

YEDA REINING PATTERN NRHA #7 OFFICAL SCORE SHEET

Class 1
Reining



EXHB #	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 ¼ Spins Left	R Circles OOo & Lead Change	L Circles OOo & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	PENALTY													
	SCORE	0	-1	0	-1	+1	+1	+1	-1 ½	+1	0		70 ½	
	Total	70	69	69	68	69	70	71	69 ½	+1				
2	PENALTY													
	SCORE	+1	-1	+1	+1	+1	-1	+1	+1 ½	+1	0		75 ½	
	Total	71	70	71	72	73	72	73	74 ½	+1				
3	PENALTY													
	SCORE	+1	-1	+1	+1	+1	-1	-1	-1	0	0		70	
	Total	71	70	71	72	73	72	71	70	0				
4	PENALTY													
	SCORE	-1	0	+1	-1	+1	+1	+1	+1	+1	+1		75	
	Total	69	69	70	69	70	71	72	73	+1				
5	PENALTY													
	SCORE	-1	+1	+1	+1	+1	0	+1	-1	+1	0		74	
	Total	69	70	71	72	73	73	74	73	+1				
6	PENALTY													
	SCORE	+1	-1	+1	+1	-1	-1 ½	-1 ½	-1	0	0		67	
	Total	71	70	71	72	71	69 ½	68	67	0				
7	PENALTY													
	SCORE													
	Total													
8	PENALTY													
	SCORE													
	Total													
9	PENALTY													
	SCORE													
	Total													

Circled penalties are deemed due to horse not rider and will not appear in the final score.
 Maneuvers and Overall Ability are scored +3 to -3 in 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 then other riders who stayed on pattern.

JUDGES SIGNATURE *[Signature]*

YEDA Official Score Sheet - Ranch Horse Pattern #7

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.

Class 2 Alumni Ranch Riding

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 L.L	X Lope Circle	Chg Leads N Lopc	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1	1308														
	Penalty											-1	+1	77	
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	-1	+1					
	Totals	71	72	73	74	75	76	77	76	77					
2	1350														
	Penalty											-1	+1	73	
	Maneuver Score	+1	+1	+1	-1	+1	-1	-1	+1	+1					
	Totals	71	72	73	72	73	72	71	72	73					
3	1324														
	Penalty											0	0	71	
	Maneuver Score	+1	+1	-1	+1	+1	-1	-1	-1	+1					
	Totals	71	72	71	72	73	72	71	70	71					
4	1317														
	Penalty											0	+1	72	
	Maneuver Score	+1	+1	-1	+1	-1	-1	-1	+1	+1					
	Totals	71	72	71	72	71	70	69	70	71					
5	Penalty														
	Maneuver Score														
	Totals														
6	Penalty														
	Maneuver Score														
	Totals														
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														

Quikhal
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	Jog	Stop 180 R	Lope LL	Stop				
	Maneuver	1	2	3	4	5	6	7				
1	439											
	Penalty											
	Maneuver Score	+1	+1	-1	+1	-1	+1	0	+1	0	73	
	Totals	71	72	71	72	71	72	72				
2	1005											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	+1	-1	+1	0	76	
	Totals	71	72	73	74	75	76	75				
3	242											
	Penalty											
	Maneuver Score	+1	+1	-1	+1	-1	+1	+1	+1	+1	+1	75
	Totals	71	72	71	72	71	72	73				
4	602											
	Penalty											
	Maneuver Score	+1	-1	-1	-1	+1	-1	-1	+1	0	68	
	Totals	71	70	69	68	69	68	67				
5	1199											
	Penalty											
	Maneuver Score	+1	+1	-1	+1	+1	+1	-1	+1	0	74	
	Totals	71	72	71	72	73	74	73				
6	291											
	Penalty											
	Maneuver Score	+1	-1	-1	+1	-1	-1	-1	0	0	67	
	Totals	71	70	69	70	69	68	67				
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

Gittel Koch
 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

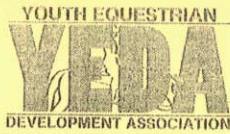
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

tie broke on rail

Entry #	Maneuver Description	Maneuvers							F E E	HDD	Total	Comments	
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop					
1	37												
	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	0	78		foot out of stirrup more
	Totals	71	72	73	74	75	76	77					
2	948												
	Penalty												
	Maneuver Score	+1	-1	-1	-1	-1	+1	-1	0	+1	68		sit deeper.
	Totals	71	70	69	68	67	68	67					
3	1178												
	Penalty												
	Maneuver Score	+1	+1	+1	-1	+1	+1	+1	0	0	75		OP no ROT to C
	Totals	71	72	73	72	73	74	75					
4	727												
	Penalty												
	Maneuver Score	+1	+1	-1	+1	+1	+1	-1	+1	+1	75		sit quiet
	Totals	71	72	71	72	73	74	73					
5	142												
	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	-1	-1	+1	0	74		+ Nice pos.
	Totals	71	72	73	74	75	74	73					
6	1120												
	Penalty												
	Maneuver Score	-1	+1	+1	+1	+1	+1	-1	+1	0	74		Nice pos.
	Totals	69	70	71	72	73	74	73					
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

