walk to A	Jog to B	Walk to C	Stop & Back	Walk to D	Jog to E	Stop			
2 1 153	Penalty										
	Maneuver Score	0	0	0	0	0	-1/2	-1/2	+1	70	
	Totals	-	-	-	-	-	69 1/2	69			
4 2 301	Penalty	-1									
	Maneuver Score	0	-3	0	-1/2	0	+1	-1/2	0	66	
	Totals	69	66	-	65 1/2	-	66 1/2	66			
1 3 503	Penalty										
	Maneuver Score	+1/2	0	-1/2	0	+1/2	+1	0	+2	73 1/2	
	Totals	70 1/2	-	70	-	70 1/2	71 1/2	-			
3 4 602	Penalty										
	Maneuver Score	0	+2	+1	-1/2	+1	-2	-1	0	69 1/2	
	Totals	-	72	73	72 1/2	73 1/2	70 1/2	69 1/2			
5 5 247	Penalty										
	Maneuver Score	-1	-1	-1/2	-1	0	-1	0	-1	64 1/2	
	Totals	69	68	67 1/2	66 1/2	-	65 1/2	-			
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										



Judges Signature

YEDA Official Score Sheet – Diamond Pattern 3

Updated January 2019

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

Class #8

6 entries

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

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

Entry #	Maneuver Description	Maneuvers					F & E	Total	Comments
		Jog A-B	Lope LL	90 Left	Back	Jog Stop			
		1	2	3	4	5			
2 1	Penalty								Great profile
	Maneuver Score	+½	+1	+1	+½	+2	2	77	
	Totals	70½	71½	72½	73	75			
3 2	Penalty								
	Maneuver Score	+1	+1	-1	+½	+1	2	74½	
	Totals	71	72	71	71½	72½			
6 3	Penalty								
	Maneuver Score	+1	0	0	0	0	-1	0	
	Totals	71	-	-	-	-			
5 4	Penalty		-3						
	Maneuver Score	+½	-3	0	-1	+½	0	64	
	Totals	70½	64½	-	63½	64			
4 5	Penalty								
	Maneuver Score	+½	0	0	+1	+½	+1	73	
	Totals	70½	-	-	71½	72			
1 6	Penalty								
	Maneuver Score	+2	+2	0	+½	+2	2	78½	
	Totals	72	74	-	74½	76½			
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

Judges Signature

YEDA Official Score Sheet - Ruby 3

Updated January 2019

5 entries

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

Entry #	Maneuver Description	Maneuvers						F & E	Total	Comments
		Walk to A	Jog to B	X Jog	Stop Back	Lope RL	Stop			
5 1	Penalty									
	Maneuver Score	0	0	-2	-1/2	-1	-2	-1	63 1/2	good pattern precision sit down around your horse
	Totals	-	-	68	67 1/2	66 1/2	64 1/2			
4 2	Penalty									
	Maneuver Score	+1/2	+1/2	-1	0	-1	-2	0	67	Great control at jog more planning and control at lope
	Totals	70 1/2	71	70	-	69	67			
2 3	Penalty									
	Maneuver Score	0	0	-1/2	0	0	+1	1	71 1/2	show presence good control sit harder at jog
	Totals	-	-	69 1/2	-	-	70 1/2			
3 4	Penalty									
	Maneuver Score	0	0	+1/2	-1	+1/2	-1	0	69	good X jog more control at lope
	Totals	-	-	70 1/2	69 1/2	70	69			
1 5	Penalty									
	Maneuver Score	0	+1/2	+2	0	+1	+1/2	+1	76	Great pattern precision make back straight
	Totals	-	71 1/2	73 1/2	-	74 1/2	75			
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									


 Judges Signature



JR + SR

Class 10

YEDA Official Score Sheet - Ranch Horse Pattern #3&4

Updated September 2018

to entries

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +1½ to -1½ in ½ point increments.

- 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
- 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.

