



Page 1 of 2

#1

# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

YOUTH EQUESTRIAN  
**YEDA**  
DEVELOPMENT ASSOCIATION

EXHB #

MANEUVER DESCRIPTION	R Circles OOO Stop	4 Spins Right	L Circles OOO Stop	4 Spins Left	R Fig 8	RRB	LRR	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments	
														MANEUVER
1 466														
SCORE	+1	+1/2	+1	-1/2	+1/2	+1/2	0	+1/2						
Total	71	71 1/2	70 1/2	72	72 1/2	73	73	73 1/2						
PENALTY														
SCORE	+1/2	+1	+1/2	+1/2	+1	-1/2	+1/2	+1						
Total	70 1/2	71 1/2	72	72 1/2	73 1/2	74	74 1/2	75 1/2						
PENALTY														
SCORE	-1/2	0	0	0	+1/2	0	0	+1/2						
Total	68 1/2	68 1/2	68 1/2	68 1/2	69	69	69 1/2	69 1/2						
PENALTY														
SCORE	+1	+1/2	+1/2	-1/2	+1/2	-1/2	0	-1/2						
Total	71	71 1/2	72 1/2	73	74	75	75	76						
PENALTY														
SCORE	+1/2	0	+1/2	-1/2	+1/2	-1/2	0	-1/2						
Total	70 1/2	70 1/2	71	70 1/2	71	70 1/2	70 1/2	70						
PENALTY														
SCORE	+1/2	-1/2	-1/2	-1/2	-1	-1	0	-1/2						
Total	70 1/2	70	69 1/2	69	67 1/2	67 1/2	67 1/2	67 1/2						
PENALTY														
SCORE	+1/2	+1/2	0	0	+1/2	+1	+1/2	+1						
Total	70 1/2	71	71	71	71 1/2	72 1/2	73	74						
PENALTY														
SCORE	-1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1						
Total	69 1/2	70	70 1/2	71	71 1/2	72 1/2	72 1/2	72 1/2						
PENALTY														
SCORE	-2-2	0	+1/2	+1/2	+1/2	0	+1/2	+1						
Total	64	66	67	67	68	68	68 1/2	69						
PENALTY														
SCORE	0	0	+1/2	+1/2	+1	0	+1/2	+1/2						
Total	64	66	67	67	68	68	68 1/2	69						
PENALTY														

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 \_\_\_\_\_

Bad use of Rein length

Good use of Reins  
Good Speedline  
Nice use of Space

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Page 268a

#1

EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRR	Stop	Overall	HDD	Penalties	Final	Comments	
		000 Stop	Spins Right	000 Stop	Spins Left	8			Back	Ability			Score		
1	363	PENALTY	1	2	3	4	5	6	7	8					
		SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2					
	Total	20 1/2	70	70 1/2	71	71 1/2	70 1/2	73 1/2	74 1/2						
2	1007	PENALTY	-2-2		0	0	-2	0	+1/2	+1/2					
		SCORE	-1/2	+1/2	0	0	-1/2	0	+1/2	+1/2					
	Total	15 1/2	60	100	100	63 1/2	103 1/2	64	64 1/2						
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 \_\_\_\_\_

OOB Middle Marker  
 Departure lead!!!



**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.

- 1 - point penalty**
- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

- Faults incurring a score of 0:**
- Must be placed under rider's without or not incurring faults.
  - Performing maneuvers other than in the specified order
  - Inclusion of maneuvers not specified
  - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
  - Forgetting or leaving out maneuvers
- Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	L	R	RL	Back 5					
1	Maneuver	1	2	3	4	5	6	7	8					
	Penalty													
	Totals	70	69	69 1/2	70	70 1/2	71	72	73		-1	✓	②	73
2	Maneuver	0	+1/2	+1/2	+1/2	-1	-1	-1/2	0					
	Penalty													
	Totals	70	70 1/2	71	71 1/2	70 1/2	69 1/2	69	69			✓	③	69
3	Maneuver	-1/2	+1/2	+1/2	0	-1/2	-1/2	+1/2	+1/2					
	Penalty													
	Totals	69 1/2	69	69 1/2	67 1/2	67	66 1/2	67	67 1/2		-3	✓	⑤	67 1/2
4	Maneuver	0	0	+1/2	-1	-1/2	0	+1/2	+1/2					
	Penalty													
	Totals	70	70	70 1/2	69 1/2	69	68	68 1/2	69			✓	⑥	69 1/2
5	Maneuver	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	+1/2					
	Penalty													
	Totals	71	72	73	73 1/2	74	74 1/2	75	75 1/2			✓	⑦	75 1/2
6	Maneuver	-1/2	+1/2	+1/2	0	-1/2	-1/2	0	+1/2					
	Penalty													
	Totals	69 1/2	70	70 1/2	70 1/2	70	69 1/2	69 1/2	70			✓	⑧	70
7	Maneuver													
	Penalty													
	Totals													
8	Maneuver													
	Penalty													
	Totals													

