

EXHB #	MANEUVER DESCRIPTION	Maneuver								Overall Ability	HDD	Penalties	Final Score	Comments
		OR s/c	OL s/c	OR s/c	OL s/c	LR RBL	RBR	STOP BID SK						
938	MANEUVER	1	2	3	4	5	6	7	8	+2	+2	3	73	nice lead in stops more inside aids shape (P)
	PENALTY			3										
	SCORE	0	+1	-1	+1	0	+1/2	+1/2						
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													
	PENALTY													
	SCORE													
	Total													

Circled penalties are deemed due to horse not rider and will not appear in the final score.  
Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments  
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE



**YEDA Official Score Sheet – Sapphire / Alumni Pattern 6**  
 Updated 2020

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

CLASS #17  
 JR/SR  
 W/RW

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¾ 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 point increments

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

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

GOOD JOB ALL!

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back					
1	810												early halt start at halt
	Penalty												
	Maneuver Score	-2	+½	+½	+½	-2	-2	+1	+½	+½	6½		good pace set ext jug-
	Totals												
2	628												
	Penalty		33										
	Maneuver Score	0	-½										
	Totals												
3	673												
	Penalty												
	Maneuver Score												
	Totals												
4	609												
	Penalty												
	Maneuver Score	+½	+1	+1	+1	+1	+1	+2	+2	+2	8½		set DEEP! good support confident
	Totals												
5	986												
	Penalty												
	Maneuver Score	+½	+½	+½	+1	+½	0	+½	+½	+2	77		more connection good control stay relaxed
	Totals												
6	628												
	Penalty				3	3							
	Maneuver Score	+½	+½	-½	-½	+1	+1	+½	+2	+2	70		NICE EXT JOB good transitions hold @ LD
	Totals												
7	673												
	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+2	+½	79		good figures smooth go nice position
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

  
 Judges Signature



**YEDA Official Score Sheet – Ruby Pattern 6**  
 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 of 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.

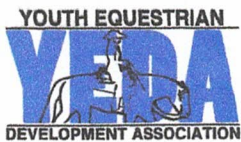
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**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 LL 4	Walk 5	Stop Back 6	Walk 7					
① 1 622	Penalty							1				good transitions bring legs back a nice posture bit
	Maneuver Score	+1	+1	+1	+2	+2	0	+2	+1 1/2	79 1/2		
	Totals											
② 2 1296	Penalty							3				shorter rein roll forward off seat eyes up
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	-1/2	-1	+1 1/2	+1/2	68 1/2		
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											GOOD JOB LADIES!
	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 – Emerald Pattern 6

Updated 2020

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

Class # 9

### 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	Walk	Stop Back					
1	Penalty										
1311	Maneuver Score	+1/2	0	-1/2	-1/2	+1		+2	+2	71 1/2	less HAND i' more inside leg i' confident!
	Totals										
2	Penalty	1	1								
1252	Maneuver Score	-1/2	-1/2	+1/2	+1	+2		+1/2	+2	73	good control to walk nice posture breathe-out deep
	Totals										
3	Penalty										
1237	Maneuver Score	+1	+1/2	+1	+1/2	+1/2		+2	+1	76 1/2	a little more contact keep eyes up nice posture
	Totals										
4	Penalty										
60	Maneuver Score	+1	+1	0	-1	+1		+1	+1/2	70 1/2	support @ leg straight wrists nice posture
	Totals										
5	Penalty										
1334	Maneuver Score	+1	+2	+1	-1	+1		+2	+1	74	smoother i' stylish control confident
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

GOOD JOB RIDERS!

