

YEDA REINING PATTERN NRHA #8 OFFICIAL SCORE SHEET

Class #1
Split A



EXHB #	MANEUVER DESCRIPTION	4 Spins Left	4 Spins Right	R OoO & Lead Change	L OoO & Lead Change	Stop & L Rollback	Stop & R Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7					
1	MANEUVER								+2	+1	1/2	75	-nice downward transitions -good rider position
	PENALTY	1/2											
	SCORE	0	0	+1/2	+1/2	+1/2	+1/2	+1/2					
	Total	69 1/2	69 1/2	70	70 1/2	71	71 1/2	72					
2	MANEUVER								+1	+1	6 (5)	64	-use leg move to control leads -tough horse
	PENALTY			11 (5)	111	1							
	SCORE	-1/2	0	-1	-1/2	0	0	0					
	Total	69 1/2	69 1/2	66 1/2	63	62	62	62					
3	MANEUVER								+1	+1	/	72 1/2	-good position + pattern layout
	PENALTY												
	SCORE	0	0	+1/2	+1/2	-1/2	0	0					
	Total	70	70	70 1/2	71	70 1/2	70 1/2	70 1/2					
4	MANEUVER								0	0	/	69 1/2	-bring elbow in
	PENALTY												
	SCORE	-1/2	0	0	+1/2	0	-1/2	0					
	Total	69 1/2	69 1/2	69 1/2	70	70	69 1/2	69 1/2					
5	MANEUVER								0	+2	/	70 1/2	-heavy hands in spins -small, slow circle could've been better
	PENALTY												
	SCORE	0	-1/2	0	-1/2	0	-1/2	0					
	Total	70	69 1/2	69 1/2	69	69	68 1/2	68 1/2					
6	MANEUVER								+2	+1	/	76	-good body position -nice build to stops
	PENALTY												
	SCORE	0	+1/2	+1/2	+1	0	+1/2	+1/2					
	Total	70	70 1/2	71	72	72	72 1/2	73					
7	MANEUVER												
	PENALTY												
	SCORE												
	Total												
8	MANEUVER												
	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

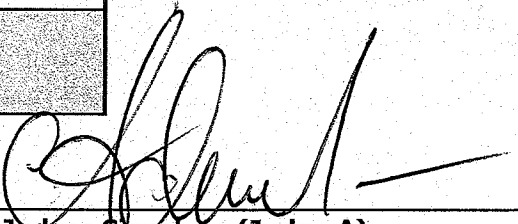
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE _____

(Judge A)

**YEDA Official Score Sheet – RAIL Class: #2 JR Emerald Rail
 Horsemanship - Split A**

Back #	Rider Comments	Overall Class Comments
1 875	-trotted off rail, stirrups too long, toes pointed down	
2 316	-good legs, hands a little far back, nice save!	
3 1448	-good overall position	
4 302	-hands are too far back, body bouncy @ jog	
5 1442	-lower leg too far back, hands too low, stirrups too long, toes pointed down	
6 991	-overall nice position, wrong lead @ lope	
7 1028	-good position, be careful not to lean back too much @ lope	
8 1051	-hands a little high	
9		
10		
11		


 Judges Signature (Judge A)

YEDA Official Score Sheet – Ranch Horse Pattern # 8

Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in ½ 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.