Entry #	Maneuver Description	Maneuver										Overall Ability	Penalties	Final Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
1	Penalty																
	Maneuver Score	0	0	0	0	-½	-½	0	0	0	-½	-1	0	0			
	Totals	-	-	-	-	69½	68	0	0	0	68	0	0	0	-1		No left lead more extension Good square shoulders
2	Penalty																
	Maneuver Score	0	+½	+½	0	+1	+½	0	0	+1	+1	+½	0	0	+1		
	Totals	-	70½	71	-	72	73	73½	0	0	73	73½	0	0	+1		Good control More extend at trot
3	Penalty																
	Maneuver Score	0	0	+½	+½	0	+½	0	0	+½	0	+½	0	0	+1		
	Totals	-	-	70½	71	-	71½	-	-	72	72½	-	-	-	+1		Good steering More show more extend at lope
4	Penalty																
	Maneuver Score	0	0	+1	0	0	0	0	0	-½	-½	-½	+1	0	0		
	Totals	-	-	71	-	-	-	-	-	69½	70	70½	-	-	0		Good horse management Keep steering till the end of the pattern
5	Penalty																
	Maneuver Score	0	0	-1	0	0	0	0	0	+½	0	-½	0	0	0		
	Totals	-	-	69	-	66	66½	-	-	66	66½	-	-	-	0		Really good lpe extend keep leg on
6	Penalty																
	Maneuver Score	0	+½	+1	+½	-3	0	+½	0	-3	-3	-½	0	0	+1		
	Totals	-	70½	71½	72	69	69½	66½	66	65½	66	65½	-	-	+1		Great extend work on control
7	Penalty																
	Maneuver Score	0	0	0	+½	+½	0	+½	0	+½	0	+½	+1	0	+2		
	Totals	-	-	-	70½	71	71½	-	72	72½	73½	-	-	-	+2		Great pattern Best rider in change
8	Penalty																
	Maneuver Score	0	0	-½	0	-1	0	0	0	-1	0	+½	0	0	+1		
	Totals	-	-	66½	-	65½	-	-	-	66	66½	-	-	-	+1		Steering needs work

Judges Signature

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

Minor Faults (-1 point)

- Break 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)

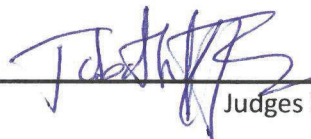
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

Entry #	Maneuver Description	Maneuvers						F & E	Total	Comments	
		Jog A-C	180 Right	Lope RL	Stop 90 L	X Jog	Stop Back				
1	151	Penalty			-3						
		Maneuver Score	+2	+1	-2	-2	0	-½	+1	66½	1 Doda Turn your body not just your hands Good position
		Totals	72	73	68	66	-	65½			
2	312	Penalty									
		Maneuver Score	-1	0	0	-½	0	0	+1	69½	1 Dec Good and patient sit in the middle of the saddle
		Totals	69	-	-	68½	-	-			
3	487	Penalty									
		Maneuver Score	+1	+1	+1	0	+1	-½	+2	75½	1 Henry don't let lovely jog rein hand set Good pattern watch the lope
		Totals	71	72	73	-	74	73½			
4	101	Penalty			-3						
		Maneuver Score	0	0	-3	-½	-½	-1	0	62	2 Doda shoulders down reins even Good softness
		Totals	-	-	64	63½	63	62			
5	154	Penalty									
		Maneuver Score	+1	-½	0	-½	0	0	+1	71	2 Dec Good position Pause between maneuvers take time
		Totals	71	70½	-	70	-	-			
6	592	Penalty									
		Maneuver Score	-½	+1	0	0	-½	0	+1	71	2 Henry keep leg back so square in saddle exit
		Totals	69½	70½	-	-	70	-			
7	154	Penalty									
		Maneuver Score	+½	0	-2	-½	0	+½	+1	69½	make sure you are accurate to pattern more fluid lovely position
		Totals	70½	-	68½	68	-	68½			
8	487	Penalty									
		Maneuver Score	+2	+½	+1	+½	0	-½	2	75½	lope circle needs to be more round turns need to be more fluid super accurate
		Totals	72	72½	73½	74	-	73½			
9	151	Penalty									
		Maneuver Score	+1	+1	+1	+1	+2	+1	2	79	like to see you soften down around him in lope and be sharper in the lope transition Great Job
		Totals	71	72	73	74	76	77			

1
2
1
2
1
2
Round 2


 Judges Signature

Class 1

YEDA REINING PATTERN NRHA #5 OFFICAL SCORE SHEET

6 entries



EXHB #	MANEUVER DESCRIPTION	L Circles OOo Stop		4 Spins		R Circles OOo Stop		4 Spins		L Lead Fast Circle Lead Change		Stop R Rollback		Stop L Rollback		Stop & Back		Overall Ability	Penalties	Final Score	Comments		
		1	2	3	4	5	6	7	8														
1	PENALTY	-1/2																					
6	SCORE	-1/2	-1	-1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2	0		3		64	Take your time Nice hesitate longer Aggressiveness pushed thru pattern	
2	PENALTY																						
3	SCORE	-1/2	0	-1	+1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2				69	walk forward in lead off use full arena in right lead nice steps great timing out of lead and walk forward in lead off work on creating maneuvers great control	
2	PENALTY	-1																		1			
3	SCORE	0	+1/2	-1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2	0				71	Go past middle marker before initiating stops nice aggressiveness collect horse before patterns smart rider! good job taking time between maneuvers	
4	PENALTY																						
4	SCORE	-1/2	-1/2	0	-1	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2				65 1/2	Drive with seat in circles go past center marker in stop	
1	PENALTY																						
5	SCORE	0	+1/2	+1/2	+1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2	0	1/2				72		
5	PENALTY	+1																					
5	SCORE	-1/2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				65		
1	PENALTY																						
1	SCORE																						
5	PENALTY																						
5	SCORE																						
5	PENALTY																						
5	SCORE																						