*[Signature]*  
Judges Signature



Back #	Rider Comments	Overall Class Comments
⑩ 718	much crisper - good leg sit forward quieter to walk	
③ 759	nice + tall - stay soft	
④ 1298	Keep legs under hip - heads lower	
② 458	strong - consistent - good control a little (counterside) tough to (D)	
① 765	nice + pleasant - good support don't get tight	
⑤ 1295	set back + deeper - all bars in - stay strong yet soft DEEP!	GOOD JOB ALL!
7		
8		
9		
10		
11		

*J. Royal Paul*  
 Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 6**

Updated 2020

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

JR/15K Emerald  
 Class #11

**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	Jog 2	Lope LL 3	Walk 4	Stop Back 5	6				
1 783	Penalty										
	Maneuver Score	+1	+1	+1	-1/2	+1		+2	+1	76 1/2	set to walk (heels) a little deeper nice feel
	Totals										
2 397	Penalty										
	Maneuver Score	+2	+2	+1	+1	+1 1/2		+2 1/2	+1 1/2	81 1/2	nice pace good transitions strong rider
	Totals										
3 548	Penalty										
	Maneuver Score										
	Totals	+2	+2	+1	-1/2	+1		+2 1/2	+1 1/2	79 1/2	set to walk good contact nice upper body
4 630	Penalty		1		1						
	Maneuver Score	+2	0	+1	-1/2	+1		+2	+2 1/2	78	good rearing more immediate confident
	Totals										
5 624	Penalty										
	Maneuver Score	+1	+1	+1	0	+1 1/2		+2	+1 1/2	77	keep eyes up good transitions + bring in head elbows
	Totals										
6 1222	Penalty				3						
	Maneuver Score	+2	+1	0	-1			+1 1/2	+2	0	lots of potential truer cadence confident
	Totals										
7 772	Penalty										
	Maneuver Score	+1	+1	+1/2	0	+1		+1 1/2	+1/2	76 1/2	nice pace crisper flatter wrists
	Totals										
8 830	Penalty										
	Maneuver Score	+2	+2	+1/2	-1/2	0		+2	+1 1/2	77 1/2	breathe thru lope shorter run nice position
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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



YEDA Official Score Sheet - RAIL Class:

#12 Special Rail Split B (MS)

Back #	Rider Comments	Overall Class Comments
1 752 ③	confident - don't get stiff! ①	
2 SID ④	nice position - good contact good adjustments	
3 428 ⑥	good posture - hold <sup>pull</sup> down stay w/ horse!!	
4 1291 ③	quiet walk - sit FORWARD + taller	<div style="border: 1px solid black; border-radius: 50%; padding: 10px; display: inline-block;">                     GOOD JOB ALL!                 </div>
5 999 ③	nice strong legs - good control @ legon!! keep	
6 819 ③	confident - legs back under hip	
7		
8		
9		
10		
11		

  
Judges Signature

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

#13 Skopel Reed MS

Back #	Rider Comments	Overall Class Comments
1 1258	bring legs back under hip - <u>good connection</u>	
2 797	bend elbows - breathe + soft <u>hips NEED!</u>	
3 888	chin up + shldrs back - <u>more inside leg</u>	
3 1202	Breaks - looking down - Breathe! deeper low leg - connect! - <u>good control</u>	
5		
6		
7		
8		
9		
10		
11		

GOOD  
JOB  
ALL!

[Signature]  
 Judges Signature



**YEDA Official Score Sheet - RAIL Class: #14 Elementary Pearlraid**

(W5)

Back #	Rider Comments	Overall Class Comments
1 (1) 1305	nice position! GOOD CONTROL! stay on rail (2) BND (2) reathm! cornes!	<div style="border: 2px solid black; border-radius: 50%; padding: 20px; text-align: center;"> <p>NICE JOB RIDERS!</p> </div>
2 (2) 1243	good balance - legs back under hip stay on rail (inside leg :))	
3 (3) 818	nu deep hails - sit back + deeper	
4		
5		
6		
7		
8		
9		
10		
11		

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

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

class #15  
 JR split A

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

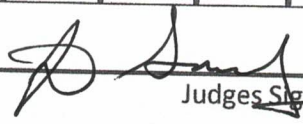
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

