

YEDA Official Score Sheet – Ranch Horse Pattern # 5

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.

Class #2 JR/ISK Sapphire
Ranch Riding

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

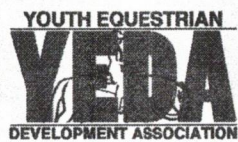
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
7 1	Penalty																		
	Maneuver Score	0	-1/2	-1/2	0	-3	-3	-3	0	-1	0	0	-1	+1	-	0	+2	OP	Great attempt by the rider on a sour horse. Got all she could out of the horse.
	Totals			69		66	63	60		59			58	59					
4 2	Penalty																		
	Maneuver Score	0	+1/2	0	0	0	0	-3	0	-1/2	0	0	0	-1/2	-	0	0	66 1/2	A little rusty. Good attempt.
	Totals		70 1/2					67 1/2		67				66 1/2					
2 3	Penalty			1															
	Maneuver Score	0	0	-1	-1/2	-1/2	0	0	+1	+1/2	0	0	-1/2	0	1	0	+1	69	Nice - good ride. Could be smoother on transitions.
	Totals			68		67				68 1/2			68						
3 4	Penalty																		
	Maneuver Score	+1/2	0	-1/2	0	-2	0	-1	0	0	0	0	-1	0	-	0	+1	67	Nice Attempt - stayed out of trouble.
	Totals			70		68		67					66						
6 5	Penalty																		
	Maneuver Score	+1	0	-1/2	-2	-2	-1	-1	-1	-2	0	-1	-1	-1	-	0	+3	61 1/2	Great job with an unruly horse - No danger involved.
	Totals	71												58 1/2					
5 6	Penalty									3									
	Maneuver Score	+1	+1/2	+1	0	-2	+1	+1	+1	0	-3	-3	0	0	3	0	+1	65 1/2	Good go working thru a sour horse. Nice rider.
	Totals			72 1/2		70 1/2		72 1/2	73 1/2	70 1/2			64 1/2						
1 7	Penalty																		
	Maneuver Score	+1	+1	+1	0	-1	+1	0	-1	+1	0	0	-1	+1	-	0	+3	76	Excellent ride. Nice hands, good seat & patient w/ transitions.
	Totals			73		73		73		73			72	73					
8	Penalty																		
	Maneuver Score																		
	Totals																		

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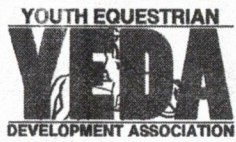
Judges Signature



YEDA Official Score Sheet – RAIL Class: #3 JR/SR Ruby Rail

Back #	Rider Comments	Overall Class Comments
1 1101	Good position	
2 1248	Loose in the leg, riding off to the side	
3 1021	Left shoulder down, loose upper body	
4 1515	Left shoulder forward, loose body, wrong lead	
5 885	Loose body	
6 222	Good body position, excellent handling of the horse	
7 823	arched back, loose leg	
8		
9		
10		
11		

Judges Signature

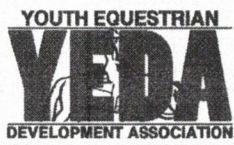


YEDA Official Score Sheet – RAIL

Class: ^{JH} #4 SR Opal Rail split A ^{W/1}

Back #	Rider Comments	Overall Class Comments
1 1166	Arched back	
2 762	Behind the motion	
3 784	Hoose leg	
4 1231	Rounded shoulders. Good legs	
5 52	Rides too close to other horses. Needs more control	
6 796	Fast, out of control	
7 1477	No trot. Hoose upper body	
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL Class: #5 Jr Emerald Pail

Back #	Rider Comments	Overall Class Comments
1 805	Good position. Straight, balanced	
2 1575	Broke gait. Very loose legs. No right lead	
3 1038	Loose lower leg. Stiff upper body. Over showing	
4 1180	Loose body	
5 1490	Excellent position Tight legs. Wrong lead, but corrected	
6 1159	Head down. Solid position	
7 895	Very loose in the body	
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL

Class: #6 JR^{1/2} Opal Pail split B W/T

Back #	Rider Comments	Overall Class Comments
1 976	uncontrolled. Loose body. Leaning forward.	
2 1357	Fast & loose in the body	
3 1643	Good position. Broke gait	
4 1057	Good position	
5 1633	Very loose upper body. Swished left shoulder forward	
6 1003	Excellent body position	
7		
8		
9		
10		
11		

Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1510	Excellent position	
2	1128	Riding to the left. Tight leg	
3	1675	Leaning left. Rigged loose . Fast. Good job handling a difficult horse	
4	1165	Loose lower leg + loose upper body. Right arm loose	
5	1385	Leaning forward. Wrong lead X 2	
6			
7			
8			
9			
10			
11			



Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 5
 Updated 2020

Class #8
 JK/SK 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)

- 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	Change Leads	Lope LL	Stop Back					
1	Penalty											Good legs, Leaning forward
	Maneuver Score	0	+1/2	+1	0	-1/2	+1	0	-	72		
	Totals			7 1/2		7	7					
2	Penalty											Loose upper body out of position at stop
	Maneuver Score	0	0	-2	0	-1	-2	0	-	65		
	Totals			68		67	65					
3	Penalty											Leaning. Loose body, out of position
	Maneuver Score	0	0	-1	-1/2	-1	-3	-1	-	63 1/2		
	Totals			69			64 1/2					
4	Penalty											Fair position Good leg Good control & pattern placement
	Maneuver Score	0	+1	+1	0	+1	0	0	-	73		
	Totals						73					
5	Penalty											Handled a bad situation well Good body position throughout
	Maneuver Score	0	-3	0	0	0	0	+1		68		
	Totals						67					
6	Penalty											Excellent position Excellent control
	Maneuver Score	+1	+1	+1	+1	+1	+1	+2		78		
	Totals		7				76					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

M. J. P. C.

Judges Signature



YEDA Official Score Sheet – RAIL

W/1
Class: #9 Elementary Pearl Rail

Back #	Rider Comments	Overall Class Comments
1 1462	Good position, weak legs at jog	
2 1094	Arch in the back - stiff Better at jog	
3 1236	Good position	
4 1407	Weak legs. Loose back	
5 1570	Out of position. Too much movement.	
6		
7		
8		
9		
10		
11		



Judges Signature

YEDA Official Score Sheet – Diamond Pattern 5
Updated 2020

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

Class #10
SP Diamond Pattern

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
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop					
1	Penalty											Very nicely done
	Maneuver Score	+1	+1	0	0	+1	+1	3		77		
	Totals						74					
2	Penalty											Rough with hands. Loose body
	Maneuver Score	0	0	-1	0	-1/2	0	1		69 1/2		
	Totals						68 1/2					
3	Penalty											Good position weak lower leg
	Maneuver Score	+1	0	0	0	+1/2	+1/2	2		74		
	Totals						72					
4	Penalty											Leaning forward but good body position overall
	Maneuver Score	+1	-1	0	-1	0	+1/2	1		70 1/2		
	Totals		70		69		69 1/2					
5	Penalty											Good body position. Steady rider
	Maneuver Score	0	+1	+1/2	0	+1	+1	2		75 1/2		
	Totals			71 1/2		72 1/2	73 1/2					
6	Penalty											Handled horse well & stayed in position
	Maneuver Score	0	-1	0	-1	0	+1	3		72		
	Totals				68		69					
7	Penalty											Body twisted
	Maneuver Score	0	-1	-1/2	-1	0	-1/2	1		68		
	Totals		69		67 1/2		67					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

M. Bal
Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5
Updated 2020

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

Class # 11
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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
4 1	Penalty										Very loose & out of position
	Maneuver Score	0	-1	-2	-1/2	0	-1/2	1		67.	
	Totals			67			66				
6 2	Penalty										Wrong side of Cone D Body out of position
	Maneuver Score	-2	-2	-3	-1	-1	0	-1		60.	
	Totals					61					
3 3	Penalty										Leaning forward Very stiff
	Maneuver Score	0	-1/2	0	0	0	-1/2	0		69.	
	Totals						69				
7 4	Penalty		(OP)	(OP)	(OP)	(OP)					OFF Pattern No body control or Control of horse
	Maneuver Score	0	-3	-3	-3	-3		-1		57.	
	Totals										
1 5	Penalty										Good upper body. Good lower leg + pattern placement
	Maneuver Score	0	+1	0	+1/2	0	+1/2	0		72.	
	Totals						72				
2 6	Penalty										Good lower leg
	Maneuver Score	-1/2	0	0	0	+1/2	+1/2	+1		71 1/2	
	Totals					70	70 1/2				
5 7	Penalty										Feet + knees too bent. Upper body stiff
	Maneuver Score	0	-1/2	-1	-1	-2	-1	0		64 1/2	
	Totals						64 1/2				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										

