



YEDA Official Score Sheet – Diamond Pattern 6

Updated 2020

Class 1 / 3

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	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	575											
	Penalty											
	Maneuver Score	2	2	1	1	2	1	2	2		83	2
	Totals											
2	554											
	Penalty											
	Maneuver Score	1	1	1	2	1	0	-1/2	1		77 1/2	3
	Totals											
3	1161											
	Penalty											
	Maneuver Score	2	1	1	2	2	2	2	2		84	1
	Totals											
4												
	Penalty											
	Maneuver Score											
	Totals											
5												
	Penalty											
	Maneuver Score											
	Totals											
6												
	Penalty											
	Maneuver Score											
	Totals											
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

Judges Signature



YEDA Official Score Sheet -- RAIL Class: 1 - Diamond Rail / R. Herrin

Back #	Rider Comments	Overall Class Comments
1	575 + + + Backing	
2	554 + + +	
3	1161 + ✓ + ✓ +	
4		
5		
6		
7		
8		
9		
10		
11		

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 2/2

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	Maneuver							F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back				
		1	2	3	4	5	6	7				
1	958	Penalty										
	Maneuver Score	0										
	Totals											
2	1118	Penalty										
	Maneuver Score	0	-3	-3	0	-1	-1	0	1		59	
	Totals											
3	958	Penalty										
	Maneuver Score	0	2	2	2	2	2	1	2		83	
	Totals											
4		Penalty										
	Maneuver Score											
	Totals											
5		Penalty										
	Maneuver Score											
	Totals											
6		Penalty										
	Maneuver Score											
	Totals											
7		Penalty										
	Maneuver Score											
	Totals											
8		Penalty										
	Maneuver Score											
	Totals											
9		Penalty										
	Maneuver Score											
	Totals											

Judges Signature



YEDA Official Score Sheet – RAIL Class:

2 - Sapphire

Back #	Rider Comments	Overall Class Comments
1	958 ✓ ✓ ✓ ✓ ✓	
2	1118 ✓ ✓ ✓ ✓ Back	
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature _____



YEDA Official Score Sheet – Sapphire / Alumni Pattern 6

Updated 2020

Class 3 - Alumni
Sapphire /
3 riders

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											Comments		
		Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	HDD	Total			
1	562	Penalty												74 1/2
	Maneuver Score	1	-1/2	1	1	0	0	0	2					
	Totals													
2	736	Penalty												80
	Maneuver Score	1	1	1	1	1	1	2	2					
	Totals													
3	582	Penalty												77
	Maneuver Score	1	1	1	1	0	0	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													

Judges Signature



YEDA Official Score Sheet – RAIL Class: 3 - Alumni Sapphire

Back #	Rider Comments	Overall Class Comments
1	✓✓✓✓✓	
2	✓✓✓✓✓	
3	✓✓✓✓✓	
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature _____

Back #	
1	699
2	912
3	990
4	982
5	567
6	512
7	638
8	550
9	593

699 ✓✓	3
990 ✓✓	2
572 ✓✓	4
638 ✓	1
912 ✓	5
567 ✓✓	
550 ✓✓	
512 ✓	
638 ✓	
550 ✓	
593	

Class: 4 Ruby Rail / 9 riders

Overall Class Comments

Judges Signature



IHSA Alternate Reining Pattern Scoresheet

SHOW: _____
 CLASS: 5 Diamond Reining / 3riders
 DATE: 3-28-2021

All IHSA classes are judged on the performance and ability of the rider. Judges are given latitude in assessing penalties. Penalties by "no fault" of the rider do not need to be assessed.

2 Point Penalties:

- Break of gait at walk or trot for two (2) strides or less
- Break of gait at lope

3 Point Penalties:

- Wrong lead or out of lead for more than two (2) strides
- Break of gait at walk or trot for more than two (2) strides

- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change

5 Point Penalties:

- Holding horn

Disqualification (DQ):

- Willful Abuse
 - Off pattern
 - Fall of horse or rider
 - Pattern may be ridden one- or two-handed at discretion of horse provider.
- Whichever is used to start must be maintained through entire pattern.

W/O		#	MANEUVER SCORES															5 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Each rider is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																					
Maneuver Description		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15					
1161	PENALTY	-3				-5				-2	-5							10	15		
	CONTENT	-1/2	0	0	0	-1	-1	0	0	-1	-1	0						-4 1/2		66 1/2	
	PENALTY																				
	CONTENT																				
579	PENALTY									-2									2		
	CONTENT	0	0	0	0	0	-1/2	0	0	-1/2	-1	0						2		66	
	PENALTY																				
	CONTENT																				
554	PENALTY																				
	CONTENT	0	0	0	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	0						2 1/2		67 1/2	
	PENALTY																				
	CONTENT																				
	PENALTY																				
	CONTENT																				

JUDGE'S NAME (PRINTED): Michael ...

JUDGE'S 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)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope LL	Walk	Stop Back	Walk	F & E	HDD	Total	Comments
		1-2	3	4	5	6	7				
1	Penalty										
	Maneuver Score	0	0	1	1	1	1	1		75	
	Totals										
2	Penalty				3						
	Maneuver Score	0	0	0	-1 1/2	1	0	1		67 1/2	
	Totals										
3	Penalty										
	Maneuver Score	1	1	1	0	0	-1 1/2	1	72 1/2	72 1/2	
	Totals										
4	Penalty			3							
	Maneuver Score	2	2	-1	0	0	-1 1/2	1	69 1/2	69 1/2	
	Totals										
5	Penalty			-3	0						
	Maneuver Score	0	0	-1	0	0	0	1	0	0	OP Re Ride
	Totals										
6	Penalty										
	Maneuver Score	0	2	2	0	2	0	2		78	
	Totals										
7	Penalty			3							
	Maneuver Score	0	1	-1 1/2	0	-1 1/2	-1	1		66	
	Totals										
8	Penalty			3							
	Maneuver Score	-1 1/2	0	-1 1/2	-1 1/2	0	-1	1		64 1/2	
	Totals										
9	Penalty										
	Maneuver Score	1	2	1	2	2	1	2		81	Start scratch.
	Totals										

567

Judges Signature

VEDA Official Score Sheet – Ranch Horse Pattern # 6

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.

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	Lope LL	Stop L, R	X-Lope RL	N Lope L, R	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	958	0	0	0	0	-1	+1/2	0	0	0	+1	-1/2				70	
	Totals																
2	1118	0	0	0	0	-1/2	-1	0	0	0	-1	0				6 1/2	
	Totals																
3																	
	Totals																
4																	
	Totals																
5																	
	Totals																
6																	
	Totals																
7																	
	Totals																
8																	
	Totals																

Judges Signature



CLASS 7 / 2019
Sapphire Ranch.



YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet – Ranch Horse Pattern # 6

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.

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 point increments

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

CLASS 8 / ATHLETTEN
Sapphire Ranch.

2 riders

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Maneuver Score	+1/2	0	+1/2	+1/2	-1	0	-1	0	0	-1/2	0				68 1/2	
	Totals																
2	Maneuver Score																
	Totals																
3	Maneuver Score	0	+1	+1	+1	-1	+1/2	-1	0	-1/2	+1/2	-1				67 1/2	
	Totals																
4	Maneuver Score																
	Totals																
5	Maneuver Score																
	Totals																
6	Maneuver Score																
	Totals																
7	Maneuver Score																
	Totals																
8	Maneuver Score																
	Totals																

Judges Signature

Sue Foh



YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

Horseman Ship - Emerald. of 10/20/2018

YEDA Official Score Sheet - RAIL Class: 9 - Emerald Rail / 5

Back #	Rider Comments	Overall Class Comments
1 1229	✓	
2 689	✓ ✓	
3 1044	✓ ✓	
4 1045	✓ ✓	
5 1212	✓ Best Nudge #	
6		
7		
8		
9		
10		
11		

Judges Signature _____



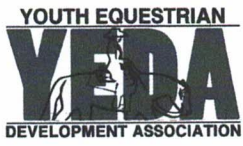
Horsemanship

Senior / Junior High

YEDA Official Score Sheet – RAIL Class: 10 - Emerald / 5

Back #	Rider Comments	Overall Class Comments
1 1086	✓+ ✓	
2 600	✓+	
3 1370	✓+	
4 1043	✓ ✓+	
5 611	✓	
6		
7		
8		
9		
10		
11		

Judges Signature _____



YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6

Updated 2020

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

Class 11 EWD-
Topaz

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	X-Walk O L 4	Jog 5	Stop 6					
1	Penalty			-3							
	Maneuver Score	+1	+1	-1/2	0	+1		1		70/2	
	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										

Judges Signature



YEDA Official Score Sheet – RAIL Class:

11 - EWJ Tepad

Back #	Rider Comments	Overall Class Comments
1	gt great job -	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

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 12 - Jr/Sr Emerald

10 riders.

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
		1	2	3	4	5	6				
1	689	Penalty									
	Maneuver Score	1/2	1	0	+1	0		1		73 1/2	
	Totals										
2	1044	Penalty									
	Maneuver Score	-1/2	-1/2	+1	+1	+1		1		73	
	Totals										
3	1229	Penalty									
	Maneuver Score	+1/2	+1	0	1/2	1		1		74 1/2	
	Totals										
4	1086	Penalty									
	Maneuver Score	0	-1	+1	+1	+1		+1		74	✓
	Totals										
5	1045	Penalty									
	Maneuver Score	0	+2	0	1	1		2		76	✓
	Totals										
6	608	Penalty			3						
	Maneuver Score	-1	0	-1	+1	0		2		68	
	Totals										
7	1370	Penalty									
	Maneuver Score	0	1/2	2	2	2		2		78 1/2	✓
	Totals										
8	1212	Penalty									
	Maneuver Score	1	0	-1	-1/2	0		1		70 1/2	
	Totals										
9	1043	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1/2		1		75.5	✓
	Totals										

Judges Signature



Class 12 - Jr/Sr Emerald
10 riders.

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	r 1/2	+ 1/2	r 1/2	r 1/2	0					
	Totals							1		73	
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature _____



Opal Horseshoer

YEDA Official Score Sheet – RAIL Class:

13 - Judge Opal / 3 riders.

Back #	Rider Comments	Overall Class Comments
1 1247	✓ ✓ Rack	
2 927	✓ ✓ ✓ Hands Flat Feet	
3 1260	✓ Rack of ✓	
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature _____



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

class. 14 - Jr/Sr Opal /
3 riders.

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1	1247									
	Penalty			3						
	Maneuver Score	1	1	-1	0		1		69	
	Totals									
2	927									
	Penalty									
	Maneuver Score	1	1	-1	0		1		72	
	Totals									
3	1260									
	Penalty									
	Maneuver Score	1	1	2	2		1		77	
	Totals									
4										
	Penalty									
	Maneuver Score									
	Totals									
5										
	Penalty									
	Maneuver Score									
	Totals									
6										
	Penalty									
	Maneuver Score									
	Totals									
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



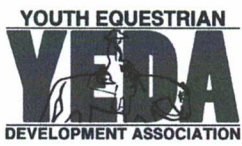
Elementary Pearl.

YEDA Official Score Sheet – RAIL Class:

15 - Elementary Pearl/Ind

Back #	Rider Comments	Overall Class Comments
1 <i>1217</i>		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature



Class 16 | Elementary Pearl / 1 rider

YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
1	Penalty									
	Maneuver Score	1	1	1/2	1		1		24.5	
	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									

Judges Signature