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

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

GOOD JOB ALL! 😊

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	180 R 4	Back 5					
④ 1 1295	Penalty									
	Maneuver Score	+1/2	+1/2	-1/2	0		+1.5	+1	73	
	Totals									
③ 2 999	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	0		+1.5	+2	75	
	Totals									
② 3 819	Penalty									
	Maneuver Score	+1	+1/2	0	+1		+2	+2	76 1/2	
	Totals									
① 4 752	Penalty									
	Maneuver Score	+2	+2	-1/2	0		+2.5	+1	77	
	Totals									
5 428	Penalty									
	Maneuver Score	+1	-1	-1	0		+2	+1/2	73	
	Totals									
⑤ 6 1298	Penalty									
	Maneuver Score	0	+1/2	-1/2	+1/2		+1.5	+2	73	
	Totals									
⑥ 7 428	Penalty									
	Maneuver Score	+1					+1	+1/2	73	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

  
 Judges Signature



**YEDA Official Score Sheet – Opal / Pearl Pattern 6**

Updated 2020

SK opal  
 class # 16

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)**

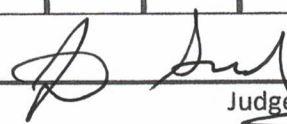
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**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 1-2	Jog 3	180 R 4	Back 5					
③ 1 888	Penalty									set soft + strong good posture deeper heels
	Maneuver Score	0	-1/2	0	+1/2		+1.5	+2	73 1/2	
	Totals									
④ 2 797	Penalty									elbows in :! quieter leg nice posture
	Maneuver Score	0	+1/2	cross cone	PTN		+1.5	+1.5	0	
	Totals									
① 3 1202	Penalty									stay soft at jog good contact nice + tall
	Maneuver Score	+1	+1	0	+1/2		+2	+2	76 1/2	
	Totals									
② 4 1268	Penalty		1							stay quiet :! walk cadence confident
	Maneuver Score	+1/2	0	0	+1/2		+1.5	+1.5	74	
	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 – Opal / Pearl Pattern 6**  
 Updated 2020

OK SPLA B  
 class # 17

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

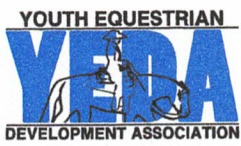
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

NICE JOB RIDERS!

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
	Maneuver	1-2	3	4	5					
③ 1 718	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	0		+2	+1	74 1/2	more contact sit back + tall beak elbows
	Totals									
④ 2 510	Penalty									look up! (180°)
	Maneuver Score	+2	+2	-2 1/2	0		+2.5	+1/2	74 1/2	nice transitions good position
	Totals									
⑥ 3 1291	Penalty	1								NICE HALT! <sup>straight</sup> BK
	Maneuver Score	0	0	+1	-1/2		+2	+1	72 1/2	hold cadence deeper heels
	Totals									
⑤ 4 765	Penalty	①								nice contact <sup>sit</sup> <sup>by</sup>
	Maneuver Score	+1/2	+1	-2 1/2	+1/2		+2.5	+2	74	good aids turn nice hands
	Totals									
① 5 789	Penalty									look up + support
	Maneuver Score	+1/2	+1/2	+1/2	+1		+2.5	+1.5	77 1/2	good corrections nice position
	Totals									
② 6 458	Penalty									sit up to turn
	Maneuver Score	+1	+1	-1/2	+1		+2.5	+1.5	76 1/2	a little stiff nice strong legs
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

  
 Judges Signature





# YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

Class #18  
Pearl

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	180 R	Back					
③ 1 1305	Penalty									good posture ☺ shorter rein good control
	Maneuver Score	+1/2	+1	0	+1/2		+2	+1/2	74 1/2	
	Totals									
① 2 818	Penalty									smooth go ☺ good lines strong leg
	Maneuver Score	+1	+1	+1/2	+1/2		+2.5	+1/2	76	
	Totals									
② 3 1243	Penalty									seat to rate ☺ smoother ☺ shorter reins
	Maneuver Score	0	+1	0	+1		+2	+1	75	
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									GOODS
	Maneuver Score									
	Totals									
6	Penalty									JOB RIDERS!
	Maneuver Score									
	Totals									
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 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty				-1					
	Maneuver Score	+1/2	+1/2	+1/2	0	+1	+1/2	+1/2		74 1/2
	Totals									
2	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1/2	+1/2	+1		77
	Totals									
3	Penalty									
	Maneuver Score	+1/2	+1/2	+2	+1/2	+1/2	+2	+1/2		81 1/2
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*  
 Judges Signature



