

YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET

Class #1 SR
Diamond Reining



(X)

4
3
1
7
2
0

EXHB #		MANEUVER DESCRIPTION	Stop & L Roll Back	Stop & R Roll Back	R. Circles OOo & Lead Change	L. Circles OOo & Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		MANEUVER	1	2	3	4	5	6	7	8					
1	864	PENALTY				1					+3	-	1	74	Good rider, good hands. Late first lead change.
		SCORE	+1/2	0	+1	+1/2	-1/2	0	0	+1/2					
		Total			71 1/2	71	70 1/2			71					
2	1178	PENALTY			1						+2		1	75	Use legs a little more. Soften up hands - heavy handed.
		SCORE	0	+1/2	+1	+1	+1/2	+1	0	0					
		Total		70 1/2	70 1/2	71 1/2	72	73		73					
3	1120	PENALTY		1					1/2		+2 1/2		1 1/2	75 1/2	Trust horse more, use legs more on back up. Good aggressive circles.
		SCORE	0	+1	+1 1/2	+1/2	+1/2	+1/2	0	+1/2					
		Total		70	71 1/2	72		73		73					
4	958	PENALTY		1	1	(OP) 2					+2		3	(OP) 61	Inconsistent circles. Too many left circles. Use legs more, heavy handed.
		SCORE	-1	-1	-1/2	-3	0	0	-1/2	-1					
		Total		67	65 1/2	62 1/2	60 1/2		60	59					
5	802	PENALTY	2							1/2	+3		2 1/2	75	Very good rider. Used legs good. Aggressive circles, trust horse. Good hands.
		SCORE	+1/2	0	+1	+1	+1	+1/2	+1	-1/2					
		Total	68 1/2		69 1/2	70 1/2	71 1/2	72	73	72					
6	1199	PENALTY	2	2		2					+2		6	64	Improper body position. Good last stop. Heavy handed.
		SCORE	-1	-1/2	0	-1	0	+1/2	0	0					
		Total	67	64 1/2		61 1/2		62		62					
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 _____

M. H. Daw

YEDA Official Score Sheet – Ranch Horse Pattern # 3

Updated June 2020

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

Class #2
JR/SK Sapphire Ranch

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/4	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L							
	Maneuver	1	2	3	4	5	6	7	8	9					
④ 1 792	Penalty			1,3							4		+2	67 1/2	Needs to be more consistent. Use more leg + quieter hands. Trust horse
	Maneuver Score	0	0	0	0	0	0	-1/2	0	0					
	Totals			66					65 1/2						
⑥ 2 927	Penalty			3		3,3,3					12		+1	51	Need more practice + perspective of pattern placement
	Maneuver Score	-1/2	0	-1	-1	-2	-1	-1	-1/2	-1					
	Totals	69 1/2		65 1/2	64 1/2	53 1/2	52 1/2	51 1/2	51	50					
⑤ 3 697	Penalty			3,3					1		7		+2	60	OK pattern perspective work on softer hands at stops + spins
	Maneuver Score	+1/2	0	-2	0	-1/2	-1	0	-1	-1					
	Totals	70 1/2		62 1/2		62	61		59	58					
⑦ 4 1095	Penalty	3 (OP)		3							6		+3	67 (OP)	Wrong lead down center - Good hand - not needs more refinement
	Maneuver Score	-3	-1/2	+1/2	-1/2	+1	+1	+1/2	+1/2	+1/2					
	Totals	64		61					63	64					
① 5 1269	Penalty					3					3		+3	77 1/2	Difficult horse - handled well - more practice will move up to more +'
	Maneuver Score	+1	0	+2	+1/2	+1	+1	0	+1	+1					
	Totals	71		73		71 1/2	72 1/2			74 1/2					
③ 6 715	Penalty	3		3,3							9		+3	71	Very good rider Be more aware of pattern placement
	Maneuver Score	+1	+1	+1	0	+1	+1	+1	0	+1					
	Totals	68	69	64						68					
② 7 1263	Penalty			3							3		+3	75	Good job on a horse that was willing Trust yourself + your horse
	Maneuver Score	+2	0	0	+2	0	+1	+1	0	-1					
	Totals	72		69	71		72	73		72					
8	Penalty														
	Maneuver Score														
	Totals														