M. Baker

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5
 Updated 2020

Class #12
 Elementary Pearl
 Pattern

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

Minor Faults (-1 point)

- Break of 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	Jog	Stop Back	Jog	X-Jog	Stop				
2	1 1236	Penalty									Leaning forward loose body
	Maneuver Score	0	-1/2	-1	-1/2	-1	-1/2	-1		65 1/2	
	Totals						66 1/2				
1	2 1094	Penalty									Bad body position loose lower leg
	Maneuver Score	0	0	0	0	+1	0	+1		72	
	Totals						71				
3	3 1407	Penalty									Heels up loose leg
	Maneuver Score	0	0	0	-1/2	-1	-2	-2		64 1/2	
	Totals						66 1/2				
4	4 1462	Penalty			(OP)						
	Maneuver Score	-1	-2	-2							
	Totals			65							
5	5 1570	Penalty	(OP)								wrong side of cone A. (OP)
	Maneuver Score	-3	-1	-1	-1	-1	-1	-1		61	
	Totals						62				
4	6 1462	Penalty			(OP)						Wrong side of cone C (OP)
	Maneuver Score	0	0	0	0	0	0	+1		71	
	Totals										
7		Penalty									
	Maneuver Score										
	Totals										
8		Penalty									
	Maneuver Score										
	Totals										
9		Penalty									
	Maneuver Score										

M. B. [Signature]

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5
 Updated 2020

Class # 13
 JR SR Opal pattern
 SP1+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	Stop Back	Jog	X-Jog	Stop					
4	1	1633										
	Penalty											
	Maneuver Score	0	-1/2	-1	0	0	0	0		68 1/2	Long stirrups	
	Totals									68 1/2		
6	2	796										
	Penalty											
	Maneuver Score	0	-1/2	-2	0	-1	-1	-1		64 1/2	Leaning forward Heels up	
	Totals									65 1/2		
1	3	1417										
	Penalty											
	Maneuver Score	0	0	-1/2	0	+2	+1	+2		74 1/2	Good control of body + legs	
	Totals									72 1/2		
5	4	1643										
	Penalty											
	Maneuver Score	0	0	+1/2	0	-2	0	-1		67 1/2	Heels up Leaning forward	
	Totals									68 1/2		
2	5	1003										
	Penalty											
	Maneuver Score	0	0	-1/2	+1	+1	+1	+1		73 1/2	Good control of body. Nice legs + hand	
	Totals									72 1/2		
3	6	762										
	Penalty											
	Maneuver Score	0	0	0	0	-1/2	-1/2	0		69	Arched back	
	Totals									69		
7	7											
	Penalty											
	Maneuver Score											
	Totals											
8	8											
	Penalty											
	Maneuver Score											
	Totals											
9	9											
	Penalty											
	Maneuver Score											

M. Balcer

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5
 Updated 2020

Class # 14 JR
 Emerald pattern

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

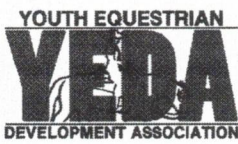
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
5	895	1	2	3	4	5	6				
	Penalty										
	Maneuver Score	0	0	-2		-1	-1/2	0	-	66 1/2	Loose legs
	Totals						66 1/2				
7	1038										
	Penalty			(OP)							
	Maneuver Score	-1	0	-1		0	-1	-1		66	wrong side of D cone
	Totals						67				
4	1490										
	Penalty		1								
	Maneuver Score	0	-2	0		+1/2	0	0		67 1/2	rushing Fair body control
	Totals		67			67 1/2					
6	1180										
	Penalty										
	Maneuver Score	0	0	-2		-1	-1	-1		65	lower leg behind, loose leg, leaning forward
	Totals			68		67	66				
1	1575										
	Penalty										
	Maneuver Score	0	+1	+1		+1	0	+2		75	Good body control Excellent pattern
	Totals			72		73					
2	805										
	Penalty										
	Maneuver Score	+1/2	+1	0		+1	+1/2	+1		74	Body leaning forward but overall good position
	Totals					72 1/2	73				
3	1159										
	Penalty										
	Maneuver Score	0	-1/2	-1/2		0	0	0		69	loose upper body with lower leg movement
	Totals			69							
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

