

YEDA REINING PATTERN NRHA #1 OFFICIAL SCORE SHEET

#1

MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 1/2 Spins Left	L. Circles OoO & Lead Change	R. Circles OoO & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	
	1	2	3	4	5	6	7	8					
1	EXHB # 479	SCORE 0 10	PENALTY 0 70	SCORE -1 09	PENALTY -1/2 08	SCORE -1 1/2 07	PENALTY -1 1/2 06	SCORE 0 05	PENALTY -1 04	SCORE 0 03	PENALTY -1 02	SCORE 0 01	Final Score 64 1/2
2	EXHB # 466	SCORE -7 12	PENALTY 0 09 1/2	SCORE 0 08 1/2	PENALTY 0 07 1/2	SCORE +1/2 70	PENALTY +1/2 70 1/2	SCORE +1/2 71 1/2	PENALTY +1/2 71 1/2	SCORE +1/2 71 1/2	PENALTY +1/2 71 1/2	SCORE +1/2 71 1/2	Final Score 71 (3)
3	EXHB # 865	SCORE 0 70	PENALTY +1/2 70 1/2	SCORE -1/2 70	PENALTY +1/2 70 1/2	SCORE +1/2 71 1/2	PENALTY +1/2 71 1/2	SCORE +1/2 71 1/2	PENALTY +1/2 71 1/2	SCORE +1/2 71 1/2	PENALTY +1/2 71 1/2	SCORE +1/2 71 1/2	Final Score 72 (2)
4	EXHB # 3914	SCORE -1/2 08 1/2	PENALTY -1/2 09	SCORE -1/2 08 1/2	PENALTY 0 08 1/2	SCORE -1/2 08 1/2	PENALTY -1/2 08 1/2	SCORE 0 08 1/2	PENALTY +1/2 08 1/2	SCORE +1/2 08 1/2	PENALTY -1/2 08 1/2	SCORE -1/2 08 1/2	Final Score 68 (5)
5	EXHB # 629	SCORE +1/2 70 1/2	PENALTY -1/2 68	SCORE +1/2 68 1/2	PENALTY -1/2 68 1/2	SCORE -1/2 68 1/2	PENALTY -1/2 68 1/2	SCORE -1/2 68 1/2	PENALTY -1/2 68 1/2	SCORE -1/2 68 1/2	PENALTY -1/2 68 1/2	SCORE -1/2 68 1/2	Final Score 65 1/2 (1)
6	EXHB # 1007	SCORE +1/2 69 1/2	PENALTY 0 68 1/2	SCORE +1/2 68 1/2	PENALTY -1/2 68 1/2	SCORE -1/2 68 1/2	PENALTY -1/2 68 1/2	SCORE 0 68 1/2	PENALTY +1/2 68 1/2	SCORE +1/2 68 1/2	PENALTY +1/2 68 1/2	SCORE +1/2 68 1/2	Final Score 68 1/2 (2)
7	EXHB # 905	SCORE +1 71	PENALTY +1 72	SCORE +1 73	PENALTY +1/2 73 1/2	SCORE -1/2 74	PENALTY -1/2 73 1/2	SCORE -1/2 74 1/2	PENALTY +1 74 1/2	SCORE +1 74 1/2	PENALTY +1 74 1/2	SCORE +1 74 1/2	Final Score 74 1/2 (1)
8	EXHB # 705	SCORE -1/2 69 1/2	PENALTY -1/2 69	SCORE 0 69	PENALTY 0 68 1/2	SCORE +1/2 69 1/2	PENALTY -1/2 69 1/2	SCORE -1/2 69 1/2	PENALTY +1/2 69 1/2	SCORE +1/2 69 1/2	PENALTY +1/2 69 1/2	SCORE +1/2 69 1/2	Final Score 67 1/2 (2)
9	EXHB #	SCORE	PENALTY	SCORE	PENALTY	SCORE	PENALTY	SCORE	PENALTY	SCORE	PENALTY	SCORE	Final Score
10	EXHB #	SCORE	PENALTY	SCORE	PENALTY	SCORE	PENALTY	SCORE	PENALTY	SCORE	PENALTY	SCORE	Final Score

Comments

5 Spine bits

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 - Sapphire / Alumni Pattern 1
 Updated 2020

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

JR

10
 J

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 RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk				
1	Penalty											
	Maneuver Score	-1	-1/2	-1/2	+1/2	-1/2	0	0	0			
	Totals	69	68 1/2	68	68 1/2	68	68	68	108			68 (5) ✓
2	Penalty				-3							
	Maneuver Score	+1/2	0	+1/2	0	0	+1/2	+1/2	+2			
	Totals	70 1/2	70 1/2	71	68	68	68 1/2	69				71 (2) ✓
3	Penalty		-5									
	Maneuver Score	+1/2	-1	1/2	0	1/2	+1/2	0	0			
	Totals	70 1/2	64 1/2	64	64	63 1/2	64	64				64 Broke Gait on Rail (6) ✓
4	Penalty				-5							
	Maneuver Score	0	-1/2	0	-1							
	Totals	70	69 1/2	69 1/2	63 1/2							
5	Penalty				-5							
	Maneuver Score	0	0	1/2	-3	-2	0	+1/2	+1			
	Totals	70	70	69 1/2	61 1/2	59 1/2	59 1/2	60				61 (7) ✓
6	Penalty											
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	+1/2	0	+2			
	Totals	70 1/2	71	72	72	72 1/2	73	73				75 (1) ✓
7	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	0	-1	-1/2	+1			
	Totals	70	70	70 1/2	71	71	70	69 1/2				70 1/2 (3) ✓
8	Penalty	(0)			-5							
	Maneuver Score	-1	+1/2	-1	+1/2	+1/2	0	-1/2	+2	+2		
	Totals	69	69 1/2	63 1/2	64	64 1/2	64 1/2	64				68 (4) ✓
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature _____