Judges Signature

M A Jan

YEDA Official Score Sheet – Emerald Pattern 3

Updated 2020

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

CLASS # 3
JK/SK Emerald pattern
SPLIT A

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 RL	Walk	Stop	Back				
6 1	Penalty				OP					OP	Be more critical of your pattern. Trotted instead of walked.
	Maneuver Score	0	0	0	-3	+1	+1	+2		71	
	Totals						69				
3 2	Penalty										Good hand. Tough horse. Ridden well.
	Maneuver Score	+1/2	+1/2	+1	+1	+1	+1	+3		78	
	Totals		71				75				
4 3	Penalty	1									Good hand. Managed pattern well. Good use of hands + legs.
	Maneuver Score	0	0	+1	+1	+1	+2	+3		77	
	Totals	69		70	71	72	74				
7 4	Penalty			OP	OP					20P	Wrong lead, No walk. Know your pattern.
	Maneuver Score	0	0	-3	-3	+1	+2	+2		69	
	Totals				64		66				
1 5	Penalty										Knew pattern well - good rider.
	Maneuver Score	+2	+1	0	+1	+1	+1	+3		79	
	Totals		73				76				
2 6	Penalty				1						Good seat + hands. Ride horse like her own.
	Maneuver Score	0	+2	+2	+1	+1	+1	+2 1/2		78 1/2	
	Totals			74			76				
5 7	Penalty										Artificial - Aid not aid the horse.
	Maneuver Score	+1	+1	+1	+1	0	0	+1		75	
	Totals						74				
8	Penalty										
	Maneuver Score										
	Totals										
	Penalty										

M. Adam

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 3

Updated 2020

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

Class # 4
JK/SE Emerald pattern
Split B

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 RL	Walk	Stop	Back				
⑥ 1 895	Penalty			0	0P					0P	Un controlled lope. No walk
	Maneuver Score	0	0	0	-3	+1	+1	+1		70	
	Totals										
③ 2 1207	Penalty										Easy horse to ride - Did well
	Maneuver Score	0	+1	+1	+1	+1	0	+2		76	
	Totals						74				
① 3 1675	Penalty				1						Pattern started extremely well Trouble with the lope
	Maneuver Score	+2	+2	+1	+1	+1	+1	+3		80	
	Totals		74	75	75	76	77				
② 4 1165	Penalty										Good legs, Good hands. Stayed in position
	Maneuver Score	+1	+1	+1	0	0	+1	+3		77	
	Totals			73			74				
④ 5 1490	Penalty		1								Sat up nice Horse appears sore + contrib. to penalty + total score
	Maneuver Score	0	0	0	+1	+1	+1	+2		74	
	Totals		69				72				
⑤ 6 1038	Penalty										Too artificial Was not aware of horse + arena
	Maneuver Score	0	0	0	+1	0	-1	+1		71	
	Totals						70				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
	Penalty										

M Adams
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 3

Updated 2020

Class #5
Alumni 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back				
1	Penalty										Good lower leg position. Upper body is behind hip.
	Maneuver Score	0	0	+1	+1	+1	-1	+3	75		
	Totals						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										
	Penalty										

