

YEDA REINING PATTERN NRHA #7 OFFICAL SCORE SHEET

CLASS 1
Reining
Comments



EXHB #	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 1/2 Spins Left	R Circles OOo & Lead Change	L Circles OOo & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score
		1	2	3	4	5	6	7	8				
1	PENALTY												
	SCORE	-1/2	0	-1/2	-1/2	-1/2	+1	+1	-1	+2	+3	-	74
	Total												
2	PENALTY												
	SCORE	+1	-1/2	0	+1	+1	+1	+1	0	+2.5	+3	-	80
	Total												
3	PENALTY			0									
	SCORE	-1	-1	0	-1/2	-1/2							
	Total												
4	PENALTY												
	SCORE	0	0	0	-1/2	+1	+1	+1 1/2	0	+2	+3	-	77
	Total												
5	PENALTY												
	SCORE	0	+1/2	+1/2	0	+1/2	+1/2	-5	0	+2	+1 1/2	-5	70 1/2
	Total												
6	PENALTY				0	0							
	SCORE	+1 1/2	+1/2	0	0	0	-1/2	-1/2	0	+2	+1 1/2	-1/2	73
	Total												
7	PENALTY												
	SCORE	-1/2	-1	-1	0	-1/2	-1	-1	-1	+1	+1	-10	56
	Total												
8	PENALTY												
	SCORE												
	Total												
9	PENALTY												
	SCORE												
	Total												

OFF pattern
Reide

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 then other riders who stayed on pattern.

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 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:

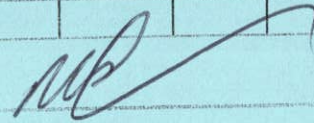
Must be placed under rider/s without or not incurring faults.

- 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 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	1308															
	Penalty															
	Maneuver Score	0	+1	+1	+1	+1	+1	0	0	0			+2 1/2	+2	79 1/2	
2	1350															
	Penalty															
	Maneuver Score	0	-1	0	0	-1/2	-1	-1/2	-1/2	0			4.5	+1	69	
3	1324															
	Penalty															
	Maneuver Score	0	0	0	0	0	+1/2	-1	0	0			+1	+1 1/2	72	
4	1317															
	Penalty															
	Maneuver Score	0	0	+1/2	+1	0	-1/2	-1/2	0	0			+1/2	+1 1/2	72 1/2	
5																
	Penalty															
	Maneuver Score															
6																
	Penalty															
	Maneuver Score															
7																
	Penalty															
	Maneuver Score															
8																
	Penalty															
	Maneuver Score															



Judges Signature

YEDA Official Score Sheet - Sapphire / Alumni Pattern 7
Updated 2020

Class 3
SR Sapphire
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 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					
1	439												PLACES COMBINE WITH RAIL -50000
	Penalty												
	Maneuver Score	+1/2	+1/2	-1	0	0	0	0	+3	+1.5	71.5		
2	1005												Nervous ✓
	Penalty												
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	0	+3 1/2	+2.5	78		
3	242												Nervous ✓
	Penalty												
	Maneuver Score	0	0	-1/2	0	0	+1/2	0	+3	+2	75		
4	602												R-11-11-11 R-11-11-11 R-11-11-11
	Penalty												
	Maneuver Score	0	0	-1	0	0	0	-1	+2 1/2	+1	71 1/2		
5	1199												✓
	Penalty												
	Maneuver Score	0	0	-1/2	0	-1/2	0	-1/2	+2 1/2	+2 1/2	73 1/2		
6	291												✓
	Penalty												
	Maneuver Score	0	-1/2	-1/2	-3	-1/2	-1/2	0	+2	9/2 +1/2	74		
7													
	Penalty												
	Maneuver Score												
8													
	Penalty												
	Maneuver Score												
9													
	Penalty												
	Maneuver Score												

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Judges Signature

YEDA Official Score Sheet - Sapphire / Alumni Pattern 7
Updated 2020

Class 4
JR Sapphire
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 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						
1	37													
	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1	+1/2	+2.5	+2	77 1/2		Look nervous sit tall	
	Totals													
2	948													
	Penalty													
	Maneuver Score	0	0	0	0	-1	-1/2	-1/2	2.5	1.5	72		Sit deeper in seat on the rail Don't Break wrists	
	Totals													
3	1178													
	Penalty													
	Maneuver Score	0	0	0	0	-1/2	+1	0					Loped maneuvers 4 Pull Chin Back Breathe	
	Totals													
4	727													
	Penalty													
	Maneuver Score	0	0	-1/2	+1	+1/2	+1	-1/2	2.5	2.5	76 1/2		Tighter reins Relax	
	Totals													
5	142													
	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	-1/2	2	3	76 1/2		Rigid	
	Totals													
6	1120													
	Penalty													
	Maneuver Score	0	0	0	+1/2	+1	-1/2	-1/2	2	1	74 1/2		Talk quieter	
	Totals													
7														
	Penalty													
	Maneuver Score													
	Totals													
8														
	Penalty													
	Maneuver Score													
	Totals													
9														
	Penalty													
	Maneuver Score													
	Totals													


Judges Signature



YEDA Official Score Sheet – RAIL Class: #5 SR. emerald

Back #	Rider Comments	Overall Class Comments
1 301	Pull foot out of stirrup - too far deep	Good job everyone!!
2 837	Leans too far forward Stronger lower leg for upward transitions Get stronger Have more connection w/ your seat - ride every stride	
3 503	Relax - overdone in lower back Sit tall Shorten reins	
4 1341	Too far forward - sit up in the saddle	
5 1033	Good form!	
6 222	Nice form!	
7 1165	Sit your horse	
8 1062	Even your reins Pull legs back under you	
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 7
 Updated 2020

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

CLASS 0
 Diamond Rail/
 Pattern

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	Walk	Jog	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back	F & E	HDD	Total	Comments
1	Penalty											PLACED WITH RAIL
	Maneuver Score	0	0	-1/2	+1/2	-1/2	0	-1/2				
	Totals											
2	Penalty											✓
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	2	1.5	74 1/2	
	Totals											
3	Penalty											✓
	Maneuver Score	0	0	-1/2	-1	-1/2	0	0	1.5	1 1/2	70	
	Totals											
4	Penalty											✓
	Maneuver Score	0	0	-1/2	-1/2	+1	0	0	2	1.5	72 1/2	
	Totals											
5	Penalty				-3							✓-
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0	1.5	1	67	
	Totals											
6	Penalty											✓
	Maneuver Score	0	0	+1/2	0	0	0	-1/2	2	2	74	
	Totals											
7	Penalty				-3							✓+
	Maneuver Score	0	0	+1/2	-1	+1/2	0	+1/2	2.5	1	71	
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

[Signature]
 Judges Signature



YEDA Official Score Sheet - RAIL

Class: #7 JR emerald Rail

Split A

Back #	Rider Comments	Overall Class Comments
1 251	uneven hands	Good Job!
2 1111	Too much bridge in reins	
3 336	Loose in upper body	
4 1038	Good form!	
5 467	Slightly leaned back	
6		
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet - RAIL Class:

#70 JR emerald

SP1H
B

Back #	Rider Comments	Overall Class Comments
1 198	Nice form!	Nice Job!
2 1122	Sit back	
3 405	Need to square shoulders	
4 533	Nice form!	
5 353	Roll shoulders back Looses form at the lope	
6 1119	Shoulders too far back	
7		
8		
9		
10		
11		

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 8 JR
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 Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
	Maneuver	1	2	3	4	5	6	7	8	9	10					
1	727															
	Penalty															
	Maneuver Score	0	-1/2	0	0	0	+1	0	0	0		1.5	2	73	-	
	Totals															
2	142															
	Penalty															
	Maneuver Score	0	0	0	-1/2	0	+1/2	-1/2	-1/2	0		1	1 1/2	71 1/2	-	
	Totals															
3	1120															
	Penalty															
	Maneuver Score	0	0	+1/2	0	-1/2	-1	-1/2	+1	+1/2		1	1.5	72.5	✓	
	Totals															
4	37															
	Penalty															
	Maneuver Score	0	0	+1	+1/2	0	+1 1/2	0	+1	+1		2	2	79	-	
	Totals															
5	948															
	Penalty															
	Maneuver Score	0	-1/2	0	0	-1/2	0	0	-1/2	0		1	1.5	71	+	
	Totals															
6	1178															
	Penalty															
	Maneuver Score	0	0	-1/2	0	0	0	-	-1/2	+1/2		1/2	1.5	70	-	
	Totals															
7																
	Penalty															
	Maneuver Score															
	Totals															
8																
	Penalty															
	Maneuver Score															
	Totals															

[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

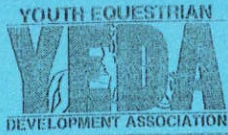
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

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						10
1	291															
	Penalty															
	Maneuver Score	0	0	0	0	0	0	0	0	0				OP	Never changed leads	
Totals																
2	439															
	Penalty															
	Maneuver Score	0	0	-1/2	0	-1	-1/2	0	-1/2	0			0	1	68 1/2	✓
Totals																
3	1005															
	Penalty															
	Maneuver Score	0	0	+1/2	+1/2	0	-1	-1	0	0			1	1 1/2	71 1/2	✓
Totals																
4	242															
	Penalty															
	Maneuver Score	0	0	-1/2	0	+1/2	+1	+1/2	+1/2	0			2	1 1/2	75 1/2	✓
Totals																
5	602															
	Penalty															
	Maneuver Score	0	0	-1/2	0	0	0	+1	0	+1/2			1	1 1/2	73 1/2	✓
Totals																
6	1199															
	Penalty															
	Maneuver Score	0	0	0	0	0	+1/2	-1/2	-1				0	2	71	✓
Totals																
7																
	Penalty															
	Maneuver Score															
Totals																
8																
	Penalty															
	Maneuver Score															
Totals																

(N/A) JOB

[Signature]

Judges Signature



YEDA Official Score Sheet – RAIL Class: #10 Alumni emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1344	Nice Ride!	Good Job!
2 1255	Sit deeper in the saddle Did the best w/ what she had to work with	
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet - RAIL

Class: #11 Pearl Rail

(W/T)

Back #	Rider Comments	Overall Class Comments
1 101	Nice form!	Overall Nice Class!!
2 78	More control of free arm/hand Square shoulders up	
3 76	Nice form Feet too deep in the stirrup	
4 126	Loosen up - be more fluid in the saddle	
5 1142	Nice Form!	
6 32	Roll hips back - sit on your pockets	
7 1168	Foot too deep in the stirrup	
8 1180	Eyes forward!	
9		
10		
11		



Judges Signature



YEDA Official Score Sheet - RAIL

Class: # 12 JR/SR Ruby

Back #	Rider Comments	Overall Class Comments
1 134	Heels down Relax	Nice Job!!
2 1021	Nice form!	
3 1010	Hill tips backwards	
4 941	Nice job!	
5 52	Need more timing when changing directions	
6 243	Nice Form!	
7 1095	Struggled w/ control	
8		
9		
10		
11		



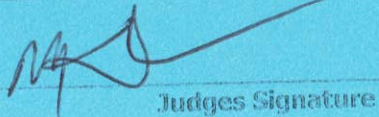
Judges Signature



YEDA Official Score Sheet - RAIL

Class: #13 JR/SR Opal W/T

Back #	Rider Comments	Overall Class Comments
1 48	Sit back in the saddle	Nice Class!
2 1159	Sit back on pockets	
3 237	Relax/Flatten free arm wrist	
4 1125	Eyes forward	
5 56	Nice job!	
6 1400	Bring rein hand closer to body	
7 1256	Nice job!	
8 1152	Nice job!	
9 1136	Foot too deep in stirrup	
10		
11		


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 1	Jog 2	Walk 3	Stop Back 4	Walk 5	Jog 6	Stop 7				
1 78	Penalty											Never Give up!
	Maneuver Score	0	0	0	+1/2	-1/2	0	-1/2	1	1/2	71	
	Totals											
2 1168	Penalty											
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0	1/2	1/2	70	
	Totals											
3 710	Penalty											Off pattern never jogged
	Maneuver Score	0	0	0	0	0	0	-1/2				
	Totals											
4 1180	Penalty											
	Maneuver Score	0	+1/2	0	+1	0	0	+1	1 1/2	1	75	
	Totals											
5 32	Penalty											Off pattern wrong side cone Never stopped
	Maneuver Score	0	-1/2	0	0	0	0	0				
	Totals											
6 126	Penalty											
	Maneuver Score	0	0	0	-1/2	0	-1/2	0	0	0	69	
	Totals											
7 1142	Penalty											
	Maneuver Score	0	0	0	+1	0	-1/2	+1	1.5	1.5	72 1/2	
	Totals											
8 1152	Penalty											
	Maneuver Score	0	0	-1/2	-1/2							
	Totals											
9 101	Penalty											Off pattern Never stop
	Maneuver Score	0	-1/2	0	0	-1/2	0	0				
	Totals											


Judges Signature

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

CLASS 15 JR/SR
 opal 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 1/8
- 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 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	Walk	Stop Back	Walk	Jog	Stop				
1	1152											Know your pattern
	Penalty											
	Maneuver Score	0	0	-1/2	0	0	-1/2	-1/2	1 1/2	1	70 1/2	
	Totals										71	
2	1125											
	Penalty											
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	2	1/2	73	
	Totals											
3	1400											
	Penalty											
	Maneuver Score	0	0	-1/2	0	0	-1	0	1	1/2	70	
	Totals											
4	1256											
	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	0	-1/2	-1/2	1.5	1/2	72	
	Totals											
5	237											
	Penalty											
	Maneuver Score	0	0	-1/2	0	0	0	+1/2	1.5	1	72.5	
	Totals											
6	1130											
	Penalty											
	Maneuver Score	0	-1/2	-1/2	+1/2	0	0	+1/2	1	1/2	71 1/2	
	Totals										73	
7	48											
	Penalty											
	Maneuver Score	0	0	0	+1/2	0	-1	-1/2	1	1/2	70 1/2	
	Totals											
8	1159											
	Penalty											
	Maneuver Score	0	0	+1	+1	0	-1/2	-1/2	2	2	75	
	Totals											
9	56											
	Penalty											
	Maneuver Score	0	-1/2	0	+1/2	0	-1	-1/2	1/2	1/2	69.5	
	Totals											

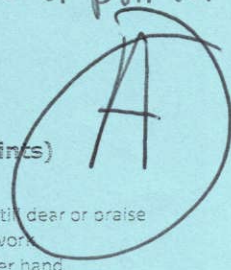

 Judges Signature

YEDA Official Score Sheet - Emerald Pattern 7

Updated 2020

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

Class 16 JR
Emerald pattern



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 reins
- 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	0	+1/2	0	-1/2	-1/2	0	0	70 1/2	✓
	Totals									
2 1122	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	-1/2	1/2	0	71	✓
	Totals									
3 533	Penalty									
	Maneuver Score	0	-1/2	0	-1/2	0	1/2	0	69 1/2	✓
	Totals									
4 330	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	-1	0	0	68	✓
	Totals									
5 405	Penalty									
	Maneuver Score	0	0	-1	0	0			68	Off pattern wrong lead
	Totals									
6 1038	Penalty									
	Maneuver Score	-1/2	0	-1/2	-1	0	1/2	0	68 1/2	✓
	Totals									
7 353	Penalty									
	Maneuver Score	0	0	0	-1 1/2	0	1/2	0	69	✓
	Totals									
8 1119	Penalty									
	Maneuver Score	-1/2	0	-1/2	+1	+1/2	1	1/2	72	✓
	Totals									
9 467	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	0	1 1/2	1	73 1/2	✓
	Totals									

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Judges Signature

YEDA Official Score Sheet – Emerald Pattern 7
 Updated 2020

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

CLASS 16 R
 emerald pattern
 cont.

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)

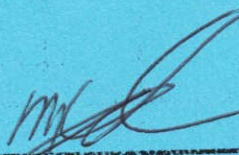
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Jog OL	Lope LL	Stop Back				
1	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	+1/2	1.5	1	74	✓
	Totals									
2	Penalty				3					
	Maneuver Score	0	+1/2	+1	-1/2	0	2	1.5	71 1/2	✓
	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 – Emerald Pattern 7

Updated 2020

Class 17
 Alumni 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 1/2
- 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.

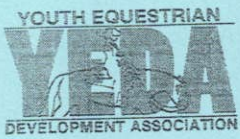
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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 1344	Penalty				3					
	Maneuver Score	0	0	0	0	0	1	1/2	68 1/2	
	Totals									
2 1255	Penalty									
	Maneuver Score	0	-2	-1	0	-1	0	0	66	Never jogged
	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 - Emerald Pattern 7

Updated 2020

Class 10 Senior High 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 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				
	Maneuver	1	2	3	4	5				
1	Penalty				3	-3				
	Maneuver Score	0	0	-1/2	0	0	0	0	63 1/2	—
	Totals									
2	Penalty					3				
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	66	—
	Totals									
3	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	0	1	1	72	—
	Totals									
4	Penalty					3				
	Maneuver Score	0	+1/2	0	+1/2		1.5	1	70 1/2	—
	Totals									
5	Penalty				3					
	Maneuver Score	0	-1	0	0	0	1/2	0	67 1/2	—
	Totals									
6	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	1.5	1.5	74	—
	Totals									
7	Penalty									
	Maneuver Score	0	-1/2	0	0	+1/2	1.5	1	71 1/2	—
	Totals									
8	Penalty									
	Maneuver Score	0	0	-1/2	-1	0	1	1 1/2	70	—
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature _____

YEDA Official Score Sheet - Ruby Pattern 7
Updated 2020

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

Class 14 SR/JR
Ruby

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	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L					
1	243												
	Penalty												
	Maneuver Score	0	0	+1/2	0	-1/2	0		1	1 1/2	70 1/2		Show more extension in the jog
	Totals												
2	52												
	Penalty												
	Maneuver Score	0	0	+1	+1/2	-1	0	-1	1.5	1.5	73 1/2		
	Totals												
3	941												
	Penalty												
	Maneuver Score	0	0	0	0	+1/2	0	-1/2	1.5	1	72 1/2		
	Totals												
4	1095												
	Penalty												
	Maneuver Score	0	-1/2	-1	0	+1/2	0	-1/2	1	1.5	70 1/2 71		
	Totals												
5	1010												
	Penalty												
	Maneuver Score	0	-1/2	-1/2	0	0	0	-1/2	1/2	0	69		
	Totals												
6	1021												
	Penalty												
	Maneuver Score	0	0	-1/2	-1/2	-1/2	0	+1	0	0	69 1/2		
	Totals												
7	134												
	Penalty												
	Maneuver Score	0	0	0	0	-1	-1/2	-1	0	0	66 1/2		
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

Judges Signature

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

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

#20
 Amber

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	Extend Walk	Reg Walk OL	Stop Back	Extend Walk	Stop	Stop				
1	Penalty								2	2	76½	Great Job!
	Maneuver Score	0	+1	+½	+1	0	0					
	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											


 Judges Signature

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

#21
 Topaz

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.

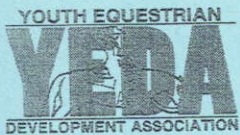
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Walk O L	Stop Back	Jog	Stop				
1	Penalty										Excellent Job!
	Maneuver Score	0	+1	+1/2	0	+1	+1	2	2	77 1/2	
	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										

 Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 7

Updated 2020

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 1/4
- 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				
1	Penalty											1350 Green Draw
	Maneuver Score	0	-1	-1/2	0	+1/2	-1	-1	1/2	0	68 1/2	
	Totals											
2	Penalty											1324
	Maneuver Score	0	-1/2	+1/2	+1/2	+1/2	0	0	1.5	1	73.5	
	Totals											
3	Penalty											1317
	Maneuver Score	0	-1/2	-1/2	0	-1/2	2/2	-1/2	1	0	68 1/2	
	Totals											
4	Penalty											1308
	Maneuver Score	0	0	0	0	+1/2	0	-1	2	1.5	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											

[Signature]

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 ½ point increments

CLASS 23
 Diamond elite

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)

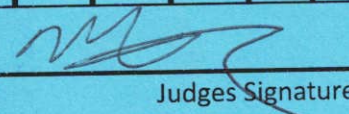
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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 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	0	0	0	0	0	+1/2	+1/2	0	+1/2	1	0	72	1/2
	Totals													
2	Penalty													
	Maneuver Score	0	-1	0	0	+1/2	0	-1/2	0	+1/2	1.5	0	71	Lead change added maneuver
	Totals													
3	Penalty													
	Maneuver Score	0	+1/2	+1/2	+1	0	0	-1/2	0	+1/2	2	0	74	
	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