



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 1/2
- 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.

Class #1

Entry #	Maneuver	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
			Walk	Stop	Back	Ext. Walk	Jog	Stop				
1	Maneuver											along side cone right pattern in but lost
	Penalty		-2	-3	-3	-3	0	-3	+2	58		
	Maneuver Score		-2	-3	-3	-3	0	-3				
	Totals											
2	Maneuver											
	Penalty											
	Maneuver Score											
	Totals											
3	Maneuver											
	Penalty											
	Maneuver Score											
	Totals											
4	Maneuver											
	Penalty											
	Maneuver Score											
	Totals											
5	Maneuver											
	Penalty											
	Maneuver Score											
	Totals											
6	Maneuver											
	Penalty											
	Maneuver Score											
	Totals											
7	Maneuver											
	Penalty											
	Maneuver Score											
	Totals											
8	Maneuver											
	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

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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 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

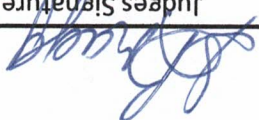
Severe Faults (-5 points)

- 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	Walk	Stop	Back	Extend	Walk	Reg	Walk	Stop	Maneuvers			F & E	HDD	Total	Comments	
											1-2	3	4					5
1	1375											+3	+3	+3			Nice seat & good job by all	
2	Penalty	Totals																
			Maneuver Score															
				Totals														
3	Penalty	Totals																
			Maneuver Score															
				Totals														
4	Penalty	Totals																
			Maneuver Score															
				Totals														
5	Penalty	Totals																
			Maneuver Score															
				Totals														
6	Penalty	Totals																
			Maneuver Score															
				Totals														
7	Penalty	Totals																
			Maneuver Score															
				Totals														
8	Penalty	Totals																
			Maneuver Score															
				Totals														

Judges Signature



class # 2



YEDA Official Score Sheet – Ranch Horse Pattern # 3

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.

1 – point penalty

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

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

- Must be placed under rider/s without or not incurring faults.
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Lope LL Stop 1	1 1/2 Spin R 2	Lope RI o slow R 3	Change Leads 4	Lope O Fast L 5	Stop Back 6	1 1/4 Spin L 7	X Trot 8	Stop 9	Penalties	HDD	Overall Ability	Final Score	Comments	
																Maneuver
1	Penalty															
	Maneuver Score	+2 1/2	+2	+2	+2	+2	+2 1/2	+1/2	+2	+2		+2	+2	92.5	Nice Quiet Ride	
	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															

[Signature]
Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 3

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. 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.
- 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
- Must be placed under rider/s without or not incurring faults.
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Lope LL Stop	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments	
																1
1	Penalty															
	Maneuver Score	+2 1/2	+2	-3	+2	+2	+2	+2	+2 1/2	+2 1/2		+2 1/2	+3	87	Horse w/ on small circle didn't like to spin	
	Totals															
2	Penalty															
	Maneuver Score	+2 1/2	+2	-1-1	+2	-3	-3	-3	+1	+1		+2	-1 1/2	600	Extra a circle rty pattern	
	Totals															
3	Penalty															
	Maneuver Score	+2 1/2	+2	+2 1/2	+2 1/2	+3	+3	+2 1/2	+3	+3		+3	+3	100	Nice Ride	
	Totals															
4	Penalty															
	Maneuver Score	+2 1/2	+1	-1 1/2	+0	+2	+2	+2	+2	+2		+2	+2 1/2	85	didn't want to spin	
	Totals															
5	Penalty															
	Maneuver Score															
	Totals															
6	Penalty															
	Maneuver Score															
	Totals															
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															

Judges Signature *[Signature]*



YEDA Official Score Sheet – RAIL

Class #5 JR/SR Ruby Rai

Back #	Rider Comments	Overall Class Comments
1 1405 Dixie	Beautiful seat & hands	1st
2 602 Diesel	Nice seat & hands Bf @ top + 2 + transition not good	2nd
3		
4		
5		
6		
7		
8		
9		
10		
11		

[Signature]
Judges Signature



YEDA Official Score Sheet – RAIL Class

Class # 6 Jr/Sk Emerald Rail
Spwt A

Back #	Rider Comments	Overall Class Comments
1305 Baker	Nice seat & hands Trot @ Lope	(2)
502 9520 Majise	quiet hands & sit	(1)
630 304 Dished	Nice hands Lope - High @ walk	(5)
819 PH Pepper 507	Nice seat B & sound good	(4)
650 Val	Nice seat Lope	(3)
1485 Purpy	BCE x 3 Lope puppy needs some gives a hard time	(6)

[Signature]
Judges Signature



Alumni Sapphire / Alumni Pattern 3
 AM
 CLASS # 8

- Minor Faults (-1 point)**
- Beak gait at walk or jog for up to 2 strides
 - Over/under turn from ¼ to ½
 - Ticking or hitting cone
 - Obviously looking down to check leads

- Major Faults (-3 points)**
- Break of gait at walk, jog for more than 2 strides.
 - Loss of stirrup
 - 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

