

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET

Class # 1
SR Diamond
reining
Comments 1 of 2



EXHB #	MANEUVER DESCRIPTION	4 Spins R	4 Spins L	L. Circle 00o & Change	R. Circle 00o & Change	Stop & Right Roll Back	Stop & Left Roll Back	Stop Back	Back	Overall Ability	HDD	Penalties	Final Score
		1	2	3	4	5	6	7	8				
1	855									+1		1/2	70 1/2
	PENALTY												
	SCORE	0	+1/2	0	0	0	-1/2	0					
	Total	70	70 1/2			70	69 1/2						
2	816									0			67 1/2
	PENALTY												
	SCORE	0	-1/2	-1	-1/2	-1/2	0	0					
	Total		69 1/2	68 1/2	68	67 1/2							
3	644									2		1	72 1/2
	PENALTY												
	SCORE	+1/2	+1/2	0	0	-1/2	+1/2	+1/2					
	Total	70 1/2	71		70	69 1/2	70	70 1/2					
4	400									0		1	66
	PENALTY												
	SCORE	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2					
	Total	69 1/2		69	67 1/2	67	66 1/2	66					
5	312									0		2	65
	PENALTY												
	SCORE	-1/2	-1/2	-1/2	0	0	-1	-1/2					
	Total	69 1/2	69	68 1/2	67 1/2	67	65 1/2	65					
6	438									0		1	66 1/2
	PENALTY												
	SCORE	0	-1/2	-1/2	0	-1/2	-1/2	-1/2					
	Total		69 1/2	69	68 1/2	67 1/2	67	66 1/2					
7	725									1		1/2	69
	PENALTY		1/2										
	SCORE	0	0	-1/2	0	-1/2	-1/2	0					
	Total		69 1/2	69		68 1/2	68						
8	979									0		6	65 1/2
	PENALTY												
	SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					
	Total	69 1/2	69	68 1/2	67	66 1/2	66	65 1/2					
9	1069									+1		1	70
	PENALTY		1/2										
	SCORE	0	0	0	0	0	0	0					
	Total		69 1/2			69							

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.

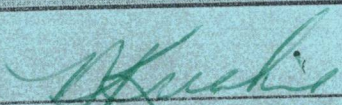
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

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Back #	Rider Comments	Overall Class Comments
1 860	good body	
2 794	arms back	
3 405	turn toe out	
4 1151	open shoulders	
5 533	relax, elbows back	
6 399	watch feet	
7 709	huts down, watch stamp length	
8 145	know your leads ^{x2} breathe	
9		
10		
11		


 Judges Signature



YEDA Official Score Sheet – RAIL Class: #3 JR Emerald Rail B

Back #		Rider Comments	Overall Class Comments
1	1364	hat pushed off eyes, heels down	
2	1198	very nice, chin straight	
3	2553	eyes up	
4	608	breathe, sit up	
5	408	shorten tie	
6	1185	eyes up	
7	952	very nice, lower leg	
8			
9			
10			
11			

Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	384	stretch heel down	
2	976	longer chaps	
3	795	shorten shirt (arm length)	
4	1016	soften shoulders, breathe	
5	349	breathe, relax	
6	696	watch arch in back	
7	417	longer chaps	
8			
9			
10			
11			

N. Kusch

Judges Signature

YEDA Official Score Sheet – Diamond Pattern 6
Updated 2020

Class #5
SR Diamond
rail/patt A

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	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											846
	Maneuver Score	0	+1/2	0	0	+1/2	+1	0	+2	+1/2	74 1/2	
	Totals		10 1/2			71	72					
2	Penalty		5									725 479
	Maneuver Score	0	0	-1/2	0	0	+1/2	+1/2	+1		66 1/2	
	Totals		65				65	65 1/2				
3	Penalty											400
	Maneuver Score	0	-1/2	0	0	0	0	0	+1		70 1/2	
	Totals		69 1/2									
4	Penalty											1069 312
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2	0	+2		74	
	Totals	70 1/2		71	7 1/2		72					
5	Penalty											71
	Maneuver Score	0	-1/2	0	0	0	+1/2	0	+1		71	
	Totals		69 1/2				70					
6	Penalty											75
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+2		75	
	Totals	70 1/2	71	71 1/2		72		73				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

[Signature]
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 # 6
 sr Diamond
 rail / pattern 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.