VEDA Official Score Sheet – RAIL Class:

~~10~~ 2
SR Sapphire Rio

Back #	Rider Comments	Overall Class Comments
1 493	Softer Hand Correction improve sit down	
2 151	Correction improve sit down	
3 491	Rhythm	
4 911	Loopy leg	
5 698	Loopy leg Bad	
6 278	Pull Shoulder Back Lower leg	
7 395	Softer Bad	
8		
9		
10		
11		

Judges Signature _____

YEDA Official Score Sheet - Ranch Horse Pattern #1

Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments. Faults incurring a score of 0:

- 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	Walk	Trot	X Trot	Stop 360 L	Lope L/L	Change Leads	X Lope		N Lope		X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments																			
								RL	RL	RL	RL																											
1	242	0	70 1/2	+1	72	-3	0	0	0	-1	0	0	0	0	-9		+2	63 1/2	④																			
																				Maneuver Score	0	70 1/2	2 1/2	+1	72	-3	0	0	-1	0	0	0	0	0	0	0	0	0
																				Totals																		
2	201	0	-1/2	-1/2	-1	0	0	0	0	-1	0	0	0	0	-3			62 1/2	⑤																			
																				Maneuver Score	0	-1/2	-1/2	-1	0	0	0	0	-1	0	0	0	0	0	0	0	0	0
																				Totals																		
3	968	0	0	1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		+1	78 1/2																				
																				Maneuver Score	0	0	1/2	0	1/2	0	0	1/2	1/2	0	1/2	0	1/2	0	0	0	0	0
																				Totals																		
4	824	+1/2	0	-1	70	-3-3	0	0	-1/2	+1/2	+1/2	0	+1/2	0	+1/2			77 1/2	③ layout																			
																				Maneuver Score	+1/2	0	-1	70	-3-3	0	0	-1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	0	0	0
																				Totals																		
5	410	0	1/2	-1/2	0	0	0	0	0	-1/2	0	0	0	0	-6		-1	58	② Struck Res																			
																				Maneuver Score	0	1/2	-1/2	0	0	0	0	0	-1/2	0	0	0	0	0	0	0	0	0
																				Totals																		
6	377	+1/2	0	+1	+1	+1	+1/2	+1/2	+1	+1	+1	+1	+1/2	0			+2	76	①																			
																				Maneuver Score	+1/2	0	+1	+1	+1/2	+1/2	+1	+1	+1	+1	+1/2	0	0	0	0	0	0	0
																				Totals																		
7																																						
																				Maneuver Score																		
																				Totals																		
8																																						
																				Maneuver Score																		
																				Totals																		

SR Split #3



YEDA Official Score Sheet - Ranch Horse Pattern #1

Updated June 2020

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

Faults incurring a score of 0:

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

- Must be placed under rider/s without or not incurring faults.
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	Maneuver Score	0	+1/2	+1	+1/2	-1	+1/2	+1/2	-1/2	-1	0	+1/2					
	Totals	70	70 1/2	71 1/2	72	71	71 1/2	72	71 1/2	67 1/2	67 1/2	68					
	Penalty																
2	Maneuver Score	0	+1/2	+1/2	-1	-1	+1/2	+1/2	+1/2	+1	+1	+1					
	Totals	70	70 1/2	71	70	69 1/2	68 1/2	67	67 1/2	68 1/2	69 1/2	70 1/2					
	Penalty																
3	Maneuver Score	-1/2	-1/2	-1	0	-1/2	0	-1/2	+1/2	-1	0	0					
	Totals	67 1/2	67	63	63	62 1/2	62 1/2	62	62 1/2	58 1/2	58 1/2	58 1/2					
	Penalty																
4	Maneuver Score	0	+1/2	+1	0	+1/2	0	0	+1/2	+1	+1	0					
	Totals	70	70 1/2	71 1/2	71 1/2	72	72	72	72	72 1/2	73 1/2	74 1/2					
	Penalty																
5	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2					
	Totals	70	70 1/2	71	71	71 1/2	72	72	72 1/2	69 1/2	69 1/2	70					
	Penalty																
6	Maneuver Score	0	0	0	+1/2	+1/2	-1/2	-1	-1/2	0	0	0					
	Totals	70	70	70	70 1/2	71	70 1/2	69 1/2	69 1/2	69 1/2	69	69					
	Penalty																
7	Maneuver Score																
	Totals																
	Penalty																
8	Maneuver Score																
	Totals																
	Penalty																

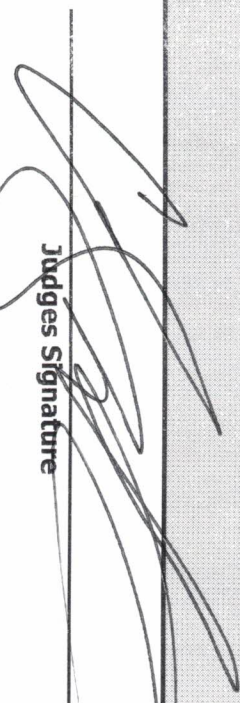
SK Split B #4

Judges Signature

YEDA Official Score Sheet – RAIL Class: SRoppd A

#5

Back #	Rider Comments	Overall Class Comments
1 310*	awesome!	747 310. (592)
2 1183.	connection	174 1183 purple. 287. 1189.
3 287.	confidence	174 1183 purple. 287. 1189.
4 947.	connection	174 1183 purple. 287. 1189.
5 1189	connection	174 1183 purple. 287. 1189.
6 174.	great!	174 1183 purple. 287. 1189.
7 592*	shoulders.	174 1183 purple. 287. 1189.
8 747*	soften into lower back. / leg. good!	174 1183 purple. 287. 1189.
9		174 1183 purple. 287. 1189.
10		174 1183 purple. 287. 1189.
11		174 1183 purple. 287. 1189.