M. Adair

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 3
 Updated 2020

Class # 6
 JR/SR Ruby 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 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	R Corner Lope RL	R Corner Walk	Jog	Stop Back						
6 1	1515												
	Penalty		(OP)	33		1					(OP)		Wrong side of cone C Know your pattern
	Maneuver Score	0	0	-2	0	0	0	+1			62		
	Totals			62		61							
1 2	885												
	Penalty												
	Maneuver Score	0	+1	+1	+1	0	0	+3			76		Good job on a tough horse
	Totals												
2 3	1101												
	Penalty					1							
	Maneuver Score	0	+1	+1	+1	0	0	+3			75		Good hand, easier horse
	Totals												
4 4	222												
	Penalty			3	(OP)						(OP)		Wrong side of cone D Know your pattern
	Maneuver Score	0	+1	0	+1	0	+1	+2			72		
	Totals		71	68	69								
3 5	1021												
	Penalty			3,3									
	Maneuver Score	0	0	0	0	0	0	+2			66		Weak body position Be aware of pattern Placement Easy horse
	Totals			64									
5 6	1248												
	Penalty			(OP)							(OP)		No lope Hands too high Artificial upper body
	Maneuver Score	0	+1	-3	0	+1	+1	+1			71		
	Totals			68									
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

M. Adam
 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 3
Updated 2020

Class # 7
JPSR Opal 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)

- 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 O	Jog	Walk	Walk	Stop Back				
② 1 796	Penalty											
	Maneuver Score	+1	+1	0	0	0		+1	+2		75	Very good job presenting an average horse
	Totals							73				
5 2 1643	Penalty							(OP)			(OP)	
	Maneuver Score	+1	+1	0	0	0		-3	+2		71	
	Totals							69				
③ 3 1166	Penalty											heads up Back rolled back too far Better use of legs
	Maneuver Score	0	0	+1	0	-1		-1	+2		71	
	Totals											
6 4 784	Penalty			1 (OP)							(OP)	Hit cone, wrong side of cone. loose in saddle
	Maneuver Score	+1	0	-3	0	+1		+1	+1		70	
	Totals			67				69				
① 5 1063	Penalty											Great Circle Good body position
	Maneuver Score	0	0	+3	+2	+2		+1	+3		81	
	Totals							78				
7 6 1231	Penalty		3					(OP)			(OP)	No walk. Incorrect pattern placement. more effort needed
	Maneuver Score	0	-1	-1	-1	-3		0	+1		62	
	Totals		66			61						
4 7 52	Penalty							1				Sit deeper in saddle. Hands need to be quiet
	Maneuver Score	+1	-1	0	0	-2		0	+1		68	
	Totals		70			67						
8	Penalty											
	Maneuver Score											
	Totals											

M. Adam
Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 3

Updated 2020

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

Class # 8
Jud Opal Pattern
Split B

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 O	Jog	Walk	Walk	Stop Back					
6 1 1357	Penalty		(OP)	1,1,1		(OP)					(2 OP)	No jog A-B Wrong side of cone. Know your pattern	
	Maneuver Score	-1	-3	-2	-1	-3			+1	+1	59		
	Totals				60	57			58				
1 2 1633	Penalty												Good lower body position Steady hands More overall good ride
	Maneuver Score	0	+1	+1	+1	+1			+1	+3	78		
	Totals								75				
4 3 976	Penalty			1,1(OP)							(OP)	Wrong side of cone B. Came on strong Finished weak	
	Maneuver Score	+2	+1	-3	0	+1			+1	+2	72		
	Totals			68		69			70				
2 4 762	Penalty												Good body position Nice ride
	Maneuver Score	+1	0	+1	0	+1			+1	+3	77		
	Totals			7					74				
5 5 1417	Penalty					(OP)					(OP)	No walk C to D Too fast	
	Maneuver Score	-1	-1	0	0	-3			+1	+1	67		
	Totals		68			65			66				
3 6 1057	Penalty												Good hands Good lower leg
	Maneuver Score	+1	0	+1	0	0			0	+3	75		
	Totals			72					72				
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
	Penalty												

