

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

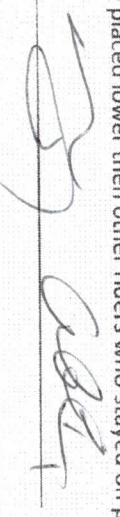
EXHIB #	MANEUVER DESCRIPTION	R Circles	4 Spins	L Circles	4 Spins	R Fig	RRB	LRR	Stop	Overall	HDD	Penalties	Final	Comments	
		000 Stop	Right	000 Stop	Left	8			Back						Ability
1	231	MANEUVER	1	2	3	4	5	6	7	8					
		PENALTY SCORE	+2	0	+1	-1/2	0	0	0	+1	93 1/2	+1/2	-2	72	Horse drifted on Spins & Lgt Spins
		Total													
2	846	PENALTY SCORE	+1/2	+1	+1/2	-1/2	0	0	0	+1/2	72	0	-1/2	71 1/2	Horse drifted on Spins
		Total													
		PENALTY SCORE	+1	0	+1	+1 1/2	+2	+1	+1	+2	79 1/2	0	0	79 1/2	Horse drifted on Pattern
3	372	PENALTY SCORE	+2	+2	+2	+1	+2	+1	+1 1/2	+1 1/2	83	0	-2	81	Horse drifted on Pattern
		Total													
		PENALTY SCORE	-1	+1 1/2	-1	0	+1/2	0	0	0	69	+1/2	-2	67 1/2	-watch Center - Drift on Spins
4	383	PENALTY SCORE	-1	+1	+1 1/2	+1 1/2	+2	+1	+1	+2	81	0	-1	80	Horse drifted on Pattern
		Total													
		PENALTY SCORE	-1	0	0	0	+1/2	0	0	0	69	+1/2	-2	67 1/2	-watch Center - Drift on Spins
5	296	PENALTY SCORE	+1	+2	+2	-1/2	+1 1/2	+2	+1	+1 1/2	80 1/2	0	0	80 1/2	Horse drifted on Pattern
		Total													
		PENALTY SCORE	-1	0	0	0	+1/2	+1 1/2	0	0	69	+1/2	-1	68 1/2	Keep hands on Reins - Hat Issue offet Maneuver
6	160	PENALTY SCORE	+1	+2	+2	-1/2	+1 1/2	+2	+1	+1 1/2	80 1/2	0	0	80 1/2	Horse drifted on Pattern
		Total													
		PENALTY SCORE	-1	0	0	0	+1/2	+1 1/2	0	0	69	+1/2	-1	68 1/2	Keep hands on Reins - Hat Issue offet Maneuver
7	254	PENALTY SCORE	+1	+2	+2	-1/2	+1 1/2	+2	+1	+1 1/2	80 1/2	0	0	80 1/2	Horse drifted on Pattern
		Total													
		PENALTY SCORE	-1	0	0	0	+1/2	+1 1/2	0	0	69	+1/2	-1	68 1/2	Keep hands on Reins - Hat Issue offet Maneuver
8	1051	PENALTY SCORE	+1	+2	+2	-1/2	+1 1/2	+2	+1	+1 1/2	80 1/2	0	0	80 1/2	Horse drifted on Pattern
		Total													
		PENALTY SCORE	-1	0	0	0	+1/2	+1 1/2	0	0	69	+1/2	-1	68 1/2	Keep hands on Reins - Hat Issue offet Maneuver
9	672	PENALTY SCORE	+1	+1	+1	0	+1	0	+1/2	0	74	0	0	74	Horse drifted on Pattern
		Total													
		PENALTY SCORE	-1	0	0	0	+1/2	+1 1/2	0	0	69	+1/2	-1	68 1/2	Keep hands on Reins - Hat Issue offet Maneuver

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 than other riders who stayed on pattern.

JUDGES SIGNATURE



YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRR	Stop	Overall	HDD	Penalties	Final	Comments
		OOO Stop	Spins Right	OOO Stop	Spins Left	8		Back	Ability			Score		
1 615	MANEUVER	1	2	3	4	5	6	7	8	75	0	-1	74	6
	PENALTY SCORE													
	Total	+1 1/2	+2	+1	+1 1/2	-1/2	-1/2	0	0					
	PENALTY SCORE													
	Total													
	PENALTY SCORE													
	Total													
	PENALTY SCORE													
	Total													
	PENALTY SCORE													
	Total													
	PENALTY SCORE													
	Total													
	PENALTY SCORE													
Total														

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 than other riders who stayed on pattern.