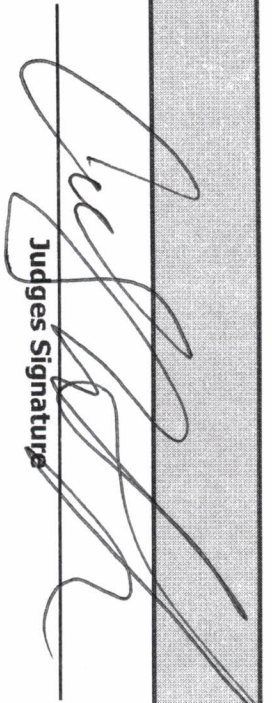

 Judges Signature

YEDA Official Score Sheet – RAIL Class:

SR Ruby

#6

Back #	Rider Comments	Overall Class Comments
1 954	great pos. / more rhythm & balance. BG PL	954
2 107	sink ↓ into seat.	107 / 164
3 104	✓ + excellent	251
4 785	✓ +	785
5 550	pull leg back	550
6 351	connection / shorter rein (BG)	351
7		
8		
9		104 / 954 BG
10		107 785
11		550 / 351

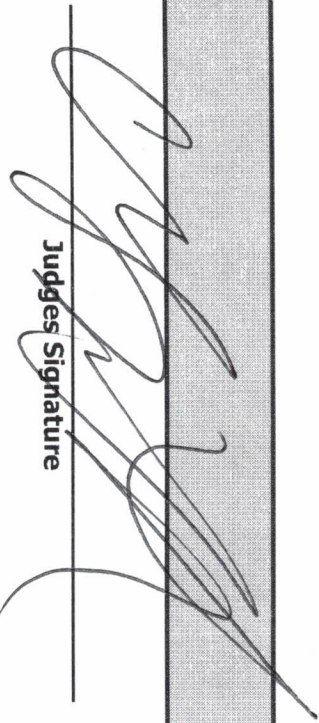

 Judges Signature



YEDA Official Score Sheet - RAIL Class:

SR Op2 B #7

Back #	Rider Comments	Overall Class Comments
1 1040		1100.
2 1121	Sit up / shorter ren.	875.
3 875	great position	429.
4 744	shoulders.	1040. - 744.
5 803		
6 429		1121
7 1100	stitch heel.	803
8		
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet – RAIL Class:

Pair
Diamond #8

Back #	Rider Comments	Overall Class Comments
1 479		479/855 *
2 410		410
3 855		*05/725
4 394		029
5 429		394
6 905		
7 725		
8		
9		
10		
11		

 Judges Signature

YEDA Official Score Sheet - Diamond Pattern 1

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 1/8
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Stop Back	Jog	Lope LL	X Trot	Jog					
1	479											
	Penalty			-3								
	Maneuver Score	+1/2	0	+1/2	+1	+1	X		+2		71 1/2	33
	Totals	70 1/2	70 1/2	67 1/2	68 1/2	69 1/2	X					
2	416											
	Penalty											
	Maneuver Score	+1/2	+1	+1	0	+1	X		+3		76 1/2	0
	Totals	70 1/2	71 1/2	72 1/2	72 1/2	73 1/2	X					
3	855											
	Penalty				-3							
	Maneuver Score	+1/2	+1/2	+1	-1/2	+1	X		+2		71 1/2	Lower Back
	Totals	70 1/2	71	72	68 1/2	69 1/2	X					
4	394											
	Penalty				-3							
	Maneuver Score	+1/2	-1/2	+1/2	-2	+1/2	X		+1		67	
	Totals	70 1/2	70	70 1/2	65 1/2	66	X					
5	629											
	Penalty	(-1)			-3							
	Maneuver Score	0	0	+1	-1/2	+1/2	X		+1		69	Relax
	Totals	70	70	71	67 1/2	68	X					
6	905											
	Penalty				-3	(-3)						
	Maneuver Score	+1/2	+1/2	+1	-1	+1	X		+2		71	4/5
	Totals	70 1/2	71	72	68	69	X					
7	725											
	Penalty											
	Maneuver Score	+1/2	0	+1/2	-1/2	-1/2	X		+1		71	4/5
	Totals	70 1/2	70 1/2	71	70 1/2	70	X					
8												
	Penalty											
	Maneuver Score						X					
	Totals						X					
9												
	Penalty											
	Maneuver Score						X					
	Totals						X					

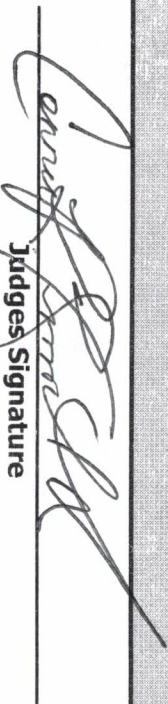
Judges Signature

YEDA Official Score Sheet – RAIL Class:

Etern Pearl

#9

Back #	Rider Comments	Overall Class Comments
1 859 *	pull leg back.	859 - 894
2 894	Sit down into lower back.	1112 - 894
3 1170	shoulders back.	333
4 1133	shorter rein	1170/989
5 1112 *	even - up reins / position ✓+	859
6 333	✓+	
7 989 *		1170
8		1112 - 1133
9		
10		
11		


 Judges Signature



YEDA Official Score Sheet - Ranch Horse Pattern #1

Updated June 2020

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

Faults incurring a score of 0:

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

- Must be placed under rider/s without or not incurring faults.
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments		
																		Maneuver	1
1	311	Maneuver Score	0	-1/2	-1	+1/2	-1	-3	-1/2	+1/2	0	-1/2							
		Totals	70	69 1/2	65 1/2	60	60 1/2	62 1/2	58	58 1/2	59	59	58 1/2						
		Penalty																	
2	151	Maneuver Score	0	0	0	+1/2	+1	0	0	-1	+1/2	+1/2							
		Totals	70	70	70	70 1/2	71 1/2	71 1/2	72	73	71	71 1/2	72						
		Penalty																	
3	699	Maneuver Score	0	+1/2	+1/2	0	1/2	0	+1/2	+1	+1/2	+1/2							
		Totals	70	70 1/2	71	71	71 1/2	71 1/2	72	73	73 1/2	74 1/2	75						
		Penalty																	
4	698	Maneuver Score	0	0	+1	+1	-1/2	-1/2	0	-1/2	0	0							
		Totals	70	70	71	72	71 1/2	71	71	70 1/2	70 1/2	70 1/2	70 1/2						
		Penalty																	
5	491	Maneuver Score	0	+1/2	+1	+1/2	+1/2	0	-1/2	+1/2	+1/2	+1/2							
		Totals	70	70 1/2	71 1/2	72	72 1/2	72 1/2	72	72 1/2	73	73 1/2	74						
		Penalty																	
6	298	Maneuver Score	+1/2	+1/2	+1	+1/2	-1	-1	0	+1/2	-1/2	0							
		Totals	70 1/2	71	72	73	72	71	71	71 1/2	64	62 1/2	62 1/2						
		Penalty																	
7	278	Maneuver Score	+1/2	+1/2	+1	-1/2	-1	-3	-3	-1/2	0	0							
		Totals	70 1/2	71	72	71 1/2	71	67	63	63 1/2	58 1/2	59	59						
		Penalty																	
8		Maneuver Score																	
		Totals																	
		Penalty																	

SR

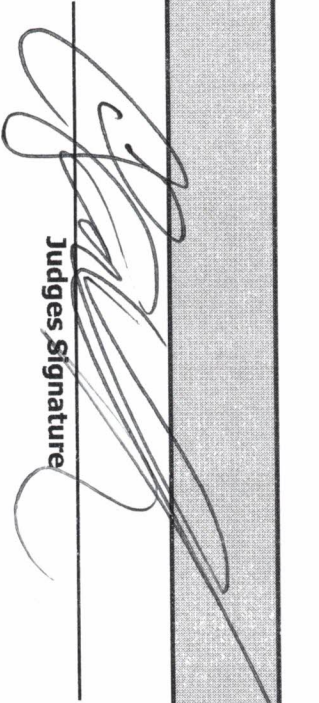
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Judges Signature

YEDA Official Score Sheet -- RAIL Class: Etern Pearl B

#11

Back #	Rider Comments	Overall Class Comments
1 740	✓	740.
2 1072	sponder ren.	1075
3 1091	eyes up	1158 1129
4 1158	pull leg back	1091. bay w/crp.
5 1129	shorter ren.	1072.
6 1075*	sit up	↘
7		
8		
9		
10		
11		


 Judges Signature

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

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	Stop Back				
		1-2	3	4				
1 1123	Penalty							
	Maneuver Score	+1/2	+1	+1/2	+2		74	①
	Totals	70 1/2	71 1/2	72				
2 747	Penalty		-3					Shorter Reins
	Maneuver Score	-1/2	-3	0	0		63 1/2	⑧
	Totals	69 1/2	63 1/2	63 1/2				
3 314	Penalty							
	Maneuver Score	+1	-1/2	0	+2		72 1/2	③ ✓
	Totals	71	70 1/2	70 1/2				
4 1040	Penalty							
	Maneuver Score	0	-1/2	-3	0		66 1/2	⑦ Shorten Reins
	Totals	70	69 1/2	66 1/2				
5 174	Penalty		-3					
	Maneuver Score	0	-1/2	+1/2	0		70	⑥ Shorten Reins
	Totals	70	69 1/2	70				
6 1121	Penalty							
	Maneuver Score	+1/2	0	-1/2	+1		71	5 ✓
	Totals	70 1/2	70 1/2	70				
7 744	Penalty							
	Maneuver Score	+1/2	0	+1/2	+1		72	④ ✓
	Totals	70 1/2	70 1/2	71				
8 803	Penalty							
	Maneuver Score	+1/2	0	+1/2	+2		73	② Great Softness ✓
	Totals	70 1/2	70 1/2	71				
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 1-2	Jog 3	Stop Back 4					
1 592	Penalty		-1						
	Maneuver Score	+1/2	0	+1		+2		72 1/2 (2)	
	Totals	70 1/2	69 1/2	70 1/2					
2 875	Penalty	-3	-3						
	Maneuver Score	-2	-2	-1		0		59 (7)	Reins Starter
	Totals	65	60	59					
3 429	Penalty		-3						
	Maneuver Score	+1	-1	-1		+1		67 (6)	
	Totals	71	67	66					
4 1189	Penalty								
	Maneuver Score	+1/2	-1/2	0		+1		71	Shorten Reins
	Totals	70 1/2	70	70					
5 1160	Penalty	(2)	-3-3						
	Maneuver Score	-3	-3	-3		+1		56	Reins
	Totals	67	58	55					
6 967	Penalty								
	Maneuver Score	+1	+1/2	-1/2		+3		74 (1)	Shorten Reins
	Totals	71	71 1/2	71					
7 287	Penalty								
	Maneuver Score	0	0	+1/2		+1		71 1/2 (4)	
	Totals	70	70	70 1/2					
8 1160	Penalty								
	Maneuver Score	+1	+1	-1		+1		72 (3)	Shorten Reins
	Totals	71	72	71					
9	Penalty								
	Maneuver Score								
	Totals								

