

YEDA REINING PATTERN NRHA #4 OFFICAL SCORE SHEET

EXHB #	MANUEVER DESCRIPTION	R Circles	4 Spins	L Circles	4 Spins	R Fig	RRB	LRR	Stop	Overall Ability	HDD	Penalties	Final Score	Comments		
		000 Stop	Right	000 Stop	Left	8			Back						8	
1	492	MANUEVER	1	4	3	4	5	6	7	8	+2	+1	0	76	Good Circles	
		PENALTY SCORE	+1/2	+1/2	+1	+1/2	+1/2	-1/2	0	+1/2						+1/2
		Total														73
2	201	PENALTY SCORE	-2	-1/2	0	-3	+1/2	+1/2	0	+1/2	+1	0	2 1/2	66 1/2	DF Pattern over Spin - 6	
		SCORE	-1/2	0	0	0	+1	+1/2	0	0	+2	0	-1/2	74 1/2	Like 2 Loss of sqt over	
		Total		67		71		72 1/2							Use Walters & Gerald	
3	152.9	PENALTY SCORE	+1/2	+1/2	+1/2	0	+1	+1/2	0	0	+1	0	-1/2	73	Mrs. Quack hands	
		SCORE	0	+1/2	0	0	+1/2	+1/2	+1	0	+1	0	-1/2	71	Circle Symetry 5	
		Total				70	69		72						Directions off Center use markers 4	
4	383	PENALTY SCORE	0	+1/2	0	-1/2	-1/2	-1/2	0	+1/2	+1	+1	-1	71	Directions off Center use markers 4	
		SCORE	0	0	0	0	+1/2	+1/2	-1/2	0	+1	0	0	71		
		Total					70		70							
5	438	PENALTY SCORE	0	0	0	-1/2	+1/2	+1/2	0	+1/2	+1	0	-1	71	Directions off Center use markers 4	
		SCORE	0	0	0	-1/2	+1/2	+1/2	-1/2	0	+1	0	0	71		
		Total					69		70							
6	479	PENALTY SCORE	0	0	0	-1/2	+1/2	+1/2	0	+1/2	+1	0	-2 1/2	64	5 Spins Rt off Pattern	
		SCORE	0	0	0	0	+1/2	+1/2	-1/2	0	+1	0	-2 1/2	64		
		Total					70		70							
7	1279	PENALTY SCORE	0	-3	0	0	-1/2	-1/2	0	+1/2	+1	0	-2 1/2	64	5 Spins Rt off Pattern	
		SCORE	0	0	0	0	+1/2	+1/2	-1/2	0	+1	0	-2 1/2	64		
		Total					69		70							
8		PENALTY SCORE														
		SCORE														
		Total														
9		PENALTY SCORE														
		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 - Ruby Pattern 4

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

SR/SR Split-A

#2

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
- Spurting in front of the cinch.

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

Form & Effectiveness (F & E) of the rider 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	Jog	X-Jog	6				
1		0	+1/2	-1/2	0	+1	0	+1/2	7 1/2	Quarter hands	Nice head 3
2		0	0	-1	0	0	0	0	69	Self deeper in	Nice leg position Saddle position
3		+1	+1	+1/2	0	+1/2	+1	+1/2	74 1/2	Nice line &	head-hip-shoulder Nice line &
4		0	+1	0	0	0	+1	0	72	Jogged early	Good upper legs
5		0	+1/2	+1/2	+1/2	+1/2	+1	+1	74	Nice drive	Deep head 3
6		+1/2	+1	+1/2	0	+1	+1	+2	76	Good hand	Skull control
7											
8											
9											

Judges Signature

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YEDA Official Score Sheet - Ruby Pattern 4
Updated 2020

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

Split B

SR/SR

#3

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 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.
- Loss of rein
- Use of either hand to instill fear or praise

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
			1	2	3	4	5	6				
1	Totals	1088										
	Maneuver Score		0	+1/2	0	-1	-1	-3	0	0	6 1/2	Nice heel Position 7 Sharon Reins
	Penalty											
2	Totals	1306										
	Maneuver Score		+1/2	+1/2	0	+1/2	+1	+1	+1	+1/2	74	Use arena Nice heel 2
	Penalty											
3	Totals	133										
	Maneuver Score		+1	+1	+1	+1	+1	+1	+2	+1	78	Excellent Control in tough arena Nice line
	Penalty											
4	Totals	835										
	Maneuver Score		0	+1/2	-1	0	+1	6 1/2	+1/2	+1/2	68 1/2	Watch leads Quiet hand 6
	Penalty											
5	Totals	807										
	Maneuver Score		0	-1/2	0	-1/2	-1/2	69	0	0	68 1/2	Set deeper in saddle - follow Pattern line 5
	Penalty											
6	Totals	386										
	Maneuver Score		0	-1/2	-1/2	0	0	0	0	+1/2	69 1/2	Head more cool Quiet hands 4
	Penalty											
7	Totals	1093										
	Maneuver Score		+1/2	+1	0	+1	+1	-3	+2	+1/2	73	Nice Pattern on fence 3 Draw
	Penalty											
8	Totals											
	Maneuver Score											
	Penalty											
9	Totals											
	Maneuver Score											
	Penalty											

[Signature]

Judges Signature

VEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020
Scoring 0-100 with 70 denoting the average.
Maneuvers and Overall Ability and HDD are scored +3 to -3 in 1/2 point increments.

JUNIOR

#4

- 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 points increments

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

- 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

Entry #	Maneuver Description	Trot Serpentine	Lope L/O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	Penalty													
	Maneuver Score	-1/2	0	0	0	-1/2	-1/2	-1/2	+1/2		0	+1/2	69	Give horse more Room ad ease's Correct Circle work
	Totals													Bridged 10 Steps Good Form
2	Penalty													
	Maneuver Score	+1	+1/2	-1/2	+1/2	+1/2	+1	+1/2	-1/2		0	+1/2	75 1/2	More los for Circle work
	Totals													
3	Penalty													
	Maneuver Score	-1	-1/2	-3	-3	0	0	0	0		-7	0	61	Well executes Pattern
	Totals													
4	Penalty													
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1/2	0		0	+1	73	Well executes Pattern
	Totals													
5	Penalty													
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0		0	+1	73 1/2	lost sharp cut S&B
	Totals													
6	Penalty													
	Maneuver Score	+1	+1	-1/2	+1/2	-3	-3	+1/2	+1/2		0	+2	69 1/2	Old Pattern Spur R. 1st
	Totals													
7	Penalty													
	Maneuver Score	+1	-1/2	0	0	+1/2	-1/2	+1/2	+1/2		-3	+2	70 1/2	Nice serpentine work
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 4

Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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 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	Stop	Back	Lope	RL				
1	526		+1/2	0	0	0	0	+1/2	+1/2	68 1/2	More heel Quiet	
2	426		+1/2	0	0	-1/2	-1/2	0	0	69 1/2	Quiet hands Stacion reins 1/2	
3	1301		+1	+1	+1/2	+1	+2	0	0	77	Nice line from head to shoulder Also like departure	
4	1364		+1	+1/2	+1	+1	+1	+2	0	76 1/2	Nice form 8	
5	253		+1	+1	+1/2	-1/2	+1/2	+2	+1/2	73	Beautiful form weary lead 5	
6	124		0	-1/2	+1/2	0	+1/2	+1/2	0	71	Quiet hand Good use of 6 markers	
7	1084		+1	+1/2	0	0	0	+1/2	+1	74	Beautiful on foreign 3	
8	341		+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	73 1/2	Quiet upper 4 Body	
9	Totals											

Oliver

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 4

Updated 2020

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

#7 Junior Split B

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 gate 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 romal
- Spurring in front of the cinch.
- Loss 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 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	Lope RL	Stop	Maneuver				
1		0	0	+1/2	+1/2	0	+1/2	0	7 1/2	Self deepens at 3	
2		+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	73	Self deepens at 1 Self deepens at 2	
3		+1/2	0	+1/2	+1/2	+1/2	+1/2	0	72	Nice back on Difficult show 2	
4		0	0	+1/2	0	0	+1/2	0	71	Self deepens at 4	
5		0	-1/2	-1/2	+1/2	0	0	+1	68	Lead 6	
6		0	0	0	0	0	0	0	70	more need Apply upper body at steps 5	
7											
8											
9											

ASMA

Judges Signature

YEDA Official Score Sheet - Emerald Pattern 4

Updated 2020

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

#6
Junior
Split A

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- 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 gate 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 romal
- Spurring in front of the cinch.
- Loss of rein

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

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

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

Entry #	Maneuver	Description	Walk	Jog	Stop Back	Lope RL	Stop	F & E	HDD	Total	Comments		
											Maneuver	Maneuver Score	Totals
1	215		+1/2	0	0	+1/2	0	+1	+1	73	Miss head of seat	Position	3
2	1630		0	-1/2	0	-1/2	0	0	0	69	Set deeper	Set neck	5
3	1435		+1/2	0	0	0	0	+1/2	+1	68	Queue lower leg	Queue seat	6
4	1041		+1/2	+1/2	0	+1/2	0	+1/2	0	72	Water main	Hand coming up	4
5	1238		+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	75	Queue hand	Deep seat	1
6	1502		+1	+1/2	+1/2	+1/2	+1/2	+1	0	74	Queue lower	Leg	2
7													
8													
9													

[Signature]

Judges Signature

VEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

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

- 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 points increments

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

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

Entry #	Maneuver Description	Trot Sequence		Lope L.L.O	Change Leads	Lope RL o Stop		2 Spins		Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments	
		1	2			3	4	5	6								7
1	Maneuver																
	Penalty																
	Maneuver Score	0	0	+1/2	0	0	0	0	0	+1/2	+1/2		0	+1/2	0	73	USE MORE SPARE
Totals																	
2	Maneuver																
	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2		0	+2	+1	76	Nice Execution 2
Totals																	
3	Maneuver																
	Penalty																
	Maneuver Score	+1 1/2	+1	0	+1/2	+1	+1/2	0	+1/2	0	+1/2		-3	+2 1/2	0	74 1/2	Beautiful Surprise 3
Totals																	
4	Maneuver																
	Penalty																
	Maneuver Score	0	-1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2		0	+1	0	72 1/2	Give horse more Room at cones - USE HANDS
Totals																	
5	Maneuver																
	Penalty																
	Maneuver Score	+1 1/2	0	-1	-1/2	0	0	0	0	0	+1/2		-3	+1/2	0	66 1/2	Watch Pattern W/O 4 markers
Totals																	
6	Maneuver																
	Penalty																
	Maneuver Score	0	-1/2	0	0	-1/2	-3	0	-1/2	-1/2	-1/2		0	0	0	65	Give horse more Room or simplify 3 spins RL on pattern
Totals																	
7	Maneuver																
	Penalty																
	Maneuver Score	+1	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	0	0		6	+2	6	76	Nice Pattern 1 correction
Totals																	
8	Maneuver																
	Penalty																
	Maneuver Score																
Totals																	

Judges Signature *[Signature]*

Senior

#8

YEDA Official Score Sheet - Diamond Pattern 4

Updated 2020

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

Minor Faults (-1 point)

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

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							HDD	Total	Comments		
			Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F & E					
1	201	Exit for more work leads	Penalty										6	
			Maneuver Score	+1/2	0	+1/2	+1/2	-1	0	+1	0			
			Totals											
2	383	Deep Seat	Penalty										3	
			Maneuver Score	+1/2	+1/2	+1	+1/2	0	0	+1	+1	0		
			Totals											
3	438	Wave jog on counter lead	Penalty										7	
			Maneuver Score	+1/2	0	+1	-1/2	0	+1/2	+1/2	+1/2	6 1/2		
			Totals											
4	479	Nice Pattern	Penalty										2	1
			Maneuver Score	+1	-1/2	+1/2	0	+1	+1	+2	0	75		
			Totals											
5	1279	Nice Pattern on Tough draw	Penalty										1	3
			Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	+2	+1	77		
			Totals											
6	492	Yom Quee - Nice Pattern	Penalty										3	4
			Maneuver Score	0	+1/2	+1/2	0	+1	0	+1/2	+1/2	74		
			Totals											
7	1529	Great look Position	Penalty										4	5
			Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	0	73 1/2		
			Totals											
8			Penalty											
			Maneuver Score											
			Totals											
9			Penalty											
			Maneuver Score											
			Totals											

Judges Signature

[Handwritten Signature]

YEDA Official Score Sheet - Amber EWD Pattern 3&4

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers						F & E	HDD	Total	Comments
		Walk	Back	Stop	Extend Walk	Reg Walk	Stop				
1	Penalty							0	0	70 Keep Rein hard lower of back - use front	
	Maneuver Score	0	-1/2	+1/2	0	0	0	0			
	Totals										
2	Penalty						+1/2	0	70 1/2	Quiet hands 3 LOS	
	Maneuver Score	0	0	0	0	0	0	0			
	Totals										
3	Penalty							0	+1/2	+1/2 Use transfer from Bogies walk	
	Maneuver Score	0	0	-1	0	+1/2	+1/2	0			
	Totals										
4	Penalty									Rail worse! 1/2	
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

[Handwritten Signature]

#10

Assisted and independent

YEDA Official Score Sheet - Sapphire / ~~Alumini~~ Pattern 4

Updated 2020

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

Junior

#11

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to X
- 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 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.

Maneuver Description	Maneuvers							Entry #	Maneuver	Penalty	Maneuver Score	Totals	
	Walk	Jog	Lope	X Jog	Stop	F & E	HDD						Total
1	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	73	+1/2			866	1
2	+1/2	0	0	1/2	0	0	+1/2	74	+1/2			760	2
3	+1	+1/2	+1/2	+1/2	0	0	+1	74	0			1220	3
4	0	0	-1/2	0	+1/2	0	0	70 1/2	+1/2			545	4
5	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	74 1/2	0			695	5
6	0	0	+1/2	0	0	0	+1/2	71 1/2	+1/2			1268	6
7	+1/2	+1/2	+1/2	+1	+1	0	+1	75	+1/2			1384	7
8													8
9													9

1 Nice lead to stop
4 Look up more
6 Quiet green man
3 Nice bottom drive
7 Sit deeper
2 Deep heels
5 Quiet mind
5 Deepen seat

Arany
Judges Signature

YEDA Official Score Sheet - Sapphire / Alumni Pattern 4

Updated 2020

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

Senior

#12

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.

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	Description	Maneuvers							F & E	HDD	Total	Comments
			Walk	Jog	Lope	X Jog	Stop	Stop	Stop				
1		Good Shoulder	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+2	0	75 1/2	+ Good Shoulder / heel line 1	
2		Sit deeper in	0	0	0	0	0	0	0	+1/2	70	Sit deeper in / hands - quiet / Deepen neck	
3		Rough Transition	+1/2	0	-1/2	+1/2	0	+1/2	+1/2	0	71 1/2	Rough Transition / Deepen neck	
4		Nice Ride on	+1/2	+1/2	+1/2	+1/2	0	0	+1	+1	74	Nice Ride on / Touchdown	
5		Good Ext of	+1/2	0	-3	0	+1	+1/2	+1/2	+1	70	Good Ext of / leg 6	
6		Sit deeper in	+1/2	+1/2	0	+1	+1	+1	+1	0	95	Sit deeper in / good sitting / Saddle at legs 3	
7		Good Ride on	+1/2	0	+1/2	+1	+1/2	+1	+1	+1	75 1/2	Good Ride on / Touch down	
8													
9													

Judges Signature
A. Smith



YEDA Official Score Sheet - Topaz EWD Pattern 3 & 4

Updated 2020

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

- Minor Faults (-1 point)**
 - Break gait at walk or jog for up to 2 strides
 - Over/under turn from 1/8 to 1/4
 - Ticking or hitting cone
 - Obviously looking down to check leads
- Major Faults (-3 points)**
 - Break of gait at a walk, jog for more than 2 strides.
 - Loss of stirrup
 - 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	Stop Back	Ext. Walk	Jog	Stop	6				
1	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	0		+1/2	0	7 1/2	Good Deep head & Soft	
	Totals											
2	Penalty											
	Maneuver Score	0	+1/2	0	0	0		0	0	70 1/2	Quiet + Lower loss of eye mark	
	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
Orlando

#13

Assisted

YEDA Official Score Sheet - Topaz EWD Pattern 3 & 4

Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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.
- 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
- Spurting in front of the cinch.

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 Back	Ext. Walk	Jog	Stop	6							
1	Maneuver Score	Penalty	0	0	0	-1/2	0	0	0	0	6 1/2	Quiet lower 3 legs			
			Maneuver Score	Penalty							0		0		
					Totals										
2	Maneuver Score	Penalty	+1/2	+1/2	+1/2	0	0	+1/2	0	7 1/2	New quest hands & heel				
			Maneuver Score	Penalty								0	0		
					Totals										
3	Maneuver Score	Penalty	+1/2	0	0	0	0	0	0	7 1/2	Hands are soft & quest - deeper seat				
			Maneuver Score	Penalty								0	0		
					Totals										
4	Maneuver Score	Penalty	+1/2	0	0	-1	0	0	0	6 1/2	3 steps - good hoof position. Ext.				
			Maneuver Score	Penalty								0	0		
					Totals										
5	Maneuver Score	Penalty							0	0	* No joy on rail				
			Maneuver Score	Penalty								0	0		
					Totals										
6	Maneuver Score	Penalty							0	0					
			Maneuver Score	Penalty								0	0		
					Totals										
7	Maneuver Score	Penalty							0	0					
			Maneuver Score	Penalty								0	0		
					Totals										
8	Maneuver Score	Penalty							0	0					
			Maneuver Score	Penalty								0	0		
					Totals										
9	Maneuver Score	Penalty							0	0					
			Maneuver Score	Penalty								0	0		
					Totals										

Judges Signature

Chamber

#14

Independent



YEDA Official Score Sheet - RAIL Class: SR/SR Spal Rail Spl+ A

#15

Back #	Rider Comments	Overall Class Comments
1 688	Good Fine Shoulder to Heel	
2 615	Sit deeper in Saddle - Nice Quiet hands	
3 592	Deep heel.	
4 1512	Sit deeper in saddle	
5 1356	Steady hands	
6 156	Quiet feet	
7 1767	Great Fine shoulder to heel	
8		
9		
10		
11		

OK Marks

Judges Signature

YEDA Official Score Sheet – RAIL Class: Flem Pearl Split A

#116

Back #	Rider Comments	Overall Class Comments
1 1076	Open Shoulders More	
2 1287	Good Posture & heel	
3 683	Nice heel Quiet hand	
4 846	Nice Constant Ride - Quiet feet -	
5 1281	Sit deeper Less Brane	
6 832	Stay on Rail-	
7 434	More heel Less looking	
8		
9		
10		
11		

AKM
 Judges Signature

YEDA Official Score Sheet – RAIL Class: SRSR Opal Split B


#17

Back #	Rider Comments	Overall Class Comments
1 455	Quiet Seat at top Excellent Hand Position	
2 1290	Very Nice line Shoulder to heel.	
3 1331	Open Shoulders More	
4 489	Deep Seat & heel	
5 135	Bring heels Back a little - keep heels Back	
6 909	Very Soft hands	
7 1501	Open Shoulders more at walk	
8 1390	2nd direction top much Quicker	
9		
10		
11		

ASmush

Judges Signature

YEDA Official Score Sheet – RAIL Class: Elem Pearl Split B

Back #	Rider Comments	Overall Class Comments
1 1387 ✓	Nice Job.	Great heel Position on All !!! 
2 1346 ✓	Steady hands	
3 1531 ✓	Keep legs underneath you	
4 119 ✓	Quieter Seat - Sit deeper	
5 1320 ✓	Keep reins Even - More contact	
6 1431 ✓	More heel - Nice deep Seat	
7		
8		
9		
10		
11		

Q Franky

Judges Signature _____

YEDA Official Score Sheet – RAIL Class: SR Emerald

Back #	Rider Comments	Overall Class Comments
1 1364 ✓	Quiet Seat at Taps - Soft hands	
2 426 ✓	Sit deeper -	
3 341 ✓	Very Good hind Position	
4 1301 ✓	Excellent Line Shoulders to heel	
5 526 ✓	Very deep Seat & Quiet Legs	
6 174 ✓	Steady hands - more heel	
7 253 ✓	Excellent Lower Legs & heel	
8 1084 ✓	Sit deeper at Taps.	
9		
10		
11		

A. P. M. M. M.

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 4

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at tope, 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.

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.

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
			1	2	3	4	5				
1	Maneuver	Maneuver	Walk	Jog	X-Jog	Jog	Stop Back				
1			+1/2	+1/2	+1/2	+1/2	0	+1	0	73	Great Position Show more Ext. Jog
2			0	0	-1/2	0	-1/2	0	0	69	Great your Gree hand Show more Ext. Jog
3			-1	-1	-1	-1	-3	0	0	63	Shaken Reins No S&B 7
4			0	0	0	-1/2	0	0	0	69 1/2	More Contact with Reins 5
5			0	0	+1/2	+1/2	0	+1/2	0	71 1/2	Nice Ext. Jog 3
6			0	0	0	0	+1/2	0	0	70	Quiet feet at Jog 4
7			+1/2	+1/2	+1/2	0	+1/2	+1	0	73	Great Hand Ext. Jog 1
8											
9											

Judges Signature

A. Arank

20

Split #

SR/SR

YEDA Official Score Sheet - Opal / Seat Pattern 4

Updated 2020

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

Minor Faults (-1 point)

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

- 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.
- Loss of rein
- Break of gait at lope, out of lead or missing lead for 1-2 strides.

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	Walk	Jog	X-Jog	Jog	Stop	Back	Maneuvers			F & E	HDD	Total	Comments
								1	2	3				
1	Quiet lower leg of 3rd dog	0	0	-1/2	0	0	0				0	0	69 1/2	Quiet lower leg of 3rd dog
2	Quiet Seat	0	0	-1	0	0	0				0	0	68	Quiet Seat
3	Set Back	0	-1/2	-1	-1/2	+1/2	0				0	6	68 1/2	Set Back
4	Lead B 4	0	0	-1	0	0	0				0	0	69	Lead B 4
5	Quiet you	+1/2	0	1/2	0	-1/2	0				0	0	69 1/2	Quiet you
6	Short	0	-1/2	-1/2	1/2	0	0				-1/2	0	68	Short
7	Come or Pattern	0	0	0	0	0	0				0	0	70	Come or Pattern
8	Late leg transition	0	-1	+1/2	-1/2	0	0				0	0	68	Late leg transition
9	Totals													
	Maneuver Score													
	Penalty													
	Totals													
	Maneuver Score													
	Penalty													
	Totals													

OFFICIAL

Judges Signature

21

split B

YEDA Official Score Sheet - ~~Open~~ Pearl Pattern 4

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at tope, 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.

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	1	2	3	4	5	F & E	HDD	Total	Comments	Maneuvers			
											Walk	Jog	X-Jog	Jog
1	Totals	0	-1/2	-1/2	0	0	-1/2	0	68 1/2	Quiet lower leg 5				
	Maneuver Score	0	-1/2	-1/2	0	0	-1/2	0	68 1/2	Quiet lower leg 5				
	Penalty													
2	Totals	0	+1/2	0	0	+1/2	0	0	71	Quiet upper Body 1				
	Maneuver Score	0	+1/2	0	0	+1/2	0	0	71	Quiet upper Body 1				
	Penalty													
3	Totals	0	0	-1/2	0	0	0	0	69 1/2	Open Shoulders 4				
	Maneuver Score	0	0	-1/2	0	0	0	0	69 1/2	Open Shoulders 4				
	Penalty													
4	Totals	0	-1/2	-1/2	-1/2	0	-1/2	0	68	more contact with reins set deeper 6				
	Maneuver Score	0	-1/2	-1/2	-1/2	0	-1/2	0	68	more contact with reins set deeper 6				
	Penalty													
5	Totals	0	0	-1/2	+1/2	+1/2	0	0	70 1/2	Quiet lower leg 2				
	Maneuver Score	0	0	-1/2	+1/2	+1/2	0	0	70 1/2	Quiet lower leg 2				
	Penalty													
6	Totals	0	-1/2	+1/2	0	0	0	0	70	Nice set Quiet lower leg set 3				
	Maneuver Score	0	-1/2	+1/2	0	0	0	0	70	Nice set Quiet lower leg set 3				
	Penalty													
7	Totals													
	Maneuver Score													
	Penalty													
8	Totals													
	Maneuver Score													
	Penalty													
9	Totals													
	Maneuver Score													
	Penalty													

Judges Signature

AFrank

Split A

#

aa



YEDA Official Score Sheet - Split B Pearl Pattern 4

Updated 2020

Scoring 0-100 with 70 denoting the average.

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

- Break of gait at hope, 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	X-Jog	Jog	Stop Back				
1	Penalty								Very quiet lower leg	
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	0		
	Totals									
2	Penalty								Quiet seat 5	
	Maneuver Score	+1/2	-1/2	0	0	0	0	+1		
	Totals									
3	Penalty								Great lower leg	
	Maneuver Score	0	+1/2	0	0	0	0	0		
	Totals									
4	Penalty								Quiet hand at top - 4/4	
	Maneuver Score	0	-1/2	0	0	0	0	+1/2		
	Totals									
5	Penalty								Soft transition Quiet seat	
	Maneuver Score	0	-1	-1/2	0	-1	-1/2	0		
	Totals									
6	Penalty								Look up more 3	
	Maneuver Score	0	0	+1/2	+1/2	0	0	0		
	Totals									
7	Penalty								Nice arc log - skid Reins	
	Maneuver Score	0	-1	-1/2	-1/2	-1/2	-1/2	0		
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

AFRAB
Judges Signature

23 Split B



YEDA Official Score Sheet - RAIL Class: Sr/Sr Ruby Rail Split A

#25

Back #	Rider Comments	Overall Class Comments
1 1306 ✓	Nice Rider	
2 788 ✓	Open Shoulders more - hands are good	
3 133 ✓	Great heel position	
4 1088 ✓	Soft hand Quiet heel	
5 835 ✓	Bring lower leg underneath you	
6 386 ✓	Nice fine - Quiet hands	
7 1343 ✓	Quiet Seat at Top	
8		
9		
10		
11		

Judges Signature A. Mandy

Back #	Rider Comments	Overall Class Comments
1 1630 ✓	Open Shoulders	
2 906 ✓	Quiet hands - Sit Back	
3 1041 ✓	Nice Line & Posture	
4 1502 ✓	Quiet year lower leg - Great hoof	
5 1238 ✓	Good Ride on tough draw '!	
6 429 ✓	More Bend in Elbows More heel-	
7		
8		
9		
10		
11		

A. Mandy

Judges Signature



YEDA Official Score Sheet - RAIL Class: SR/SR Ruby Real Split B

#27

Back #	Rider Comments	Overall Class Comments
1	807 ✓ Quiet hand - more heel - Quiet Seat	
2	145 ✓ Keep heels in legs underneath you at tope	
3	1093 ✓ Long leg & deep heel	
4	836 ✓ Sit Back open Shoulder	
5	1444 ✓ Great Line	
6	590 ✓ Great Lower Leg - Quiet upper body	
7		
8		
9		
10		
11		

Judges Signature A. Smith