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

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

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

JUDGES SIGNATURE

2019 YEDA Official Score Sheet – RAIL

class 2

Class: SR + JR Opal

6 entries

Back #	Rider Comments	Overall Class Comments
1 153	Nice position lower hands slightly	Nice work use your space in pen
2 503	Drop heels strengthen lower leg	Work on upper body specifically drawing a straight line from hand to horses mouth
3 602	Drop stirrups slightly elegant upper body Break of gait too little Perchic	
4 301	Draw straight line from hand to horses mouth nice upper body more weight in heels	Great control of horses
5 247	sole shoulders back Bring lower leg back shorten reins	Drop weight into your heels
6		
7		
8		
9		
10		
11		

Shelley Dawson

Judges Signature

2019 YEDA Official Score Sheet – RAIL

Class 3

Class: SR Ruby

2 entries

Back #	Rider Comments	Overall Class Comments
1 691	Nice position too much ark in lower back - flatten back by pulling back belly button Break of exit at jump X2 Bring back heels	Great Job!
2 85	Shorten reins - lost contact = collection of horse	Overall, everyone was stung in lower leg +
3 379	Push chin back #3, Nice line from hip to heel Shorten reins at lope - lost control + connection -	chopped at nice live from hip to heel.
4 686	Strong position and upper body confidence Nice hand position of ST deeper @ lope → chop weight into stirrups.	Blank on upper body + shoulder @ Circ. Roll - shoulders back.
5		
6		
7		
8		
9		Some long reins which led to guiding + collection
10		ISSUE
11		

[Signature]

Judges Signature

2019 YEDA Official Score Sheet – RAIL

Class 4

Class: Elem. Pearl

6 Entries

Back #	Rider Comments	Overall Class Comments
1 405	sitting to far on pockets - Pull leg back Nice looking up	Use depth of heel to gain more connection w/ seat - don't sit on pockets.
2 62	sitting to far on pockets - bring lower leg back too long reins. keep up good work	You all did amazing. Great riders + patience @ start of class!
3 833	Pull lower leg back more weight in heels	Great job maneuvering w/ so many riders in the pen. Some need to shorten reins for more control + connection @ jog + back
4 353	Shorten reins in back thru cup look up Be confident!	
5 299	Lower hand @ jog Pull lower leg back	
6 251	Amazing Rider! Rock Star! nice position nice heel depth - Great Confidence	
7 413	lower hand Good Confidence Shorten reins	
8 57	Great job looking up - Nice Confidence Bring back lower leg.	
9 467	Pull back legs nice rein length good arms	
10		
11		

Ashley Hansen

Judges Signature

Class 5
8 entries

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

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

Entry #	Maneuver Description	Maneuvers							F & E	Total	Comments
		Walk	Jog	90 Right	Lope LL	180 L	Jog	Stop			
		1	2	3	4	5	6	7			
7 1	Penalty										
	Maneuver Score	+1/2	0	+1/2	-1	-1	+1/2	-1/2	1	69	rushed look where you are going lower hand & going have a plan
	Totals	70 1/2	-	70	69	68	68 1/2	68			
5 2	Penalty										
	Maneuver Score	0	+1/2	+1	-1/2	-1	-1/2	+1	1 1/2	72	Shorten reins look where you are going
	Totals	-	70 1/2	71 1/2	71	70	69 1/2	70 1/2			
2 3	Penalty										
	Maneuver Score	+1	+1	+1	+1	0	+1	+1/2	1	76 1/2	great control and plan precise lower hand
	Totals	71	72	73	74	-	75	75 1/2			
1 4	Penalty										
	Maneuver Score	0	-1/2	0	+1 1/2	+1	+1	+1/2	3 1/2	77	Good Ride! Confident Rough Start
	Totals	-	69 1/2	-	71	72	73	73 1/2			
3 5	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1	+1	+1/2	0	2	75 1/2	lower hand slightly role back shoulders good confidence
	Totals	70 1/2	71	-	72	73	73 1/2	-			
4 6	Penalty										
	Maneuver Score	+1/2	0	+1/2	0	+1 1/2	+1/2	0	2 1/2	74 1/2	too much hands! have a plan. Didn't finish lope in proper position
	Totals	70 1/2	-	71	-	71 1/2	72	-			
6 7	Penalty										
	Maneuver Score	+1/2	0	+1/2	-1/2	+1/2	0	-1/2	1	71 1/2	loose in middle look up where you are going loose lower leg
	Totals	70 1/2	-	71	70 1/2	71	-	70 1/2			
8 8	Penalty										
	Maneuver Score	+1/2	-1	0	-1/2	0	-1/2	0	0	68 1/2	hands really high used too much hand have a plan location at cone
	Totals	70 1/2	69 1/2	-	69	-	68 1/2	-			
9	Penalty										
	Maneuver Score										
	Totals										