Judges Signature

SPLIT

#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	Stop Back					
1	760	1-2	3	4					
	Penalty								
	Maneuver Score	+1	0	+1		+2	74	①	
	Totals	71	71	72					
2	859								
	Penalty								
	Maneuver Score								
	Totals								
3	1133								
	Penalty		-1						
	Maneuver Score	0	-1/2	0		+1	69 1/2	①	
	Totals	70	68 1/2	68 1/2					
4	1091								
	Penalty								
	Maneuver Score	0	-1	-3		0	66	①	Cleaning Back Shorter Rein
	Totals	70	69	66					
5	1129								
	Penalty								
	Maneuver Score	+1/2	+1	+1/2		+1	73	②	
	Totals	70 1/2	71 1/2	72					
6	989								
	Penalty								
	Maneuver Score	-1/2	-2	-3		0	64 1/2	①	Lower Leg Back
	Totals	69 1/2	67 1/2	64 1/2					
7	859								
	Penalty		-3						
	Maneuver Score	+2	0	+1/2		+2	71 1/2	③	
	Totals	72	69	68 1/2					
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)

- 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					
1	1072	1-2	3	4					
	Penalty								
	Maneuver Score	+1/2	+1	+1		+1		73 1/2	Shorter Reins
	Totals	70 1/2	71 1/2	72 1/2					
2	1176								
	Penalty								
	Maneuver Score	+1	0	0		+1		72	
	Totals	71	71	71					
3	1158								
	Penalty								
	Maneuver Score	-1/2	0	0		+2		70 1/2	
	Totals	69 1/2	68 1/2	68 1/2					
4	1112								
	Penalty								
	Maneuver Score	0	0	+1/2	+1			71 1/2	Shorten Reins
	Totals	70	70	70 1/2					
5	894								
	Penalty								
	Maneuver Score	+1	+1	+1		+2	-	75	
	Totals	71	72	73					
6	1075								
	Penalty								
	Maneuver Score	+1	+1/2	+1		+2		74 1/2	
	Totals	71	71 1/2	72 1/2					
7									
	Penalty								
	Maneuver Score								
	Totals								
8									
	Penalty								
	Maneuver Score								
	Totals								
9									
	Penalty								
	Maneuver Score								
	Totals								

Judges Signature

YEDA Official Score Sheet – Amber EWD Pattern 1&2

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Walk 4	Stop @ C 5	Walk 6-7				
1	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1		72 1/2	
	Totals	70	70 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									

 Judges Signature

YEDA Official Score Sheet – Topaz EWD Pattern 1 & 2
 Updated 2020

#17

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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

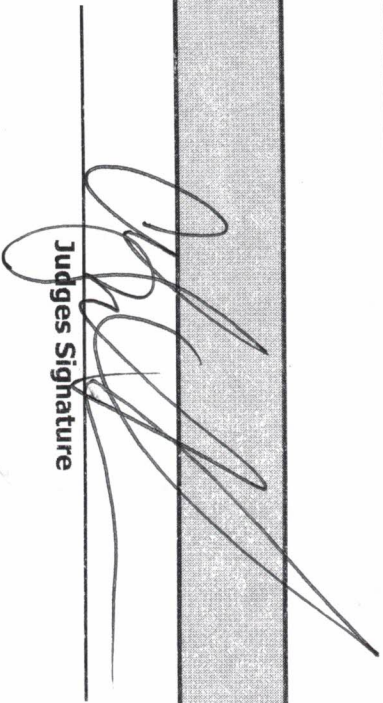
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Stop Back	Jog	Stop	Walk						
		1-2	3	4	5	6	7					
1	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	+1/2		+1		72 1/2		
	Totals	70 1/2	70 1/2	70 1/2	71	71 1/2						
2	Penalty			-1								
	Maneuver Score	+1/2	+1	0	+1/2	+1/2		+2		73 1/2		
	Totals	70 1/2	71 1/2	70 1/2	71	71 1/2						
3	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1		+2		77		
	Totals	71	72	73	74	75						
4	Penalty											
	Maneuver Score	0	-1/2	0	0	0		+1		70 1/2		
	Totals	70	69 1/2	69 1/2	69 1/2	69 1/2						
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											

Cannell
 Judges Signature

YEDA Official Score Sheet - RAIL Class: SR Ruby Split A

Back #	Rider Comments	Overall Class Comments
1 227 *		227
2 941		941
3 828	toes yuck.	828
4 1004 *	sit down w/o stirrups	1004 1004 901.
5 901*		901
6 501	snorter rein / yuck leg.	<u>501</u> / 114.*
7 114.	dmg down into lower back	941.
8		
9		227 828
10		901
11		501 114. 1004 941


 Judges Signature

YEDA Official Score Sheet - RAIL Class: JR/SR Emerald A #19

Back #	Rider Comments	Overall Class Comments
1 399	WL	
2 024		5910 024 497/843
3 334		399-WL
4 497	WL	
5 843	shoulders / WL RL / WL RL	399 334-109
6 5910*	excellent pss.	
7		5910
8		024 334
9		5910 024 399
10		497
11		399-109

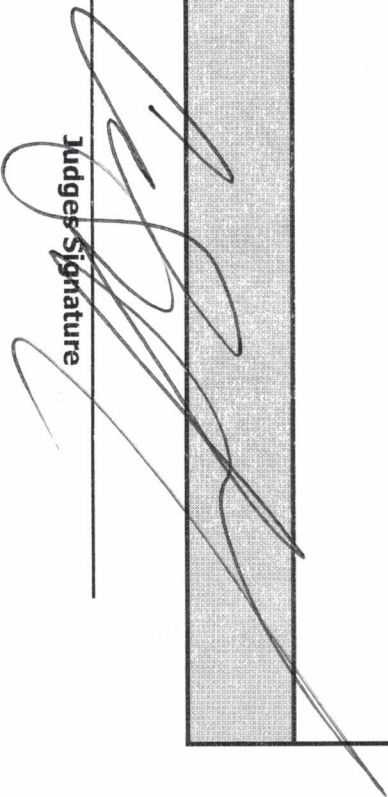
 Judges Signature

YEDA Official Score Sheet – RAIL Class:

SR Ruby Spitz

Back #	Rider Comments	Overall Class Comments
1 557*	Sunt. into lower back	557. 545
2 472	shorter rein.	384 [1:07D] 942 472
3 545		24 304
4 384.	open snowdell:	472
5 942*	rhythm.	
6 1070	connect knee shorter shirrup shorter rein	472-BG LMK
7		557
8		
9		
10		
11		

Judges Signature

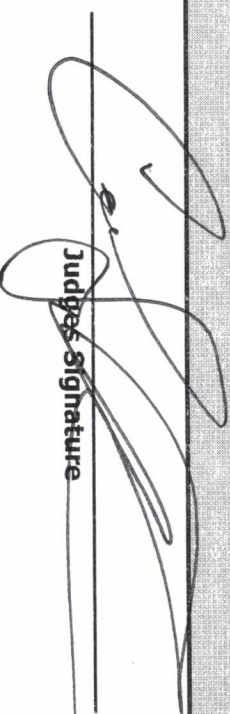


YEDA Official Score Sheet - RAIL Class:

JR15R
 Emerald Split B
 #21

Back #	Rider Comments	Overall Class Comments
1 507		
2 579*		590. 1150. 579.
3 1150	shorter reins	507. * 520 / must. 880
4 1135	looming back to you/pull leg back.	
5 590*	- S1 ft down.	
6 520	v+ position / connection w/ shorter rein	507 - wL.
7 888	shorter rein / softer hand.	
8		
9		590 1150 1150 579 1135
10		590 520 880
11		507 - wL

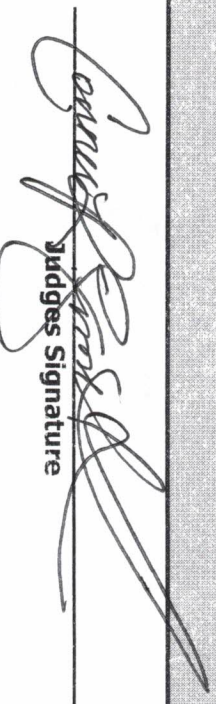
Judges Signature



YEDA Official Score Sheet – RAIL Class:

SR Op & Rail #22

Back #	Rider Comments	Overall Class Comments
1	pull lower leg under you. eyes up!	
2	lower leg. / BS reverse	1005.
3	stretch up.	1084.
4	10005	
5	1084. leaving back.	10710.
6		1001.
7		583-BS.
8		
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet - Sapphire / Autumn Pattern 1

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

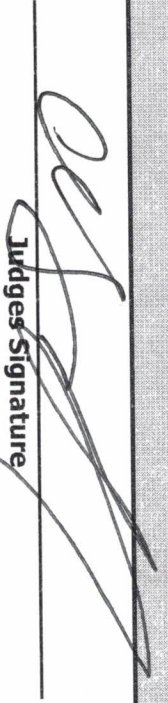
Entry #	Maneuver	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Lope LL	Simple Lead Δ	Stop Back	1/2 R Walk				
1	684	0	+1/2	0	0	+1/2	+1	+2			76	Shoulders
2	824	-1/2	0	-1/2	0	-1/2	-2	-1/2			63	Ry thum 0.5
3	450	+1/2	0	-1/2	-1/2	0	+1/2	+1			72	3/4
4	591	+1	+1/2	+1	+1/2	+1	+2	+1			75	1
5	242	+1/2	0	+1/2	+1/2	+1/2	-1/2	-1/2			72	3/4 Shoulders
6	801	0	-1/2	-1	-1	-1	-1/2	0			63	3
7												
8												
9												

Judges Signature

[Handwritten Signature]

#23 Split A

Back #	Rider Comments	Overall Class Comments
1 591		591 ←
2 024	lower leg. Horses <u>swed.</u>	024 ←
3 450	sit down.	450 (242)
4 242		824
5 824		201
6 201		
7		
8		
9		
10		
11		