M. Balen

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class # 15 SR
Emerald 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	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1	+2		+3	+1/2	+2		78 1/2	Excellent rider. Good control
	Totals			73		76	76 1/2				
5	Penalty			3			(OP)			(OP)	Swapped leads wrong side of cone E
	Maneuver Score	+1/2	+1	-2		-1	-3	0		62 1/2	
	Totals		7 1/2	66 1/2		65 1/2	62 1/2				
2	Penalty										
	Maneuver Score	0	+1/2	0		+1	+1/2	+1		73	Arched in the back. Steady legs & hand
	Totals					71 1/2	72				
3	Penalty		3								
	Maneuver Score	0	-3	0		+1	+1	+1		67	Loped the first jog. Good position + good leg
	Totals		64			65	66				
4	Penalty			3							
	Maneuver Score	+1/2	-1	-2		-1/2	0	0		64	Rushed pattern Rigid
	Totals			64							
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

M. Boden

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

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

Class #16

JR/SR Ruby pattern

Minor Faults (-1 point)

- Break of 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.

circle

Entry #	Maneuver Description	Walk	Lope RL	Jog to C	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
7 1	Penalty										Tight hands Rigid upper body
	Maneuver Score	-1/2	-1	-1/2	-2	-1/2	0	0		65 1/2	
	Totals			68	66	65 1/2					
1 2	Penalty										Good body control
	Maneuver Score	0	+1/2	0	+1	+1	+1	+1		74 1/2	
	Totals						73 1/2				
2 3	Penalty										Elbows out Good leg control
	Maneuver Score	0	+1/2	0	+1	0	0	+1		72 1/2	
	Totals		70 1/2		71 1/2		71 1/2				
5 4	Penalty										Loose lower leg movement
	Maneuver Score	0	+1/2	0	0	+1/2	-1	0		70	
	Totals					71	70				
3 5	Penalty										Good control - overcame a rough horse
	Maneuver Score	-1/2	-3	0	0	+1	+1	+3		71 1/2	
	Totals		66 1/2			67 1/2	68 1/2				
4 6	Penalty										Good ride on a rough horse. Good composure
	Maneuver Score	0	0	+1/2	0	-1/2	-1/2	+1		70 1/2	
	Totals					70	69 1/2				
6 7	Penalty										Stiff, but good legs
	Maneuver Score	0	-2	-1/2	-1	0	+1/2	+1		68	
	Totals		68		66 1/2		67				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

M Dale

Judges Signature

YEDA Official Score Sheet – Diamond Pattern 10
 Updated 2020

Class # 17
 Diamond Elite
 Round 1

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 1/8
- 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.

1/2 to D @

Entry #	Maneuver Description	Walk	Lope RL	Simple Lead Δ	Lope LL	Stop 270 L	Jog	X Jog	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7	8	9				
① 1	Penalty													
	Maneuver Score	+1/2	+2	+1	+1	+1 1/2	+1	+1	+1	+2	+3		84	
	Totals		7 1/2			76				81				
② 2	Penalty													
	Maneuver Score	0	0	0	0	0	+1	0	+1	+1	+1		74	
	Totals						71		72	73				
③ 3	Penalty													
	Maneuver Score	-1/2	+1	+1	0	+1 1/2	+1	+1	+1	+1	+2		79	
	Totals			7 1/2		73		75	1	77				
① 4	Penalty													
	Maneuver Score	0	-1	0	-1	0	0	+1	0	0	+2		71	
	Totals		69		68			69		69				
② 5	Penalty													
	Maneuver Score	0	+1	+1	0	0	+2	0	+1	+1	+2		78	
	Totals			72			74		75	76				
③ 6	Penalty													
	Maneuver Score	0	+1	0	0	-1	+1	+1/2	+1/2	0	+1		73	
	Totals		71			70	71		72					
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													

Judges Signature _____



YEDA Official Score Sheet – Diamond Pattern 10

Updated 2020

Class # 17
Diamond Elite
Round 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	Maneuver										F & E	H D D	Total	Comments	
		Walk	Lope RL	Simple Lead Δ	Lope LL	Stop 270 L	Jog	X Jog	Walk	Stop Back						
1	1120															
	Penalty															
	Maneuver Score	0	+1	-1	-1/2	0	+1	-1	+1	-1	+1	+1			70 1/2	
	Totals			70	69 1/2			70 1/2	69 1/2		69 1/2					
2	1565															
	Penalty															
	Maneuver Score	0	+1	0	0	0	+1/2	+1	+1	+1	0	+2			75 1/2	
	Totals		71					72 1/2	73 1/2							
3	864															
	Penalty															
	Maneuver Score	0	+2	+1	+1	0	+1	+2	+1	+2	+3	+3			83	
	Totals				74			77	78	80						
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