SR

Split A

#2

**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.

Faults incurring a score of 0:

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.
- 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

**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 Sequence	Lope LLO	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1	+1/2				75 1/2	(2)
	Totals	70 1/2	71	71 1/2	72	72 1/2	72	73	73 1/2					
	Penalty													
2	Maneuver Score	0	+1/2	-1/2	-1/2	0	0	+1/2	+1/2				70 1/2	(4)
	Totals	70	70 1/2	70	69 1/2	69 1/2	69 1/2	70	70 1/2					
	Penalty													
3	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2				72 1/2	(3)
	Totals	70 1/2	70 1/2	71	71 1/2	72	72	72	72 1/2					
	Penalty													
4	Maneuver Score	0	0	-1	-1/2	-1/2	-1/2	+1/2	+1/2				65 1/2	(6)
	Totals	70	70	69	68 1/2	68 1/2	68 1/2	69	69 1/2					
	Penalty													
5	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2				74	(1)
	Totals	70	70 1/2	71	71 1/2	72	72 1/2	73 1/2	74					
	Penalty													
6	Maneuver Score	0	+1/2	-1/2	0	+1/2	0	+1/2	+1/2				68 1/2	(5)
	Totals	70	70 1/2	69	69	69 1/2	69 1/2	69 1/2	69 1/2					
	Penalty													
7	Maneuver Score													
	Totals													
	Penalty													
8	Maneuver Score													
	Totals													
	Penalty													

SR

Split B

#3

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.

Faults incurring a score of 0:

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.
- 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

- 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 Suspense	Lope LL 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	
															Maneuver
1	491	Penalty													
		Maneuver Score	0	+1	+1/2	+1/2	+1/2	-1	+1/2	+1/2			(4)	0/22 1/2	
		Totals	70	71	71 1/2	72	72 1/2	72 1/2	72	72 1/2					
2	369	Penalty													
		Maneuver Score	0	0	+1/2	0	-1	0	-1/2	+1/2			(5)	69 1/2	
		Totals	70	70	70 1/2	70 1/2	69 1/2	69 1/2	69	69 1/2					
3	151	Penalty													
		Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0			(3)	73 1/2	
		Totals	70	70 1/2	71	71 1/2	72	72 1/2	73	73 1/2					
4	199	Penalty													
		Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			(2)	74 1/2	help w/ Rein sample
		Totals	70	70 1/2	71	71 1/2	72	72 1/2	73	74					
5	956	Penalty													
		Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2			(1)	74	
		Totals	70	70 1/2	71	71 1/2	72 1/2	73	73 1/2	74					
6	846	Penalty													
		Maneuver Score	-1/2	-1/2	0	0	0	-1	+1/2	+1/2			(6)	0/69	
		Totals	68 1/2	68	69	69	69	68	68 1/2	69					
7	311	Penalty													
		Maneuver Score	0	0	+1/2	-1/2	0	-1	0	-1/2			(7)	0/68 1/2	
		Totals	70	70	70 1/2	70	70	69	69	68 1/2					
8		Penalty													
		Maneuver Score													
		Totals													

SR

#4



**YEDA Official Score Sheet – RAIL Class:**

SR Opal Split A

#5

Back #	Rider Comments	Overall Class Comments
1	314 Good upper body Heels Down	
2	1160 Good Position	
3	904 Fine Hand Horse, lower leg Bad	
4	967 Good Position	
5	1121 Learning Bad, Need Stirrups longer	
6	429 horse leg Bad, Watch Fine Hand	
7		
8		
9		
10		
11		

