

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET

Class #1 SR
Diam. reining

1 of 2



EXHB #	MANEUVER DESCRIPTION	4 Spins R	4 Spins L	L. Circle OOo & Change	R. Circle OOo & Change	Stop & Right Roll Back	Stop & Left Roll Back	Stop Back	Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	855													
	PENALTY													
	SCORE	-1/2	+1 1/2	+1 1/2	0	+1 1/2	-1/2	0			+2	0		75 1/2
	Total	69 1/2	70	72 1/2	72 1/2	74	73 1/2	73 1/2						
2	846													
	PENALTY			0										
	SCORE	-2	-2	-1	-1/2	-1	-2	0			+1	0		62 1/2
	Total	68	66	65	64 1/2	63 1/2	61 1/2	61 1/2						
3	644													
	PENALTY				3									
	SCORE	+2	+2 1/2	+1	+1	+2	+1 1/2	+2			+3	0		85
	Total	72	74 1/2	75 1/2	76 1/2	78 1/2	80	82						
4	400													
	PENALTY				1									
	SCORE	0	-1/2	+1	-1	-1	-1	-1			+2	+2		69 1/2
	Total	70	69 1/2	70 1/2	68 1/2	67 1/2	66 1/2	65 1/2						
5	312													
	PENALTY													
	SCORE	-1 1/2	+1/2	-2	-1/2	-1	-2	-1			+1	0		60 1/2
	Total	68 1/2	69	67	65 1/2	64 1/2	60 1/2	59 1/2						
6	438													
	PENALTY				1	1								
	SCORE	+1/2	-1	+1	+2	+1	+2	+1			+2	+1		77 1/2
	Total	70 1/2	69 1/2	70 1/2	71 1/2	71 1/2	73 1/2	74 1/2						
7	725													
	PENALTY		1/2											
	SCORE	+1	-1	-2	-1 1/2	0	-1	0			+1	0		66
	Total	71	69 1/2	67 1/2	66	66	65	65						
8	979													
	PENALTY		1/2		1	5								
	SCORE	+1/2	-1	+1/2	-2	0	+1/2	0			+1	+1		68
	Total	70 1/2	69	69 1/2	65 1/2	65 1/2	66	66						
9	1069													
	PENALTY	1	1											
	SCORE	+1	+1	+1	+1	+1	+1	+1			+2	0		77
	Total	70	70	71	72	73	74	75						

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

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

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

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

JUDGES SIGNATURE _____

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET

Class # 1
SR Diam. reining
2 of 2
Comments



EXHB #	MANEUVER DESCRIPTION	4 Spins R	4 Spins L	L. Circle OOo & Change	R. Circle OOo & Change	Stop & Right Roll Back	Stop & Left Roll Back	Stop ³ Back	Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	479									+1	+2		61 1/2	more inside rein in circles keep center
	PENALTY													
	SCORE	+1/2	-2	0	-2	-2	-2	-2						
Total		70 1/2	68 1/2	67 1/2	64 1/2	62 1/2	60 1/2	58 1/2						
2	492									+1	0		67	uneven reins
	PENALTY													
	SCORE	-2	-1	+1/2	-2	0	+1/2	+1						
Total		68	67	67 1/2	64 1/2	64 1/2	65	66						
3														
	PENALTY													
	SCORE													
Total														
4														
	PENALTY													
	SCORE													
Total														
5														
	PENALTY													
	SCORE													
Total														
6														
	PENALTY													
	SCORE													
Total														
7														
	PENALTY													
	SCORE													
Total														
8														
	PENALTY													
	SCORE													
Total														
9														
	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: #2 JK Emerald Rail A

Back #	Rider Comments	Overall Class Comments
1 880	Nice Ride keep contact.	
2 794	Nice pos.	
3 405	Dont lean back	
4 1151	tighten L.L + sit back	
5 533	sit up + heels down	
6 399	heels down	
7 109	shorten stirrups + Roll shoulders back	
8 145	more weight in heels + use L.L. watch leads	
9		
10		
11		

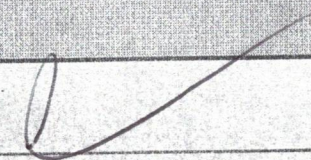

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1364	Dont lean back	
2 1198	heels down	
3 353	open shoulders	
4 608	tighten LL	
5 408	heels down	
6 1185.	legs back	
7 952	Legs back	
8		
9		
10		
11		