JUDGES SIGNATURE _____

YEDA Official Score Sheet -- RAIL

Class: SR Opal Rail

3

Back #	Rider Comments	Overall Class Comments
1	1156 Good Position at walk -	
2	1006 Legs too far back at walk - Good Hands	
3	1084 Excellent Position at walk & Jog	
4	909 Good Position at walk & Jog	
5	1105 Excellent Position at walk / Heels down	
6		
7		
8		
9		
10		
11		

 Judges Signature



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.

#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

- 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	Trot Suspensions	Lope I.L.O	Change Leads	Lope RL	2 Spins		2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
						L	R								
1	1059	0	0	+1/2	+1/2	+1/2	+1	7	8	0	74	0	74	(2)	
	Totals													(65)	no L or RLO
2	1034	+1	0	(-3)	(-3)	0	0	0	0	0	65		65	(6)	
	Totals													74 1/2	
3	73	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	0	74 1/2		74 1/2		
	Totals													68 1/2	Revised at Spans stacked with it.
4	65	0	-1	+1	+1/2	0	0	0	0	0	-4	70 1/2	+2	68 1/2	Circlesymetry
	Totals													71	(4)
5	1042	+1/2	+1/2	0	-1	+1/2	0	+1/2	+1/2	+1/2		71		71	
	Totals													72	look for lead
6	22	+1	0	0	+1/2	0	0	0	0	+1/2		72		72	(3)
	Totals														
7															
	Totals														
8															
	Totals														

[Signature]
Judges Signature

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.

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:

- 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	Trot Score	Lope I.L.O	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	0	+1	+1	0	0	0	0	+1/2		72 1/2	+2	74 1/2	1
	Penalty													
	Totals													
2	Maneuver	+1	+1	-3	-3	0	+1	+1/2	0	-4	67 1/2	+1	64 1/2	10 RL Spins (3)
	Penalty													
	Totals													
3	Maneuver	+1	0	-1	-2	0	0	+1	0	-2	70		68	2
	Penalty													
	Totals													
4	Maneuver	+1	-3	0	0	0	-3	1/2	+1/2		64	-1	63	3 Spin R (4)
	Penalty													
	Totals													
5	Maneuver													
	Penalty													
	Totals													
6	Maneuver													
	Penalty													
	Totals													
7	Maneuver													
	Penalty													
	Totals													
8	Maneuver													
	Penalty													
	Totals													

Judges Signature

VEDA 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.

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

- 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

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

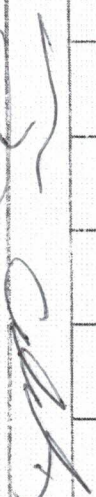
Entry #	Maneuver Description	Penalties								Penalties	Overall Ability	HDD	Final Score	Comments	
		Trot Sequence	Lope L.O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5						
1	Maneuver	1	2	3	4	5	6	7	8						
	Penalty														
2	Maneuver														
	Penalty														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

Senior Sapphire

Sheet 1 of 2

#5

Judges Signature



VEDA 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.

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

- 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	Trot Separate	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
9	Maneuver													
	Penalty		-3											
798	Maneuver Score		+1/2	+0	+1	+1	0	+1	+1/2	+1/2				
	Totals									-3	74 1/2		71 1/2	
10	Maneuver													
	Penalty													
2	Maneuver Score		+1	+1	+1	0	-1	+1	+1					
	Totals										75		75	(10)
11	Maneuver													
	Penalty													
359	Maneuver Score		+1	+1	+1	+1	+1	+1 1/2	+1					
	Totals										98 1/2		98 1/2	(2)
12	Maneuver													
	Penalty													
8	Maneuver Score													
	Totals													
6	Maneuver													
	Penalty													
7	Maneuver Score													
	Totals													
8	Maneuver													
	Penalty													
8	Maneuver Score													
	Totals													