Judges Signature \_\_\_\_\_



**YEDA Official Score Sheet – Diamond Pattern 4**

Updated 2020

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

Page 1 of 2

#6

**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	HDD	Total	Comments
		Walk 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
1 383	Penalty											
	Maneuver Score	+1	+1/2	+1/2	0	+2	+1	+1		76	(3)	
	Totals	71	71 1/2	72	72	74	75					
2 855	Penalty					0				0		
	Maneuver Score	+1	0	+1/2	0	+1	+1/2	+1/2		73 1/2	(9)	
	Totals	71	71	71 1/2	71 1/2	72 1/2	73					
3 249	Penalty											
	Maneuver Score	+1	+2	+1	-1	+1/2	+1	+1		75 1/2	(4/5)	
	Totals	71	73	74	73	73 1/2	74 1/2					
4 629	Penalty											
	Maneuver Score	+1	+1	+1	+1/2	+1	+1/2	+2		78	(2)	
	Totals	71	72	73	74 1/2	75 1/2	76					
5 672	Penalty					-3						
	Maneuver Score	+1	+1/2	+1/2	+1/2	-1	0	+1/2		68 1/2	(7)	
	Totals	71	71 1/2	73	73 1/2	68	68					
6 905	Penalty			-3								
	Maneuver Score	+1	+1	-1	-1	0	+1/2	+1/2		68	(8)	
	Totals	71	72	68	67	67	67 1/2					
7 479	Penalty											
	Maneuver Score	+1	+1/2	+1/2	+1/2	+2	+1	+2		79 1/2	(1)	
	Totals	71	71 1/2	73	74 1/2	76 1/2	77 1/2					
8 725	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	+1	+1/2	+1		75 1/2	(4/5)	
	Totals	71	72	72 1/2	73	74	74 1/2					
9 466	Penalty				-1							
	Maneuver Score	+1	+1	+1/2	0	+1/2	0	+1/2		73 1/2	(6)	
	Totals	71	72	73 1/2	72 1/2	73	73					

Judges Signature

**YEDA Official Score Sheet – Diamond Pattern 4**

Updated 2020

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

#6  
 page 202

**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	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	Penalty											
	Maneuver Score	+1	+1 1/2	+1/2	+1/2	-3	+1/2	+1/2				
	Totals	71	72 1/2	73	73 1/2	70 1/2	71				71 1/2	
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											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature



**YEDA Official Score Sheet – RAIL Class: SR Open Split B**

#17

Back #	Rider Comments	Overall Class Comments
1	Lower leg Back	
2	Watch Fore Hand	
3	Good Position	
4	Straighten Back, Lower leg Back	
5	Good Position, Keep Moving	
6	Heels Down, Stirrup Bit Usage	
7		
8		
9		
10		
11		

\_\_\_\_\_  
 Judges Signature



**YEDA Official Score Sheet - Sapphire / ~~Alumni~~ Pattern 4**  
 Updated 2020

#8

JR

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 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7					
1 278	Penalty			-3								
	Maneuver Score	+1	0	-1/2	0	0	+1/2	+1/2			68 1/2	(5)
	Totals	71	71	67 1/2	67 1/2	67 1/2	68					
2 389	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	+1/2			72 1/2	(W)
	Totals	70 1/2	71	71	71 1/2	72	72					
3 898	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	+1	+1	+2			77	(5)
	Totals	71	72	72 1/2	73	74	75					
4 633	Penalty											
	Maneuver Score	+1	+1	+2	+2	+1 1/2	+2	+2			81 1/2	(1)
	Totals	71	72	74	76	77 1/2	79 1/2					
5 491	Penalty											
	Maneuver Score	+1	+1	+1	+1 1/2	+1	+1	+2			78 1/2	(2)
	Totals	71	72	73	74 1/2	75 1/2	76 1/2					
6 151	Penalty			-3								
	Maneuver Score	0	+1/2	-2	0	+1/2	+1/2	+1/2			66	Reins to form (4)
	Totals	70	69 1/2	64 1/2	64 1/2	65	65 1/2					
7 311	Penalty			-3								
	Maneuver Score	+1	+1/2	-1	0	+1/2	+1/2	+1/2			69	(6)
	Totals	71	71 1/2	67 1/2	67 1/2	68	68 1/2					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature



**YEDA Official Score Sheet – RAIL Class:**

SR Opal Split C #

Back #	Rider Comments	Overall Class Comments
1	1040 Lower leg Back, Nice Upper Body	
2	287 Good Position	
3	1123 Lower leg Back	
4	174 Lower leg Back, Ohn Up	
5	603 Quiet Upper Body	
6	484 Stricter Upper Body	
7		
8		
9		
10		
11		