M. Adam
 Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 3
Updated 2020

CLASS # 9
JR/SR pattern
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	Maneuver						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
		1	2	3	4	5	6				
4	Penalty										
	Maneuver Score	0	+1	0	0	-1	+1	+3		74	⊕ Good Body position Good heels + legs hands could be quite.
	Totals					70	71				
6	Penalty					3					
	Maneuver Score	+1	+2	+2	+1	-3	+1	+3		74	Wrong lead Strong in first elements of pattern
	Totals				76	70	71				
3	Penalty										
	Maneuver Score	+1	+1	0	+1	-1	-1/2	+3		74 1/2	Good body position Challenged pattern Good style
	Totals				73	72	71 1/2				
1	Penalty										
	Maneuver Score	+1	+2	+1	+1	+1	0	+3		79	Good seat + good hands. Difficult horse -
	Totals						76				
2	Penalty										
	Maneuver Score	0	+1	+1	0	+2	+1	+3		78	Good hands + Lower leg. Rode horse well
	Totals						75				
7	Penalty		33,1		1						
	Maneuver Score	0	-2	0	-1	+2	+1	+1		63	Nice lope departure from cone C
	Totals		61		59		62				
5	Penalty	1									
	Maneuver Score	0	+2	-1	0	+2	0	+2		74	⊕ Nice lope departure, average pattern
	Totals	69	71	70			72				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

M Adam
Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 3
Updated 2020

Class # 10
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)

- 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 O	Jog	Walk	Walk	Stop Back				
2 1 1570	Penalty											Good Hands Good ride on a fairly difficult Horse
	Maneuver Score	0	0	+1	+1/2	+1		0	+2		74 1/2	
	Totals										72 1/2	
5 2 1407	Penalty		1		1							Difficult Horse. Good ride - did well
	Maneuver Score	-1/2	0	0	0	0		0	+2		69 1/2	
	Totals		68 1/2		67 1/2							
1 3 1094	Penalty											Good rider Good body position + hands excellent
	Maneuver Score	0	+1	+2	+1	+1		+1	+3		79	
	Totals			73		75		76				
3 4 1236	Penalty											Good upper body. Feet need to move forward
	Maneuver Score	0	0	+1	0	0		0	+2		73	
	Totals							71				
4 5 1462	Penalty											Good feet & legs. Steady hands more
	Maneuver Score	0	-1/2	0	0	0		+1	+2		72 1/2	
	Totals							69 1/2				
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
	Penalty											

M Adam
Judges Signature

YEDA Official Score Sheet – Diamond Pattern 3
Updated 2020

Class # 11
SK Diamond 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 1/2
- 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	Walk	Jog	Stop 180 L	Lope	Jog	Stop 180 R	X Jog	F & E	H D D	Total	Comments
		1-2	3	4	5	6	7	8				
1	Penalty											78 Sit deeper in your seat. Good upper body
	Maneuver Score	+1	+1	+1	0	0	+1	+2	+2			
	Totals			73			74	76				
2	Penalty											75 Nice ride. Would like more ext jog + give horse more rein at lope
	Maneuver Score	+1	+1	+1	0	0	0	0	+2			
	Totals			73				73				
3	Penalty											80 Good upper body + lower leg Good expression
	Maneuver Score	+1	+1	0	+2	+2	+1	0	+3			
	Totals		72				71					
4	Penalty		1		1							70 Be more aware of pattern placement Good Body position
	Maneuver Score	0	0	0	-1	0	+1	0	+2			
	Totals		69		67		68					
5	Penalty											82 Good rider. Showed horse from beginning to end
	Maneuver Score	0	+1	+1	+2	+2	+1	+2	+3			
	Totals							79				
6	Penalty											75 1/2 Excellent job showing. Mare is tough to show Kudos!
	Maneuver Score	+1	+1	-1/2	0	+1/2	-1/2	+1	+3			
	Totals			71 1/2		72		72 1/2				
7	Penalty											71 Pay more attention to pattern placement Tough horse.
	Maneuver Score	0	0	0	0	+1	-1	-1	+2			
	Totals						70	69				
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

M. Adair



W/1
YEDA Official Score Sheet – RAIL Class: #12 Elementary Pearl Rail

	Back #	Rider Comments	Overall Class Comments
1	1570	Seat very well on this horse. Pair looks good together a little trouble with the back.	Great smiles on everyone!
2	1094	Good body position. Hands + feet correct. Horse fits rider	
3	1462	a little more horse than rider is used to. Good body position	
4	1499	Sitting too far forward. Heels up/toes down	
5	1236	Horse has a mind of his own. Good seat & upper body	
6	1407	Good packer. Heels up/toes down. Leg forward	
7			
8			
9			
10			
11			