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

1 – point penalty

- 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 ½ points increments

Class #3
JR

Entry #	Maneuver Description	Maneuver	Penalties											HDD	Overall Ability	Final Score	Comments	
			Stop	Trot	1 ½ Spin L	Back 8	Walk 10-15	LL Lope 0	Stop L RB	X Lope	Lope RL	1 Spin Right	Lope RL					Lope X Lope
1	Maneuver Score	0	+½	+½	0	-½	-½	-½	0	+½	-½	0	0	+½	+½	0	7½	
	Totals	70	70½	70½	70½	71	71½	71½	71	72	71½	71½	71½	71½	71½	71½	71½	
	Penalty																	
2	Maneuver Score	+½	+½	+½	+½	-½	-½	-½	+½	0	+½	+½	+½	+½	+½	+½	75	
	Totals	70½	71	71½	72	72½	72	72½	72	72½	72	72½	72	72½	72	72½	75	
	Penalty																	
3	Maneuver Score	-½	-½	-½	0	-1	-1	-1	0	0	-½	-½	-½	-½	-½	-½	62½	-tough horse
	Totals	69½	69	69	69	69	69	69	69	69	69	69	69	69	69	69	62½	
	Penalty																	
4	Maneuver Score	+1	+½	0	0	0	0	0	-1	0	+½	0	0	+½	0	0	71	did not lope
	Totals	71	71½	71½	71½	71	71	71	71	71	72	72	72	72	72	71	71	
	Penalty																	
5	Maneuver Score	0	-½	-½	0	0	0	0	0	-½	-½	-½	-½	-½	-½	0	68½	-inside + outside + ordered high hand performance
	Totals	70	69½	69½	69	68	68	68	68	68	68	68	68	68	68	68	68½	
	Penalty																	
6	Maneuver Score	0	-½	0	0	0	0	0	0	0	0	0	0	0	0	0	67	-trotted out of rollback
	Totals	70	69½	69½	69½	69½	69½	69½	69½	69½	69½	69½	69½	69½	69½	69½	67	
	Penalty																	
7	Maneuver Score																	
	Totals																	
	Penalty																	

Judges Signature (Judge A)

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YEDA REINING PATTERN NRHA #8 OFFICIAL SCORE SHEET

Class #4
Split B



EXHB #	MANEUVER DESCRIPTION	4	4	R OoO	L OoO	Stop & L	Stop & R	Stop &	Overall Ability	HDD	Penalties	Final Score	Comments	
		Spins Left	Spins Right	& Lead Change	& Lead Change	Rollback	Rollback	& Back						
	MANEUVER	1	2	3	4	5	6	7	8					
1	717													
	PENALTY					1								
	SCORE	+1/2	+1/2	+1	+1/2	0	0	+1/2		+2	+1/2	1	74 1/2	- nice ride
	Total	70 1/2	71	72	72 1/2	71 1/2	71 1/2	72						
2	1019													
	PENALTY				1 1/2		2	2						
	SCORE	-1/2	-1	+1/2	-1	-1	-1	-1/2		-1	0	8	56 1/2	- didn't go past center on last stop
	Total	69 1/2	68 1/2	69	64	63	60	57 1/2						
3	377													
	PENALTY		OP											
	SCORE	0	-1	0	+1/2	-1/2	-1	-1/2		-1/2	0	OP	67	- 5 spins right
	Total	70	69	69	69 1/2	69	68	67 1/2						
4	917													
	PENALTY			1 1/2										
	SCORE	-1/2	-1/2	-1	-1/2	0	-1/2	-1/2		0	+1	2	65 1/2	- small circle too large
	Total	69 1/2	69	66	65 1/2	65 1/2	65	64 1/2						
5	979													
	PENALTY													
	SCORE	0	0	0	+1/2	-1/2	0	0		0	0	/	70	- a little heavy handed
	Total	70	70	70	70 1/2	70	70	70						
6	400													
	PENALTY			1										
	SCORE	0	0	0	0	-1/2	-1/2	-1/2		+1	+2	1	70 1/2	- small circles should be smaller + slower
	Total	70	70	69	69	68 1/2	68	67 1/2						
7														
	PENALTY													
	SCORE													
	Total													
8														
	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.

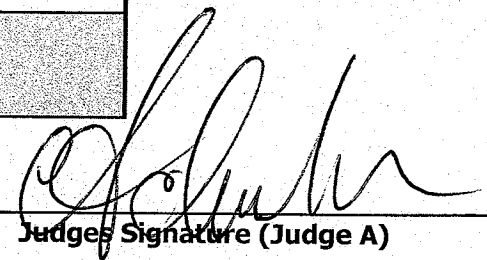
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

(Judge A)

	Back #	Rider Comments	Overall Class Comments
1	1580	-legs a little forward	
2	906	-wrong lead @ lope, free hand too low	
3	1123	-nice body position	
4	326	-wrong lead @ lope	
5	883	-keep elbows in more, wrong lead @ lope	
6	1013	-quiet upper body @ jog	
7	340	-loped @ jog, shorten reins	
8	1155	-push heels down	
9			
10			
11			


 Judges Signature (Judge A)

YEDA Official Score Sheet – Sapphire / Alumni Pattern 8
 Updated 2020

Class # 6
 JR

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.

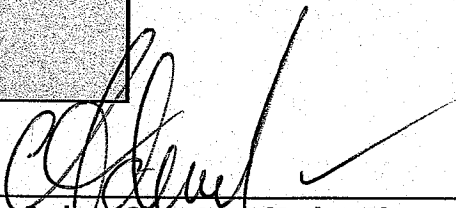
Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back				
1	3666	1	2	3	4	5	6	7				
	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	0	+1/2	-1/2	0	+1	70	-good simple change
	Totals	70	70	69 1/2	69	69	69 1/2	69				
2	421											
	Penalty											
	Maneuver Score	0	0	0	0	0	0	-1/2	+2	+1	72 1/2	
	Totals	70	70	70	70	70	70	69 1/2				
3	840											
	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	0	+1	+1/2	73	-good transitions
	Totals	70	70 1/2	70 1/2	71	71 1/2	71 1/2	71 1/2				
4	107											
	Penalty											
	Maneuver Score	-1/2	-1/2	-1/2	0	0	0	0	+1	+2	71 1/2	
	Totals	69 1/2	69	68 1/2	68 1/2	68 1/2	68 1/2	68 1/2				
5	1598											
	Penalty				11							
	Maneuver Score	+1/2	0	0	-1	-1/2	-1/2	-1/2	0	+2	68	
	Totals	70 1/2	70 1/2	70 1/2	67 1/2	67	66 1/2	66				
6	1014											
	Penalty						3					
	Maneuver Score	0	0	-1/2	0	-1/2	-1/2	-1	-1	+1	63 1/2	
	Totals	70	70	69 1/2	69 1/2	69	64 1/2	63 1/2				
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											

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 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL Class: #7 SR Emerald Rail Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	1110	-bring lower leg back a little bit	
2	1189	-keep upper body square and legs quiet	
3	814	-nice position	
4	1065	-toes turned out too far	
5	1096	-hands are far back, clenching reins	
6	1354	-bring lower leg back a little	
7	584	-need more control @ lope, don't lean back, keep upper body straight	
8	696	-nice position	
9	1468	-toes turned out too far	
10			
11			



Judge's Signature (Judge A)

YEDA Official Score Sheet – Diamond Pattern 8
 Updated 2020

Class #8
 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)

- 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 360 L	Lope LL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back								
1	917																	
	Penalty																	
	Maneuver Score	0	0	-1/2	-1/2	-1/2	0	-1/2	0	0	0	0	0	+1	69			
	Totals	70	70	69 1/2	69	68 1/2	68 1/2	68	68	68								
2	684																	
	Penalty																	
	Maneuver Score	0	-1/2	0	0	0	+1/2	0	0	0	0	0	+1	+2	73	-won the break with HDD		
	Totals	70	69 1/2	69 1/2	69 1/2	69 1/2	70	70	70	70								
3	717																	
	Penalty																	
	Maneuver Score	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	-1/2	0	0	0	+2	68			
	Totals	70	69 1/2	69	69	68 1/2	67	66 1/2	66 1/2	66								
4	1019																	
	Penalty					(OP)												
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	0	0	0	0	0	72 1/2	-turned wrong way		
	Totals	70 1/2	71	71	71 1/2	71 1/2	72	72	72 1/2	72 1/2								
5	377																	
	Penalty																	
	Maneuver Score	0	0	0	+1/2	0	+1/2	0	+1/2	+1/2	0	0	+1	0	73	-upper body a little behind vertical		
	Totals	70	70	70	70 1/2	70 1/2	71	71	71 1/2	72								
6	778																	
	Penalty																	
	Maneuver Score	0	0	-1/2	-1/2	-1/2	0	0	-1	-1/2	0	0	+1/2	67 1/2	-hands wide - wrong side of last cone			
	Totals	70	70	69 1/2	69	68 1/2	68 1/2	68 1/2	67 1/2	67								
7																		
	Penalty																	
	Maneuver Score																	
	Totals																	
8																		
	Penalty																	
	Maneuver Score																	
	Totals																	
9																		
	Penalty																	