[Handwritten Signature]
Judges Signature

Sheet 2 of 2

#15

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

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 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
10 A 1141	Penalty			-3								
	Maneuver Score	0	+1/2	0	-1/2	+1/2	+1/2	+1 1/2			69 1/2	
	Totals											
11 R 672 ZR	Penalty		-1									
	Maneuver Score	0	+1	+1	+1/2	+1	+1	+1 1/2			75	(6)
	Totals											
12 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											

[Signature]

Judges Signature

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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.
- 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 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
1 615	Penalty		-1, -1									8
	Maneuver Score	+1	-1	+2	+1	+1	0	+2		74		
	Totals											
2 231	Penalty											+ 3
	Maneuver Score	+1	+2	+1 1/2	0	+1	+1	+2		78 1/2		
	Totals											
3 372	Penalty			-3								NO Left Lead
	Maneuver Score	+1	0	-1	0	-3	0	0		64		
	Totals											
4 816	Penalty											5
	Maneuver Score	+1	+1	+1	+1	+1/2	+1/2	+1		76		
	Totals											
5 383	Penalty			-3								Excellent Position 7
	Maneuver Score	+1	+2	-1	+1	+1	+1/2	+2 1/2		94		
	Totals											
6 296	Penalty											4
	Maneuver Score	+1	+2	+1/2	+1	+1	+1	+2		78 1/2		
	Totals											
7 160	Penalty											2 Contact
	Maneuver Score	+1	+2	+1/2	+1	+1	+1	+2		79 1/2		
	Totals											
8 254	Penalty		-1									72 1/2
	Maneuver Score	+1/2	0	0	0	+1	+1	+1		72 1/2		
	Totals											
9 1051	Penalty											Excellent 1
	Maneuver Score	+1/2	+2	+2	+1/2	+1	0	+2 1/2		80 1/2		
	Totals											

[Signature]

Judges Signature

Will



YEDA Official Score Sheet - Sapphire / ~~Alumni~~ Pattern 4

Updated 2020

8

Junior

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	Lope OR L	X Jog	Jog	Stop							
		1-2	3	4	5	6	7							
1	Penalty											111	78	P
	Maneuver Score	+1	+1	+1	+1 1/2	+1	+1	+1 1/2						
	Totals													
2	Penalty											969	77 1/2	S
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1 1/2						
	Totals													
3	Penalty											1092	77 1/2 +	S
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1 1/2						
	Totals													
4	Penalty	-1										278	73	Excellent Rail work!
	Maneuver Score	0	0	0	+1	+1	+1	+1						
	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

Sapphire

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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.
- 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 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7					
1 1059	Penalty											Rail Work ② ③
	Maneuver Score	0	0	+1	+1	0	-1	+1		72		
	Totals											
2 1034	Penalty				-1		0					Horse Backed Apt in Pattern ⑤ ⑥
	Maneuver Score	+1	+1	+1 1/2	-1/2	+1	-3	+1		71		
	Totals											
3 73	Penalty			-3								④ 7 1/2
	Maneuver Score	+1	+1	-1	+1	+1	0	+1 1/2		71 1/2		
	Totals											
4 65	Penalty											①
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1	+1	+1 1/2		78 1/2		
	Totals											
5 1042	Penalty				-3							⑤
	Maneuver Score	+1	+1/2	+1/2	-3	-1	0	-1		64		
	Totals											
6 22	Penalty				-1							② ④
	Maneuver Score	+1	+1	+1	-1/2	+1	-1	+1		72 1/2		
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											65
	Maneuver Score											22
	Totals											
9	Penalty											1059
	Maneuver Score											73
	Totals											

[Signature]
Judges Signature

1042 -
1034 -

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

Independent

W/T

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.