Judges Signature \_\_\_\_\_



**YEDA Official Score Sheet – RAIL Class:**

Elem Pearl Split A **A10**

Back #	Rider Comments	Overall Class Comments
1	1129 Nice!	
2	1176 Lower leg Back	
3	1133 Chin up, Upper Body Still	
4	1156 Upper Body Straighten	
5	859 Lower leg Back!!	
6	1112 Nice	
7		
8		
9		
10		
11		

\_\_\_\_\_  
 Judges Signature





# YEDA Official Score Sheet – RAIL Class:

Flora Pearl Smith #11

Back #	Rider Comments	Overall Class Comments
1	Horn leg Bud	
2	Good Position	
3	Back Arched	
4	Heels Down Sit Bud	
5	Sit Bud, Soften	
6	Heels Down, Lengthen Stirrups	
7		
8		
9		
10		
11		

\_\_\_\_\_  
Judges Signature



**YEDA Official Score Sheet - Opal / Pearl Pattern 4**  
 Updated 2020

*Split A #12*

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	X-Jog	Jog	Stop Back				
1 <i>1160</i>	Penalty			-1						
	Maneuver Score	+1	+1/2	0	+1/2	+1/2	+1/2	(4)	72	<i>Reins too long</i>
	Totals	71	71 1/2	70 1/2	71	71 1/2				
2 <i>906</i>	Penalty									
	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1	(1)	75	
	Totals	71	72	73	73 1/2	74				
3 <i>316</i>	Penalty				0					
	Maneuver Score	+1	+1/2	+1/2	-3	0	0	(0)	0	
	Totals	71	72 1/2	74	71	71			71	
4 <i>1121</i>	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	(3)	72 1/2	<i>Leaning Back</i>
	Totals	70 1/2	71	71	71 1/2	72				
5 <i>429</i>	Penalty		-3							
	Maneuver Score	+1	-1	+1/2	+1/2	+1/2	+1/2	(5)	69	
	Totals	71	67	67 1/2	68	68 1/2				
6 <i>967</i>	Penalty									
	Maneuver Score	+1	+1	+1 1/2	+1/2	+1/2	+1/2	(2)	74	
	Totals	71	71	72 1/2	73	73 1/2				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

\_\_\_\_\_  
 Judges Signature



**YEDA Official Score Sheet - Opal / Rail Pattern 4**  
 Updated 2020

Split B #13

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	X-Jog	Jog	Stop Back				
1	875									
	Penalty									
	Maneuver Score	+1	+1/2	0	0	+1/2	+1/2		72 1/2	(5)
	Totals	71	71 1/2	71 1/2	71 1/2	72				
2	1037									
	Penalty					-3				
	Maneuver Score	+1	+2	+1	-1	0	+1/2		70 1/2	(6)
	Totals	71	73	74	70	70				
3	744									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2	+1		73 1/2	(3)
	Totals	71	72	71 1/2	72	72 1/2				
4	747									
	Penalty									
	Maneuver Score	+1	+1/2	+1	+1 1/2	+1	+1 1/2		76 1/2	(1)
	Totals	71	71 1/2	72 1/2	74	75				
5	949									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	0	+1		74	(2)
	Totals	71	72	72 1/2	73	73				
6	1189									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	0	+1		73	Penis To Long (4)
	Totals	71	72	72 1/2	72	72				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

**YEDA Official Score Sheet - Opal / Pearl Pattern 4**  
 Updated 2020

*Split C #14*

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	X-Jog	Jog	Stop Back				
1	1040									
	Penalty					-3				
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2		70 1/2	Shorten (5) Reins
	Totals	71	71 1/2	72	69 1/2	70				
2	287									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2	+1/2		75	(3)
	Totals	71	72	73 1/2	74	74 1/2				
3	1409									
	Penalty					-3				
	Maneuver Score	+1	+1/2	0	0	+1/2	+1/2		69 1/2	(6)
	Totals	71	71 1/2	71 1/2	68 1/2	69				
4	1123									
	Penalty									
	Maneuver Score	+1	+1 1/2	+1 1/2	-1	+1/2	+1		76 1/2	(2)
	Totals	71	72 1/2	74	75	75 1/2				
5	174									
	Penalty									
	Maneuver Score	+1	+1 1/2	+2	+1	+1	+2		78 1/2	(1)
	Totals	71	72 1/2	74 1/2	75 1/2	76 1/2				
6	803									
	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2		74 1/2	(4)
	Totals	71	71 1/2	73	73 1/2	74				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



