

YEDA REINING PATTERN NRHA #2 OFFICIAL SCORE SHEET

Senior

#1

EXHB #	MANEUVER DESCRIPTION	R. Circles ooo & Lead Change		L. Circles ooo & Lead Change		Stop & R. Roll Back	Stop & L. Roll Back	Stop Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7							
1	PENALTY														
	SCORE	+1/2	0	+1/2	+1/2	+1	-1/2	+1/2	+1/2	+1		0	-1/2	74 1/2	1
	Total														
2	PENALTY														
	SCORE	0	0	-1	0	-1/2	+1/2	0	-1/2	+1/2	+1/2	+1/2	-1/2	69 1/2	2
	Total														
3	PENALTY														
	SCORE	-1/2	-1/2	+1/2	0	0	-1/2	0	-1/2	0	0	0	-1	68	3
	Total														
4	PENALTY														
	SCORE	-1/2	-1/2	-1/2	-1/2	-1	0	0	0	0	+1/2	0	-1/2	67	4
	Total														
5	PENALTY														
	SCORE	-1/2	-3	0	0	0	-1/2	0	0	0	0	0	-1/2	66	Only 2 circles to left
	Total														
6	PENALTY														
	SCORE	0	-1	-1	-1	-1	-1/2	-1/2	0	0	0	0	-2 1/2	63	Need help on R. Roll Backs
	Total														
7	PENALTY														
	SCORE	0	+1/2	-1/2	0	-1/2	-1	-1	-1	-3	+1/2	+1/2	0	66 1/2	5 Spins pattern to left
	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 1/2 point increments.

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

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE





YEDA Official Score Sheet - RAIL Class: SR Emerald Rail

#2

Back #	Rider Comments	Overall Class Comments
1 793	Tough Draw Great Seat	
2 1084	Good Seat	
3 526	Maintain Good Position	
4 253	Maintain Same Position	
5 1364	Legs too far back	
6 341	Wrong lead Rollope 2nd way	
7 174	Wrong lead Rollope 2nd way	
8 426	Shallow heels	
9		
10		
11		

Judges Signature



YEDA Official Score Sheet - Ranch Horse Pattern #2 Junior

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.

110.5
Penalty

#3

- 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

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

Entry #	Maneuver Description	Maneuver											Penalty	HDD	Overall Ability	Final Score	Comments		
		Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back								
1	Maneuver	1	2	3	4	5	6	7	8	9	10	11							
	Penalty																		
	Maneuver Score	-1/2	0	-1/2	0	+1/2	+1/2	-3/4	0	+1/2	-1/2								
	Totals			69			70	67 1/2											
	Penalty																		
	Maneuver Score	0	-1	-1	0	+1/2	+1/2	-1/2	+1/2	+1/2	0								
	Totals				66		67	67											
2	Maneuver																		
	Penalty																		
	Maneuver Score	0	-1	-1	0	+1/2	+1/2	-1/2	+1/2	+1/2	0								
	Totals				67		67	67											
	Penalty																		
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2								
	Totals				66		67	67											
	Penalty																		
	Maneuver Score	0	0	-1	0	-1	+1/2	-1/2	0	+1/2	0								
	Totals				66		66 1/2	66											
	Penalty																		
	Maneuver Score	0	0	-1	0	-1	+1/2	-1/2	0	+1/2	0								
	Totals				65		66 1/2	66											
	Penalty																		
	Maneuver Score	+1/2	0	-1	-1	0	0	-1	-1/2	-1/2	-1								
	Totals				65 1/2		65	64											
	Penalty																		
	Maneuver Score	0	0	-1	-1	0	0	-1	-1/2	-1/2	-1								
	Totals				65		65	64											
	Penalty																		
	Maneuver Score	+1/2	0	-1	-1	0	0	-1/2	-1/2	-1/2	-1								
	Totals				64 1/2		63 1/2	63											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	-1/2	-1/2	-1/2								
	Totals				64 1/2		64 1/2	64											

YEDA Official Score Sheet – RAIL Class: SR Emerald Rail A

#4

Back #	Rider Comments	Overall Class Comments
1 1502	Too much leg Roll at lope	
2 1435	BOG at Lt. lope	
3 1630	Bring legs back too far forward	BOG at RL lope
4 1238	Nice Ride on touch Draw	
5 1480	heels to shallow at lope	
6 1699	heels shallow at lope	
7		
8		
9		
10		
11		



Judges Signature



YEDA Official Score Sheet – RAIL Class: SR Emerald Rail B

#6

Back #	Rider Comments	Overall Class Comments
1 1041	Foot Roll during S legs	
2 852	Keep hands Quieter	
3 215	Good Draw Toe Much Seat Roll at legs	
4 429	Great Ride, full apart at eye	
5 906	leg Roll during loops	
6 1016	Legs too far forward	
7		
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet - Diamond Pattern 2

Updated 2020

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

7

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

Lead (change B.)

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 360 R	Lope LLO L	Simple Lead Δ	Stop Back				
1 383	Penalty										
	Maneuver Score	0	+1/2	-1/2	+1/2	-1	0	+1	0	70 1/2	3
	Totals										
2 201	Penalty					-3					
	Maneuver Score	+1/2	0	-1	+1/2	-1/2	0	+1	0	67 1/2	* 5
	Totals										
3 438	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	+1	0	72 1/2	2
	Totals										
4 479	Penalty					-3					
	Maneuver Score	+1/2	+1/2	0	+1/2	-1	+1/2	+1	+1/2	69 1/2	4
	Totals										
5 1279	Penalty					-3					
	Maneuver Score	+1/2	0	+1	+1/2	-1	-1	0	+1/2	67 1/2	6
	Totals										
6 154	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+2	+1	+2	0	77 1/2	1
	Totals										
7 400	Penalty					-3					
	Maneuver Score	+1/2	0	0	-1/2	-1/2	0	0	+1/2	66	7
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

73 1/2

(Signature)

Judges Signature

YEDA Official Score Sheet – RAIL

Class: SR/SS Ruby Rail Split A

#8

Back #	Rider Comments	Overall Class Comments
1 590	Nice Ride	
2 1088	Foot Roll During lope	
3 386	legs move forward during lope	
4 1343	Some foot Roll during lope	
5 1306	Too much feet Roll During lope	
6 145	leaning back during lope	
7 807	Watch Rounded Shoulders	
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet - Sapphire / Alumni Pattern 2

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

Minor Faults (-1 point)

• Break gait at walk or jog for up to 2

• 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

• Loss of stirrup

• Break of gait at a walk, jog for more than 2 strides.

• Incorrect lead

• Not performing gait or stopping when called for a pattern

• Within 10' of designated area.

• Use of either hand to instill fear or praise

• Holding saddle with either hand

• While on pattern or rail work

• Cueing with the end of the romal

• Spurring in front of the cinch.

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider 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	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
			Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lope RL	Lead Δ					
1	Maneuver	Maneuver Score	0	+1/2	+1/2	-1/2	+1/2	-3	-3	0	+1	0	61	No RL Lope
2	Maneuver	Maneuver Score	0	0	-1	-1/2	-1/2	-1/2	0	+1/2	0	68	68	
3	Maneuver	Maneuver Score	0	0	-1	-2	0	-3	-3	-1/2	0	0	57 1/2	No RL Lope
4	Maneuver	Maneuver Score	0	0	+1/2	-1/2	+1/2	-3	-3	-1/2	-1	0	63	No RL Lope
5	Maneuver	Maneuver Score	+1/2	+1/2	+1/2	-1/2	0	0	+1/2	+1/2	+1	0	69	
6	Maneuver	Maneuver Score	-1/2	0	-1/2	+1/2	0	0	-1	-1/2	+1	+1/2	69 1/2	
7	Maneuver	Maneuver Score	0	0	0	-1/2	0	0	-1/2	-1	0	0	68	Add 7
8	Maneuver	Maneuver Score												
9	Maneuver	Maneuver Score												

Judges Signature

[Handwritten Signature]

YEDA Official Score Sheet - Topaz EWD Pattern 1 & 2

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

Assisted

Minor Faults (-1 point)

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

- 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
- Spurting in front of the cinch.
- Loss of rein

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Stop	Jog	Walk	Stop	Jog	Walk				
1	Penalty								+1	0	75	Bocals Run Upper Body Position
	Maneuver Score	+1/2	+1	+1	+1/2							
	Totals											
2	Penalty								+1	0	73 1/2	Must Job Keep ins eyes Steady neck
	Maneuver Score	+1/2	+1	0	+1/2	+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 - RAIL

Class: SR/SR Pony Rail Split B

#11

Back #	Rider Comments	Overall Class Comments
1 788	Shallow in heels	
2 835	Legs far ward during legs	
3 1444	Too much feet Roll during lunge	
4 2997	Manklein Paston Threshunt Class	
5 1093	Nice job	
6 836	Feet Roll during lunge	
7 133	2nd half of class much stronger	
8		
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet - Topaz EWD Pattern 1 & 2

Updated 2020

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

#12

Independent

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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 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	Stop	Jog	Walk	Stop	Jog	Walk					
1														
2	338	Needs	-1/2	-1	+1/2	0	0	0	0	0	+1/2	70	Steering	
3	877	Great upper body position	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0	71		
4	112	Great Seat	0	+1	+1/2	-1/2	+1/2	+1/2	+1	+1	+1/2	73		
5	735	Great job Scored High UNASSISTED	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	0	0	74 1/2		
6														
7														
8														
9														

Judges Signature

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YEDA Official Score Sheet – RAIL

Class:

SR opal Rail

#14

Back #	Rider Comments	Overall Class Comments
1 767	Increase Reins Reins	
2 688	Aid Ride	
3 909	Too much Bend in knee - Lengthen Straps -	
4 1501	Work - Relax upper Body	
5 1426	Keep Shoulders Back	
6		
7		
8		
9		
10		
11		

Judges Signature





YEDA Official Score Sheet – RAIL Class:

Class: SR opal Trail Split A

#15

Back #	Rider Comments	Overall Class Comments
1 455	Loosen Reins -	
2 489	Deeper heels -	
3 592	Don't lean forward -	
4 135	Shallow heels -	
5 1391	Keep legs under Body -	
6 615	Upper Body Needs to be Quieter -	
7		
8		
9		
10		
11		

Judges Signature

YEDA Official Score Sheet – RAIL Class: Elem. Reel Rail Split A

#116

Back #	Rider Comments	Overall Class Comments
1 1287	Quieter hands	
2 1531	Nice Body Position	
3 683	Quiet hands & feet	
4 1320	Keep legs back at jog	
5 434	heels too shallow - Encourage forward motion	
6 1281	Need more Ring Management Awareness	
7		
8		
9		
10		
11		

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Judges Signature

YEDA Official Score Sheet – RAIL Class: SR Opal Rail Split B

#17

Back #	Rider Comments	Overall Class Comments
1 1512	Keep Shoulders Back	
2 1564	Work on Ring Management	
3 810	Work on hand position	
4 1390	Work on hand position - nice ride	
5 1356	Don't lean back	
6 1331	Nice Ride - Deeper Seat	
7		
8		
9		
10		
11		

 Judges Signature

YEDA Official Score Sheet – RAIL Class: Elem Peal Rail Split B

#18

Back #	Rider Comments	Overall Class Comments
1 119	Quiet upper Body	
2 1387	Nice Ride	
3 1431	Don't Arch Back-keep Shoulders ^{over} hips - lower hands	
4 1076	Round Hand Gets too close to Line hand	
5 832	Shallow heels	
6 1346	Don't lean forward during stop ^{stop} jog	
7		
8		
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet - Opal / ~~Pattern 2~~ Senior
Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 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 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	Maneuver	0	-1/2	0	0	0	+1	0	68	4
	Penalty	-1, -1	-1/2	0	-1/2	0				
	Totals	0	-1/2	0	0	0	+1	0	68	4
2	Maneuver	+1/2	+1/2	+1/2	+1	+1	+1	0	74 1/2	1 Nice Pattern 1
	Penalty	+1/2	+1/2	+1/2	+1	+1				
	Totals	1 1/2	1 1/2	1 1/2	2	2	+1	0	74 1/2	
3	Maneuver	0	-1/2	0	-1	0	0	+1/2	69	3
	Penalty	0	-1/2	0	-1	0				
	Totals	0	-1/2	0	-1	0	0	+1/2	69	
4	Maneuver	0	+1/2	0	0	0	+1/2	0	69 1/2	2
	Penalty	0	+1/2	0	0	0				
	Totals	0	1/2	0	0	0	+1/2	0	69 1/2	
5	Maneuver	0	+1/2	-3	-1/2	0	+1	0	64	WPONG S&B P. Conroy
	Penalty	0	+1/2	-3	-1/2	0				
	Totals	0	1/2	-3	-1/2	0	+1	0	64	
6	Maneuver									
	Penalty									
	Totals									
7	Maneuver									
	Penalty									
	Totals									
8	Maneuver									
	Penalty									
	Totals									
9	Maneuver									
	Penalty									
	Totals									

Judges Signature

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

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.

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

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

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

Entry #	Maneuver	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	Maneuver Description	Walk	Jog	Walk	Jog	Stop Back	0	+1	62	Went Sid of cone 2
	Penalty	(-3)-1	-3	-3	0	-1				
	Maneuver Score	0	-1	-3	0	-1				
2	Totals						+1	68	455	Even Runs / Use Arms
	Penalty	-3	-1/2	0	+1/2	0				
	Maneuver Score	-1/2	0	+1/2	0	0				
3	Totals						+1/2	69	615	3
	Penalty	0	-1/2	+1/2	-1/2	-1				
	Maneuver Score	0	-1/2	+1/2	-1/2	-1				
4	Totals						+1	71	1564	2
	Penalty	-1	0	-1/2	+1/2	+1/2				
	Maneuver Score	0	-1/2	+1/2	+1/2	+1/2				
5	Totals						+1/2	63	810	Went Sid of marker
	Penalty	0	0	-3	-1/2	-1				
	Maneuver Score	0	0	-3	-1/2	-1				
6	Totals						+1	72	1356	1
	Penalty	0	+1/2	+1/2	+1/2	-1/2				
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2				
7	Totals									
	Penalty									
	Maneuver Score									
8	Totals									
	Penalty									
	Maneuver Score									
9	Totals									
	Penalty									
	Maneuver Score									

Judges Signature

YEDA Official Score Sheet - Opal / ~~Split~~ Pattern 2

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

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 formal spurting in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -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 point 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	Jog	Stop Back				
1	1/512	Penalty	0	+1/2	+1/2	+1/2	0	0	0	Free hand
		Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	72 too high?
		Totals	0	+1/2	+1/2	+1/2	0	0	0	72
2	1/91	Penalty	-1/2	-3	-3	0	0	+1/2	0	wrong side
		Maneuver Score	-1/2	-3	-3	0	0	+1/2	0	wrong side
		Totals	-1/2	-3	-3	0	0	+1/2	0	58 1/2
3	489	Penalty	+1/2	0	+1/2	+1/2	+1	+1/2	0	like pattern
		Maneuver Score	+1/2	0	+1/2	+1/2	+1	+1/2	0	73
		Totals	+1/2	0	+1/2	+1/2	+1	+1/2	0	73
4	1/390	Penalty	0	0	-3	-1	+1/2	+1/2	0	wrong side
		Maneuver Score	0	0	-3	-1	+1/2	+1/2	0	wrong side
		Totals	0	0	-3	-1	+1/2	+1/2	0	64 1/2 of marker
5	1/331	Penalty	0	+1	-3	-3	+1/2	+1	0	wrong side
		Maneuver Score	0	+1	-3	-3	+1/2	+1	0	wrong side
		Totals	0	+1	-3	-3	+1/2	+1	0	64 of marker
6	1/35	Penalty	0	+1/2	0	+1/2	0	+1	0	2
		Maneuver Score	0	+1/2	0	+1/2	0	+1	0	70 1/2
		Totals	0	+1/2	0	+1/2	0	+1	0	70 1/2
7		Penalty								
		Maneuver Score								
		Totals								
8		Penalty								
		Maneuver Score								
		Totals								
9		Penalty								
		Maneuver Score								
		Totals								

Judges Signature

[Signature]



YEDA Official Score Sheet - Split A / Pearl Pattern 2

Updated 2020

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

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.

Major Faults (-3 points)

- Break of gait at walk or jog for up to 2 strides.
- 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

Minor Faults (-1 point)

- Break 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

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	Jog	Stop Back				
1		+1/2	0	+1/2	+1/2	-1/2	+1	70 1/2	2	
2									6	
3		0	+1/2	0	-1	-5	-2	58 1/2	5	
4		+1/2	+1	+1	+1	0	+2	75 1/2	1	
5		+1/2	+1/2	+1/2	0	0	0	71 1/2	2	Round 2 Korn 1 Hand 100
6		-1	0	0	+1/2	+1/2	+1/2	71	4	
7										
8										
9										

Judges Signature

[Handwritten signature]

Split A 22

Scoring 0-100 with 70 denoting the average.

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+	0	72	3
	Penalty									
	Totals									
2	Maneuver Score	0	+1	+1/2	0	+1/2	+	0	73	1
	Penalty									
	Totals									
3	Maneuver Score	0	0	+1/2	+1/2	-1/2	+	0	70 1/2	6
	Penalty									
	Totals									
4	Maneuver Score	+1/2	0	0	+1/2	+1/2	+	0	71 1/2	4
	Penalty									
	Totals									
5	Maneuver Score	0	0	+1/2	0	+1/2	+	+1	73	2
	Penalty									
	Totals									
6	Maneuver Score	+1/2	+1	+1/2	+1/2	-1	+	0	71 1/2	5
	Penalty									
	Totals									
7	Maneuver Score									
	Penalty									
	Totals									
8	Maneuver Score									
	Penalty									
	Totals									
9	Maneuver Score									
	Penalty									
	Totals									

Judges Signature

[Signature]

2nd/09
T.B.

YEDA Official Score Sheet - Emerald Pattern 2

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

Junior

#24 Split A

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 reins
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -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 point increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope Cont	Stop Back				
1	Penalty	-1	-3	-3	-1/2	-1/2		0	6 1/2	6
	Maneuver Score	0	-1/2	-1/2	-1	-1/2	+1			
	Totals									
2	Penalty			-1			+1	0	7 1/2	4
	Maneuver Score	+1/2	+1	+1/2	-1/2	0				
	Totals									
3	Penalty			+1	-1/2	+1/2	+1	0	7 3/4	3
	Maneuver Score	+1/2	+1	+1	-1/2	+1/2				
	Totals									
4	Penalty			+1	+1	+1	+2	0	7 6 1/2	1 Missed Execution
	Maneuver Score	+1/2	+1	+1	+1	+1				
	Totals									
5	Penalty			+1	+1/2	+1/2	+1	+1/2	9 5	2
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2				
	Totals									
6	Penalty			-3	-3	-1	0	0	6 2	5 Lead
	Maneuver Score	0	+1	-1	-1	-1				
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

[Handwritten Signature]



YEDA Official Score Sheet - Emerald Pattern 2

Updated 2020

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

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.

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.

Minor Faults (-1 point)

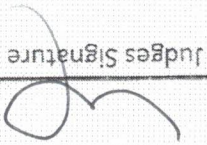
- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

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.

Comments

Entry #	Maneuver	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope Cont	Stop Back				
1	699	0	+1/2	-1/2	0	+1/2	+1	68	5	
2	429	+1/2	0	-1	0	-1/2	+1	70	3	
3	1435	0	0	+1/2	+1/2	-1/2	0	70 1/2	2	Minds need work
4	1480	+1/2	+1	-3	-3	+1/2	+1	63	6	
5	1630	0	-1/2	0	0	0	-1	68 1/2	4	Week on hands, legs
6	215	+1/2	+1/2	+1/2	+1/2	-1	+1/2	0	7 1/2	✓
7										
8										
9										

Judges Signature



#25

Split B

Junior

YEDA Official Score Sheet - Emerald Pattern 2

Updated 2020

Senior

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

260

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)

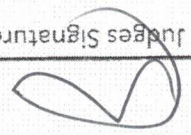
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope Cont	Stop Back				
1		+1/2	+1/2	+1	+1/2	0	+1	0	93 1/2	4
2		+1/2	+1	+1	+1/2	+1/2	+1	0	74 1/2	3
3		+1/2	+1/2	+1/2	+1/2	0	+1	0	71	6
4		0	+1/2	0	0	+1/2	+1/2	0	71 1/2	Watch 3 Five hand Position
5		0	+1/2	+1/2	+1/2	-3	+1	+1	69	7
6		+1/2	+1	+1	+1/2	+1/2	+1	+1	76	Nice Potters Stewart
7		+1/2	+1	+1	+1/2	+1	+1	0	75	2
8										
9										

Judges Signature



YEDA Official Score Sheet - Ruby Pattern 2

Updated 2020

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

#27
 Junior/Senior
 Split
 A

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)

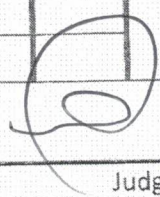
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty		-3								
	Maneuver Score	-1/2	-1	-1	-2	0	-1/2	0	+1	63	7
	Totals										
2	Penalty										
	Maneuver Score	+1/2	+1	0	+1	+1/2	0	+1	0	74	4
	Totals										
3	Penalty										
	Maneuver Score	0	+1/2	0	+1	+1/2	+1	+1	+1/2	74 1/2	3
	Totals										
4	Penalty				-3						
	Maneuver Score	+1/2	+1	0	-3	+1/2	+1	+1	0	68	6
	Totals										
5	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	+2 1/2	+1	75	2
	Totals										
6	Penalty										
	Maneuver Score	+1/2	+2	+1	+1	+1	+1	+2	0	77	1
	Totals										
7	Penalty				-1						
	Maneuver Score	+1/2	-1	-1	-1	0	0	+1	+1/2	68	5
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										


 Judges Signature

YEDA Official Score Sheet - Ruby Pattern 2

Updated 2020

Junior / Senior

#28

Split
B

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

Minor Faults (-1 point)

- 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

RFB.

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty	-1									
	Maneuver Score	+1/2	0	+1/2	-1	+1/2	-1/2	+1	0	70	5
	Totals										
2	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+1	+1	+1	0	76 1/2	1
	Totals										
3	Penalty										
	Maneuver Score	-1/2	+1/2	0	+1	+1	+1	+1	+1/2	74 1/2	3
	Totals										
4	Penalty										
	Maneuver Score	+1/2	+1	0	+1	+1	+1	+1	0	75 1/2	2
	Totals										
5	Penalty			-1							
	Maneuver Score	+1/2	+1/2	-2	-1/2	0	-1/2	+1	0	68	7
	Totals										
6	Penalty	-1									
	Maneuver Score	0	+1	-1	0	+1	-1	+1	0	70	5
	Totals										
7	Penalty			-1							
	Maneuver Score	+1/2	0	-1/2	0	+1/2	+1/2	+1	0	71	4
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1 227	Penalty											
	Maneuver Score	0	0	-1	0	+1/2	+1	-1/2	+1	+1/2	71 1/2	6
	Totals											
2 896	Penalty											
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	72 1/2	4
	Totals											
3 821	Penalty				-1							
	Maneuver Score	0	+1/2	+1/2	-1	+1	+1/2	+1/2	+1	+1/2	72 1/2	5
	Totals											
4 256	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1	+2	+1/2	+2	+1/2	78 1/2	1
	Totals											
5 266	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	76	2
	Totals											
6 776	Penalty	-1										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1	+1	+1/2	+1	0	74	3
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

YEDA Official Score Sheet – Diamond Pattern 12

Updated 2020

#30

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

Minor Faults (-1 point)

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

16 1/2

Entry #	Maneuver Description												F & E	HDD	Total	Comments	
		Walk	Lope LL	O LL	Simple Lead Δ	Lope Stop 225 R	Jog	X Jog	Walk	Stop Back							
1	Penalty		-3		-3	-3			-1								
	Maneuver Score	+1/2	-1	+1/2	-1	-3	-1/2	+1/2	-1	+1/2							
	Totals																
2	Penalty								-1								
	Maneuver Score	0	+1/2	+1	+1	+1	-1	+1/2	-1	-2							
	Totals																
3	Penalty		(-3)						-3		-1						
	Maneuver Score	+1/2	-1	+1/2	-1/2	-1	-1	0	-1	-1							
	Totals																8 1/2 - 6 1/2
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 – Diamond Pattern 12
 Updated 2020

#30

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	Lope LL	O LL	Simple Lead Δ	Lope Stop 225 R	Jog	X Jog	Walk	Stop Back	Walk	Stop Back					
1	Penalty				-3												
	Maneuver Score	+1/2	+1/2	0	-1	0	+1/2	+1	0	+1/2		+1	0	70			
	Totals																
2	Penalty																
	Maneuver Score	0	-1/2	0	+1/2	0	+1/2	+1/2	+1/2	-1/2		+1	0	72			
	Totals																
3	Penalty																
	Maneuver Score	+1/2	+1	+1	+1	+1/2	+1/2	+2	+1/2	+1		+2	0	78	*		
	Totals																
4	Penalty																
	Maneuver Score																
	Totals																
5	Penalty																
	Maneuver Score	0	+1/2	+1/2	-1	+1/2	+1/2	+1	+1/2	0		+1	0	73 1/2	*		
	Totals																
6	Penalty																
	Maneuver Score	-1/2	0	+1/2	+1/2	-1/2	+1	+1/2	+1/2	-1		+1	+1/2	72 1/2	Soft + Hands *		
	Totals																
7	Penalty																
	Maneuver Score	+1/2	+1	+1/2	+1	-1	+1/2	+1	+1/2	0		+1	0	75			
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																
9	Penalty																
	Maneuver Score																
	Totals																

[Handwritten Signature]

Judges Signature