

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Reining #1

EXH #	MANUEVER DESCRIPTION	R Circles OOO Stop		4 Spins Right		L Circles OOO Stop		4 Spins Left		R Fig 8		RRB		LRR		Stop Back		Overall Ability	HDD	Penalties	Final Score	Comments			
		1	2	3	4	5	6	7	8																
1	1120	PENALTY																							
		SCORE	+1	+1	+1	+1/2	+1 1/2	+1	+2	+1/2															
		Total	71	72	73	73 1/2	75	76	78	78 1/2															very effective rider.
2	142	PENALTY	-1/2		-3																				
		SCORE	+1/2	0	-1/2	0	+1/2	0	0	0															looking down to leads
		Total	70	70	66 1/2	66 1/2	67	67	67	67															nice job
3	1199	PENALTY																							
		SCORE	+1/2	0	+1/2	0	0	0	0	0															
		Total	70 1/2		71		69																		
4	312	PENALTY																							
		SCORE	+1	+1/2	+1	+1/2	+1 1/2	+1	+1	+1 1/2															
		Total	71	71 1/2	72 1/2	73	74 1/2	75 1/2	76 1/2	78															really good w/ center line
5		PENALTY																							
		SCORE																							
		Total																							
6		PENALTY																							
		SCORE																							
		Total																							
7		PENALTY																							
		SCORE																							
		Total																							
8		PENALTY																							
		SCORE																							
		Total																							
9		PENALTY																							
		SCORE																							
		Total																							

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

Maneuvers and Overall Ability are scored +3 to -3 in 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 / SR Opal w/T

#2

Back #	Rider Comments	Overall Class Comments
1 1580	good upper body	
2 1582	great lower leg could have been more effective staying at walk	
3 1484	nice upper body	
4 489	nice overall balance	
5 1451	leaning forward a little, shorten reins bring hands forward	
6 1166	nice upper body, could have been better staying overall	
7		
8		
9		
10		
11		

Judges Signature _____

YEDA 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.

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

- 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

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

Entry #	Maneuver Description	Trot Sequence	Lope LL/O	Changes Leads	Lope RL o/Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1 1684	Penalty				-1/2	-1 1/2								loss track of middle
	Maneuver Score	+1	+1	+1	+1 1/2	-1	+1 1/2	+1 1/2	0					
	Totals	71	72	73	73	70 1/2	71	71 1/2	72	73				
2 1262	Penalty								-1/2					nice job
	Maneuver Score	0	+1 1/2	0	+1 1/2	0	+1 1/2	+1 1/2	0					
	Totals		70 1/2			71		71 1/2	72	71 1/2				
3 697	Penalty								0					nice job
	Maneuver Score	+1 1/2	0	0	0	0	+1 1/2	+1 1/2	0					
	Totals	70 1/2				70 1/2	71	71 1/2						
4 727	Penalty								0					nice job
	Maneuver Score	+1	+1	0	+1	0	0	+1	0					
	Totals	71	72		73	73		74						
5 503	Penalty								0					nice job
	Maneuver Score	+1	+1	-1 1/2	+1 1/2	-1 1/2	-1 1/2	0	+1 1/2					
	Totals	71	72	71 1/2	72	71 1/2	71	71	71 1/2					
6 1203	Penalty								0					nice job
	Maneuver Score	+1 1/2	+1 1/2	0	0	+1 1/2	+1 1/2	0	+1 1/2					
	Totals	70 1/2	71			71 1/2	72	72	72 1/2					
7 243	Penalty								0					more aggressive
	Maneuver Score	+1 1/2	+1 1/2	0	0	0	0	0	0					
	Totals	70 1/2	71	70 1/2		70	70	70	70					
8	Penalty								0					
	Maneuver Score													
	Totals													

Junior/SR
Sapphire #3

He broke with overall ability

Judges Signature

YEDA 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.

Faults incurring a score of 0:

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.
- 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:
 - 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.

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
1	1626	Penalty									2	0	78 1/2	excellent drawing and finding center
		Maneuver Score	+1	+1	+1/2	+1	+1/2	+1/2	+1	+1				
	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													

Judges Signature _____

Alumni #4
 Sapphire

YEDA Official Score Sheet – RAIL Class:

JR^{SK} Opal W/T

5

Back #	Rider Comments	Overall Class Comments
1 1417	greatful posture great feeling eyes up	
2 1057	good upper body lower leg more under seat	
3 1200	good balance in seat	
4 1564	good upper body, great expression	
5 15710	good balance in saddle	
6 1611	good upper body need stronger lower leg	
7		
8		
9		
10		
11		

 Judges Signature

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 1/4 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 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.

Comments

Maneuver Description	Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	Maneuvers			F & E	HDD	Total	Comments		
							1-2	3	4					5	6
1	0	+1/2	+1	+1	+1	+1/2	2	0	76	0	76	great posture close fingers			
														Maneuver Score	312
														Totals	
2	0	+1/2	0	+1/2	0	+1/2	2	0	73 1/2	0	73 1/2	great posture great quiet rider			
														Maneuver Score	1126
														Totals	
3	0	+1/2	+1/2	+1/2	71	71 1/2	1	0	72 1/2	0	72 1/2	nice upper body needs to close fingers			
														Maneuver Score	142
														Totals	
4	0	+1	+1/2	0	+1	71 1/2	2	0	75 1/2	0	75 1/2	great posture & connection with horse			
														Maneuver Score	1199
														Totals	
5															
														Maneuver Score	
														Totals	
6															
														Maneuver Score	
														Totals	
7															
														Maneuver Score	
														Totals	
8															
														Maneuver Score	
														Totals	
9															
														Maneuver Score	
														Totals	

Judges Signature

#6

YEDA Official Score Sheet – RAIL Class: Etem Pearl w/T Split A

#7

Back #	Rider Comments	Overall Class Comments
1 12310	great lower leg	
2 1511	stirrups a bit short, leg too far back great upper body	
3 1667	upper body too far back very good lower leg, hook too long to walk nice overall balance	
4 1599		
5 1632	needs to sit back on hip good lower leg	
6 1683	nice overall balance	
7 1407	good upper body and arms	
8		
9		
10		
11		

 Judges Signature



YEDA Official Score Sheet - Sapphire / Muntj Pattern 4

Updated 2020

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

#8
Junior
Sapphire

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
- 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	Maneuvers							HDD	Total	Comments		
		Walk	Jog	Lope	O RL	X Jog	Jog	Stop					
1	Penalty Maneuver Score Totals	-1/2	0	+1/2	0	+1/2	0	+1/2	0	7 1/2	0	71 1/2	not enough speed difference in ext. nice riding posture
2	Penalty Maneuver Score Totals	0	+1/2	0	0	0	0	-1/2	1/2	0	0	70 1/2	nice posture elbows too far behind body
3	Penalty Maneuver Score Totals	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	73 1/2	nice balance nice quiet rider
4	Penalty Maneuver Score Totals	+1	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	0	0	74	nice ride looking a little too far forward
5	Penalty Maneuver Score Totals	0	-1	-2	0	+1/2	0	+1/2	+1/2	+1	0	69	nice rider keep eyes up
6	Penalty Maneuver Score Totals	+1	+1/2	+1/2	+1/2	0	0	+1/2	0	0	0	72 1/2	nice quiet rider upper body and forward
7	Penalty Maneuver Score Totals	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	1/2	0	0	73	nice upper body
8	Penalty Maneuver Score Totals												
9	Penalty Maneuver Score Totals												

everyone struggled executing circles as drawn
Judges signature

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

#9

Back #	Rider Comments	Overall Class Comments
1 1507	great upper body and elbows	
2 1168	good overall balance close fingers around reins	
3 13410	good overall balance	
4 1471	good balance elbows a bit too far back	
5 1419	good balanced posture	
6 1570	good upper body	
7 1049	good overall balance & and upper body	
8		
9		
10		
11		

Judges Signature

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 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 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	Stop	Ext. Walk	Jog	Stop	Maneuvers				
1	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	1	+1/2	73 1/2	good lower leg nice soft rider	
	Totals	70 1/2	71	71 1/2	72	72					
	Penalty										
2	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	1	0	74	nice soft rider good correction	
	Totals	70 1/2	71	71 1/2	72 1/2	73					
	Penalty										
3	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
4	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
5	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
6	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
7	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
8	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
9	Penalty										
	Maneuver Score										
	Totals										
	Penalty										

Judges Signature _____

#10

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 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.

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		0	0	0	+1/2	70 1/2	1	+1/2	72 1/2	shorten reins good balance always back
2		0	+1/2	+1/2	+1/2	71	1/2	0	73 1/2	good position reins need stop
3		0	+1/2	0	0	70 1/2	1	0	71 1/2	nice, balanced rider not enough ext
4		0	+1/2	+1/2	0	70	1	0	71	nice rider keeps nose engaged
5		0	+1/2	0	0	70 1/2	2*	0	72 1/2	nice quiet rider. ext. not circle to side
6		-1/2	+1/2	+1/2	0	71	2	0	73	really nice pattern
7		0	+1	+1/2	0	70 1/2	1/2	0	72	beautiful seat stay nose engaged at end
8										
9										

Judges Signature _____

#11 Split A

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 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Maneuver Score	0	0	+1/2	0	+1/2	1	0	71 1/2	great upper body lead nose engaged
	Penalty									
	Totals									
2	Maneuver Score	0	+1	+1/2	+1/2	+1/2	1/2	0	73	good connection & execution
	Penalty									
	Totals									
3	Maneuver Score	0	+1	+1/2	+1/2	+1/2	1 1/2	0	74	good upper body, quiet legs
	Penalty									
	Totals									
4	Maneuver Score	0	+1/2	+1/2	+1/2	0	1/2	0	72	good connection ext jog too far up arena
	Penalty									
	Totals									
5	Maneuver Score	0	+1	+1/2	0	-1/2	0	0	70 1/2	great upper body, strays too long
	Penalty									
	Totals									
6	Maneuver Score	0	0	+1/2	0	0	*	0	70 1/2	had trouble keeping nose engaged
	Penalty									
	Totals									
7	Maneuver Score	0	+1/2	+1	+1	+1/2	1/2	0	74 1/2	great execution of pattern
	Penalty									
	Totals									
8	Maneuver Score									
	Penalty									
	Totals									
9	Maneuver Score									
	Penalty									
	Totals									

Judges Signature _____

#12

Split B

YEDA Official Score Sheet - Opal / Peat 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 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.

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	0	+1/2	+1	+1/2	+1/2	2+	0	74 1/2	nice quiet rider good execution
	Maneuver Score	0	+1/2	+1	+1/2	+1/2				
	Totals	0	+1/2	+1	+1/2	+1/2				
2	Penalty	0	+1/2	+1	+1	+1/2	2+	0	75	great posture nice pattern!
	Maneuver Score	0	+1/2	+1	+1	+1/2				
	Totals	0	+1/2	+1	+1	+1/2				
3	Penalty	0	+1/2	0	0	0	0	0	70 1/2	wrong side of eyes - up
	Maneuver Score	0	+1/2	0	0	0				
	Totals	0	+1/2	0	0	0				
4	Penalty	0	+1/2	+1/2	0	-1/2	1/2+	0	72	nice posture
	Maneuver Score	0	+1/2	+1/2	0	-1/2				
	Totals	0	+1/2	+1/2	0	-1/2				
5	Penalty	0	+1/2	+1/2	+1/2	+1/2	1	0	73	shrugs too loose good execution
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2				
	Totals	0	+1/2	+1/2	+1/2	+1/2				
6	Penalty	0	+1/2	+1/2	-1	0	1	0	71	good upper body, strides too long
	Maneuver Score	0	+1/2	+1/2	-1	0				
	Totals	0	+1/2	+1/2	-1	0				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature _____

#13
Junior/SR
Spiff A

#114
Senior
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 1/2
- 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.

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-jog	Jog	Stop Back				
1	Penalty	0	+1/2	0	0	0	1/2	0	70 1/2	STRUPS too long lost balance in execution
	Maneuver Score	0	+1/2	0	0	0				
	Totals	0	70 1/2	0	0	0				
2	Penalty	0	+1/2	+1/2	71	71 1/2	1	0	72 1/2	good posture
	Maneuver Score	0	+1/2	+1/2	71	71 1/2				
	Totals	0	70 1/2	71	71 1/2	72				
3	Penalty	0	+1/2	+1/2	71	71 1/2	1	0	73	good execution of pattern
	Maneuver Score	0	+1/2	+1/2	71	71 1/2				
	Totals	0	70 1/2	71	71 1/2	72				
4	Penalty	0	+1/2	+1/2	71	71 1/2	2	0	73 1/2	good posture and execution
	Maneuver Score	0	+1/2	+1/2	71	71 1/2				
	Totals	0	70 1/2	71	71 1/2	72 1/2				
5	Penalty	0	+1/2	+1	70 1/2	72 1/2	1 1/2	0	74	good connection w/horse
	Maneuver Score	0	+1/2	+1	70 1/2	72 1/2				
	Totals	0	70 1/2	71 1/2	72	72 1/2				
6	Penalty	-1/2	0	+1/2	70	70 1/2	1	0	71 1/2	good posture
	Maneuver Score	-1/2	0	+1/2	70	70 1/2				
	Totals	60 1/2	0	70	70 1/2	70 1/2				
7	Penalty									upper body
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

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

#15 Junior/Sr 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 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope	Jog	X-Jog	6				
1	Penalty	0	+1/2	+1	+1/2	+1	1/2	0	74 1/2	excellent posture	
	Maneuver Score	0	+1/2	+1	+1/2	+1	1/2	0	74 1/2		
	Totals	0	+1/2	+1	+1/2	+1	1/2	0	74 1/2		
2	Penalty	0	+1/2	+1/2	+1/2	+1/2	2	1	75	great posture nice management of horse	
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	2	1	75		
	Totals	0	+1/2	+1/2	+1/2	+1/2	2	1	75		
3	Penalty	0	+1/2	+1/2	+1/2	+1/2	2	0	74	good posture close fingers	
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	2	0	74		
	Totals	0	+1/2	+1/2	+1/2	+1/2	2	0	74		
4	Penalty	0	0	+1/2	+1/2	+1/2	1	0	72 1/2	good posture allowed horse to cut corners	
	Maneuver Score	0	0	+1/2	+1/2	+1/2	1	0	72 1/2		
	Totals	0	0	+1/2	+1/2	+1/2	1	0	72 1/2		
5	Penalty	0	+1/2	+1/2	+1/2	+1	1	0	73 1/2	nice quiet rider good pattern eye	
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	1	0	73 1/2		
	Totals	0	+1/2	+1/2	+1/2	+1	1	0	73 1/2		
6	Penalty	0	+1/2	+1/2	+1/2	+1/2	0	0	74 1/2	penalty	
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	0	74 1/2		
	Totals	0	+1/2	+1/2	+1/2	+1/2	0	0	74 1/2		
7	Penalty	0	+1/2	0	+1/2	0	1/2	0	71 1/2	upper body too forward	
	Maneuver Score	0	+1/2	0	+1/2	0	1/2	0	71 1/2		
	Totals	0	+1/2	0	+1/2	0	1/2	0	71 1/2		
8	Penalty	0	+1/2	+1/2	0	+1/2	1/2	0	72	soft rider reads stronger	
	Maneuver Score	0	+1/2	+1/2	0	+1/2	1/2	0	72		
	Totals	0	+1/2	+1/2	0	+1/2	1/2	0	72		
9	Penalty									upper body	
	Maneuver Score										
	Totals										

Judges Signature _____

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

Updated 2020

YEDA Official Score Sheet - Ruby Pattern 4

Senior

Split B

#16

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.

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	Maneuvers						F & E	HDD	Total	Comments					
		Walk	Jog	Lope	Jog	X-Jog	6									
1	Penalty										885 Maneuver Score Totals	0 +1/2 +1/2 +1/2 +1/2 +1/2 +1/2	1	1/2	73 1/2	Strong riding good execution
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2									
	Totals	0	+1/2	+1/2	+1/2	+1/2	+1/2									
2	Penalty										251 Maneuver Score Totals	0 0 +1/2 +1/2 +1/2 +1/2	1	0	73	good lower leg
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2									
	Totals	0	0	+1/2	+1/2	+1/2	+1/2									
3	Penalty										1093 Maneuver Score Totals	0 +1/2 +1/2 +1/2 +1/2 +1/2	2	0	74	nice connection w/hors great posture
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2									
	Totals	0	+1/2	+1/2	+1/2	+1/2	+1/2									
4	Penalty										1515 Maneuver Score Totals	0 +1 +1 +1/2 +1/2 +1/2	1	0	74 1/2	nice soft rider good execution
	Maneuver Score	0	+1	+1	+1/2	+1/2	+1/2									
	Totals	0	+1	+1	+1/2	+1/2	+1/2									
5	Penalty										134 Maneuver Score Totals	0 +1/2 +1 +1/2 +1/2 +1/2	2	0	75	great posture close fingers
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	+1/2									
	Totals	0	+1/2	+1	+1/2	+1/2	+1/2									
6	Penalty										405 Maneuver Score Totals	0 +1/2 +1/2 +1/2 +1/2 +1/2	1	0	73	More ext. trot nice connection
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2									
	Totals	0	+1/2	+1/2	+1/2	+1/2	+1/2									
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															
	Totals															
9	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 1/4 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 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	Maneuvers						HDD	Total	Comments
		Walk	Jog	Stop	Lope	RL	Stop			
1	Maneuver	+1/2	+1/2	0	0	0	1	0	72 1/2	cut 300 corner off good upper body
2	Maneuver	0	+1/2	0	+1/2	0	1*	0	72 1/2	nice connection
3	Maneuver	0	+1/2	+1	0	0	1	0	73	nice posture good execution of pattern
4	Maneuver	0	+1/2	0	+1/2	0	1/2	0	71 1/2	good posture
5	Maneuver	0	+1/2	-1	0	0	1/2	0	69 1/2	wrong side of end cone
6	Maneuver	0	+1/2	0	0	0	1/2	0	71	keep eyes up more get stronger leg & seat
7	Maneuver	0	+1/2	+1/2	+1/2	0	0	0	72	too much movement in upper body at lope
8	Maneuver	0	+1/2	+1	+1/2	0	2	0	74 1/2	great execution of pattern
9	Maneuver	0	+1	+1/2	+1/2	+1/2	2 1/2	0	75	nice 300

Judges Signature

#17

Junior Emerald

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 1/4 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 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	Maneuvers						HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop	F & E			
1	Penalty	0	+1/2	+1/2	+1/2	0	2*	0	73 1/2	good posture
	Maneuver Score									
	Totals									
2	Penalty	0	+1/2	+1/2	+1/2	+1/2	2*	0	74	good connection
	Maneuver Score									
	Totals									
3	Penalty	0	+1/2	+1/2	0	0	1/2*	1/2	70	good posture needed to execute loop
	Maneuver Score									
	Totals									
4	Penalty	0	+1/2	0	+1/2	+1/2	1	0	72 1/2	good upper body strumps too long
	Maneuver Score									
	Totals									
5	Penalty	0	+1	+1/2	+1/2	+1/2	2	0	74 1/2	great posture and connection
	Maneuver Score									
	Totals									
6	Penalty	0	+1/2	0	+1/2	0	1	0	72	Nice posture upper body a bit twisted
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature _____

#18

Senior Emerald

#19



YEDA Official Score Sheet - RAIL Class:

Junior Ruby Split A

Back #	Rider Comments	Overall Class Comments
1 835	too much arch in back close fingers great lower leg	
2 1122		
3 251	upper body a little too far back	
4 405	good lower leg	
5 1093	good overall posture	
6 1122	good lower leg	
7 870	nice balance and presentation	
8		
9		
10		
11		

Judges Signature

YEDA Official Score Sheet – RAIL Class: Junior emerald

Back #	Rider Comments	Overall Class Comments
1 1159 ✓	good lower leg	
2 353 ✓	nice balance needs to be stronger in upper body great posture	
3 1038 ✓	good posture upper back slightly behind vertical good upper body	
4 1136 ✓	great posture in saddle	
5 101 ✓	good posture	
6 1180 ✓	good posture	
7 1525 ✓	excellent upper body good lower leg	
8 1238 ✓		
9 15100 ✓		
10		
11		

YEDA Official Score Sheet – RAIL Class:

JR / Senior Ruby – SP1TB #213

Back #	Rider Comments	Overall Class Comments
1 836	good overall posture	
2 1515	good upper body	
3 533	good upper body stirrups too long	
4 467	good overall posture	
5 1316	good overall posture	
6 134	great overall balance/posture	
7		
8		
9		
10		
11		

 Judges Signature

#22



YEDA Official Score Sheet – RAIL Class: Senior Emerald

Back #	Rider Comments	Overall Class Comments
1 227 ✓	good overall balance	
2 275	great upper body	
3 863 ✓	great upper body	
4 1105 ✓	upper body slightly twisted good overall position	
5 1301 ✓	great overall posture and presentation	
6 1128 ✓	nice overall presentation ;)	
7		
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet - Sapphire / Alumni Pattern 4

Updated 2020

Scoring 0-100 with 70 denoting the average. Manuevers 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 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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope	X	Jog	Stop	Stop				
1	Penalty				-1				2	+1/2	74	great upper body
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	70 1/2	71	70 1/2		
	Totals	70 1/2	71	71 1/2	70 1/2	71	71 1/2	71 1/2				
2	Penalty								0	74 1/2	nice execution of pattern	
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	72	72 1/2	73		
	Totals	70 1/2	71	71 1/2	72	72 1/2	73	73				
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature _____

#23

Alumni! Sapphire