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 Judges Signature (Judge 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	H D D	Total	Comments		
		Walk 1	Jog 2	Stop 360 L 3	Lope EL 4	Stop 180 R 5	X Jog 6	Stop 180 L 7	Lope LL 8	Stop Back 9								
1	725																	- good job on a tough horse
	Penalty																	
	Maneuver Score	0	-1/2	0	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1/2	+2	+1	74				
	Totals	70	69 1/2	69 1/2	70	70	70 1/2	70	70 1/2	71								
2	598				1													-lacked control, tough horse
	Penalty																	
	Maneuver Score	-1/2	0	-1/2	-1	-1	0	0	0	0	0	0	+2	68				
	Totals	69 1/2	69 1/2	69	67	66	66	66	66	66								
3	1004				3													
	Penalty																	
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	72				
	Totals	70 1/2	71	71 1/2	68	68 1/2	69 1/2	70	70 1/2	71								
4	979																	
	Penalty																	
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	0	+1	+1	74 1/2					
	Totals	70 1/2	70 1/2	71	71 1/2	71 1/2	72	72 1/2	72 1/2	72 1/2								
5	160																	- good position + quiet hands
	Penalty																	
	Maneuver Score	+1/2	+2	0	+1/2	0	+1	+1	+1	+1	+2	+1/2	79 1/2					
	Totals	70 1/2	72 1/2	72 1/2	73	73	74	75	76	77								
6	400																	- tie broken with F&E
	Penalty																	
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0	+1	+1	74					
	Totals	70	70	70 1/2	71	71 1/2	72	72	72	72								
7																		
	Penalty																	
	Maneuver Score																	
	Totals																	
8																		
	Penalty																	
	Maneuver Score																	
	Totals																	
9																		
	Penalty																	
	Maneuver Score																	
	Totals																	

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 Judges Signature (Judge A)

YEDA Official Score Sheet – Topaz EWD Pattern 7&8
 Updated 2020

Class #10

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

Minor Faults (-1 point)

- Break of 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 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	Jog	Walk OL	Stop Back	Jog	Stop				
1	1372										
	Penalty										
	Maneuver Score	+1	+1	0	+2	+1	+2	+1	0	78	
	Totals	71	72	72	74	75	77				
2	334										
	Penalty										
	Maneuver Score	+1	+1	0	0	0	0	+1	0	73	-toes pointed down & heels up
	Totals	71	72	72	72	72	72				
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										

[Handwritten Signature]
 Judges Signature (Judge A)



YEDA Official Score Sheet – Amber EWD Pattern 7&8

Updated 2020

Class #11

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

Minor Faults (-1 point)

- Break 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.

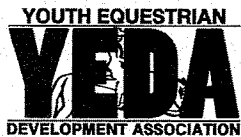
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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	Extend Walk	Reg Walk O L	Stop Back	Extend Walk	Stop					
1	790	1-2	3	4	5	6	7					
	Penalty											
	Maneuver Score	0	0	0	0	+1	+1	+2	+2	76	-good job!	
	Totals	70	70	70	70	71	72					
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											

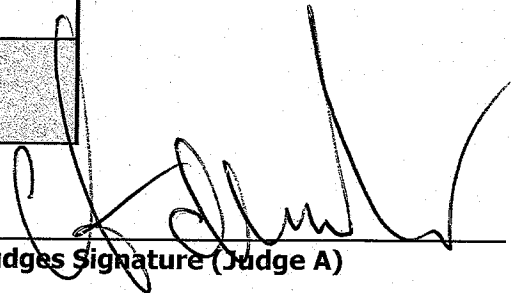
 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

Class: #12 Elementary Pearl
Rail Horsemanship - Split A

Back #	Rider Comments	Overall Class Comments
1 726	don't lean back too far	
2 305	good position	
3 168	good seat, bring lower leg back, quiet upper body @ jog	
4 370	hold free arm still @ jog	
5 1624	nice position	
6 1551	don't lean back too far, quiet upper body @ jog	
7 1596	bring lower leg back	
8 1508	bring lower legs back	
9		
10		
11		


Judges Signature (Judge A)

YEDA Official Score Sheet – Emerald Pattern 8
 Updated 2020

Class # 13
 JR
 Split A

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

Minor Faults (-1 point)

- Break 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)

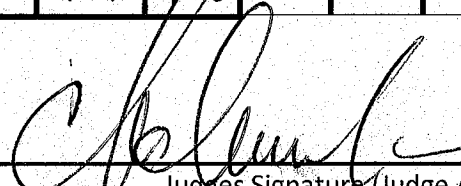
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	326										
	Penalty										
	Maneuver Score	0	0	0	0	+½	+½	+½	+½	72	
	Totals	70	70	70	70	70½	71				
2	1013										
	Penalty				1						
	Maneuver Score	0	-½	-½	-½	0	-1	-½	+½	66½	
	Totals	70	69½	69	67½	67½	66½				
3	1155										
	Penalty										
	Maneuver Score	+½	0	0	-½	0	-½	0	+1	70½	-tie broken with HDD
	Totals	70½	70½	70½	70	70	69½				
4	340										
	Penalty					3 (OP)					
	Maneuver Score	+½	+½	+1	0	-1	0	0	0	68	-no lope
	Totals	70½	71	72	72	68	68				
5	1442										
	Penalty										
	Maneuver Score	-½	0	+½	-½	0	-1	-½	+1	69	
	Totals	69½	69½	70	69½	69½	68½				
6	906										
	Penalty										
	Maneuver Score	0	0	+2	0	0	+1	+1	+1	75	
	Totals	70	70	72	72	72	73				
7	883										
	Penalty										
	Maneuver Score	0	0	+½	0	0	-½	0	+½	70½	
	Totals	70	70	70½	70½	70½	70				
8	1123										
	Penalty				½						
	Maneuver Score	0	0	+1	-½	+½	+1	+1	+½	74	
	Totals	70	70	71	70	71½	72½				

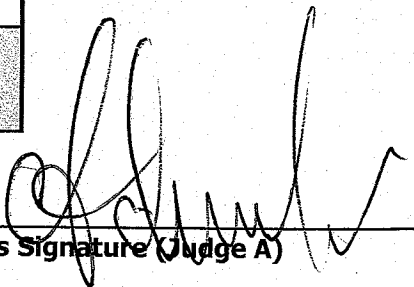

 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

Class: #14 Elementary Pearl
Rail Horsemanship - Split B

Back #	Rider Comments	Overall Class Comments
1 1619	bring lower leg back a little, not steady	
2 1072	stirrups long, push heels down	
3 1464	bring lower leg back, push heels down and feet further into stirrups	
4 1147	sit back, overarched and perched forward	
5 245	good hand position	
6 1000	quiet hands @ jog, don't lean back so far	
7 333	nice position, don't let shoulders get too unbalanced (rein hand/arm very forward sometimes)	
8		
9		
10		
11		



Judges Signature (Judge A)

YEDA Official Score Sheet – Emerald Pattern 8
 Updated 2020

Class # 15
 JR - Split B
 Pg 1 of 2

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 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)

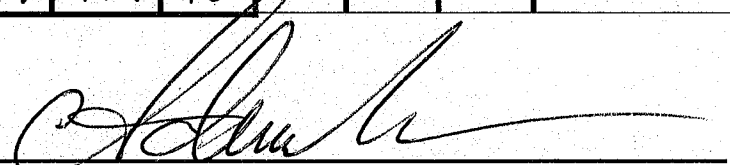
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

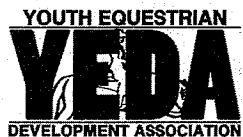
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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	Lope LL	Stop Back				
1	316										
	Penalty										
	Maneuver Score	0	-1/2	0	0	-2	0	-1	0	66 1/2	late transition
	Totals	70	69 1/2	69 1/2	69 1/2	67 1/2	67 1/2				
2	1448										
	Penalty										
	Maneuver Score	+1/2	+1	+1	0	0	0	0	0	72 1/2	good transition lots of movement in saddle
	Totals	70 1/2	71 1/2	72 1/2	72 1/2	72 1/2	72 1/2				
3	302										
	Penalty										
	Maneuver Score	-1/2	-2	-1/2	0	+1/2	-1/2	0	+1/2	67 1/2	quiet hands @ jog
	Totals	69 1/2	67 1/2	67	67	67 1/2	67				
4	1580										
	Penalty										
	Maneuver Score	0	0	-1/2	0	0	-1/2	0	+1/2	69 1/2	missed mark on stop
	Totals	70	70	69 1/2	69 1/2	69 1/2	69				
5	1028										
	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1	+1	0	+1	0	74	crooked back
	Totals	70 1/2	71	71	72	73	73				
6	1051										
	Penalty										
	Maneuver Score	0	0	-2	-1	0	0	+1/2	+1	68 1/2	no real extended jog
	Totals	70	70	68	67	67	67				
7	875										
	Penalty				1/2						
	Maneuver Score	0	+1/2	-1	0	-1	0	0	0	68	needed more extension
	Totals	70	70 1/2	69 1/2	69	68	68				
8	991										
	Penalty										
	Maneuver Score	+1/2	+1	+2	+1	0	+1 1/2	+1	+1/2	71 1/2	good hands
	Totals	70 1/2	71 1/2	73 1/2	74 1/2	74 1/2	76				


 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

Class: #16 Elementary Pearl
Rail Horsemanship - Split C

Back #	Rider Comments	Overall Class Comments
1 1677	need more forward @ walk, bridle @ jog, don't lean forward	
2 1219	keep legs underneath more, don't turn toes out too much	
3 1649	nice position	
4 1158	bring lower leg back and don't turn toes out so much	
5 296	never jogged first way	
6 1488	bring lower leg back	
7 1695	sit quiet @ jog	
8		
9		
10		
11		

Judges Signature (Judge A)

YEDA Official Score Sheet – Emerald Pattern 8
 Updated 2020

Class #17
 SR
 pg 1 of 2

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	X-Jog	Jog	Lope LL	Stop Back				
1	584	Penalty									
		Maneuver Score	0	+1	+1	+1	+2	+1	+2	0	78
		Totals	70	71	72	73	75	76			
2	814	Penalty		1							
		Maneuver Score	-1/2	-1 1/2	0	0	0	-1/2	0	+1	67 1/2
		Totals	69 1/2	67	67	67	67	66 1/2			too far forward on seat
3	1096	Penalty		1	1	1					
		Maneuver Score	0	-1/2	-1/2	-1	-1	-1/2	-1	+1	63 1/2
		Totals	70	68 1/2	67	65	64	63 1/2			broke gait and hit cone
4	1189	Penalty									
		Maneuver Score	0	0	+1/2	0	0	0	-1/2	+1/2	70 1/2
		Totals	70	70	70 1/2	70 1/2	70 1/2	70 1/2			good transition behind vertical, don't lean
5	1065	Penalty									
		Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+2	+1	76
		Totals	70	70	70 1/2	71	71 1/2	73			nice job!
6	1354	Penalty									
		Maneuver Score	0	0	-1/2	0	+1	+1/2	+1/2	+1/2	72
		Totals	70	70	69 1/2	69 1/2	70 1/2	71			
7	696	Penalty			1						
		Maneuver Score	+1/2	+1/2	-1	0	-1	0	0	+1/2	68 1/2
		Totals	70 1/2	71	69	69	68	68			late transition to lope
8	1110	Penalty									
		Maneuver Score	+1/2	+1/2	+1	+2	+1	+1/2	+1/2	+1/2	77 1/2
		Totals	70 1/2	71	72	74	75	75 1/2			

[Handwritten Signature]
 Judges Signature (Judge A)

YEDA Official Score Sheet – Emerald Pattern 8
 Updated 2020

Class #17
 8R
 pg 2 of 2

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

Minor Faults (-1 point)

- Break 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	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	Maneuver	1	2	3	4	5	6				
	Penalty			1		3 (OP)					
	Maneuver Score	+½	0	-2	0	-3	+½	-1	0	61	
	Totals	70½	70½	67½	67½	61½	62				
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										

[Handwritten Signature]
 Judges Signature (Judge 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 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

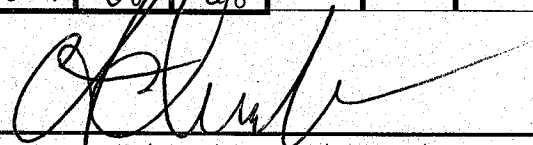
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk 1	Jog 2	Walk 3	Jog 4	Walk 5	Jog 6	Stop Back 7					
1	Penalty												
	Maneuver Score	0	-1	-2	0	-1	+1	-1/2	-1/2	+1	67		
	Totals	70	69	67	67	66	67	66 1/2					
2	Penalty	(OP)											
	Maneuver Score	0	0	0	0	0	0	0	0	0	(70)	outside of cones	
	Totals	70	70	70	70	70	70	70					
3	Penalty												
	Maneuver Score	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1/2	0	78		
	Totals	70 1/2	71	72	73	74	75	76 1/2					
4	Penalty												
	Maneuver Score	-1/2	-1	0	-1/2	-1/2	0	0	0	+1	68 1/2	lacks control	
	Totals	69 1/2	68 1/2	68 1/2	68	67 1/2	67 1/2	67 1/2					
5	Penalty												
	Maneuver Score	0	+1/2	0	+1/2	0	+1	-1	0	+1/2	71 1/2		
	Totals	70	70 1/2	70 1/2	71	71	72	71					
6	Penalty												
	Maneuver Score	0	-1/2	-1 1/2	0	0	+1/2	+1 1/2	0	+1	71	not steady	
	Totals	70	69 1/2	68	68	68	68 1/2	70					
7	Penalty												
	Maneuver Score	0	-1/2	-1/2	+1/2	0	0	-1/2	0	+1/2	69 1/2		
	Totals	70	69 1/2	69	69 1/2	69 1/2	69 1/2	69					
8	Penalty												
	Maneuver Score	+1/2	0	0	-1	-2	+1/2	0	0	0	68	need more control	
	Totals	70 1/2	70 1/2	70 1/2	69 1/2	67 1/2	68	68					



Judges Signature (Judge A)

YEDA Official Score Sheet – Opal/Pearl Pattern 8
 Updated 2020

Class # 19
 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)

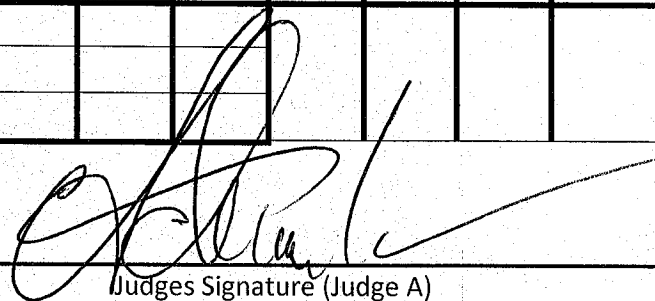
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Jog	Walk	Jog	Stop Back					
1	1072												
	Penalty												
	Maneuver Score	0	0	0	+1/2	+1/2	-2	-1/2	0	0	68 1/2		
	Totals	70	70	70	70 1/2	71	69	68 1/2					
2	1677												
	Penalty		1										
	Maneuver Score	-1/2	-1	-1/2	+1	+1/2	0	+1	+1	0	70 1/2	good seat & hands	
	Totals	69 1/2	67 1/2	67	68	68 1/2	68 1/2	69 1/2					
3	15916												
	Penalty												
	Maneuver Score	0	-1/2	0	-1	0	+1	0	0	0	69 1/2	keep hands quiet	
	Totals	70	69 1/2	69 1/2	68 1/2	68 1/2	69 1/2	69 1/2					
4	1158												
	Penalty												
	Maneuver Score	+1/2	-1	0	0	0	0	+1	+1	0	71 1/2		
	Totals	70 1/2	69 1/2	69 1/2	69 1/2	69 1/2	69 1/2	70 1/2					
5	1219												
	Penalty												
	Maneuver Score	0	+1/2	-1/2	+2	-1/2	+1	+1 1/2	+2	0	76	good seat	
	Totals	70	70 1/2	70	72	71 1/2	72 1/2	74					
6	1551												
	Penalty		1				1						
	Maneuver Score	0	-2	-1	-2	-2	-2	0	-1	+1	55		
	Totals	70	67	66	60	58	55	55					
7	1619												
	Penalty												
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	74		
	Totals	70	71	71 1/2	72	72 1/2	73	73 1/2					
8													
	Penalty												
	Maneuver Score												
	Totals												



Judges Signature (Judge A)

YEDA Official Score Sheet – Opal/Pearl Pattern 8 Class # 20
 Updated 2020 Split C

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 1	Jog 2	Walk 3	Jog 4	Walk 5	Jog 6	Stop Back 7				
1	Penalty											
	Maneuver Score	-1/2	-1/2	-1/2	0	0	0	-1/2	-1/2	+1	68 1/2	
	Totals	69 1/2	69	68 1/2	68 1/2	68 1/2	68 1/2	68				
2	Penalty											
	Maneuver Score	0	-1	0	+1/2	+1/2	+1	+1/2	+1	0	72 1/2	good position
	Totals	70	69	69	69 1/2	70	71	71 1/2				
3	Penalty					1						
	Maneuver Score	0	0	-1/2	0	-2	-1/2	-1/2	-1/2	0	65	
	Totals	70	70	69 1/2	69 1/2	66 1/2	66	65 1/2				
4	Penalty					1						
	Maneuver Score	0	0	0	-1	-1/2	+1/2	-1/2	0	+1	68 1/2	tie break off F+E
	Totals	70	70	70	69	67 1/2	68	67 1/2				
5	Penalty			1		1						
	Maneuver Score	0	-1/2	-1 1/2	-2	-2	-1	0	-1/2	+1	61 1/2	
	Totals	70	69 1/2	67	65	62	61	61				
6	Penalty		1									
	Maneuver Score	-1/2	-1	0	-1/2	0	0	+1/2	+1	+1/2	69	
	Totals	69 1/2	67 1/2	67 1/2	67	67	67	67 1/2				
7	Penalty	OP				1						
	Maneuver Score	0	0	-1/2	-1/2	-2	0	0	-1	0	65	outside of cones
	Totals	70	70	69 1/2	69	66	66	66				
8	Penalty											
	Maneuver Score											
	Totals											

[Handwritten Signature]
 Judges Signature (Judge A)