 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 384	Dont lean	
2 978	sit up more	
3 795	heels down	
4 1016	Dont arch back	
5 696	Roll shoulders back	
6 467	weight in heels	
7 349	legs back	
8		
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 6
Updated 2020

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

Class # 5
SR Diam rail/patt
Split A

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	HDD	Total	Comments	
		1	2	3	4	5	6	7					
1	725												Sitting on cantle
	Penalty												
	Maneuver Score	+1	+2	0	+1	+1	0	-1	+1	+1	76		
	Totals	71	73	73	74	75	75	74					
2	312												Don't lean back + heels
	Penalty		3										
	Maneuver Score	0	-2	+1	+1	+1	0	+1	+1	0	70		
	Totals	70	65	66	67	68	68	69					
3	1069												Don't rush hands Don't arch
	Penalty												
	Maneuver Score	0	-1	-1	0	+1/2	0	+1/2	+1	+1	71		
	Totals	70	69	68	68	68 1/2	68 1/2	69					
4	479												Delayed L.L Departure Don't arch back
	Penalty		3										
	Maneuver Score	0	-2	+1	0	+1/2	0	-1/2	+1	0	67		
	Totals	70	65	66	66	66 1/2	66 1/2	66					
5	400												Rolling shoulders feet too deep
	Penalty												
	Maneuver Score	0	+1	+2	+1	+2	0	+2	+2	0	80		
	Totals	70	71	73	74	76	76	78					
6	846												Soften shoulders
	Penalty												
	Maneuver Score	0	+1	+2	+1	+1	0	+1	+2	0	78		
	Totals	70	71	73	74	75	75	76					
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

Judges Signature



YEDA Official Score Sheet – Diamond Pattern 6

Updated 2020

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

Class # 6
SR Diamond
rail/patt
split B

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Changed
From Railroad

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments	
		Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back					
		1	2	3	4	5	6	7					
1	Penalty		3				1						heels ↓ more rythum
	Maneuver Score	0	-1	0	+1/2	-1	-1	0	+1	0	64 1/2		
	Totals	70	66	66	66 1/2	65 1/2	63 1/2	63 1/2					
2	Penalty												heels ↓ Dont oversteer
	Maneuver Score	0	+2	+1	+1	-2	0	+1	+1	0	74		
	Totals	70	72	73	74	72	72	73					
3	Penalty		3										Feet too deep
	Maneuver Score	0	-2	+1	+1	-1	0	+1/2	+1	+2	69 1/2		
	Totals	70	65	66	67	66	66 1/2	66 1/2					
4	Penalty		3	1									3rd
	Maneuver Score	-2	-2	+1	0	-1	+1	+1	+3	+3	67		
	Totals	68	60	60	60	59	60	61					
5	Penalty			1									85
	Maneuver Score	+1	+2	+2	+1	+1	+1	+3	+3	0			
	Totals	71	73	76	77	78	79	82					
6	Penalty												heels ↓ inside shoulder back
	Maneuver Score	0	+1	+1	-1	-1	0	+1	+1	0	72		
	Totals	70	71	72	71	70	70	71					
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class #7 JR
Emerald pattern
Split A

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										Dont Rock @ Lope
	Maneuver Score	0	+1	+1	+2	+1 1/2		+2	0	77 1/2	
	Totals	70	71	72	74	75 1/2					
2	Penalty										heels ↓
	Maneuver Score	0	0	-1	0	+1		+1	0	71	
	Totals	70	70	69	69	70					
3	Penalty			33							heels ↓
	Maneuver Score	0	0	-2	+1	0		+1	0	64	
	Totals	70	70	62	63	63					
4	Penalty			1							Dont look for leads
	Maneuver Score	0	+1	+1	0	0		+1	0	72	
	Totals	70	71	71	71	71					
5	Penalty				1						legs back
	Maneuver Score	0	+2	+1	+1	-1 1/2		+2	0	74 1/2	
	Totals	70	72	73	73	72 1/2					
6	Penalty			3							tighten L L elbows quiet
	Maneuver Score	0	0	-1	0	+1 1/2		+1	0	67 1/2	
	Totals	70	70	66	66	66 1/2					
7	Penalty				1						lean fwd + bring legs back tighten elbows
	Maneuver Score	0	0	+1	0	+2		+1	0	73	
	Totals	70	70	71	70	72					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class #8
JR Emerald
Pattern
Split B