Rail Work

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Ext. Walk	Jog	Stop					
		1-2	3	4	5	6					
1	RR										
	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1		+1		76	Nice job!
	Totals										
2	735										
	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1		+1		76	Nice job!
	Totals										
3	767										
	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1		+1		76	Nice job
	Totals										
4	—										
	Penalty										
	Maneuver Score	R	a	i	l	—					
	Totals										
5	735										
	Penalty										
	Maneuver Score										
	Totals										
6	112										
	Penalty										
	Maneuver Score										
	Totals										
7	767										
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

[Handwritten Signature]

Judges Signature

Excellent
Leg Position
Good Hands

Very
Straight




YEDA Official Score Sheet -- RAIL Class: Emerald Rail

Alumni

#11

Back #	Rider Comments	Overall Class Comments
1	12 Good Position -	
2	45 Skullnut Position - Close Seat	
3	1192 S/H hands -	
4		
5		
6		
7		
8		
9		
10		
11		


Judges Signature

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

Senior sheet #9
1/8/2

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	7				
1 758	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	+1		71	
	Totals											
2 776	Penalty				-1, +1							Not Much Jog
	Maneuver Score	+1	-1	0	-3	0	0	0	0		64	
	Totals											
3 259	Penalty											①
	Maneuver Score	+1/2	+1	+1/2	+2	+1	+1	+1	+2		80	
	Totals											
4 476	Penalty			-3								8
	Maneuver Score	+1	+1	-1/2	+1	+1	+1	+1	+1/2		73	
	Totals											
5 684	Penalty		-1		-3							Excellent Hands
	Maneuver Score	+1/2	-1/2	+1	-1	+1	+1	+1	+1		70	
	Totals											
6 924	Penalty											②
	Maneuver Score	+1/2	+1/2	+2	+1	+1	+1	+1	+2		80	
	Totals											
7 821	Penalty			-3								⑦
	Maneuver Score	+1	+1	-1/2	+2	+1	+1	+1	+2		74 1/2	
	Totals											
8 199	Penalty											③
	Maneuver Score	+1	+1	+1	+2	+1	+1	+1	+1/2		78 1/2	
	Totals											
9 778	Penalty											⑤
	Maneuver Score	+1	+1	+1	+1/2	+1	+1	+1	+1/2		78	
	Totals											

[Signature]

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

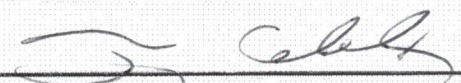
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	7				
10 236	Penalty								+2		78	Excellent Position (4)
	Maneuver Score	+1	+1	+1	+1	+1	+1					
	Totals											
11 RR 359	Penalty							+1/2		76	(6)	
	Maneuver Score	+1	+1	+1	+1	+1	-1/2					
	Totals											
12	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

YEDA Official Score Sheet - Topaz EWD Pattern 3 & 4

Updated 2020

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

Assisted

#12

W/T

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.

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.

Rail work

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Ext Walk	Jog	Stop					
1	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2			73	Good Position	
	Penalty							+1/2			
	Totals										
2	Maneuver Score	+1/2	+1/2	+1/2	+1	+1			74 1/2	Good Hands	
	Penalty							+1			
	Totals										
3	Maneuver Score										
	Penalty										
	Totals										
4	Maneuver Score										
	Penalty										
	Totals										
5	Maneuver Score										
	Penalty										
	Totals										
6	Maneuver Score										
	Penalty										
	Totals										
7	Maneuver Score										
	Penalty										
	Totals										
8	Maneuver Score										
	Penalty										
	Totals										
9	Maneuver Score										
	Penalty										
	Totals										

Judges Signature

[Handwritten Signature]

YEDA Official Score Sheet -- RAIL

Class:

SR Opal

W/T

#13

Back #	Rider Comments	Overall Class Comments
1	814 ✓ Excellent Position -	
2	1152 ✓ Excellent Position - Effective Gues	
3	489 ✓ Leans too far back at walk / keep closer contact / Brake at Reverse	
4	1193 ✓ Pull legs Back - don't lean Back	
5	623 ✓ Good Position	
6	1177 ✓ Soft hands - heels down -	
7	744 ✓ longer Straps	
8		
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet - Amber EWD Pattern 3&4

Updated 2020

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

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.

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

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

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.