 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 978		
2 222*		
3 957*	222 543-WL.	222 978 / 543.* 957
4 542	lower leg	542
5 543*		
6 498	Relax chin down. 542	498 - 809 109 542
7		
8		
9	222 978 Fund 957 543	
10	498 542	
11		

[Signature]
 Judges Signature

YEDA Official Score Sheet – Sapphire / ~~Alumini~~ Pattern 1
 Updated 2020

#25

Split 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	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Lope RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk					
1	Penalty	-1			-3	-3							
	Maneuver Score	-1	-1	-1	-2	-3	-1	-1	0		53	(4)	
	Totals	68	67	66	61	55	54	53					
2	Penalty												
	Maneuver Score	+2	+1	0	+1/2	+1/2	+1/2	+1/2	+3		78	(1)	
	Totals	72	73	73	73 1/2	74	74 1/2	75					
3	Penalty												
	Maneuver Score	0	+1/2	0	-1/2	0	0	0	+2		72	(2)	
	Totals	70	70 1/2	70 1/2	70	70	70	70					
4	Penalty												
	Maneuver Score	0	0	+1/2	-1/2	-1	-3	-1	0		61	(5)	
	Totals	70	70	70 1/2	70	69	66	65					
5	Penalty				-3	0							
	Maneuver Score	+1	+1	+1/2	-3	-3	-2	0	+1		62 1/2	(10)	
	Totals	71	72	72 1/2	66 1/2	63 1/2	61 1/2	61 1/2					
6	Penalty					-3							
	Maneuver Score	0	0	-1/2	0	-2	0	0	+1		68 1/2	(3)	
	Totals	70	70	69 1/2	69 1/2	67 1/2	67 1/2	67 1/2					
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judges Signature

Back #	Rider Comments	Overall Class Comments
1	8016 - <i>Sharon Bond</i>	
2	8053 - <i>Sharon Bond</i>	
3	815 - <i>Sharon Bond</i>	
4	4101 - <i>Sharon Bond</i>	
5	726 - <i>Sharon Bond</i>	
6	177 - <i>Sharon Bond</i>	
7		
8		
9		
10		
11		

Sharon Bond
 Judges Signature

YEDA Official Score Sheet - Opal Pearl Pattern 1

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 romal
- Spurring in front of the cinch.

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Maneuvers				
1	583	+1/2	+1	+1	73 1/2	+	73 1/2	73 1/2	Maneuver Fault
2	1066	+1	+1	+1	76	+	76	76	Uneven reins
3	1001	+1/2	0	+1/2	72	+	72	72	Soften hands
4	1076	-1/2	-2	-1/2	64 1/2	0	64 1/2	64 1/2	Lower hog back
5	1084	+1/2	+1	+1/2	73	+	73	73	Loaning back
6									
7									
8									
9									

Judges Signature

[Handwritten Signature]

YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

- 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 RL	Stop	Maneuver				
1		-1/2	0	-3	+1/2	-3	+1	65	④	
2		+2	+2	-3	-1/2	-3-3	0	42 1/2	⑤	
3		-1/2	0	-3	-2	-3-3	0	58 1/2	⑥	
4		-1	-1	0	+1/2	+1/2	+2	70 1/2	③	
5		+1/2	+1	+1	0	0	+2	74 1/2	①	
6		+1/2	+1	+1/2	-1/2	-1/2	+2	73 1/2	②	Lower leg
7										
8										
9										

Judges Signature

[Handwritten Signature]

SPLIT A

SR/SR

#27

YEDA Official Score Sheet – Emerald Pattern 1
 Updated 2020

JR/SR #28
 Split 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
		1-2	3	4	5					
1	Penalty									Leaning Back ①
	Maneuver Score	0	+1	+2	0		+3		76	
	Totals	70	71	73	73					
2	Penalty	-1								③ Soften Shoulders 70 1/2
	Maneuver Score	-1/2	+1/2	+1/2	0		+1			
	Totals	68 1/2	69	69 1/2	69 1/2					
3	Penalty									④
	Maneuver Score	-1/2	0	+1/2	+1		+2		73	
	Totals	69 1/2	69 1/2	70	71					
4	Penalty			-3						Soften Hands ⑥
	Maneuver Score	-1	0	-2	0		+1		65	
	Totals	68	68	64	64					
5	Penalty									②
	Maneuver Score	+1	+1	+2	-1		+2		75	
	Totals	71	72	74	73					
6	Penalty									Shorten Rein ③
	Maneuver Score	-1/2	+1/2	+1	+1		+2		74	
	Totals	69 1/2	70	71	72					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 1

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 1/2
- 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.

Severe Faults (-5 points)

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop	5				
1	Maneuver Score	+1	+2	+1	+1		+2	77	①	
2	Maneuver Score	+1	+2	+1	0		+2	74	③	
3	Maneuver Score	+1	+1	-2	-1		+1	67	④	
4	Maneuver Score	-1/2	-1	-2	0		0	66 1/2	⑤	Lower jog Shake Rein
5	Maneuver Score	+1	+1	0	-1		H	72	③	Lower jog
6	Maneuver Score	0	-3	0	0		+2	66	⑥	
7	Maneuver Score	-1/2	-3	-3	-1		+1	61	⑥	
8	Maneuver Score									
9	Maneuver Score									