Jeth Kell

Judges Signature



YEDA Official Score Sheet - RAIL Class: #5 SR. Emerald

Back #	Rider Comments	Overall Class Comments
1 301	toes more fwd.	
2 837	Nice posture Wrong lead Wrong lead.	
3 1062	Keep consistent Broke @ trot	
4 503	Nice position	
5 1033	good seat	
6 222	Nice posture	
7 1165	sit back + quiet	
8 1341	Nice posture.	
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Diamond Pattern 7
Updated 2020

CLASS 6
Diamond

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 1/8 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 are scored +3 to -3 in 1/2 point increments							F & E	HDD	Total	Comments	
		Walk	Jog	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back					
1	314												
	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	0	78		Very nice position
	Totals	71	72	73	74	75	76	77					
2	200												
	Penalty												
	Maneuver Score	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1		
	Totals												
3	249												
	Penalty												
	Maneuver Score	+1	+1	-1	-1	-1	-1	-1	+1	0	68		Nice seat
	Totals	71	72	71	70	69	68	67					
4	1218												
	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	-1	-1	+1	0	74		watch rein hands
	Totals	71	72	73	74	75	74	73					
5	272												
	Penalty												
	Maneuver Score	+1	+1	+1	-1	+1	+1	+1	+1 1/2	0	74 1/2		Nice seat
	Totals	71	72	73	72	73	72	73					
6	312												
	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	0	76		Nice Ride
	Totals	71	72	73	74	73	74	75					
7	394												
	Penalty												
	Maneuver Score	+1	+1	-1	-1	+1	-1	+1	+1	0	72		Sit quiet
	Totals	71	72	71	70	71	70	71					
8	200												
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												

[Signature]
Judges Signature

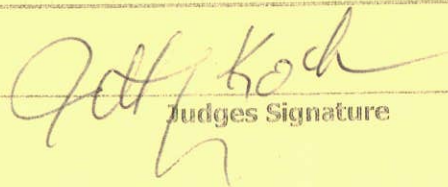


YEDA Official Score Sheet - RAIL

Class: #7 JR. Emerald

SPLIT
A

Back #	Rider Comments	Overall Class Comments
1 251	Nico posture	
2 336	toes fwd more	
3 1038	feet out of stirrup more Nice Ride on naughty naughty horse	
4 467	good posture	
5 111	sit back + legs back	
6		
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet - RAIL Class:

47A JR emerald split B

Back #	Rider Comments	Overall Class Comments
1 198	sit back quiet legs	
2 1122	sit back BROKE @ lope	
3 405	too feet out of stirrup more	
4 533	Nice position!	
5 353	feet out of stirrups more	
6 1119	sit back	
7		
8		
9		
10		
11		

Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #7

Updated June 2020

Class 8 Jr. High
 Ranch Riding

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 L.L.	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1	727															
	Penalty												0	+1	76	
	Maneuver Score	-1	+1	+1	+1	+1	+1	-1	+1	+1						
	Totals	69	70	71	72	73	74	73	74	75						
2	142															
	Penalty												0	+1	78	
	Maneuver Score	+1	+1	+1	+1	+1	-1	+1	+1	+1						
	Totals	71	72	73	74	75	74	75	76	77						
3	1120															
	Penalty												0	+1	74	
	Maneuver Score	+1	+1	-1	+1	+1	-1	-1	+1	+1						
	Totals	71	72	71	72	73	72	71	72	73						
4	37															
	Penalty												0	+1 1/2	78 1/2	
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	-1	+1						
	Totals	71	72	73	74	75	76	77	76	77						
5	948															
	Penalty												+1	+1	77	
	Maneuver Score	+1	+1	+1	+1	-1	+1	+1	-1	+1						
	Totals	71	72	73	74	73	74	75	74	75						
6	1178															
	Penalty												0	0	73	
	Maneuver Score	+1	+1	-1	+1	-1	-1	+1	+1	+1						
	Totals	71	72	71	72	71	70	71	72	73						
7																
	Penalty															
	Maneuver Score															
	Totals															
8																
	Penalty															
	Maneuver Score															
	Totals															

[Handwritten Signature]

Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #7

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.

Class #9 Sr.
Ranch Riding

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	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1 291	Penalty														
	Maneuver Score	+1	+1	-1	+1	+1	-1	-1	+1	+1		0	0	73	
	Totals	71	72	71	72	73	72	71	72	73					
2 439	Penalty														
	Maneuver Score	+1	+1	+1	+1	-1	-1	+1	+1	+1		0	+1	76	
	Totals	71	72	73	74	73	72	73	74	75					
3 1005	Penalty														
	Maneuver Score	-1	+1	+1	+1	+1	-1	-1	+1	+1		0	+1	74	
	Totals	69	70	71	72	73	72	71	72	73					
4 242	Penalty														
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	+1		0	+1	80	
	Totals	71	72	73	74	75	76	77	78	79					
5 402	Penalty														
	Maneuver Score	+1	+1	-1	+1	-1	+1	+1	-1	+1		0	+1/2	73 1/2	
	Totals	71	72	71	72	71	72	73	72	73					
6 1199	Penalty														
	Maneuver Score	+1	+1	-1	+1	+1	+1	+1	-1	+1		+1	+1	77	
	Totals	71	72	71	72	73	74	75	74	75					
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														

DK

Judges Signature



YEDA Official Score Sheet - RAIL Class: #10 Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1344	Nice pos. toes out of stirrups	
2 1255	Pont brace with hands	
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature

W/A



YEDA Official Score Sheet - RAIL Class: CLASS 11 Pearl Rail

Back #	Rider Comments	Overall Class Comments
1 101	sit back legs back	
2 78	sit back legs back	
3 76	heels down	
4 126	feet out of stirrup more	
5 1142	Nice posture feet too deep	
6 32	Nice posture	
7 1168	good position legs back	
8 1180	feet out of stirrup	
9		
10		
11		

Julia Koch
Judges Signature



YEDA Official Score Sheet – RAIL Class: 12 JR/SR Ruby

Back #	Rider Comments	Overall Class Comments
1 134	legs back	
2 1021	lower hands	
3 1010	Nice position	
4 941	Nice seat	
5 52	legs back	
6 243	Nice feel	
7 1095	sit back	
8		
9		
10		
11		

JK
Judges Signature

(W/T)



YEDA Official Score Sheet - RAIL

Class: #13 JR/SR Opa1

Back #	Rider Comments	Overall Class Comments
1 48	sit back	
2 1159	legs back	
3 237	Nice seat heels down	
4 1125	feet too deep in stirrups	
5 56	Very nice.	
6 1400	Dont brace hands	
7 1256	Nice seat	
8 1152	sit back	
9 1136	heels down Nice seat	
10		
11		

JK

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 7
 Updated 2020

Class 14
 Pearl Pattern

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	Walk	Stop Back	Walk	Jog	Stop				
1	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	-1	-1	0	0	73	
	Totals	71	72	73	74	75	74	73				
2	Penalty											
	Maneuver Score	+1	-1	+1	+1	+1	+1	+1	+1	0	76	
	Totals	71	70	71	72	73	74	75				
3	Penalty											
	Maneuver Score	+1	<u>OP</u>	-1	-1	<u>OP</u>	-1	-1	0	0	67	<u>OP</u> no jog A to B
	Totals	71	70	69	68	69	68	67				
4	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	-1	+1	0	0	75	
	Totals	71	72	73	74	75	74	75				
5	Penalty											
	Maneuver Score	-1	+1	-1	<u>OP</u>	-1	-1	-1	0	0	65	<u>OP</u> wrong side of stop cone
	Totals	69	70	69	68	67	66	65				
6	Penalty											
	Maneuver Score	+1	+1	+1	-1	+1	+1	+1	+1 1/2	0	76 1/2	
	Totals	71	72	73	72	73	74	75				
7	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	0	78	
	Totals	71	72	73	74	75	76	77				
8	Penalty											
	Maneuver Score	-1	+1	+1	+1	+1	+1	+1				
	Totals	69	71	72	73	74	75	76				
9	Penalty											
	Maneuver Score	+1	+1	+1	-1	-1	-1	-1				
	Totals	71	72	73	72	71	70	69				

JK

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop				
	Maneuver	1	2	3	4	5	6	7				
1	1152											
	Penalty											
	Maneuver Score	+1	+1	+1	-1	+1	-1	+1		0	0	73
	Totals	71	72	73	72	73	72	73				
2	1125											
	Penalty											
	Maneuver Score	+1	-1	+1	-1	+1	+1	-1		0	0	71
	Totals	71	70	71	70	71	72	71				
3	1400											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	-1	+1		0	0	75
	Totals	71	72	73	74	75	74	75				
4	1256											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	-1	-1		+1/2	0	73 1/2
	Totals	71	72	73	74	75	74	73				
5	237											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1		+1	0	78
	Totals	71	72	73	74	75	76	77				
6	1136											
	Penalty											
	Maneuver Score	-1	+1	-1	+1	+1	+1	+1		+1	0	74
	Totals	69	70	69	70	71	72	73				
7	48											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	-1	+1		+1	0	76
	Totals	71	72	73	74	75	74	75				keep legs back!
8	1159											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1		+1/2	0	77 1/2
	Totals	71	72	73	74	75	76	77				
9	56											
	Penalty											
	Maneuver Score	+1	+1	-1	+1	+1	-1	-1		-1	0	70
	Totals	71	72	71	72	73	72	71				

Jill [Signature]

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 7
 Updated 2020

Class 16
 JR. Emerald

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 1/2
- 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	Jog OL	Lope LL	Stop Back				
		1	2	3	4	5				
1	251									
	Penalty									
	Maneuver Score	+1	+1	+1	-1	+1	+1	0	74	
	Totals	71	72	73	72	73				
2	1122									
	Penalty									
	Maneuver Score	+1	+1	+1	+1	-1	0	0	73	
	Totals	71	72	73	74	73				
3	533									
	Penalty									
	Maneuver Score	+1	+1	+1 1/2	-1	+1	0	0	73 1/2	
	Totals	71	72	73 1/2	72 1/2	73 1/2				
4	336									
	Penalty									
	Maneuver Score	+1	+1	-1	+1	-1	0	0	71	
	Totals	71	72	71	72	71				
5	405									
	Penalty									
	Maneuver Score	+1	+1	-1	-1	+1	0	0	71	op no L.L
	Totals	71	72	71	70	71				
6	1038									
	Penalty									
	Maneuver Score	+1	+1	-1	-1 1/2	+1	0	0	70 1/2	
	Totals	71	72	71	69 1/2	70 1/2				
7	353									
	Penalty									
	Maneuver Score	+1	+1	+1	+1	-1 1/2	0	0	72 1/2	
	Totals	71	72	73	74	72 1/2				
8	1119									
	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1	+1	0	76	
	Totals	71	72	73	74	75				
9	467									
	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1	+1 1/2	0	76 1/2	
	Totals	71	72	73	74	75				

Jill Kow
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 7

Updated 2020

CLASS 16
JR emerald

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	Jog OL	Lope LL	Stop Back				
1	Penalty									
	Maneuver Score	+1	-1	+1	+1	0	0	0	72	
	Totals	71	70	71	72	72				
2	Penalty									
	Maneuver Score	+1	+1	+1	-1	+1	+2	0	75	
	Totals	71	72	73	72	73				
3	Penalty									
	Maneuver Score									
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Signature]

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 7
 Updated 2020

CLASS 11
 Alumni Emerald

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 3/4
- 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 roman
- 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	Jog OL	Lope LL	Stop Back				
	Maneuver	1	2	3	4	5				
1	Penalty									
	Maneuver Score	+1	+1	+1	+1	-1	0	0	43	
	Totals	71	72	73	74	73				
2	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1	0	0	75	
	Totals	71	72	73	74	75				
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									

[Handwritten Signature]
 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	Jog OL	Lope LL	Stop Back				
		1	2	3	4	5				
1	Penalty									
	Maneuver Score	+1	+1	-1	+1	-1	0	0	71	
	Totals	71	72	71	72	71				
2	Penalty									
	Maneuver Score	-1	+1	-1	-1	-1	0	0	67	
	Totals	69	70	69	68	67				
3	Penalty									
	Maneuver Score	+1	+1	-1	+1	+1	0	0	73	
	Totals	71	72	71	72	73				
4	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1	+1	0	76	
	Totals	71	72	73	74	75				
5	Penalty									
	Maneuver Score	+1	-1	+1	-1	+1	+1	0	72	
	Totals	71	70	71	70	71				
6	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1	0	0	75	
	Totals	71	72	73	74	75				
7	Penalty									
	Maneuver Score	+1	-1	+1	+1	+1/2	0	0	72 1/2	
	Totals	71	70	71	72	72 1/2				
8	Penalty									
	Maneuver Score	+1	+1	-1	-1	-1	0	0	69	
	Totals	71	72	71	70	69				
9	Penalty									
	Maneuver Score									
	Totals									

JK

Judges Signature

YEDA Official Score Sheet - Ruby Pattern 7
 Updated 2020

CLASS 19
 JR/SR Ruby

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	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1	243											
	Penalty											
	Maneuver Score	+1	+1	+1	0	-1	+1	-1	0	0	72	
	Totals	71	72	73	73	72	73	72				
2	52											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	-1	+1	-1	0	0	73	
	Totals	71	72	73	74	73	74	73				
3	941											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	-1	+1	+1	0	76	
	Totals	71	72	73	74	75	74	75				
4	1095											
	Penalty											
	Maneuver Score	+1	-1	-1	+1	+1	-1	-1	0	0	69	
	Totals	71	70	69	70	71	70	69				
5	1010											
	Penalty											
	Maneuver Score	+1	-1	-1	-1	+1	-1	-1	0	0	67	
	Totals	71	70	69	68	69	68	67				
6	1021											
	Penalty											
	Maneuver Score	+1	+1	-1	-1	+1	-1	-1	+1	0	70	
	Totals	71	72	71	70	71	70	69				
7	134											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	-1	+1	-1	+1	0	74	
	Totals	71	72	73	74	73	74	73				
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

JK
 Judges Signature

YEDA Official Score Sheet – Amber EWD Pattern 7 & 8
 Updated 2020

CLASS
20

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 ½
- 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	Extend Walk	Reg Walk O L	Stop Back	Extend Walk	Stop	F & E	HDD	Total	Comments
1	Penalty										
	Maneuver Score										
	Totals										
2	Penalty										
	Maneuver Score	+1	-1	+1	+1	+1	+1	+1	0	75	
	Totals	71	70	71	72	73	74				
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										

JV
 Judges Signature

YEDA Official Score Sheet – Topaz EWD Pattern 7 & 8
 Updated 2020

CLASS
21

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	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Walk O L 4	Stop Back 5	Jog 6	Stop 7					
1	Penalty											
	Maneuver Score											
	Totals											
2	Penalty											
	Maneuver Score	+1	-1	+1	+1	+1	+1	+1				
	Totals	71	70	71	72	73	74	71		75		
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											

JK
 Judges Signature

Class 22
 Alumni
 Rail/Pattern

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 1/8
- 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	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1	Penalty											good ride on naughty horse
	Maneuver Score	-1	+1	+1	+1	+1	-1	-1	0	0	71	
	Totals	69	70	71	72	73	72	71				
2	Penalty											Beautiful Rider
	Maneuver Score	+1	-1	+1	+1	+1	+1	+1	+1	0	76	
	Totals	71	70	71	72	73	74	75				
3	Penalty											Nice ride on naughty horse
	Maneuver Score	-1	+1	0	+1	-1	-1	-1	0	0	68	
	Totals	69	70	70	71	70	69	68				
4	Penalty											Nice seat
	Maneuver Score	+1	+1	-1	+1	+1	+1	-1	0	0	73	
	Totals	71	72	71	72	73	74	73				
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											

JK
 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 10
 Updated 2020

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

#23
 Diamond elite

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Lope RL	Simple Lead Δ	Lope LL	Stop 270 L	Jog	X Jog	Walk	Stop Back	F & E	H D D	Total	Comments
		1	2	3	4	5	6	7	8	9				
1	Penalty													
	Maneuver Score	-1	+1	+1	+1	-1	+1	+1	+1	-1			73	✓
	Totals	69	70	71	72	71	72	73	74	73				
2	Penalty													
	Maneuver Score	+1	+1	+1	-1	-1	+1	+1	+1	+1			75	
	Totals	71	72	73	72	71	72	73	74	75				
3	Penalty													
	Maneuver Score	+1	+1	+1	+1	+1	-1	-1	+1	-1/2			73 1/2	
	Totals	71	72	73	74	75	74	73	74	73 1/2				
4	Penalty													
	Maneuver Score	+1	+1	+1	+1	-1	+1	+1	+1	+1			77	
	Totals	71	72	73	74	73	74	75	76	77				
5	Penalty													
	Maneuver Score	0	0	0	0	0	0	0	0	0				
	Totals													
6	Penalty													
	Maneuver Score	+1	+1	+1	+1	+1	-1	+1	+1	-1/2			75 1/2	
	Totals	71	72	73	74	75	74	75	76	75 1/2				
7	Penalty													
	Maneuver Score	+1	+1	+1	-1	+1	+1	+1	+1	0			76	
	Totals	71	72	73	72	73	74	75	76	76				
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													

Big Shot
 DAWG
 Shiloh

J T
 Judges Signature