Ashley Houser

Judges Signature

YEDA Official Score Sheet - Opal/Pearl W/T Pattern 5
Updated January 2019

6 entries

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

Minor Faults (-1 point)

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

Entry #	Maneuver Description	Maneuvers							F & E	Total	Comments
		Walk	Jog	Walk to C	Jog to D	Break to Walk	Jog	Stop Back			
7	62	0	-1	-1/2	-1	-1/2	-1	0	0	66	lower hands loose upper body and arms Good confidence and trail
6	299	0	-1/2	0	-1	0	-1/2	0	1/2	68 1/2	Shorten reins lower hands Awesome smile Great plan
4	405	+1/2	0	0	0	+1/2	+1/2	0	1/2	73	Shorten reins lower hands slightly awesome job looking up nice upper body
8	353	0	0	0	-1	-1	-1	0	0	63	reel shoulders back Pay attention to transition nice heel depth look up
1	251	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	1/2	74	Great transitions appropriate to cone nice confidence try for straighter back
9	57	0	-1	-1	-1/2	-1/2	0	-1/2	0	61 1/2	Shorten reins too much hand look up + where going Nice job
3	467	0	0	+1/2	0	+1/2	+1/2	0	1	72 1/2	Great Confidence! wait on judge nice position and upper body
5	533	0	-1/2	0	-1	0	-1	+1/2	1	69	have a plain wiggly line between ears lower hand nice back
4	43	0	+1/2	0	-1/2	0	0	-1	1	70	legs too far forward too aggressive with hand in back Nice confidence

Shelley Hansen

Judges Signature

YEDA Official Score Sheet - Opal/Pearl W/T Pattern 5

Updated January 2019

6 entries

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
- 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

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

Entry #	Maneuver Description	Maneuvers							F & E	Total	Comments	
		Walk	Jog	Walk to C	Jog to D	Break to Walk	Jog	Stop Back				
1	Penalty	-	3	3								
1	Maneuver Score	0	-3	-2	-2	0	-1	-1/2	0	0		lower hand Does not treat between At Shorten reins
	Totals	-	-	-	-	-	-	-				
2	Penalty											
2	Maneuver Score	0	+1/2	+1/2	0	0	0	0	1	72		nice start value Shorten reins slightly Pull back leg slightly
	Totals	-	70 1/2	71	-	-	-	-				
3	Penalty											
3	Maneuver Score	0	+1/2	-1/2	0	0	+1/2	+1/2	2	73		too much hand shorten reins lower hand slightly effective rider
	Totals	-	70 1/2	70	-	-	70 1/2	71				
4	Penalty											
4	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	0	1	71 1/2		obvious check out walk Poor stop nice upper leg
	Totals	-	69	69 1/2	70	-	70 1/2	-				
5	Penalty											
5	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	-1/2	2	73 1/2		too perched nice confidence good plan crucial Back
	Totals	-	70 1/2	71	71 1/2	-	72	71 1/2				
6	Penalty											
6	Maneuver Score											
	Totals											
7	Penalty											
7	Maneuver Score											
	Totals											
8	Penalty											
8	Maneuver Score											
	Totals											
9	Penalty											
9	Maneuver Score											
	Totals											

Ashley Hansen

Judges Signature

YEDA Official Score Sheet – Diamond 5
 Updated January 2019

Class 8

6 entries

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
- 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