Rail work

Entry #	Maneuver	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
			Walk	Stop	Back	Extend Walk	Reg Walk	Stop				
1	Maneuver	Maneuver Description	+	+	+	+	+	+				Very Good position 7 1/2 Sgt Hands
	Maneuver Score	Maneuver Score	+1	+1/2	+1	+1	+1	+1				
	Totals	Totals										
2	Maneuver	Maneuver Description	+		-1/2	+	+	+				Good position 7 1/2 But legs forward
	Maneuver Score	Maneuver Score	+1		-1/2	+1	+1	+1				
	Totals	Totals										
3	Maneuver	Maneuver Description										
	Maneuver Score	Maneuver Score										
	Totals	Totals										
4	Maneuver	Maneuver Description										
	Maneuver Score	Maneuver Score										
	Totals	Totals										
5	Maneuver	Maneuver Description										
	Maneuver Score	Maneuver Score										
	Totals	Totals										
6	Maneuver	Maneuver Description										
	Maneuver Score	Maneuver Score										
	Totals	Totals										
7	Maneuver	Maneuver Description										
	Maneuver Score	Maneuver Score										
	Totals	Totals										
8	Maneuver	Maneuver Description										
	Maneuver Score	Maneuver Score										
	Totals	Totals										

Judges Signature

[Handwritten Signature]

#14

Walk only

YEDA Official Score Sheet – RAIL Class: SR Ruby

Back #	Rider Comments	Overall Class Comments
1 971	very good position/Rudosto Slow at lope	
2 679	Excellent Position / Broke at LL Lope & RL Lope	
3 937	Very Good Position / Closer Contact	
4 1153	Excellent Position	
5 675	Excellent Position / Rocks at lope	
6 836	Excellent Position	
7		
8		
9		
10		
11		

 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 760	Good Position	
2 883	Leaning Back -	
3 487	Better on 2nd horse -	1st Horse No leg
4 252	Bring legs Back - Slurp to far Back	
5 1089	Excellent Position	
6 1188	Close Seat - heels down - Steady hands - Stay collected	
7 1031	Very Good Position - Effective use of Quis	
8 367	Legs forward	
9 1107	Excellent Position	
10		
11		


 Judges Signature

Scoring 0-100 with 70 denoting the average.

Severe Faults (-5 points)

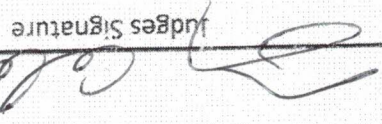
Major Faults (-3 points)

Minor Faults (-1 point)

- 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
- Spurting 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 a walk, jog for more than 2 strides.
- Loss of stirrup
- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

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	X-jog	Jog	Stop Back				
1	1084	+1	+1	+1/2	+1	0	+1	74 1/2	Mix Pattern +	
2	1006	+1	+1	0	+1/2	-1/2	+1/2	92 1/2	Strength CORE	
3	909	+1	+1	0	+1	+1	+1 1/2	74 1/2	Great Break at 21ft. Jog +	
4	1105	+1/2	+1/2	0	+1/2	+1/2	+1/2	73	No Disobedience Between	
5	1156	+1	+1	0	+1/2	0	+1/2	73	Close 2ft. + 1st. Jog.	
6										
7										
8										
9										

Judges Signature


#17

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 1/2
 - 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 reins
 - Spurring in front of the cinch.

*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	X-jog	Jog	Stop Back				
1	814		+1/2	+1/2	0	0	0	+1	72	None contact with seat 3	
2	1177		+1/2	+1/2	+1/2	0	+1/2	+1	73+	Good seat 1	
3	1193		0	0	0	0	0	+1	71	Looks obvious leg busy lower b	
4	623		+1/2	+1/2	0	-1/2	-1/2	+1	71+	5	
5	1152		0	0	-1	-1	0	+1/2	67 1/2	Reins too long 2	
6	744		+1/2	+1/2	+1/2	+1/2	0	+1	73	2	
7	489		+1/2	0	-1/2	0	+1/2	+1	71 1/2	like to see more exit of leg 1	
8											
9											