**YEDA Official Score Sheet - Opal / Pearl Pattern 4**  
 Updated 2020

SPLIT A #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 1/4 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	X-Jog	Jog	Stop Back				
1	1176									
	Penalty									
	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1/2		74 1/2	(3)
	Totals	71	72	73	73 1/2	74				
2	1112									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1	+1		75 1/2	(1)
	Totals	71	72	72 1/2	73 1/2	74 1/2				
3	1129									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2		72 1/2	(4)
	Totals	70	70 1/2	71	71 1/2	72				
4	1158									
	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1/2	+1/2		75	(2)
	Totals	71	72	73	74	74 1/2				
5	1133									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1/2		71 1/2	(5)
	Totals	71	72	72 1/2	73 1/2	71				
6	859									
	Penalty									
	Maneuver Score	+1	+1	-1/2	0	0	+1/2		71	(6)
	Totals	71	72	70 1/2	70 1/2	70 1/2				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

**YEDA Official Score Sheet - Opal / Pearl Pattern 4**  
 Updated 2020

Split B #16

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	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1	+2	(2)	78	
	Totals	71	72	73 1/2	75	76				
2	Penalty									
	Maneuver Score	+1	+1	+2	+1 1/2	+1	+2	(1)	78 1/2	
	Totals	71	72	74	75 1/2	76 1/2				
3	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2	(5)	73 1/2	Leaning Forward
	Totals	71	71 1/2	72	72 1/2	73				
4	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	+1/2	(4)	74	
	Totals	71	71 1/2	72	73	73 1/2				
5	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2	+1	(3)	74 1/2	
	Totals	71	72	72 1/2	73	73 1/2				
6	Penalty				0					
	Maneuver Score	+1	+1/2	0	-3	+1/2	+1/2	(1)	69 1/2	Leaning Back
	Totals	71	71 1/2	71 1/2	68 1/2	69				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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	X-Jog	Jog	Stop Back				
	Penalty									
1	1076									
	Maneuver Score	+1	+1	+2	+1	+1	+2		78	(2)
	Totals	71	72	74	75	76				
2	909									
	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	+1	+1/2		73 1/2	(3)
	Totals	71	72	72 1/2	72	73				
3	583									
	Penalty									
	Maneuver Score	+1	+1/2	0	+1/2	+1/2	+1/2		70	(5)
	Totals	71	71 1/2	71 1/2	69	69 1/2				
4	1065									
	Penalty									
	Maneuver Score	+1	+1 1/2	+2	+1	+1	+2		78 1/2	(1)
	Totals	71	72 1/2	74 1/2	75 1/2	76 1/2				
5	743									
	Penalty									
	Maneuver Score	+1	0	-3	0	+1/2	0		65 1/2	(6)
	Totals	71	71	65	65	65 1/2				
6	1001									
	Penalty									
	Maneuver Score	+1	+1/2	0	+1/2	+1/2	0		72 1/2	(4)
	Totals	71	71 1/2	71 1/2	72	72 1/2				
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

**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	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Extend Walk 4	Reg Walk 5	Stop 6					
1	Penalty										
	Maneuver Score	+1	+1½	+½	+1	+1		+2		76	
	Totals	71	72½	73	74	74					
2	Penalty										
	Maneuver Score	+1	+½	+½	+½	+½		+1		74	
	Totals	71	71½	72	72½	73					
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										

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 Judges Signature



**YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4**  
 Updated 2020

#19

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	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Ext. Walk 4	Jog 5	Stop 6					
1 338	Penalty										
	Maneuver Score	+1	+½	+½	+½	+½		+½		73½	(3)
	Totals	71	71½	72	72½	73					
2 767	Penalty										
	Maneuver Score	+1	+½	+1	+2	+1		+2		78½	(1)
	Totals	71	72½	73½	75½	76½					
3 878	Penalty										
	Maneuver Score	+1	+1	+½	+1	+1		+1		75½	(2)
	Totals	71	72	72½	73½	74½					
4 112	Penalty		0								
	Maneuver Score	+1	-3	+½	+½	+½		+½		70	(5)
	Totals	71	68	68½	69	69½					
5 877	Penalty										
	Maneuver Score	+1	0	+½	+½	+½		+½		73	(4)
	Totals	71	71	71½	72	72½					
6	Penalty										
	Maneuver Score										
	Totals										
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 – RAIL Class:**

SR Opal

#20

Back #	Rider Comments	Overall Class Comments
1 1065	Free Hand Holds Down Mt. in Stirrups	
2 1076	Good Position	
3 909	Good Position, Jump Buck	
4 583	Top horse, Be Steady, leg back	
5 743	Tighten upper body. Do Not lean Back	
5 1201	Holds Down, length Stirrup	
7		
8		
9		
10		
11		