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk 1	Jog 2	Lope LL 3	Walk 4	Stop Back 5	6				
1	349										
	Penalty										
	Maneuver Score	0	0	+1	+1	+1		+1 1/2	+1	75 1/2	tighten elbows
Totals	70	70	71	72	73						
2	145										
	Penalty										
	Maneuver Score	0	+1	+2	+1	+1		+2	0	77	legs back □ shoulders
Totals	70	71	73	74	75						
3	978										
	Penalty										
	Maneuver Score	0	+1 1/2	+2	+2	+2		+2 1/2	0	80	
Totals	70	71 1/2	73 1/2	75 1/2	77 1/2						
4	1364										
	Penalty										
	Maneuver Score	0	+1	-1	0	+1		+1	0	72	don't lean back
Totals	70	71	70	70	71						
5	353										
	Penalty			(3)							
	Maneuver Score	0	0	+1	+1	+1		+1	0	74	legs back
Totals	70	70	71	72	73						
6	1151										
	Penalty										
	Maneuver Score	0	+2	+2	+1	0		+1	0	76	don't rock @ lope
Totals	70	72	74	75	75						
7	384										
	Penalty										
	Maneuver Score	0	+1	+1	+1	+1		+1		75	
Totals	70	71	72	73	74						
8	467										
	Penalty										
	Maneuver Score	0	+1	+2	+2	-1/2		+2		76 1/2	heels down
Totals	70	71	73	75	74 1/2						
9											
	Penalty										
	Maneuver Score										
Totals											

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class #9
JR Emerald pattern
Split C

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty				1						Rock @ lope
	Maneuver Score	0	+1	+2	+1	0		+2		75	
	Totals	70	71	73	73	73					
2	Penalty				1						Don't lean into lope uneven films
	Maneuver Score	0	+1	0	-1	-1		+1		69	
	Totals	70	71	71	69	68					
3	Penalty				1						Good leg. Don't rock @ lope
	Maneuver Score	0	+1	+1	-1	+1		+2	+2 1/2	75 1/2	
	Totals	70	71	72	70	71					
4	Penalty	1									
	Maneuver Score	0	+1	+2	+1	+1		+2	0	76	
	Totals	109	70	72	73	74					
5	Penalty				1						
	Maneuver Score	0	+1 1/2	+2	-1	+1 1/2		+2	0	73	
	Totals	70	71 1/2	73 1/2	70 1/2	71					
6	Penalty										necks down Don't lean back
	Maneuver Score	0	+1	0	+1 1/2	0		+1		72 1/2	
	Totals	70	71	71	71 1/2	71 1/2					
7	Penalty		1	0							necks down no L-Z
	Maneuver Score	0	0	-3	0	-2		+1		64	
	Totals	70	108	105	65	103					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature



YEDA Official Score Sheet – Amber EWD Pattern 5 & 6

Updated 2020

Class #10
EWD Amber
rail/pattern

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop				
1	Penalty										
	Maneuver Score	0	0	0	0	0	0				
	Totals	70	70	70	70	70	71			71	
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

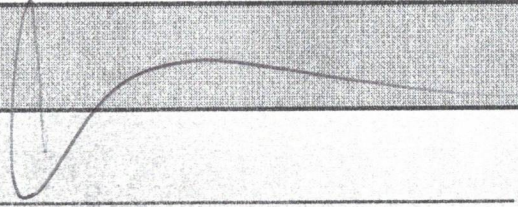
Back #	Rider Comments	Overall Class Comments
1 1188	heels down	
2 732	don't arch back	
3 245	feet too deep	
4 1320	legs back + don't lean too far back	
5 1087	heels down	
6 1108	feet too deep left shoulder back	
7 370	quiet hands + feet	
8		
9		
10		
11		

 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 487	loosen up	
2 1060	heels down	
3 1013	straighten back.	
4 1398	heels down + lean back	
5 1174	tighten L.L	
6 333	left shoulder back	
7 1056	more foot in stirrup	
8		
9		
10		
11		

 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1276	Dont sit too deep	
2 858	Dont arch back sit up	
3 498	nice position watch legs dont get fwd	
4 1399	left shoulder fwd	
5 337	loosen legs + bring fwd	
6 1272	heels down elbows tight	
7 907	Dont Rock + lean back	
8 1200	heels down.	
9 1026	heels down	
10		
11		