- Severe Faults (-5 points)**
- Loss of rein
 - Use of either hand to instill fear or praise while on pattern or rail work.
 - Holding saddle with either hand
 - Cueing with the end of the romal
 - Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers										Total	Comments	
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back	F & E	HDD	Total				
1	Penalty													
	Maneuver Score	+1	+1 ½	+2	+2	+2	+2	+2	+2	+2				
	Totals										84 ½		Nice lead & dressage	
2	Penalty													
	Maneuver Score													
	Totals													
3	Penalty													
	Maneuver Score													
	Totals													
4	Penalty													
	Maneuver Score													
	Totals													
5	Penalty													
	Maneuver Score													
	Totals													
6	Penalty													
	Maneuver Score													
	Totals													
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													

Judges Signature
[Signature]

YEDA Official Score Sheet - Sapphire / Alumni Pattern 3 Class # 9

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.

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	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1	1584	Suppy	+2	+2	+1 1/2	+2	+2	+2	+2	+2	83	Suppy not working to turn -
2	830	Lope	+2 1/2	+2 1/2	-3	+2	-3	+2	+1	+1	69	turned left - 270 pattern no lope
3	783	Suppy	+2 1/2	+2 1/2	+2 1/2	+3	+2 1/2	+2	+2 1/2	+2 1/2	90	
4	770	Suppy	+2	+2	+2	+2	+2	+2	+2	+2	86	
5												
6												
7												
8												
9												

Judges Signature

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2
1
4
3

YEDA Official Score Sheet - Ruby Pattern 3

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)

- Beak/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.
- Loss of 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 roma
- 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							HDD	Total	Comments
		Walk	Jog	R Corner	R Corner	Walk	Jog	Stop Back			
1	Maneuver	+2	+2	+3	+2 1/2	+3	+3	+3	+3	91	Very Pattern
1	Maneuver Score	+2	+2	+3	+2 1/2	+3	+3	+3	+3		
1	Penalty										
1	Totals										
2	Maneuver	+2	+2 1/2	+2	+2	+2	+2	+2	+2	86.5	lot on top Nice lead & dressed
2	Maneuver Score	+2	+2 1/2	+2	+2	+2	+2	+2	+2		
2	Penalty										
2	Totals										
3	Maneuver										
3	Maneuver Score										
3	Penalty										
3	Totals										
4	Maneuver										
4	Maneuver Score										
4	Penalty										
4	Totals										
5	Maneuver										
5	Maneuver Score										
5	Penalty										
5	Totals										
6	Maneuver										
6	Maneuver Score										
6	Penalty										
6	Totals										
7	Maneuver										
7	Maneuver Score										
7	Penalty										
7	Totals										
8	Maneuver										
8	Maneuver Score										
8	Penalty										
8	Totals										
9	Maneuver										
9	Maneuver Score										
9	Penalty										
9	Totals										

Judges Signature

DR/SR Ruby AM

class # 110



YEDA Official Score Sheet – RAIL Class:

Class # 11 Skopal Rand

Back #	Rider Comments	Overall Class Comments
1797	Good job on horse Reaching strides	(3)
Athena 507941	Good seat position	(1)
Babe Homerlander 11408 Rid	Nice young B.G.	(2)
4		
5		
6		
7		
8		
9		
0		
1		


Judges Signature



YEDA Official Score Sheet – RAIL Class:

Class # 12 Jr Opal Rail

Back #	Rider Comments	Overall Class Comments
1 1234 Good	Good	(4)
2 219 Royal	Good Good of Opera Nice Picture	(1)
3 670 ASKED	Good Cos Bouncy	(7)
4 1410	Bouncy	(6)
5 1424 Disney	Good Rustic	(5)
6 718 Major	Nice Quiet	(3)
7 469	Nice Pretty Ride	(2)
8		
9		
10		
11		

Judges Signature *[Signature]*



YEDA Official Score Sheet – RAIL

Class #13 Pearl Rail

Back #	Rider Comments	Overall Class Comments
1325	Good SH	(2)
Amber	Good SH	(3)
1411	Good SH	(1)
Disney	Good SH	(4)
887	Good SH	(6)
Buzz	Good SH	(7)
950	Good SH	(5)
1109	Good SH	(8)
1109	Good SH	(9)
1420	Good SH	
Dixie	Good SH	
1496	Good SH	
Dolly	Good SH	
17	Good SH	
Skater	Good SH	
887	Good SH	
Spuro	Good SH	

[Signature]
Judges Signature

YEDA Official Score Sheet - Emerald Pattern 3

Updated 2020

class # 14

DRISK SPUT A

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
- 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.

Maneuver	Description	Maneuvers						HDD	F & E	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back				
1	630	+2	+2	+3	+3	+3	+3		91	Nice pattern Great STH	
2	1766	+2	+2	-3	+2	+2	+2		78	No loops Good STH	
3	772	+2	+2	+2	+2	+2	+2		80	Little on loops Good STH	
4	759	+2 1/2	+2 1/2	+2 1/2	+2	+2	+2		80.5	Little on loops Great Rides Good STH	
5	1365	-1	+2	-3	+2	+2	+2		71.5	No loops Nice STH	
6	1485	-1	+2	+3	+3	+3	+2		88.5	Nice STH Good Trans to loops	
7											
8											
9											

Judge's Signature

[Handwritten Signature]

YEDA Official Score Sheet – Opal / Pearl Pattern 3

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 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.

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
- 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

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.

Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
	Walk	Jog	Jog O	Jog	Walk	Walk	Stop				
Entry #	1	2	3	4	5	6	7				
1408	+2	+2	+3	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	Nice pattern
3422											
997	+1 1/2	+1 1/2	+2	+2	+2	+2	+2	+2	+2	87	Good job
941	-1-1	+2	+1 1/2	+2	+2	+2	+2	+2	+2	85 1/2	Worked and
Major											
Totals											
Maneuver Score											
Penalty											
Totals											
Maneuver Score											
Penalty											
Totals											
Maneuver Score											
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Penalty											
Totals											
Maneuver Score											
Penalty											
Totals											

Judges Signature

Stropal
Class #15

YEDA Official Score Sheet - Emerald Pattern 3

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 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.

Maneuver	Maneuvers						HDD	Total	Comments
	Walk	Jog	Lope RL	Walk	Stop	Back			
Maneuver Score	+2	+2	+3	+2	+2 1/2	+2 1/2	88	Good job	
Penalty									
Totals									
Maneuver Score	+2	+2 1/2	+3	+2 1/2	+2 1/2	+2 1/2	92	Great	
Penalty									
Totals									
Maneuver Score	+2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2	88.5	Nice	
Penalty									
Totals									
Maneuver Score	-1	-3	-3	+2	+2	+2	77.5	No steps Nice lead # #	
Penalty									
Totals									
Maneuver Score	+2 1/2	+2 1/2	+2	+2	+2	+2	87.5	Nice	
Penalty									
Totals									
Maneuver Score	+3	+2 1/2	+2	+2 1/2	+2 1/2	+3	91.5	Nice team S# H	
Penalty									
Totals									
Maneuver Score									
Penalty									
Totals									
Maneuver Score									
Penalty									
Totals									

Judges Signature

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UR/SR
Spud B
class # 16

YEDA Official Score Sheet - Opal / Pearl Pattern 3

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.

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	Jog O	4	5	6	7				
1	Penalty								85	+1 1/2	+3	Nice Nice Ride
	Maneuver Score	+2 1/2	+2 1/2	+3	+3	+3	+3					
	Totals											
2	Penalty								89	+2	+2	Good 3 trot 3
	Maneuver Score	+2	+1 1/2	+2 1/2	+2	+2 1/2	+2					
	Totals											
3	Penalty								88	+2	+2	Nice Quiet Ride
	Maneuver Score	+2	+2	+2	+2	+2	+2					
	Totals											
4	Penalty								81.5	+2	+2	Nice and depp Trot to walk
	Maneuver Score	+2	+2	+2	+1 1/2	+2	+2					
	Totals											
5	Penalty								81	+2	+2	Good 5# H too much dia
	Maneuver Score	+2	+1 1/2	+2	+2	+2	+1 1/2					
	Totals											
6	Penalty								86	+2	+2	trot 2 #19
	Maneuver Score	+2	+1 1/2	+1	+1 1/2	+2	+2					
	Totals											
7	Penalty								83	+2	+2	Good Ride used more jog on jog
	Maneuver Score	+1 1/2	+1 1/2	+1	+2	+2	+2					
	Totals											
8	Penalty								83	+2	+2	Good Ride used more jog on jog
	Maneuver Score	+1 1/2	+1 1/2	+1	+2	+2	+2					
	Totals											
9	Penalty								83	+2	+2	Good Ride used more jog on jog
	Maneuver Score	+1 1/2	+1 1/2	+1	+2	+2	+2					
	Totals											

Judges Signature *[Signature]*

Class #17 updated

YEDA Official Score Sheet - Opal / Pearl Pattern 3

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)

- Beak 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 walk, jog 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 rearm
- 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							Total	
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back		
1	887	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	893	Great Fld
2	Bu22	+2	+2	+2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	90	Very Nice Fld
3	87	+2	+2	+2	+2	+2	+2	+2	89.5	Good job S+H
4	1411	+1 1/2	+2	+2	+2	+1 1/2	-3	-3	90	Loose at contact
5	1496	+2	+2	+1	+2	+2	+2	+2	87	Needs more leg to stop
6	950	+2	+2	+2	+2	+2	+2	+2	88	Good S+H quiet ride
7	1102	+2	+1	+2	+2	+2	+2	+2	87	Great - Good
8	1325	+2	+1	+1 1/2	+1	+1	+1	+1 1/2	80	Beautiful - down on hands
9	1430	+2	+2	+2	+2	+2	+2	+2 1/2	88	Hard to keep in pattern

Judges Signature

[Handwritten Signature]

Class #18 Pearl Pattern