M. Adair

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1180	Good body position Horse suited to rider	Nice Class
2 805	Good body position. Getting a good ride	
3 1675	Using legs to guide horse well. Difficulty with transitions + maintaining gaits	
4 1165	Difficulty guiding horse, difficult horse to ride. Maintains body position	
5 895	Horse/rider out for a "joy ride". Pay attention to position in arena Sits horse well.	
6 1207	Some handling difficulties. Maintained good body position	
7 1575	Good hand + seat position, riding a difficult horse	
8		
9		
10		
11		

M Adon

Judges Signature



YEDA Official Score Sheet – RAIL

Class: #14 Jr^{SR} Opal Rail split A W11

Back #	Rider Comments	Overall Class Comments
1 976	Difficult horse to ride. Doing a fair job	<p>All riders failed to look behind them when they backed</p> <p>Overall heels need to be lower on all riders</p>
2 1357	Good hands, seat, leg. Horse responding well. Fast at jog	
3 1057	Difficulty maintaining trot. upper body good, inconsistent with foot/heel placement	
4 784	Good leg+body position, horse responding well. Trouble w/trot horse needs lots of	
5 1643	Rider not paying attention to position in arena. Reins uneven	
6 1003	Horse is one of most difficult to ride. Rider getting good ride. Good hands & feet	
7 1633	Difficulty guiding horse. Need to add more leg	
8		
9		
10		
11		

M Adam

Judges Signature



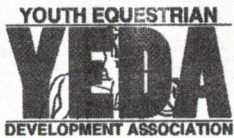
YEDA Official Score Sheet – RAIL

Class: #15^{JR} SR Emerald Rail Split B

	Back #	Rider Comments	Overall Class Comments
1	1250	Difficulty guiding. Continued difficulties after reversing	Great job with some difficult horses!
2	1038	Too artificial in the saddle - appears stiff	
3	1490	Good hands Good seat. Inconsistent in her body position	
4	1510	Good body position. Riding a difficult horse	
5	1128	Good hands, feet, seat. Riding one of the more difficult horses Difficulty w/ leads	
6	1159	Good hands, feet, seat. Riding a difficult horse	
7			
8			
9			
10			
11			

M Adam

Judges Signature



YEDA Official Score Sheet – RAIL

Class: #16 ^{JR} SR Opal Rail split B W/T

Back #	Rider Comments	Overall Class Comments
1 796	Like to see foot more in stirrup. Rider is position is inconsistent but getting a good ride	
2 52	Difficulty getting horse to go. Too much contact on horse's mouth. Hands moving. good lower leg + feet position	
3 1417	Good position; horse responding well @ walk. Rider having difficulty getting horse to trot	
4 762	Rider getting good ride. Good hands + legs	
5 1231	Rider in good position, hands + seat	
6 1166	Good hands, good feet. Riding a challenging horse. Maintaining position throughout	
7 1417	Rider has feet behind her shoulders. Hands not steady. Rider needs to sit deeper in saddle. Difficulty guiding horse	
8		
9		
10		
11		


Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	885	Getting a good ride, good form; Needs to drop heels more	<p>All riders showed good hand & feet position. All riders guiding equally well.</p> <p>Very nice class!</p> <p>No one looked behind them at the back</p>
2	1101	Good rider, good form. Using legs well	
3	1248	Trouble maintaining slope. Good body position	
4	1021	Upper body a little twisted. Like to keep horse on rail a bit better	
5	722	Needs to lower heels & take a little deeper seat. Good ride otherwise	
6	1515	Horse fidgeting when asked to stop, took 2 steps back	
7			
8			
9			
10			
11			

M Adam

Judges Signature



YEDA Official Score Sheet – RAIL Class: #18 Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1145	Good hands. Good body position. Difficulty maintaining jog + lope Difficulty w/ reverse, horse resistant. Bracing on horse's mouth	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

M. Adams
Judges Signature