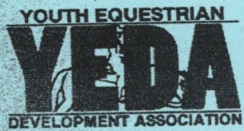
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Lope LL	X Jog	Stop	180 L	Walk	Stop Back					
		1	2	3	4	5	6	7				644	
1	855												492
	Penalty												
	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	0	+2		73 1/2		855
	Totals	70 1/2	71		71 1/2								
2	979												430
	Penalty												
	Maneuver Score	+1/2	0	0	0	-1/2	0	0	+1		71		
	Totals	70 1/2				70							
3	492												529
	Penalty												
	Maneuver Score	0	0	+1/2	0	0	+1/2	+1/2	+2		73 1/2		979
	Totals			70 1/2			71	71 1/2					
4	438												
	Penalty												
	Maneuver Score	0	0	0	0	0	0	0	+1	+1	72		
	Totals												
5	644												
	Penalty												
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+2		76		
	Totals		71	72	72 1/2	73	73 1/2	74					
6	529												
	Penalty												
	Maneuver Score	0	0	+1/2	0	0	0	0	+1		71 1/2		
	Totals			70 1/2									
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

[Handwritten Signature]
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

Class # 7
JK Emerald patt A

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	+1		+2		76	
	Totals	70 1/2	71 1/2	72	73	74					
2	Penalty										
	Maneuver Score	0	0	-1/2	0	0		+1/2		70	
	Totals			69 1/2							
3	Penalty										
	Maneuver Score	0	0	-1	0	0		-1/2		68 1/2	
	Totals			69							
4	Penalty										
	Maneuver Score	0	0	-1/2	0	0		0		69 1/2	
	Totals			69 1/2							
5	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0		+1		72	
	Totals	70 1/2	71								
6	Penalty										
	Maneuver Score	+1/2	0	-1/2	0	0		+1/2		70 1/2	
	Totals	70 1/2		70							
7	Penalty										
	Maneuver Score	+1/2	0	0	0	+1/2		+1/2		71 1/2	
	Totals	70 1/2				71					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

JK Kushi

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 putt.
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	349										
	Penalty									*	
	Maneuver Score	+1/2	0	0	0	0		+1/2		71	
	Totals	70 1/2									
2	145										
	Penalty										
	Maneuver Score	0	0	0	0	0		+1/2		70 1/2	
	Totals										
3	978										
	Penalty										
	Maneuver Score	+1/2	-1/2	+1/2	+1/2	+1/2		+2		74 1/2	
	Totals	70 1/2	71	71 1/2	72	72 1/2					
4	1364										
	Penalty										
	Maneuver Score	0	0	-1/2	0	0		+1/2		70	
	Totals			69 1/2							
5	353										
	Penalty										
	Maneuver Score	0	-1/2	-1/2	0	0		+1/2		69 1/2	
	Totals		69 1/2	69							
6	1151										
	Penalty										
	Maneuver Score	0	0	0	0	0		+1		71	
	Totals										
7	394										
	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2		+1		73	
	Totals		71			72					
8	467										
	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2		+2		75	
	Totals		71	71 1/2	72 1/2	73					
9											
	Penalty										
	Maneuver Score										
	Totals										

[Signature]
Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6
 Updated 2020

Class #9
 JR Emerald 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)

- 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	+1/2	+1/2	+1/2	+1/2	0		+1		73	
	Totals	70 1/2	71	71 1/2	72						
2	Penalty										
	Maneuver Score	0	0	-1/2	-1/2	0		+1/2		69 1/2	
	Totals			69 1/2	69						
3	Penalty										
	Maneuver Score	+1/2	+1/2	0	-1/2	0		+1/2		71	
	Totals	70 1/2	71		70 1/2						
4	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0		+1		72	
	Totals			70 1/2	71						
5	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	0		+1		71 1/2	
	Totals	70 1/2	71		70 1/2						
6	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2		+1		72	
	Totals					71					
7	Penalty			5							
	Maneuver Score	0	-1/2	-2	0	0		-1/2		62	
	Totals		69 1/2	67 1/2							
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Handwritten Signature]
 Judges Signature



YEDA Official Score Sheet – Amber EWD Pattern 5 & 6

Updated 2020

Class # 10
EWD Amber
rail/patt.