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

Class # 2

UR Opal  
 SPLTA

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	+1/2	+1	+1	+1	+1	+1 1/2	+1 1/2	77 1/2	good ride
	Totals									
2	Penalty									
	Maneuver Score	+1/2	+1/2	+1	+1	+1 1/2	+1	+1 1/2	77	nicer seat
	Totals									
3	Penalty									
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1 1/2	+2	+1 1/2	80 1/2	great ride
	Totals								80	
4	Penalty									
	Maneuver Score	+1/2	-1 1/2	-3	-3	-1	-2	-2	56	post control Reins too long
	Totals									
5	Penalty									
	Maneuver Score	+1	+1	+1	+1 1/2	+1 1/2	+2	+1 1/2	79 1/2	pretty ride
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*L. Bragg*  
 Judges Signature

70  
14

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

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
	Maneuver	1	2	3	4	5				
1	Penalty			-1						
	Maneuver Score	+1 1/2	+1	+1/2	+1	+1/2	+1	+1 1/2	77	
	Totals									
2	Penalty			-3						
	Maneuver Score	+1	+1 1/2	0	+1/2	+1/2	+1	+2	73 1/2	BROKE
	Totals									
3	Penalty									
	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	72 1/2	Arms flopped started before judge was ready
	Totals									
4	Penalty		-1/2							
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	73	
	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									

*SR Bragg*  
 Judges Signature



(WJ)



# YEDA Official Score Sheet – RAIL Class: #4 Elem. Pearl Rail

Back #	Rider Comments	Overall Class Comments
1 1305	Barb DK good form balanced a bit heavy	(3)
2 1243	Pearl Relaxed seat Nice seat	(2)
3 818	Barb Nice good hands Great good hands	(1)
4		
5		
6		
7		
8		
9		
10		
11		

*Stacy*  
Judges Signature

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

#5  
 JR Opal  
 Spud 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

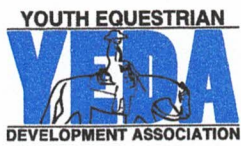
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*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	X-Jog	Jog	Stop Back					
		1	2	3	4	5					
1	718										
	Penalty										
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	74 1/2	leaning BACK Branney	
	Totals										
2	510										
	Penalty										
	Maneuver Score	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2	+2	+2 1/2	82 1/2	Have trouble to give trouble Rider handled horse a bit	
	Totals										
3	1291										
	Penalty			-1							
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2	+2	+2 1/2	79	Broke @ Ex Jog Rider handled horse well	
	Totals										
4	458										
	Penalty										
	Maneuver Score	+1	+1 1/2	+1 1/2	+2	+2	+2	+2	82	Nice Ride	
	Totals										
5	765										
	Penalty										
	Maneuver Score	+1	+1 1/2	+2	+2	+2	+2 1/2	+2	83	Great seat & hands	
	Totals										
6	428										
	Penalty					-1					
	Maneuver Score	+1 1/2	+1 1/2	+2	+1 1/2	+2	+2	+2	81 1/2	Good seat BG @ trot for 1 stride quicker	
	Totals										
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
 Judges Signature





# YEDA Official Score Sheet – Emerald Pattern 4

Updated 2020

# 6  
JR/SR

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop					
		1-2	3	4	5	6					
1	Penalty										Good soft clear ride - last stop horse backed on head
	Maneuver Score	+1	+1/2	+2	+2	+1/2	+2	+2	81		
	Totals										
2	Penalty										Nice ride
	Maneuver Score	+1 1/2	+2	+2 1/2	+1 1/2	+1 1/2	+2	+2	80		
	Totals										
3	Penalty										Good seat
	Maneuver Score	+1 1/2	+1 1/2	+1	+1	+1 1/2	+1 1/2	+1 1/2	79 1/2		
	Totals										
4	Penalty										Pretty ride Great Control
	Maneuver Score	+2	+2	+2	+2	+2	+2 1/2	+2	84 1/2		
	Totals										
5	Penalty										Pretty
	Maneuver Score	+2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	2 1/2	+3	87 1/2		
	Totals										
6	Penalty										Pretty seat nice ride
	Maneuver Score	+2 1/2	+2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	87		
	Totals										
7	Penalty										Nice Ride
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2	84		
	Totals										
8	Penalty										Good Ride
	Maneuver Score	+1 1/2	+2 1/2	+2 1/2	+1 1/2	+1 1/2	2	2	85 1/2		
	Totals										
9	Penalty										

Judges Signature



# YEDA Official Score Sheet -- RAIL Class:

#7 Spopal Rail

WT

Back #	Rider Comments	Overall Class Comments
1 1202	Small Suck's Mare Great body seat pos. (1)	
2 888	Small Pulver BB + 2 No 509 Bony all 100 (4)	
3 797	Bay Dandy New seat (3)	
4 1268	Big Buck Good seat & hands (2)	
5		
6		
7		
8		
9		
10		
11		

*[Signature]*

Judges Signature



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

Class #18  
 Alumni

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Stop Back	Lope RL	Stop	F & E	HDD	Total	Comments
1	Penalty									Runs long And at back row hop for hop
	Maneuver Score	+2	+1 1/2	+1	-1/2	-1/2	-1	+1	73 1/2	
	Totals									
2	Penalty									Pretty soft Ride
	Maneuver Score	+2	+2 1/2	+3	+2 1/2	+2 1/2	+2	+2	86 1/2	
	Totals									
3	Penalty									Pretty quiet Ride - Stop short of cone
	Maneuver Score	+2	+2	+2 1/2	+2 1/2	+2	+2	+2	85	
	Totals									
4	Penalty									Nice Ride -
	Maneuver Score	+2	+2	+1 1/2	+2	+1 1/2	2+	2+	83	
	Totals									
5	Penalty									Nice smooth Ride good hands & seat
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2	84	
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*  
 Judges Signature

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

(WT)  
 #9 UROPAL SPLIT A

Back #	Rider Comments	Overall Class Comments
1 999	Buddy Buddy Buddy	(3)
2 1291	Buddy Buddy	(5)
3 510	Buddy Buddy	(4)
4 819	Buddy Buddy	(2)
5 428	Buddy Buddy	(1)
6		
7		
8		
9		
10		
11		

*[Signature]*  
 Judges Signature



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

#10  
 JR Ruby

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	Jog	Lope Lt	Jog	X-Jog					
1	Penalty			-1							late on top
	Maneuver Score	+1½	+2	0	+1½	+1		+2	+2	79	
	Totals										
2	Penalty										Nice clean pattern great seat
	Maneuver Score	+2	+2	+2	+2	+2		+2	+2	84	
	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										

*[Signature]*  
 Judges Signature



YEDA Official Score Sheet - RAIL Class: #11 Skopal Splet B

051

Back #	Rider Comments	Overall Class Comments
1 765 mar	great to see	(2)
2 1295 Kris	loose forward	(5)
3 1298 Jolly	good ride	(4)
4 718 BOY	BG	(6)
5 759 mitch	good head to	(3)
6 758 royal	loose posture not as good as others	(1)
7		
8		
9		
10		
11		

Judges Signature *[Signature]*





# YEDA Official Score Sheet - RAIL Class:

Class: #12 JR/SR Emerald

WJL

Back #	Rider Comments	Overall Class Comments
1 1723	Went to 1/2	(2)
2 2911	Benny	(6)
3 1630	OK but B got pop	(8)
4 230	Good jump	(3)
5 1211	Good jump	(4)
6 1200	BB	(7)
7 1772	Good jump	(4)
8 5418	Good jump	(1)
9		
10		
11		

*[Signature]*

Judges Signature

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

#13  
 JR/SR  
 Sapphire

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	Jog	Lope O RL	X Jog	Jog	Stop					
		1-2	3	4	5	6	7					
3 1	Penalty											fighting at lope Kept control
	Maneuver Score	+1½	+1½	+1	+½	+1	+1	2	2½	81		
	Totals											
4 2	Penalty				-1							TRANS. not good from lope to jog slate on lope Horse not good
	Maneuver Score	+2	+2	+1	0	+1	+1	2	2½	80½		
	Totals											
5 3	Penalty		-1									Horse not good
	Maneuver Score	+1	+1									
	Totals											
1 4	Penalty											Pretty nice pattern
	Maneuver Score	+2	+2	+2	+2	+2½	+2	+2	2	8½		
	Totals											
5 5	Penalty			-3								very nice lope Nice seat
	Maneuver Score	+2	+2	0	+1½	+2	+2	+2	+2	80½		
	Totals											
2 6	Penalty			-3								wrong lead corrected lead (circled)
	Maneuver Score	+2	+2	+1	+2	+2	+2	+2	+2	82		
	Totals											
7 7	Penalty											
	Maneuver Score											
	Totals											
8 8	Penalty											
	Maneuver Score											
	Totals											
9 9	Penalty											
	Maneuver Score											
	Totals											

*S. Brager*  
 Judges Signature



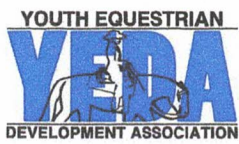
**YEDA Official Score Sheet – RAIL Class:**

**Class: #14 Alumni Emerald**

(WJC)

Back #	Rider Comments	Overall Class Comments
1	Bill Rouse vs Emerald L	
2	60 Emerald vs L	
3	1234 Emerald vs L	
4	1234 Emerald vs L	
5	1234 Emerald vs L	
6		
7		
8		
9		
10		
11		

*[Signature]*  
 Judges Signature



## YEDA Official Score Sheet – Diamond Pattern 4

Updated 2020

#15  
SR Diamond

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	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	Penalty				-1							360 Not good
	Maneuver Score	+1	+2	+2	-0	+2	+2	+2	+2	+2	82	
	Totals											
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

A Dragg

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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:

- 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 Sequence	Lope L/O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	609												83	OK set fancy point
	Totals													
2	986													
	Totals													
3	816												97	Bad on 1st start, circle - bad spins
	Totals													
4	628												75	Bad spins
	Totals													
5	673												94	Nice clean Ride
	Totals													
6	986												88	Spins could have been better
	Totals													
7														
	Totals													
8														
	Totals													

33 for 100

Judges Signature

#16  
WE/SR Sapphire



**YEDA Official Score Sheet – RAIL Class: #17 JR Ruby Rail**

Back #	Rider Comments	Overall Class Comments
1	MR seat & hands	
2	Seat Good seat a bit forward	
3		
4		
5		
6		
7		
8		
9		
10		
11		

  
Judges Signature



YEDA REINING PATTERN

1 HSA # 1

OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	MANEUVER	Overall Ability								HDD	Penalties	Final Score	Comments		
			1	2	3	4	5	6	7	8						
1	Lope stop	1											+1	+2	82	Smooth Clear Pattern
		2	Back to c-sch 5se													
2	90 L	3											+1	+1		
		4	00 RL s/c													
3	00 LL s/c	5											+1	+1		
		6	RRB													
4	LAR	7											+1	+1		
		8	stop Back													
5	Total	PENALTY														
		SCORE														
6	Total	PENALTY														
		SCORE														
7	Total	PENALTY														
		SCORE														
8	Total	PENALTY														
		SCORE														
9	Total	PENALTY														
		SCORE														

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 ½ point 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  
 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

*[Handwritten Signature]*