Judges Signature
[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 1/2
 - 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	X-Jog	Jog	Stop Back				
1	760		+1/2	0	0	0	0	+1			Execution Position (4)
2	1631		+1	+1	+1	+1	+1	+2			(Lane) Execution! (1) Breaker
3	1188		+1/2	+1/2	+1/2	+1/2	-1/2	+1/2			Keep strong hands steady lower leg
4	1107		+1	+1	+1	+1	+1	+1 1/2			New job! (3) Pattern
5	487		+1/2	+1/2	+1/2	+1/2	0	+1/2			More bend in elbow (6)
6	252		+1	+1	0	-1/2	0	+1			Full legs Break - Quick (8) Long Penalties
7	367		+1	+1	+1	+1	+1/2	+1 1/2			3/4 of way - (5) Ruler
8	683		+1	+1	+1	+1	+1	+2			Very Good (7)
9	1069		+1	+1	+1/2	+1	+1	+1 1/2			45% Penalties (2) 3/4 of way - (5) Ruler

Judges Signature

Colby

Position



YEDA Official Score Sheet - RAIL Class: Emerald Split A

Back #	Rider Comments	Overall Class Comments
1 1146	Very Good Position - Good Seat	
2 1096	Strengthen Core	
3 365	wrong LL lead - Excellent Position at leg!	
4 222	Very Good Position	
5 1026	Heels down	
6 594	Good Lower Leg - Very Good Position	
7 596	Excellent Position at leg - Heels Loose Position at leg	
8 253	Keep legs back -	
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet – RAIL Class:

SR Ruby Split A

#21


Back #	Rider Comments	Overall Class Comments
1	1117 Legs back more	
2	941 Good Seat	
3	229 Lead Problems at lype RL	
4	1093 Bring leg back / Broke at LL lope	
5	1023 loose core - strengthen	
6	766 Effective Rider - Good hands	
7	1181 Polished Rider leg a little more forward	
8		
9		
10		
11		


 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 886	Very Good Position	
2 123	Very Good Position	
3 658	Excellent Position	
4 414	Very Good Position / lead Thrust at LL lope	
5 1033	Very Good Position / Legs forward at lope	
6 418	Soft hands - Good Position	
7 584	Good Frame RL lope	
8		
9		
10		
11		

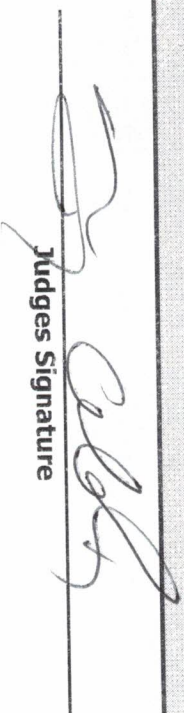

 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1078	Very Good Position	
2 233	Lead Issues at R Lope	
3 945	Excellent Position	
4 966	Very Good Seat	
5 1048	Misc Position	
6 942	Lead Issues L Lope	
7		
8		
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet -- RAIL Class: SR Emerald #24

Back #	Rider Comments	Overall Class Comments
1 1084	Good Position	
2 1009	Effective Rider Good Position	
3 579	Very Good Position / Lead Issues LL legs	
4 384	Excellent Position	
5 793	Very Supple Rider Excellent at jog loose at lope	
6 916	Very Good Position	
7 336	Wings legs back More lead Issues LL legs	
8 1119	Very Good Position	
9 526	Good Seat	
10 457	Excellent Position	
11		


 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

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)

- 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.
- Loss of rein
- Use of either hand to instill fear or praise

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.

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

Entry #	Maneuver	Description	Walk	Jog	Stop	Back	Lope	RL	Stop	F & E	HDD	Total	Comments	Maneuvers		
														Penalty	Maneuver Score	Totals
1	45	Nice job	+1	+1	+1/2	+1/2	+1	+1	+1	+1	75	75		Penalty	Maneuver Score	Totals
2	12		+1	+2	-1/2	+1/2	+1/2	+1	+1/2	+1	94 1/2	76 1/2		Penalty	Maneuver Score	Totals
3	1192		+1	+1	+1	+1	+1	+1/2	+1	+1/2				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

[Handwritten Signature]

Alumni # 26

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at walk or 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.
- Holding saddle with either hand while on pattern or rail work.
- Use of either hand to instill fear or praise
- Loss of rein

Severe Faults (-5 points)

- Spurring in front of the cinch.
- Cueing with the end of the romal
- Holding saddle with either hand while on pattern or rail work.
- Use of either hand to instill fear or praise
- Loss 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 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Walk	Jog	Stop Back	Lope RL	Stop	F & E	HDD	Total	Maneuvers																	
										Penalty	Maneuver Score	Totals															
1	Good TB	+1	+1	+1/2	+1	+1/2			76																		
2	Soft Hands	+1	+1	+1/2	+1	+1/2	+2		76																		
3	Nice Pattern	+1	+1	0	+1	+1	+1		75																		
4	Good Rider (Lame)	+1	+1	0	+1	+1	+1		75																		
5	Steady Seat	+1	+1	0	+1	+1/2	+1		74																		
6	Bowl 3 lbs up Middle - Hips up	0	0	0	0	0	+1/2		71 1/2																		
7	365	+1	+1/2	+1	+1	+1	+1		75 1/2																		
8																											
9																											

Judges Signature
[Signature]

#260 Senior Split A

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

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
- 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.

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop	Stop				
1	Maneuver	0	+1/2	0	-1/2	+1/2	+1		7 1/2	Nice job	
2	Maneuver	+1/2	+1/2	+1/2	0	+1/2	+1		73	Very Good	
3	Maneuver	+1/2	+1/2	-1/2	+1/2	-1/2	+1/2		71	Plan Ahead	
4	Maneuver	-1	0	-1	-1	0	0		66	Heavy Hands	
5	Maneuver	+1	+1	+1/2	+1/2	+1/2	+1		74 1/2	Nice job	
6	Maneuver	-1	+1	-1/2	+1	+1	+1		72	Nice job	
7	Maneuver	+1	+1	+1	+1/2	+1	+1/2		77	Great Execution	
8	Maneuver	+1/2	+1/2	+1/2	+1/2	+1/2	+2		79 1/2	Excellent Pattern Execution	
9	Totals										

Judges Signature

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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

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)

- Use of either hand to instill fear or praise
- Loss of rein
- Holding saddle with either hand while on pattern or rail work.
- 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 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop	Back	Lope	RL				
1	Maneuver	+1	+1	+1	-3	+1/2	+1			71	Quick Correction & Good
2	Maneuver	+1	+1	+1/2	+1/2	+1/2	+1			71 1/2	Woe job (6)
3	Maneuver	+1/2	+1/2	-1/2	+1	+1/2	+1			73	(8)
4	Maneuver	+1	+1/2	+1/2	+1/2	+1/2	+1			74	(7)
5	Maneuver	+1	+1/2	+1/2	+1	+1/2	+1			76 1/2	(4)
6	Maneuver	+1/2	0	0	+1	0	+1			72 1/2	
7	Maneuver	+1	+2	+1	+2	+2	+2			80	Great Pattern (2)
8	Maneuver	+1	+2	0	+1	+1/2	+1/2			76	Woe job (5)
9	Maneuver	+1	+2	+1	+1/2	+1	+1 1/2			77	(3)
10	Maneuver	+1 1/2	+2	+1 1/2	+2	+2	+2			81	(1)
	Totals										
	Maneuver Score										
	Penalty										
	Totals										

Judges Signature

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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

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.

Major Faults (-3 points)

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

Minor Faults (-1 point)

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

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.

Maneuver Description	Entry #	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope	Jog	X-Jog					
Maneuver											
Penalty											
Maneuver Score											
Totals											
1	937	0	-1	0	0	-3	0			6	NO EXT TID
2	675	0	+1	+1	+1	+1 1/2	+1 1/2			76	Excellent Pattern
3	679	+1	+1	-	+1/2	+1	+1			73 1/2	Never Released Person at slope
4	1153	+1	+1	+2	+1 1/2	+1	+1 1/2			78	Drifted to Rail at end
5	971	+1/2	+1/2	0	+1	+1	+1			74 1/2	Good JB
6	836	+1	-1	+1	+1	+1	+1			74	1st Jg line Very Crooked
7											
8											
9											

Judges Signature

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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 1/2 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 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.

Entry #	Maneuver	Walk	Jog	Lope	LL	Jog	X-Jog	F & E	HDD	Total	Maneuvers																																													
											Penalty	Maneuver Score	Totals																																											
1	Lower leg being forward - later corrected	+1	+1	0	+1/2	+1	-1	+	7 1/2	76	7 1/2	4	+1 1/2	77 1/2	Nice Pattern	2	766	1181	3	Good Expansion	1	+2	17 1/2	Excellent Position	4	1078	233	5	76	5	76	Nice Pattern	6	945	6	Excellent Pattern	3	7 1/2	+1 1/2	77 1/2	7	Maneuver Score	Penalty	Totals	7	Maneuver Score	Penalty	Totals	8	Maneuver Score	Penalty	Totals	9	Maneuver Score	Penalty	Totals

Colby
Judges Signature

#30

Senior Split A

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

Senior Split B

#31

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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	Lope	Jog	X-Jog	6				
1	Smooth Pattern	+1	+1/2	+1/2	+1/2	+1/2	+2	1	79	Smooth Pattern!	
2	Excellent Pattern	+1	+1	+1	+1	+1/2	+1/2	2	77	Excellent Pattern	
3	Never Got LL Lope	+1/2	+1	-3	+1	+1	0	7	7 1/2	Never Got LL Lope	
4	Back control at lope	+1	+1	-1	+1/2	+1	+1/2	5	73	Back control at lope	
5	Mud/spl	+1	+1	+1	+1	+1	+1	4	76	Mud/spl	
6	Plan Ahead Set up	0	0	-1/2	0	-1/2	+1/2	6	68 1/2	Plan Ahead Set up	
7	Good Pattern	+1	+1	+1/2	+1	+1/2	+1	3	76	Good Pattern	
8											
9											

Judges Signature

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YEDA Official Score Sheet – Diamond Pattern 8

Updated 2020

Round 1

#32

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	H D D	Total	Comments			
		Walk	Jog	Stop 360 L	Lope RL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back									
1	615																		
	Penalty				-3,3														
	Maneuver Score	+1/2	+1/2	-1	-1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					64
	Totals																		
2	846																		
	Penalty				-3														
	Maneuver Score	+1/2	+1/2	-1	-1	-1	-1/2	0	-1	0	0	0	0	0					63 1/2
	Totals																		NO LL Lope
3	383																		
	Penalty																		
	Maneuver Score	0	0	-1	-1	0	+1	0	+1/2	+1/2	0	0	0	0					70
	Totals																		
4	296																		
	Penalty																		
	Maneuver Score	+1	+1	+1	+1	+1/2	+1	+1	+1	+1	+1/2	+1/2	+1/2	+1/2					79 1/2
	Totals																		
5																			
	Penalty																		
	Maneuver Score																		
	Totals																		
6	1051																		
	Penalty																		
	Maneuver Score	+1	+1	+1/2	0	0	0	0	+1/2	0	+1	+1	+1	+1					74
	Totals																		
7	1141																		
	Penalty				-3,3														
	Maneuver Score	+1	+1	0	-2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					66
	Totals																		
8	672																		
	Penalty																		
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1	+1/2	+1/2	-3	+1/2	+1/2	+1/2	+1/2					70 1/2
	Totals																		NO LL Lope
9	231																		
	Penalty																		
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1	+1	+1	+1	+1	+1	+1	+1					80
	Totals																		

Judges Signature

YEDA Official Score Sheet – Diamond Pattern 8

Updated 2020

#32

Round 2

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	Maneuvers											F & E	H D D	Total	Comments	
		Walk	Jog	Stop 360 L	Lope RL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back							
* 1 383	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1	+1	+1	+1/2					78 1/2
	Totals																
2 1051	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2						78
	Totals																
3	Penalty																
	Maneuver Score																
	Totals																
4 1141	Penalty																
	Maneuver Score	+1/2	+1/2	0	+1	+1/2	+1	-1/2	+1	+1/2	+1						75 1/2
	Totals																
* 5 231	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1	+1/2						78 1/2
	Totals																
6	Penalty																
	Maneuver Score																
	Totals																
* 7 383	Penalty																
	Maneuver Score	+1	+1	+1	+1	0	+1/2	+1/2	+1/2	0	+1/2						77
	Totals																
* 8 231	Penalty																
	Maneuver Score	+1	+1	+1	+1/2	+1/2	-3	-1/2	0	+1	+1	+1/2					75
	Totals																
9	Penalty																
	Maneuver Score																
	Totals																

M

8 1/2
- 3 1/2
5


 Judges Signature