Judges Signature

#29

SRISC

Split C

YEDA Official Score Sheet - Ruby Pattern 1
 Updated 2020

JR

#30

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop				
		1	2	3	4	5	6				
1 351	Penalty			-3							
	Maneuver Score	+1/2	0	-1	-1	+2	0	+2		69 1/2	Shorter Reins
	Totals	70 1/2	70 1/2	66 1/2	65 1/2	67 1/2	67 1/2				
2 164	Penalty		0	-3							
	Maneuver Score	0	-3	-3	0	-3	-2	0		56	5
	Totals	70	67	61	61	58	56				
3 954	Penalty			-3							
	Maneuver Score	-1/2	0	-2	0	-1	0	+1		64 1/2	4
	Totals	69 1/2	68 1/2	64 1/2	64 1/2	63 1/2	63 1/2				
4 785	Penalty		0	-3	0		0				
	Maneuver Score	0	-3	-3	-3	-2	0	0		56	6
	Totals	70	67	61	58	56	56				
5 107	Penalty		-3								
	Maneuver Score	0	-1	0	0	+1/2	+1	+1		68 1/2	2
	Totals	70	66	66	66	66 1/2	67 1/2				
6 556	Penalty		-3								
	Maneuver Score	+1/2	-3	0	+1/2	+1	+1	+1		68	3
	Totals	70 1/2	64 1/2	64 1/2	65	66	67				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

SR

Split A

#31

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	Stop Back 5	Lope RL	Stop				
		1	2	3	4	5	6				
1	941										
	Penalty										
	Maneuver Score	+1/2	0	0	-1	+1	0	+1	(4)	71 1/2	Shorten Reins
	Totals	70 1/2	70 1/2	70 1/2	69 1/2	70 1/2	70 1/2				
2	901										
	Penalty										
	Maneuver Score	+1	+1	-1/2	+1	-1/2	+1/2	+1	(2)	73 1/2	
	Totals	71	72	71 1/2	72 1/2	72	72 1/2				
3	386										
	Penalty										
	Maneuver Score	+1/2	0	+1/2	-1/2	+1	+1	+2	(1)	74 1/2	longer Stirrups
	Totals	70 1/2	70 1/2	71	70 1/2	71 1/2	72 1/2				
4	472										
	Penalty		0			0					
	Maneuver Score	0	-3	+1/2	0	-1	0	0	(7)	0	
	Totals	70	67	67 1/2	67 1/2	66 1/2	66 1/2				
5	565										
	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1/2	0	(3)	72	Uneven Reins
	Totals	70	70 1/2	71	71	71 1/2	72				
6	557										
	Penalty			-3							
	Maneuver Score	+1	+1	-2	0	+1	-1/2	+2	(6)	69 1/2	
	Totals	71	72	67	67	68	67 1/2				
7	501										
	Penalty										
	Maneuver Score	0	+1	+1/2	+1	+1	0	+1/2	(5)	71	
	Totals	70	71	71 1/2	72 1/2	70 1/2	70 1/2				
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	Stop Back 5	Lope RL	Stop				
1 828	Penalty										
	Maneuver Score	+1/2	+1	+1	-1/2	+1	+1	+2		76	(2)
	Totals	70 1/2	71 1/2	72 1/2	72	73	74				
2 227	Penalty										
	Maneuver Score	+1/2	+1/2	0	-1	+1/2	+1/2	+1		72	(3)
	Totals	70 1/2	71	71	70	70 1/2	71				
3 604	Penalty										
	Maneuver Score	+1/2	+1/2	+2	0	+1	+1	+2		77	(1)
	Totals	70 1/2	71	73	73	74	75				
4 942	Penalty										
	Maneuver Score	-1/2	-3	-1/2	0	-1	0	+1		62	(6)
	Totals	69 1/2	65 1/2	65	65	61	61				
5 1070	Penalty										
	Maneuver Score	0	+1/2	-1/2	-1/2	-2	0	+1		68 1/2	(5)
	Totals	70	70 1/2	70	69 1/2	67 1/2	67 1/2				
6 114	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	-1	+1/2	+1		71 1/2	(4)
	Totals	70	70 1/2	71	71	70	70 1/2				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Conner J. [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 ½ point increments

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.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back				
1	Penalty		-3									
	Maneuver Score	+½	0	+1	+1	+1	+½	+1	+2		74	
	Totals	70½	67½	68½	69½	70½	71	72				
2	Penalty		-3									
	Maneuver Score	0	-2	+1	-½	0	0	0	+1		66½	
	Totals	70	65	66	65½	65½	65½	65½				
3	Penalty											
	Maneuver Score	0	+½	+1	+½	+½	0	0	+2		74½	
	Totals	70	70½	71½	72	72½	72½	72½				
4	Penalty											
	Maneuver Score	0	+1	+½	0	-½	0	+1	+3		75	
	Totals	70	71	71½	71½	71	71	72				
5	Penalty											
	Maneuver Score	0	+½	+2	0	+½	0	+½	+3		76½	
	Totals	70	70½	72½	72½	73	73	73½				
6	Penalty			-1								
	Maneuver Score	0	-½	-1	0	0	0	+½	+1		68	
	Totals	70	69½	67½	67½	67½	67½	68				
7	Penalty			-1								
	Maneuver Score	+½	+½	+1	0	-½	0	+1	+2		73½	
	Totals	70½	71	71	71	70½	70½	71½				
8	Penalty											
	Maneuver Score	+½	+½	+1	+1	-1	0	+1	+3		76	
	Totals	70½	71	72	73	72	72	73				
9	Penalty											
	Maneuver Score	+½	+½	+2	+1	+1	0	+1	+3		79	
	Totals	70½	71	73	74	75	75	76				

Judges Signature