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

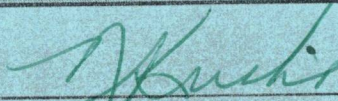
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

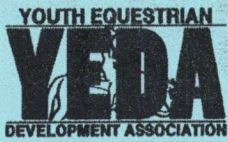
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop				
	Maneuver	1-2	3	4	4	5	6				
1	Penalty										
	Maneuver Score	0	0	0	0	0	0	4	4	72	
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

D. Kuehn
Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1198	helt down, chin up, shorten reins	
2 732	watch arch in back	
3 245	lower leg back	
4 1320	legs back 1 wobbles @ jog	
5 1087	soften arms	
6 1108	watch arch in back.	
7 370	nice first appearance	
8		
9		
10		
11		


 Judges Signature



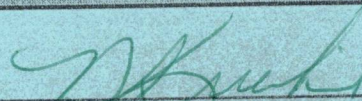
YEDA Official Score Sheet – RAIL

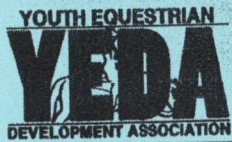
WIT
Class: #12 Elementary Peril Rail B

Back #	Rider Comments	Overall Class Comments
1 487	Shoulders back	
2 1060	chin up, heels down	
3 1013	good posture	
4 1398	relax	
5 1174	watch chin	
6 333	very good, watch lower leg	
7 1080	beautiful	
8		
9		
10		
11		

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1276	good form	
2 958	Very good	
3 496	looks good, breathe + soften shoulders	
4 1399	good	
5 337	watch chin + forearm	
6 1272	nice	
7 907	looks good	
8 1200	good. watch shoulders	
9 1026	stay soft + open shoulders	
10		
11		


 Judges Signature

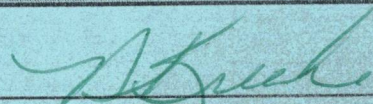


YEDA Official Score Sheet – RAIL Class: #14 Elementary Pearl Rail C

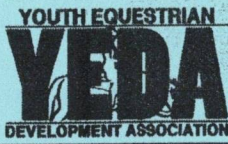
Back #	Rider Comments	Overall Class Comments
1 783	good presentation	
2 1312	soften shoulders	
3 340	very good	
4 991	very good, chin up	
5 15103	lower leg back, good	
6 1158	stronger through core	
7		
8		
9		
10		
11		

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 933	good form, chin up	
2 305	lower leg back	
3 1322	Very good, watch lower leg	
4 890	Very good, sit back + breathe @ jog	
5 1179	sit up taller, stretch up	
6 1395	elbows back, stretch up	
7		
8		
9		
10		
11		

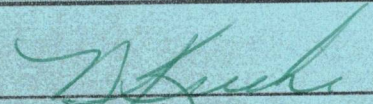


Judges Signature



YEDA Official Score Sheet – RAIL Class: #16 SR Emerald Rail B

	Back #	Rider Comments	Overall Class Comments
1	1096	soften arch in back	
2	947	lower leg back, arch in back needs to be gone	
3	414	chin up	
4	639	stretch up through core	
5	825	thumbs up, shorten tie	
6	361	soften hands	
7	1135	very good	
8	1006	eyes up	
9			
10			
11			


Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

Class # 17
 Elem. Pearl Pattern A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1 1056	Penalty									
	Maneuver Score	+1/2	+1/2	0	0		+1/2	72 1/2		
	Totals	70 1/2	71							
2 1322	Penalty	1								
	Maneuver Score	11	+1/2	0	+1/2		+2	73		
	Totals	70	70 1/2		71					
3 933	Penalty									
	Maneuver Score	0	-1/2	-1/2	0		+1/2	69 1/2		
	Totals			69						
4 1158	Penalty									
	Maneuver Score	+1	0	0	+1/2		+1/2	72		
	Totals	71			71 1/2					
5 305	Penalty									
	Maneuver Score	+1/2	-1/2	-1/2	0		+1/2	70		
	Totals	70 1/2	70	69 1/2						
6 1188	Penalty									
	Maneuver Score	-1/2	-1	-1/2	-1/2		-1/2	67		
	Totals	69 1/2	68 1/2	68	67 1/2					
7 732	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2		+1/2	73		
	Totals	70 1/2	71		71 1/2					
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

Class # 18
Elementary Per 1
part. 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	Gait				F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	180 R 4	Back 5				
1 1013	Penalty							(69)	OP turn wrong way didn't complete pattern
	Maneuver Score	-1/2	-1/2						
	Totals	69 1/2	69						
2 1063	Penalty							73 1/2	
	Maneuver Score	+1	+1/2	0	+1/2	+1/2			
	Totals	71	71 1/2		72				
3 1060	Penalty							(68)	2 hands on reins
	Maneuver Score	0	-1	-1/2	0	-1/2			
	Totals		69	68 1/2					
4 840	Penalty							70	
	Maneuver Score	0	0	-1/2	0	+1/2			
	Totals			69 1/2					
5 370	Penalty							71	
	Maneuver Score	0	0	0	+1/2	+1/2			
	Totals								
6 1087	Penalty							70 1/2	
	Maneuver Score	+1/2	0	0	-1/2	+1/2			
	Totals	70 1/2							
7 883	Penalty							72 1/2	
	Maneuver Score	+1/2	+1/2	0	+1/2	+1			
	Totals		71		71 1/2				
8 1013	Penalty							70	P.R.
	Maneuver Score	0	-1/2	0	0	+1/2			
	Totals		69 1/2						
9	Penalty								
	Maneuver Score								
	Totals								

D. Kuehls

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	890									
	Penalty									
	Maneuver Score	0	0	0	0		+1		71	
	Totals									
2	1108									
	Penalty									
	Maneuver Score	0	0	0	0		+1/2		70 1/2	
	Totals									
3	1179									
	Penalty									
	Maneuver Score	+1/2	0	0	+1/2		+1		71	
	Totals	70 1/2	69 1/2		70					
4	1398									
	Penalty									
	Maneuver Score	+1/2	0	-1/2	0		+1/2		70 1/2	
	Totals	70 1/2		70						
5	1395									
	Penalty									
	Maneuver Score	-1/2	-1/2	0	-1/2		0		68 1/2	
	Totals		69		68 1/2					
6	1174									
	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2		+1/2		72	
	Totals		71		71 1/2					
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

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Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

Class #20
 Elem. Pearl patt.
 D

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	180 R 4	Back 5					
1 4587	Penalty		1							
	Maneuver Score	+1/2	-1/2	0	0		+1/2	69 1/2		
	Totals	70 1/2	69							
2 991	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2		+1	73		keep eyes up
	Totals		71		72					
3 1312	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2		-1/2	68		
	Totals			69	68 1/2					
4 245	Penalty									
	Maneuver Score	+1/2	+1	-1/2	0		+1/2	71 1/2		
	Totals	70 1/2	71 1/2	71						
5 1320	Penalty		1							
	Maneuver Score	+1/2	-1/2	-1/2	0		0	68 1/2		
	Totals	70 1/2	69	68 1/2						
6 333	Penalty									
	Maneuver Score	0	0	-1/2	-1/2		-1/2	68 1/2		
	Totals			69 1/2	69					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

D. [Signature]

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

SR 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	Walk	Jog	Lope LL	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5				
1 825	Penalty									non elbows in
	Maneuver Score	0	0	-1/2	-1/2	0	+1/2		69 1/2	
	Totals			69 1/2	69					
2 1135	Penalty									
	Maneuver Score	+1	+1	+1	+1/2	+1	+2		76 1/2	
	Totals	71	72	73	73 1/2	74 1/2				
3 858	Penalty									
	Maneuver Score	0	+1/2	0	0	+1/2	+1		72	
	Totals		70 1/2			71				
4 337	Penalty									
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2		70 1/2	
	Totals					70				
5 414	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1		73	
	Totals			71	71 1/2	72				
6 1270	Penalty									
	Maneuver Score	+1/2	0	+1/2	0	+1/2	+1		72 1/2	
	Totals	70 1/2		71						
7 1008	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1		74	
	Totals	70 1/2	71	71 1/2		73				
8 907	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1		73	
	Totals	70 1/2	71	71 1/2	72					
9 1272	Penalty									
	Maneuver Score	0	0	0	0	-1/2	+1/2		70	
	Totals					69 1/2				

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 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

Class # 22
SR Emerald patt.
B

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	639										
	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2			+1		73	
	Totals		71		72						
2	1200										
	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2		+1	+1	74	
	Totals	70 1/2	70	70 1/2	71 1/2	72					
3	301										
	Penalty				3						
	Maneuver Score	0	-1/2	-1/2	-1	0		0		65	
	Totals		69 1/2	69	65						
4	1026										
	Penalty										
	Maneuver Score	0	0	0	0	0		+1/2		70 1/2	
	Totals										
5	498										
	Penalty										
	Maneuver Score	+1/2	0	0	0	-1/2		+1/2		70 1/2	
	Totals	70 1/2									
6	947										
	Penalty										
	Maneuver Score	0	0	0	0	+1/2		+1		71 1/2	
	Totals										
7	1399										
	Penalty										
	Maneuver Score	0	+1/2	-1/2	+1/2	+1/2		+1 1/2		73 1/2	
	Totals		70 1/2	71	71 1/2	72					
8	1096										
	Penalty										
	Maneuver Score	0	0	-1/2	0	0		+1/2		70	
	Totals			69 1/2							
9											
	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature