

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

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

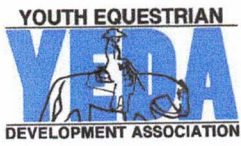
Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	Maneuver													
	Maneuver Score	-1/2	+1	0	+1	0	-1	-1/2	0			0	70	Runs short did not open leg for spins
	Totals													
2	Maneuver													
	Maneuver Score	0	0	+1/2	0	-1	0	+1/2	+1/2			0	70 1/2	disturb opening for spins
	Totals													
3	Maneuver													
	Maneuver Score	3									3	0	64	runs too long
	Totals													
4	Maneuver													
	Maneuver Score	*1/2	*1/2	0	0	-1	+1/2	-1/2	0			0	70 +	circle too small
	Totals													
5	Maneuver													
	Maneuver Score	0	-1	0	0	0	0	0	-1/2			0	80	
	Totals													
6	Maneuver													
	Maneuver Score													
	Totals													
7	Maneuver													
	Maneuver Score													
	Totals													
8	Maneuver													
	Maneuver Score													
	Totals													

Judges Signature

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CLASS #1

Alumni
 Sapphire
 Ranch Riding



YEDA Official Score Sheet – Amber EWD Pattern 3 & 4

Updated 2020

Class # 2

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

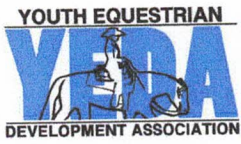
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Extend Walk	Reg Walk	Stop					
		1-2	3	4	5	6					
1	Penalty										move hands forward
	Maneuver Score	0	-1/2	-1/2	0	-1/2		0	0	7 1/2	
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

AFM up

Judges Signature



YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4

Updated 2020

CLASS#3
Topaz

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Ext. Walk 4	Jog 5	Stop 6					
1	Penalty							+1	0	71	excellent use of aids
	Maneuver Score	0	2 1/2	2 1/2	0	-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										

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Judges Signature

EXHB #	MANEUVER DESCRIPTION	MANEUVER								Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	MANEUVER	25L	25R	0 ^R	0 ^L	LRB	RRB	S/B						
	PENALTY	-1/2	0	+1/2	-1	0	-3	-1/2						
	SCORE	-1/2	-1/2	-1/2	0	-3	+1/2	-1/2						
2	Total													
	PENALTY	-1/2												
	SCORE	-1/2	-1/2	-1/2	0	-3	+1/2	-1/2						
3	Total													
	PENALTY	-1/2		1	1									
	SCORE	-1/2	-1/2	0	0	-1/2	0	+1/2						
4	Total													
	PENALTY													
	SCORE													
5	Total													
	PENALTY													
	SCORE													
6	Total													
	PENALTY													
	SCORE													
7	Total													
	PENALTY													
	SCORE													
8	Total													
	PENALTY													
	SCORE													
9	Total													
	PENALTY													
	SCORE													

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-point 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



good ideas
lead change weakness

* pay attention to rear leg position + reg position

OP - RR8
- race error



YEDA Official Score Sheet - Ranch Horse Pattern # 4

CLASS #5
JR/SR Sapphire
Ranch Riding pg 1

- 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.

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Sequente	LL O	Leads	o Stop	L	R	RL	Back 5					
1	Maneuver	1	2	3	4	5	6	7	8					
	Penalty													
2	Maneuver													
	Penalty													
3	Maneuver													
	Penalty													
4	Maneuver													
	Penalty													
5	Maneuver													
	Penalty													
6	Maneuver													
	Penalty													
7	Maneuver													
	Penalty													
8	Maneuver													
	Penalty													

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.

- 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

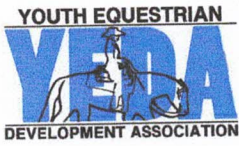
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine 1	LL O 2	Leads 3	o Stop 4	L 5	R 6	RL 7	Back 5 8					
1	Maneuver Score		+1/2	+1/2	+1/2	0	0	-1/2	+1/2	1	+2	0	73 1/2	gined very nice
	Totals													
2	Penalty													
	Maneuver Score		-1/2	0	+1/2	-1/2	-1/2	0	0	0	-1	0	67 1/2	too much leaning toos need to start and on same mark
3	Totals													
	Penalty													
4	Maneuver Score													
	Totals													
5	Penalty													
	Maneuver Score													
6	Totals													
	Penalty													
7	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													

Judges Signature

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CLASS # 5
 JR/LSR Sapphire
 Ranch Riders pg 2



YEDA Official Score Sheet – Sapphire / Alumni Pattern 4

Updated 2020

class # 10
Alumni
Sapphire
Pattern

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	7				
1	609											Good smart Ride
	Penalty											
	Maneuver Score	+1/2	0	0	0	+1	0		+1/2	0	72	
Totals												
2	77											exc position
	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	+1	+1/2		+1	0	74	
Totals												
3	1245											
	Penalty											
	Maneuver Score	+1/2	0	+1/2	-1/2	0	+1/2		0	0	71	
Totals												
4	60											
	Penalty											
	Maneuver Score	+1/2	+1/2	0	-1	-1/2	+1/2		0	0	70	
Totals												
5	51											forgot to walk beyond cone
	Penalty											
	Maneuver Score	-1	0	0	-1	0	0				68	
Totals												
6												
	Penalty											
	Maneuver Score											
Totals												
7												
	Penalty											
	Maneuver Score											
Totals												
8												
	Penalty											
	Maneuver Score											
Totals												
9												
	Penalty											
	Maneuver Score											
Totals												

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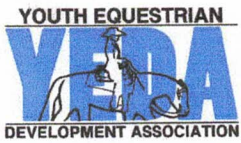
Judges Signature



YEDA Official Score Sheet – RAIL Class: # 8 SR Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1485	grey eyes big - hard horse be care full w/outside rein	<p>1485 1618 191 475 554 728</p>
2 1981	water/soil + D ^N f ^N - setup for loop, no posting	
3 1618	black/pant	
4 475	black/gun/chus good position	
5 728	pad bridle open ches +	
6 584	hat w/ wdl? messed lead very effective rider	
7		
8		
9		
10		
11		

Judges Signature



Class #9

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 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	Penalty					3						never tried for left lead
	Maneuver Score	+1/2	-1/2	-1/2	-1	-3	0	0	-1/2	62		
	Totals											
2	Penalty											excuse of arena
	Maneuver Score	+1/2	0	+1/2	+1	+1	+1	+2	0	76		
	Totals											
3	Penalty											good ride could make better use of pattern
	Maneuver Score	0	0	0	+1/2	0	+1/2	+1/2	0	71 1/2		
	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											

[Signature] 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

CLASS#10 JR/SR
 Sapphire
 Pattern
 Pg 1

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

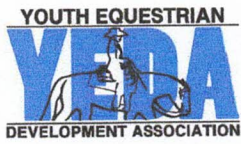
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X/A Jog	Jog	Stop					
1	842											
	Penalty											
	Maneuver Score	+1/2	0	+1/2	+1/2	0	0	+1/2	0	72	Good ride Smart pattern	
	Totals											
2	1584											
	Penalty											
	Maneuver Score	0	0	0	-2	-1	-1	+1/2	+1 1/2	68		
	Totals											
3	424											
	Penalty											
	Maneuver Score	+1/2	+1/2	0	-1	-1/2	+1/2	0	-1/2	69 1/2	pinky btw reins needed more forward motion	
	Totals											
4	673											
	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	0	74 1/2	great pos good use of space	
	Totals											
5	183											
	Penalty											
	Maneuver Score	+1/2	+1/2	-2	-1/2	0	0	-1	+1/2	68	Chair position	
	Totals											
6	227											
	Penalty											
	Maneuver Score	0	0	-1/2	+1	+1/2	+1/2	+1/2	+1/2	72 1/2	very effective	
	Totals											
7	24											
	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	+1	+1	0	75 1/2	A+	
	Totals											
8	365											
	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	+1/2	0	72	pretty nice pattern coarsn	
	Totals											
9	1015											
	Penalty											
	Maneuver Score	0	0	-1	-1	0	0	0	0	68		
	Totals											

Judges Signature

[Handwritten 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

CLASS # 10
JR / SR
Sapphire
Pattern
Pg 2

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
	Maneuver	1-2	3	4	5	6	7					
1	Penalty											V. pretty rider maintained pos highly effective and
	Maneuver Score	0	+1/2	+1	+1/2	0	+1/2	+1	+1/2	74		
	Totals											
2	Penalty											pretty rider
	Maneuver Score	0	+1/2	+1/2	-1/2	-1/2	0	+1/2	-1/2	70		
	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											

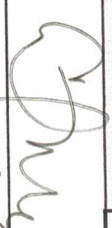
Judges Signature

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YEDA Official Score Sheet – RAIL Class: #11 JR/SR Ruby Rail Sp. B

Back #	Rider Comments	Overall Class Comments
1 1022	pal blue boots guts buried	<p>1321 1405 1085 5480 1321 1200 1022</p> <p>1405 1022 5480 1405 1200</p>
2 1405	hat reflect	
3 1035	black face pon good p.s.s	
4 1200	black grey Johns	
5 1321	plaid nose bands 1000 p.s N of track	
6 5480	over chestnut Narrow hat 1	
7		
8		
9		
10		
11		


 Judges Signature



YEDA Official Score Sheet – RAIL Class: #12 JR Emerald Rail

Back #	Rider Comments	Overall Class Comments
1	375 good gyleg	
2	4776 long black cover WL	
3	1295 pt strong brown mane	
4	1295 bay pony X over set	
5	1295 grey/black mane/eyes strong chestnut 1m/1w	
6	1278 strong RRYZ	
7	1264 red roan 1/2K	
8		
9		
10		
11		<p>1 1300 375-2 1295-4 1264-1 4776-1 1278-1 1295-5</p>

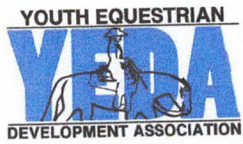
CHMCE
Judges Signature



YEDA Official Score Sheet – RAIL Class: #13 Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 72	HAF N/V	<p>1237 31 24 14 131</p> <p>HAF HAF HAF HAF HAF HAF HAF HAF HAF HAF HAF</p>
2 26	Paul Bruns N/V	
3 14	Paul Pt Brannt	
4 1237	Laci Red Rd N/V	
5 31	Pommel N/V	
6 84	Paul Blue Boots N/V	
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Ruby Pattern 4

Updated 2020

Class #14
JR/SR Ruby Pattern
Split A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
		1	2	3	4	5	6				
1	1296										
	Penalty			3							
	Maneuver Score	+1/2	+1/2	-2	-1	0		-1	0	64	neck out to fix lead
	Totals			WL							
2	622										
	Penalty										
	Maneuver Score	0	+1/2	0	+1	+1/2		0	0	72	very precisely ridden
	Totals										
3	1024										
	Penalty										
	Maneuver Score							-1/2	0	67 1/2	
	Totals	-1	-1/2	0	-1/2	0					
4	1405										
	Penalty										
	Maneuver Score	0	-1/2	+1/2	+1/2	0		+1/2	0	71	
	Totals		early								
5	1214										
	Penalty										
	Maneuver Score	0	0	0	0	+1/2		+1/2	+1/2	71 1/2	
	Totals										
6	1276										
	Penalty										
	Maneuver Score	0	0								
	Totals		early	+1/2	-1	-1		-1/2	0	67	odd line of travel
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

YEDA Official Score Sheet – RAIL Class: #15 JR/Skopal Rail Split A

Back #	Rider Comments	Overall Class Comments
1 1553	HAF not set Great rider struggled to start	<p>Overall Class Comments</p> <p>80100 90710 1406 80100 1398 146 219 670 1390 1553 148 146 12</p>
2 1612	Lexi 2nd round gives n blow	
3 1709	pub/dark Polar	
4 1710	pub/dark Consistent until	
5 00190	Apur/dustnut has ground	
6 13098	black lines struggles	
7 0711	blw/lines braced	
8		
9		
10		
11		

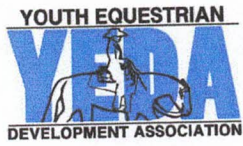
Judges Signature CFM



YEDA Official Score Sheet – RAIL Class: #16 Elementary Pearl Rail

Back #	Rider Comments	Overall Class Comments	
1 1099	purple ches coner	<p>10 105 100 95 90 85 80 75 70 65 60 55 50 45 40 35 30 25 20 15 10 5 0</p> <p>1099 1098 1097 1096 1095 1094 1093 1092 1091 1090 1089 1088 1087 1086 1085 1084 1083 1082 1081 1080 1079 1078 1077 1076 1075 1074 1073 1072 1071 1070 1069 1068 1067 1066 1065 1064 1063 1062 1061 1060 1059 1058 1057 1056 1055 1054 1053 1052 1051 1050 1049 1048 1047 1046 1045 1044 1043 1042 1041 1040 1039 1038 1037 1036 1035 1034 1033 1032 1031 1030 1029 1028 1027 1026 1025 1024 1023 1022 1021 1020 1019 1018 1017 1016 1015 1014 1013 1012 1011 1010 1009 1008 1007 1006 1005 1004 1003 1002 1001 1000</p>	
2 1063	purple Hatten grandy 8		
3 70	vixi purple pretty good vt		
4 1127	vial vna Coner		
5 1127	vial sovel Coner		
6 0007	1127 vial vna pretty good vt		
7 1125	vial black good vt		
8			
9			
10			
11			

Judges Signature



YEDA Official Score Sheet – Ruby Pattern 4

Updated 2020

Class # 17

JR/SR Ruby Pattern Split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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	Lope LL	Jog	X-Jog					
		1	2	3	4	5	6				
1	Penalty									OP	
	Maneuver Score	0	+1/2	+1/2	0	0		0	+1	72 1/2	
	Totals	Wsofgr									
2	Penalty				0					OP	
	Maneuver Score	0	0	+1/2	-1/2	0		0	0	67	
	Totals	Wsofcon									
3	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2		+1/2	0	72	
	Totals										
4	Penalty				1						
	Maneuver Score	0	+1/2	-1/2	-1/2	-1		-1/2	0	67	
	Totals	too small									
5	Penalty				1						
	Maneuver Score	0	+1/2	-1/2	-1	0		+1/2	0	68 1/2	odd line of travel
	Totals	too small									
6	Penalty										
	Maneuver Score	0	+1/2	+1/2	-1	0		+1/2	0	70 1/2	
	Totals	odd travel									
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

AJm



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

Class # 18
Alumni Emerald

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

[TB-Penalty]

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					
1 84	Penalty		3		3						
	Maneuver Score	-1/2	0	-1	-2	-2	-1	+1	OP		
	Totals	Wrong side of cones								58 1/2	
2 72	Penalty				3						
	Maneuver Score	+1/2	+1/2	+1	-1	0	-1	-1/2	66 1/2		Reins too long disorganized
	Totals										
3 26	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	-3	0	0	OP		
	Totals								68		
4 14	Penalty										
	Maneuver Score	+1/2	+1/2	+1	0	0	+1/2	+1/2	73		
	Totals										
5 31	Penalty										
	Maneuver Score	-1	0	-1/2	-1	-1/2	-1/2	0	66 1/2		
	Totals										
6 123 7	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	-1/2	-1/2	0	70 1/2		could be more organized
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 4
 Updated 2020

Class #20
 Elementary
 Pearl

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									OP Stirrups?
	Maneuver Score	-1/2	+1/2	-1	+1	-3				
	Totals			add shape		NO BACK			107	
2	Penalty									73
	Maneuver Score	0	+1/2	+1	+1/2	+1				
	Totals									
3	Penalty			3						67
	Maneuver Score	0	+1/2	-2	+1/2	+1	0	0		
	Totals									
4	Penalty			⓪						72
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1/2		
	Totals									
5	Penalty									72
	Maneuver Score	0	+1/2	+1/2	+1	-1/2	+1/2	0		
	Totals								+4	
6	Penalty									72 1/2
	Maneuver Score	0	+1/2	+1	+1/2	0	+1/2	0		
	Totals									
7	Penalty									71
	Maneuver Score	0	+1/2	0	+1/2	0	0	0		
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Handwritten Signature]