Judges Signature \_\_\_\_\_



**YEDA Official Score Sheet – Ruby Pattern 4**  
 Updated 2020

SR Split A #21

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 LL	Jog	X-Jog					
1	472	Penalty									
		Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		73	(4)
		Totals	70 1/2	71	71 1/2	72	72 1/2				
2	565	Penalty									
		Maneuver Score	+1	+1/2	0	0	+1/2	+1/2		72 1/2	(5)
		Totals	71	71 1/2	71 1/2	71 1/2	72				
3	227	Penalty									
		Maneuver Score	+1	+1	+1/2	+1/2	+2	+2		79	(1)
		Totals	71	72	73 1/2	75	77				
4	604	Penalty		-1							
		Maneuver Score	+1	0	+1/2	+1	+1	+1		73 1/2	(3)
		Totals	71	70	70 1/2	71 1/2	72 1/2				
5	942	Penalty									
		Maneuver Score	+1	+1/2	0	0	0	+1/2		72	(6)
		Totals	71	71 1/2	71 1/2	71 1/2	71 1/2				
6	1070	Penalty			-1						
		Maneuver Score	+1	+1/2	0	+1/2	0	+1/2		71 1/2	(7)
		Totals	71	71 1/2	70 1/2	71	71				
7	386	Penalty									
		Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+2		74	(2)
		Totals	70	70 1/2	71	71 1/2	72				
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									
		Totals									

Judges Signature



**YEDA Official Score Sheet – Ruby Pattern 4**

Updated 2020

SR Split B

#22

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	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	828										
	Penalty	-1									
	Maneuver Score	+1/2	+1	+1	+1	+1/2		+1		74	(5) ✓
Totals		69 1/2	70 1/2	71 1/2	72 1/2	73					
2	557										
	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1	0		+1/2		75	(3) ✓
Totals		71	72	73 1/2	74 1/2	74 1/2					
3	941										
	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1	+1 1/2		+2		78	(2) ✓
Totals		71	72	73 1/2	74 1/2	76					
4	114										
	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1 1/2		+2		78 1/2	(1) ✓
Totals		71	72	73 1/2	75	76 1/2					
5	901										
	Penalty										
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2		+1/2		70 1/2	(7) ✓
Totals		71	72 1/2	73	69 1/2	70					
6	1143										
	Penalty										
	Maneuver Score	+1	+1/2	+1/2	0	+1/2		+1/2		72	(6) ✓
Totals		71	71 1/2	72	71	71 1/2					
7	501										
	Penalty										
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2		+1/2		74 1/2	(4) ✓
Totals		71	72 1/2	73	73 1/2	74					
8											
	Penalty										
	Maneuver Score										
Totals											
9											
	Penalty										
	Maneuver Score										
Totals											

Judges Signature

**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

SR #23

**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 LL	Jog	X-Jog					
1	107	Penalty									
		Maneuver Score	+1	+1	+1	+1	+1/2	+1		75 1/2	①
		Totals	71	72	73	74	74 1/2				
2	556	Penalty									
		Maneuver Score	+1	+1/2	+1/2	+1/2	+1	+1		74 1/2	② Length Stirrups
		Totals	71	71 1/2	72	72 1/2	73 1/2				
3	954	Penalty			-3						
		Maneuver Score	+1	+1/2	0	+1/2	+1/2	+1/2		70	⑤
		Totals	71	71 1/2	68 1/2	69	69 1/2				
4	676	Penalty			-3-3						
		Maneuver Score	+1	-1	+1/2	+1/2	0	+1/2		62 1/2	⑦
		Totals	71	64	64 1/2	65	62				
5	351	Penalty									
		Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2		73 1/2	④
		Totals	71	71 1/2	72	72 1/2	73				
6	164	Penalty									
		Maneuver Score	+1	+1	+1/2	+1/2	+1/2	+1/2		74	③
		Totals	71	72	72 1/2	73	73 1/2				
7	785	Penalty			-3						
		Maneuver Score	+1	+1	-3	+1/2	+1/2	0		67	⑥
		Totals	71	72	66	66 1/2	67				
8		Penalty									
		Maneuver Score									
		Totals									
9		Penalty									
		Maneuver Score									
		Totals									