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

3

6

2

4

5

1

Entry #	Maneuver Description	Maneuvers						F & E	Total	Comments
		LL A-B	X Jog	Stop	180 L	Walk	Stop Back			
1	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1	+1/2	2	76	lower hands could have asked for more in X jog smart lope off
	Totals	71	71 1/2	72	72 1/2	73 1/2	74			
2	Penalty									
	Maneuver Score	-1	-1/2	-1	-1/2	0	0	1/2	67 1/2	too long dist in teach of hands poor stop good line from ear-hip-thr
	Totals	69	68 1/2	67 1/2	67	-	-			
3	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2	0	3	76 1/2	solid pattern good plan could have asked for more in X jog strong position
	Totals	71	72	72 1/2	73	73 1/2	-			
4	Penalty									
	Maneuver Score	0	+1	+1/2	+1/2	0	0	2	73	shorten reins Great X jog hands too high
	Totals	-	71	71 1/2	72	71	-			
5	Penalty									
	Maneuver Score	+1/2	-1/2	0	-1	-1/2	-1/2	2	70	raise free hand tighten elbows to side not straight line
	Totals	70 1/2	70	-	69	68 1/2	68			
6	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1	+1/2	3	78 1/2	good looking where going Great position. Good solid line very confident
	Totals	71	72 1/2	73	74	75	75 1/2			
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Stephanie

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Entry #	Maneuver Description	Maneuvers					F & E	Total	Comments
		X Jog	Stop 270 R	Lope RL	Jog	Stop Back			
4 1	Penalty								Look up ride past cone for 270° roll shoulder back
	Maneuver Score	+1/2	-2	-1/2	0	-1/2	1/2	68	
	Totals	70 1/2	68 1/2	68	-	67 1/2			
+ 2	Penalty								Great X Jog and stop straighter leads between cones Don't Rush nice position
	Maneuver Score	+1 1/2	0	+1/2	0	+1/2	2	74 1/2	
	Totals	71 1/2	-	72	-	72 1/2			
2 3	Penalty								raise free hand roll back shoulders nice confidence
	Maneuver Score	+1/2	0	0	+1/2	+1/2	1	72 1/2	
	Totals	70 1/2	-	-	71	71 1/2			
3 4	Penalty								Shorten Reins loosen hands look up good plan
	Maneuver Score	-1/2	0	-1	0	+1/2	1/2	69 1/2	
	Totals	69 1/2	-	68 1/2	-	69			
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								

Ashley Plausen

 Judges Signature



JR & SR Class 10
8 entries

YEDA Official Score Sheet - Ranch Horse Pattern #5&6
Updated September 2018

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

- 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
- 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.

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	Lope I 1/2 R	X Lope RL	Lope	Change Leads	Trot	X trot	Stop & Back	Overall Ability	Penalties	Final Score	Comments
1	Penalty															
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	+1/2	0	+1/2	0	+1/2	0	1		72 1/2	Rushed have a plain nice X trot
	Totals	-	70 1/2	71	71 1/2	70	70 1/2	-	71	-	71 1/2	-				
2	Penalty															
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	1 1/2		74 1/2	Good plain aggressive rider nice flow excellent control
	Totals	-	-	70 1/2	-	71 1/2	-	71 1/2	72	70 1/2	73	-				
3	Penalty															
	Maneuver Score	0	-1/2	0	0	-1	0	+1/2	-1	+1/2	+1/2	-1	0		68	loose hands nice lope rough stops/X could have asked for more in X jog
	Totals	-	69 1/2	-	-	68 1/2	-	69	68	68 1/2	69	68				
4	Penalty															
	Maneuver Score	0	-1/2	0	+1/2	+1	+1	0	-1/2	+1/2	0	+1/2	1		73 1/2	More in X jog Good turn around nice collected lope & little rushed
	Totals	-	69 1/2	-	70	71	72	-	71 1/2	72	-	72 1/2				
5	Penalty															
	Maneuver Score	0	0	+1/2	-1/2	+1/2	0	+1/2	+1/2	0	-1/2	+1/2	1 1/2		73	Good plan nice lope RL more X jog
	Totals	-	70 1/2	70	70	70 1/2	-	71	71 1/2	-	71	71 1/2				
6	Penalty															
	Maneuver Score	-1	0	0	-1/2	+1/2	+1/2	-1/2	-1/2	+1/2	0	0	1		70	Not in great control Poor transitions - threw head Good X lope
	Totals	69	-	-	68 1/2	69	69 1/2	69	68 1/2	69	-	-				
7	Penalty															
	Maneuver Score	1/2	0	0	-1	-1	0	0	+1/2	+1/2	0	0	1 1/2		71	Too much rein rough transitions nice position in X jog
	Totals	70 1/2	-	-	69 1/2	68 1/2	-	-	69	69 1/2	-	-				
8	Penalty															
	Maneuver Score	0	-1/2	-1/2	-1/2	+1/2	-1	0	-1/2	0	0	-1/2	1 1/2		68 1/2	look up rough transitions nice turn around
	Totals	-	69 1/2	69	68 1/2	69	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68				

Judges Signature