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

Class #21
 JK Emerald

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope R/L	Stop				
1	Penalty									
	Maneuver Score	0	-1/2	+1/2	-1	+1/2	+1/2	0	70	2 casts?
	Totals									
2	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	+1	+1	0	73	
	Totals									
3	Penalty									
	Maneuver Score	-1	+1/2	+1/2	+1/2	0	-1/2	0	70	
	Totals									
4	Penalty				(1)					
	Maneuver Score	-1/2	-1/2	-1	-2	0	-1/2	+1/2	66	
	Totals									
5	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0	73 1/2	
	Totals									
6	Penalty									
	Maneuver Score	0	-1	+1/2	-1/2	-1	0	0	68	OP
	Totals									68
7	Penalty				3					
	Maneuver Score	0	0	-1	-2	-2	0	0	62	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

CPH

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

Class # 22
 JR/SE Opal Pattern
 Split A

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

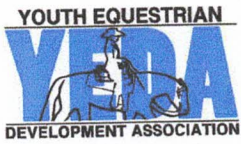
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

TB Penalties

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 615	Penalty			3	3					
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	69	
	Totals									
2 1541	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2	-1	-1	0	66 1/2	oddly off track
	Totals			odd pattern						
3 344	Penalty									
	Maneuver Score	0	0	+1	-1	-1	-1	0	68	Reins too long
	Totals									
4 382	Penalty				3					
	Maneuver Score	0	0	-1/2	-1/2	-3	-1/2	0	62 1/2	
	Totals					4	NOTE CONE			
5 94	Penalty									
	Maneuver Score	0	+1/2	+1	0	+1/2	+1/2	0	72 1/2	
	Totals									
6 458	Penalty									
	Maneuver Score	0	0	0	-1/2	-1/2	0	0	69	
	Totals									
7 1466	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	69 1/2	Open chest
	Totals									
8 1234	Penalty									
	Maneuver Score	0	+1/2	+1	-1/2	0	0	0	70	
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

 Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 4

Updated 2020

Class #23
JR/SR Opal 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)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

TBI Jog X
TB 2 Jog

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	1627									
	Penalty									
	Maneuver Score	-1/2	0	+1	0	+1/2	0	0	71	+
	Totals									
2	219									
	Penalty				3					
	Maneuver Score	0	+1/2	-1/2	-1	-2	0	0	64	✓
	Totals									
3	1398									
	Penalty					1				
	Maneuver Score	0	+1	+1/2	0	-1/2	+1/2	0	69 1/2	✓
	Totals									
4	1553									
	Penalty									
	Maneuver Score	0	+1/2	+2	+1/2	+1/2	0	0	73 1/2	✓
	Totals									
5	1494									
	Penalty									
	Maneuver Score	0	0	-1	-1	0	-1	0	67	Runs too long
	Totals									+
6	818									
	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2	0		+1/2	69	✓
	Totals									
7	612									
	Penalty									
	Maneuver Score	-1/2	-1	-1/2	-1/2	0	-1/2	0	67	Runs too short
	Totals									✓
8	670									
	Penalty									
	Maneuver Score	0	+1	-1/2	0	+1/2	0	0	71	✓
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

aph

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

Class #24
 SK Emerald

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop					
		1-2	3	4	5	6					
1	1618	Penalty									
	Maneuver Score	+1/2	+1/2	+1	+1	+1/2	+1/2	0	74	✓	
	Totals										
2	728	Penalty									
	Maneuver Score	0	-1/2	+1/2	+1/2	-1	+1/2	0	70	✓	
	Totals										
3	534	Penalty									
	Maneuver Score	0	+1	+1/2	0	-1/2	0	0	71	✓	
	Totals										
4	781	Penalty									
	Maneuver Score	0	0	0	0	0	-1/2	0	69 1/2	✓	
	Totals										
5	475	Penalty	3								
	Maneuver Score	-1	+1/2	+1/2	-2	0	+1/2	0	65 1/2	extra changes good rider	
	Totals										
6	1485	Penalty									
	Maneuver Score	0	0	-1/2	-2	0	-1/2	0	67	Reins uneven	
	Totals										
7		Penalty									
	Maneuver Score										
	Totals										
8		Penalty									
	Maneuver Score										
	Totals										
9		Penalty									
	Maneuver Score										
	Totals										

Judges Signature

Afm