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

JR/SR

Split A #24

**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	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1 253	Penalty				-3					
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	0		69	(6)
	Totals	70 1/2	71	71 1/2	68 1/2	69				
2 596	Penalty	-1	-3							
	Maneuver Score	0	-1/2	-1/2	+1/2	+1/2	+1/2		66 1/2	(7)
	Totals	69	65 1/2	65	65 1/2	66				
3 1135	Penalty				-3					
	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1		72	(5)
	Totals	71	72	73	70 1/2	71				
4 222	Penalty									
	Maneuver Score	+1	+1	+1	+1 1/2	+1/2	+1		75	(2)
	Totals	71	72	72	73 1/2	74				
5 399	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	+1/2		74	(4)
	Totals	71	71 1/2	72	73	73 1/2				
6 542	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1/2		74 1/2	(3)
	Totals	71	72	72 1/2	73 1/2	74				
7 543	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	+1	+2		77 1/2	(1)
	Totals	71	72	73 1/2	74 1/2	75 1/2				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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

JR/SR #25  
 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	Maneuvers					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6				
1 880	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2		72 1/2	(4) ✓
	Totals	70	70 1/2	71	71 1/2	72				
2 526	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1	+1	+1		76 1/2	Shorten Reins (3) ✓
	Totals	71	72 1/2	73 1/2	74 1/2	75 1/2				
3 543	Penalty			0						
	Maneuver Score	0	+1/2	-3	+1/2	+1/2	+1/2		69	(8) ✓
	Totals	70	70 1/2	67 1/2	68	68 1/2				
4 978	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2		70 1/2	(7) ✓
	Totals	71	71 1/2	72	69 1/2	70				
5 497	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1	+2		78	(2) ✓
	Totals	71	72 1/2	73 1/2	75	76				
6 123	Penalty	-1								
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2		71	(6) ✓
	Totals	69	69 1/2	70	70 1/2	70 1/2				
7 662	Penalty									
	Maneuver Score	+1	-1/2	+1/2	+1/2	+1/2	0		72	(5) ✓
	Totals	71	70 1/2	71	71 1/2	72				
8 579	Penalty									
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2		79	(1) ✓
	Totals	71	72 1/2	74	75 1/2	77				
9	Penalty									
	Maneuver Score									
	Totals									

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

JRISR #26  
 Split C

**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	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1 498	Penalty				-1					
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2			
	Totals	71	72 1/2	73	72 1/2	73	+1 1/2		73 1/2	(6) ✓
2 520	Penalty		-1							
	Maneuver Score	+1	0	+1 1/2	+1 1/2	+1 1/2	+1 1/2			
	Totals	71	70	70 1/2	71	71 1/2	+1 1/2		72	(8) ✓
3 590	Penalty									
	Maneuver Score	-1	+1 1/2	+1	+1	+1 1/2	+1			
	Totals	69	69 1/2	70 1/2	71 1/2	72	+1		73	(7) ✓
4 507	Penalty									
	Maneuver Score	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1			
	Totals	71	72 1/2	74	74 1/2	75	+1		76	(1) ✓
5 336	Penalty									
	Maneuver Score	+1	+1	+1 1/2	+1	+1	+1			
	Totals	71	72	72 1/2	73 1/2	74 1/2	+1		75 1/2	(2) ✓
6 1150	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1 1/2	+1 1/2			
	Totals	71	72	73	74	74 1/2	+1 1/2		75	(3) ✓
7 626	Penalty									
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1	+1 1/2			
	Totals	71	71 1/2	72	73	74	+1 1/2		74 1/2	(4) ✓
8 1029	Penalty									
	Maneuver Score	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2			
	Totals	71	71 1/2	72 1/2	73	73 1/2	+1 1/2		74	(5) ✓
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

Updated 2020

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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					
	Maneuver	1-2	3	4	5	6	7					
1	201											(5)
	Penalty											
	Maneuver Score	+1	+1/2	1/2	+1/2	+1/2	+1/2	+1/2	+1/2		74	Shorten 4/5 Reins
	Totals	71	71 1/2	72	72 1/2	73	73 1/2					
2	624											(6)
	Penalty											
	Maneuver Score	+1	+1/2	+1/2	0	+1/2	0 1/2		+1/2		73 1/2	
	Totals	71	71 1/2	72	72	72 1/2	73					
3	815											(4)
	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2		+1/2		74	4/5
	Totals	70 1/2	71	72	72 1/2	73	73 1/2					
4	461											(1)
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1/2	+1		+2		77 1/2	
	Totals	71	72	73	74	74 1/2	75 1/2					
5	591											(3) Rail 360
	Penalty											
	Maneuver Score	+1	+1/2	+1	+1	+1	+1		+1/2		77	
	Totals	71	71 1/2	72 1/2	73 1/2	74 1/2	75 1/2					
6	242											(3) (2)
	Penalty											
	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1/2		+1		74 1/2	
	Totals	71	72	73	72 1/2	73	73 1/2					
7												
	Penalty											
	Maneuver Score											
	Totals											
8												Placings updated
	Penalty											
	Maneuver Score											
	Totals											
9												w/ Rail work
	Penalty											
	Maneuver Score											
	Totals											

Judges Signature





# YEDA Official Score Sheet - Sapphire / Alumni 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 rein.
- 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	968	Maneuver Score	+1	+1/2	+1	+1	+1/2	+1					76 1/2 ①
		Penalty											
		Totals	71	71 1/2	72 1/2	73 1/2	74	75					
2	598	Maneuver Score	+1	+1	+1	+1/2	+1	+1/2					76 1/2 ②
		Penalty											
		Totals	71	72	73	73 1/2	74	75					
3	924	Maneuver Score	+1	+1	+1/2	+1/2	+1	+1/2					75 1/2 ③
		Penalty											
		Totals	71	72	72 1/2	73	74	75					
4	377	Maneuver Score	+1	+1/2	+1	+1/2	+1/2	+1/2					74 1/2 ④
		Penalty											
		Totals	71	71 1/2	72 1/2	73	73 1/2	74					
5	824	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2					75 ⑤
		Penalty											
		Totals	70 1/2	71	72	72 1/2	73 1/2	74 1/2					
6	450	Maneuver Score	+1	0	+1/2	0	+1/2	+1/2					71 ⑥
		Penalty											
		Totals	71	70	70 1/2	70 1/2	70	70 1/2					
7		Maneuver Score											
		Penalty											
		Totals											
8		Maneuver Score											Final placing updated
		Penalty											
		Totals											
9		Maneuver Score											from rail work
		Penalty											
		Totals											

Judges Signature

#28  
SR  
Solt



Back #	Rider Comments	Overall Class Comments
1 594	Lower leg back, Upper Body good	
2 880	Good line	
3 520	Heels down, Upper Body good	
4 497	Heels down	
5 253	Tight in Upper Body	
6 586	Lower leg back	
7 1150	Good Position	
8 399	Sit back, Heels down	
9		
10		
11		





YEDA Official Score Sheet -- RAIL Class:

Ruby Split A

Back #	Rider Comments	Overall Class Comments
1 227	Lower leg Back, Upper Body Good	
2 1004	Good Upper Body, leg Bad	
3 565	Good line	
4 1070	Heels down	
5 942	Good Upper Body	
6 472	lower leg Back, Heels down	
7 384	lower leg Back, Watch leaning Back	
8		
9		
10		
11		

\_\_\_\_\_  
Judges Signature



Back #	Rider Comments	Overall Class Comments
1 579	Great	
2 507	Sit Back	
3 542	Relax + Sit down	
4 1135	Sit up/Relax	
5 624	hearing Bad	
6 222	Nice line, Keep Heels down	
7 123	Heels down, lengthen stirrups	
8		
9		
10		
11		

\_\_\_\_\_  
Judges Signature





YEDA Official Score Sheet -- RAIL Class:

SR Ruby Split B

#32

Back #	Rider Comments	Overall Class Comments
1 501	lengthen stirrups, heels down	
2 901	Good hiner / upper body	
3 114	Great line	
4 1143	Sit Back	
5 557	Heels down, Good upper body	
6 941	Good Position	
7 928	Good line, Soften the look	
8		
9		
10		
11		

Judges Signature



Back #	Rider Comments	Overall Class Comments
1 662	Great Position	
2 1029	Legs back	
3 543	Sit Bad	
4 590	Great look w/ Happy look	
5 498	Leg Back, Feet Hand Softer	
6 978	Good Upper Body, watch free hand	
7 336	Great Smile	
8 843	Shoulders crooked, right shoulder leading	
9		
10		
11		



**YEDA Official Score Sheet – RAIL Class:** SK Ruby Rail

Back #	Rider Comments	Overall Class Comments
1 675	Good look	
2 556	Heels down, maybe lengthen stirrups	
3 164	Good line	
4 107	Lower leg back, good upper body	
5 351	Soften upper body	
6 785	Heels down	
7 954	Soften Arch in Back	
8		
9		
10		
11		

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 Judges Signature