Judges Signature

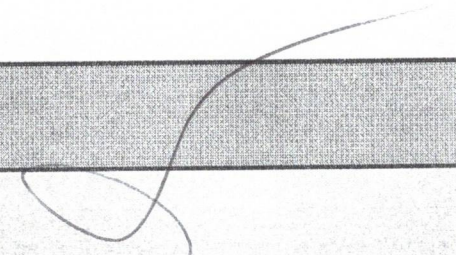
Back #	Rider Comments	Overall Class Comments
1 883	Round shoulders toes toes fwd	
2 1312	Dont hold horse too much	
3 340	Drive horse fwd.	
4 991	nice pos.	
5 1063	left shoulder back legs back	
6 1158	stretch up. look up	
7		
8		
9		
10		
11		

 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 933	open shoulders	
2 305	lower rein hand feet too deep	
3 1322	tighten L-L	
4 890	Roll shoulders back	
5 1179	left shoulder back feet too deep.	
6 1395	foot too deep keep shoulders square.	
7		
8		
9		
10		
11		

 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1096	tighten L.L	
2 947	L.L too fwd.	
3 414	toes fwd feet too deep	
4 639	L.L back too far	
5 825	Release	
6 301	tighten core	
7 1135	Don't force position	
8 1008	toes fwd feet too deep	
9		
10		
11		



Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class # 17
 Elem. Pear 1
 part A

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back				
		1-2	3	4	5				
1	1056								Straighter lines
	Penalty								
	Maneuver Score	+1	+1	-1	-1/2	+2	0	72 1/2	
	Totals	71	72	71	70 1/2				
2	1322								Soften arms
	Penalty	1							
	Maneuver Score	-1	+1	+1/2	-1	+1	0	69 1/2	
	Totals	68	69	69 1/2	68 1/2				
3	933								Soften arms
	Penalty								
	Maneuver Score	+1	-1/2	-1	0	+1	0	70 1/2	
	Totals	71	70 1/2	69 1/2	69 1/2				
4	1158								Use more leg in maneuvers
	Penalty								
	Maneuver Score	+1	+1	-1	+1	+1	0	73	
	Totals	71	72	71	72				
5	305								keep lines straight
	Penalty								
	Maneuver Score	+1	-1	-1	+1	+1	0	71	
	Totals	71	70	69	70				
6	1188								Look up shorten reins
	Penalty		33						
	Maneuver Score	0	-3	-1	0	0	0	60	
	Totals	70	67	60	60				
7	732								
	Penalty								
	Maneuver Score	+1	+2	-1	+1	+2	0	75	
	Totals	71	73	72	73				
8									
	Penalty								
	Maneuver Score								
	Totals								
9									
	Penalty								
	Maneuver Score								
	Totals								

Judges Signature

YEDA Official Score Sheet – Opal (Pearl Pattern 6)
Updated 2020

Class #18
Elementary Pearl
Pattern B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1	Penalty									keep line straight
	Maneuver Score	+1	-1	-1/2	+1		+2	+1	73 1/2	
	Totals	71	70	69 1/2	70 1/2					
2	Penalty			5						legs back tighten body
	Maneuver Score	0	-2	-2	0		0	0	61	
	Totals	70	68	61	61					
3	Penalty			5						dont use free hand
	Maneuver Score	+1	0	-2	0		0	0	64	
	Totals	71	71	64	64					
4	Penalty									lean back + sit up
	Maneuver Score	+1	+2	+1	0		+1	0	75	
	Totals	71	73	74	74					
5	Penalty									Blend maneuvers
	Maneuver Score	+1	+2	0	-2		+1	0	72	
	Totals	71	73	73	71					
6	Penalty									
	Maneuver Score	+1	+2	+1	+2		+2	0	78	
	Totals	71	73	74	76					
7	Penalty									
	Maneuver Score	0	+1	0	+1		+1		73	
	Totals	70	71	71	72					
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

Class #19
Elem. Pearl patt. C

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back				
		1-2	3	4	5				
1	Penalty								Stretch up straighten line sit back
	Maneuver Score	+1	-1	-1	-2	+1	0	68	
	Totals	71	70	69	67				
2	Penalty								feet too deep
	Maneuver Score	+1	+2	+1	-1	+2	0	75	
	Totals	71	73	74	73				
3	Penalty		3						
	Maneuver Score	+1	-2	-1	+1	+1	0	67	
	Totals	71	66	65	66				
4	Penalty								look up
	Maneuver Score	+1	+1	+1	+1	+2		76	
	Totals	71	72	73	74				
5	Penalty								
	Maneuver Score	+1	+2	+1	-1	+1		74	
	Totals	71	73	74	73				
6	Penalty								
	Maneuver Score	+1 1/2	+2 1/2	+2	+2	+2		80	
	Totals	71 1/2	74	76	78				
7	Penalty								
	Maneuver Score								
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class # 20
Elem. Pearl Patt
Split D

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver				F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back				
		1-2	3	4	5				
1	4187								
	Penalty		1						legs back
	Maneuver Score	0	0	+1	0	+1	0	71	
	Totals	70	69	70	70				
2	991								
	Penalty								
	Maneuver Score	+1	+2 1/2	+2 1/2	+2 1/2	+2	0	80 1/2	
	Totals	71	73 1/2	76	78 1/2				
3	1312								
	Penalty								
	Maneuver Score	0	+1	-2	-1	+1	0	69	feet too deep look up
	Totals	70	71	69	68				
4	245								
	Penalty								
	Maneuver Score	+1	+2	+1	-1	+2		75	
	Totals	71	73	74	73				
5	1320								
	Penalty		1						
	Maneuver Score	0	-2	-1/2	+1	+1		68 1/2	sit tight + straight lines
	Totals	70	67	66 1/2	67 1/2				
6	333								
	Penalty		1						
	Maneuver Score	+1	+2	-2	-1 1/2	+1		69 1/2	Reins even
	Totals	71	72	70	68 1/2				
7									
	Penalty								
	Maneuver Score								
	Totals								
8									
	Penalty								
	Maneuver Score								
	Totals								
9									
	Penalty								
	Maneuver Score								
	Totals								

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class # 21
SK Emerald Patt
A

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	0	+1	-1	-1	0		+1	0	69	
	Totals	70	71	70	68	68					
2	Penalty										
	Maneuver Score	+1	+1	+2	+2	+1		+2	0	79	Sit down soften pos.
	Totals	71	72	74	76	77					
3	Penalty										
	Maneuver Score	0	0	+1/2	+1	+1		+2	0	74 1/2	keep rhythm
	Totals	70	70	70 1/2	71 1/2	72 1/2					
4	Penalty			3							
	Maneuver Score	0	+1	+1	+1	+1/2		+1	0	71 1/2	toes in
	Totals	70	71	69	70	70 1/2					
5	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1		+2	0	75 1/2	heels down feet too deep look ahead
	Totals	70	70 1/2	71 1/2	72 1/2	73 1/2					
6	Penalty										
	Maneuver Score	0	0	+1	0	-1		+1	0	71	close legs on horse. Reins too long
	Totals	70	70	71	71	70					
7	Penalty										
	Maneuver Score	+1	+1/2	+1/2	+1	+2		+2	+1	80	
	Totals	71	72 1/2	74	75	77					
8	Penalty										
	Maneuver Score	0	+1/2	+1/2	+2	+1		+2		77	focus fwd
	Totals	70	70 1/2	72	74	75					
9	Penalty										
	Maneuver Score	0	+1	-1	-1/2	-2		+1		66 1/2	give +
	Totals	70	71	69	67 1/2	65 1/2					

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class # 22
SP Emerald Patt.
SP11+B

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1	+2	+1	+1		+2	0	77	Don't draw across neck
	Totals	70	71	73	74	75					
2	Penalty										
	Maneuver Score	-1/2	-1	-1	0	+1/2		+1	0	68	Sit deep don't hold LL
	Totals	69 1/2	67 1/2	66 1/2	66 1/2	67					
3	Penalty										
	Maneuver Score	0	-1	+1/2	-3	+2		+1	0	68 1/2	no walk (OP) tighten core
	Totals	70	68	68 1/2	65 1/2	67 1/2					
4	Penalty			3							
	Maneuver Score	0	+1	-1	+1	+1		+2	0	70	Elbows tight
	Totals	70	71	67	68	69					
5	Penalty										
	Maneuver Score	0	+1 1/2	-1	0	-1		+2	0	71 1/2	Necks down more contact
	Totals	70	71 1/2	70 1/2	70 1/2	69 1/2					
6	Penalty										
	Maneuver Score	0	0	0	0	+1		+2	+2	71	
	Totals	69	67	67	66	67					
7	Penalty										
	Maneuver Score	0	+1	+2	+2	+2		+2	0	79	keep back straight
	Totals	70	71	73	75	77					
8	Penalty										
	Maneuver Score	0	-1/2	-1	-1	0		+1	0	68 1/2	straight lines tighten core
	Totals	70	69 1/2	68 1/2	67 1/2	67 1/2					
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature