

# YEDA Official Score Sheet – Topaz EWD Pattern 1 & 2

Updated 2020

Class #1 Saturday

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

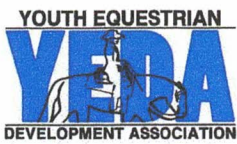
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ points increments

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

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

	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Stop Back	Jog	Stop	Walk	Loss of Stirrup	7				
<b>Entry #</b>	<b>Maneuver</b>	<b>1-2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>					
1	Penalty		-1									Loss of stirrup
	Maneuver Score	1	0	1/2	1/2	1		1	2			
	Totals											
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

\_\_\_\_\_  
 Judges Signature



# YEDA Official Score Sheet – Amber EWD Pattern 1 & 2

Updated 2020

Saturday  
Class # 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 1-2	Stop Back 3	Walk 4	Stop @ C 5	Walk 6-7					
1	Penalty										Nice seat head up soft hands
	Maneuver Score	+1	+1	+1	+1	+1		+1½	+2		
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

S. Brand

Judges Signature





# YEDA Official Score Sheet – RAIL Class: #3 Alumni Emerald

WTC

Back #	Rider Comments	Overall Class Comments
1 1937 <i>Yellow</i>	<i>11:30 AM</i>	<i>3</i>
2 1538 <i>10:45 AM</i>	<i>11:30 AM</i>	<i>4</i>
3 1467 <i>10:45 AM</i>	<i>11:30 AM</i>	<i>2</i>
4 1311	<i>11:30 AM</i>	<i>1</i>
5		
6		
7		
8		
9		
10		
11		

*[Signature]*  
Judges Signature



# YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

Alumni Emerald  
Class # 84

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 1/8 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	Stop					
		1-2	3	4	5					
1	Penalty	-1								Good job with diff. at first maneuver
	Maneuver Score	+1/2	+1/2	+2	+1/2		+1 1/2	+2	78	
	Totals									
2	Penalty									Beautiful Ride
	Maneuver Score	+2	+2	+2	+2		+2	+2	82	
	Totals									
3	Penalty									wrong side of east cone
	Maneuver Score	+1 1/2	+2	+1	+1/2		+1	1 1/2	77.5	
	Totals									
4	Penalty									nice job
	Maneuver Score	+2	+2	+2	+2		+1 1/2	2	81.5	
	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									

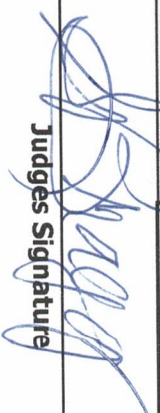
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Judges Signature



**YEDA Official Score Sheet – RAIL Class:**

#5 SR Emerald Rail ~~2018~~  
 WTC

Back #	Rider Comments	Overall Class Comments
1	742 Boy Buck Good form	(7)
2	1260 Boy Buck Good form	(4)
3	728 Boy Buck Beautifully worked great fresh Bst fresh	(5)
4	475 Boy Buck B. seat	(6)
5	1110 Boy Buck Nice seat	(16)
6	554 Boy Buck Good seat & control	(9)
7	1485 Boy Buck B. Rider	(3)
8	583 Boy Buck Poured straight @ Jdg Back out of control @ control zone	(11)
9	685 Boy Buck Beautiful Control & seat Bst fresh	(1)
10	656 Boy Buck Nice seat & control	(2)
11	781 Boy Buck Nice seat	(8)

  
 Judges Signature



YEDA Official Score Sheet – RAIL

Class: #6 JR Emerald Rail Split A

WTC

Back #	Rider Comments	Overall Class Comments
1	477 Back silver Nice form Performance	(2)
2	819 Back Good form Good form	(5)
3	461 Back Nice & Good	(4)
4	1295 Back Good hands Good	(6)
5	375 Back Nice ride with with	(1)
6	759 Back Nice good hands	(3)
7		
8		
9		
10		
11		

  
Judges Signature





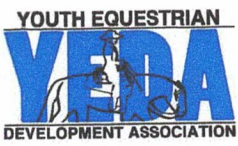
# YEDA Official Score Sheet – RAIL

Class: #8 JR Emerald Rail Splct B  
WTC

Back #	Rider Comments	Overall Class Comments
1	630 SWE Pumpkin Nice seat P. seat & hands ✓ Great job on quick horse	(1)
2	1257 Pumpkin Nice seat P. seat & hands ✓	(2)
3	844 Pumpkin P. seat & hands ✓	(3)
4	428 SWE Good seat, sound seat Nice seat & hands ✓	(4)
5	1305 SWE Nice seat & hands ✓	(5)
6		
7	765 Pumpkin Good seat ✓	(4)
8	752 Pumpkin BT of sound horse Nice seat & hands ✓	(6)
9		
10		
11		

*[Signature]*  
Judges Signature





# YEDA Official Score Sheet - Emerald Pattern 1

Updated 2020

Class # ~~8~~ 8  
SR Emerald Pattern  
Pg 1

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 1/8 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	Stop					
		1-2	3	4	5					
1 <i>no over</i>	Penalty									Excused from Ring
	Maneuver Score									
	Totals									
2 728	Penalty									reasonable getting into lope - Good seat, Pretty Ride
	Maneuver Score	+2	+2	+1	+1 1/2		+2	+2	80 1/2	
	Totals									
3 475	Penalty									Great Control on fresh horse
	Maneuver Score	+2 1/2	+2	+3	+2 1/2		+3	+2	85	
	Totals									
4 1260	Penalty									Nice control left + hands Good seat
	Maneuver Score	+2 1/2	+2 1/2	+2 1/2	+2		2 1/2	+2	84	
	Totals									
5 583	Penalty	-1	-3	-3	-3					Loss of Control Needs better seat + hands
	Maneuver Score	+1/2	-3	-3	-3		-3	-3	45 1/2	
	Totals									
6 781	Penalty									Beautiful seat nice straight lines
	Maneuver Score	+3	+2 1/2	+2 1/2	+2 1/2		+3	+2	85.5	
	Totals									
7 <del>1112</del> 742	Penalty			-3						Quiet Ride Good seat + hands Miss lead correct
	Maneuver Score	+2	+2	-3	+2		+2	+2	74	
	Totals									
8 650	Penalty	-1		-2	-2					Needs to tighten reins - needs better control
	Maneuver Score	+1/2	+1	-2	-2		+1	-2	62 1/2	
	Totals									
9 554	Penalty									Nice pattern Could be a bit tighter in seat Quiet Ride
	Maneuver Score	+2	+2	+2	+2		+2	+2	82	
	Totals									

*[Signature]*  
Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 1**  
*Updated 2020*

Class #8  
 SR Emerald Pattern  
 Pg 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	Lope RL	Stop					
		1-2	3	4	5					
1	Penalty			-3					72	Date on lope Nice Seat
	Maneuver Score	+2	+2	-1	+2					
	Totals									
2	Penalty									
	Maneuver Score									
	Totals									
3	Penalty									
	Maneuver Score									
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*  
 Judges Signature

**YEDA Official Score Sheet - Emerald Pattern 1**  
 Updated 2020

Class # ~~10~~ 9  
 JR Emerald Split  
 A

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

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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 1-2	Jog 3	Lope RL 4	Stop 5					
1 630	Penalty		-1				+3	-3		Great Ride with diff. horse
	Maneuver Score	+2	+2	+2 1/2	+2					
	Totals									
2 894	Penalty						+3	+2 1/2		Beautiful Ride
	Maneuver Score	+2 1/2	+2 1/2	+3	+3					
	Totals									
3 752	Penalty						+2 1/2	+2		Good Control Neat posture
	Maneuver Score	+2	+2 1/2	+2 1/2	+2					
	Totals									
4 765	Penalty						+2	+1		Nice ride wanted to long to ask for stop
	Maneuver Score	+2	+2	+1 1/2	+1 1/2					
	Totals									
5 1257	Penalty	-1/2					+1 1/2	+2		Needs to tighten seat - & make stronger lines
	Maneuver Score	+2	+2	+1 1/2	+1 1/2					
	Totals									
6 428	Penalty						+1 1/2	+2		wanted too long to ask for quit & stop
	Maneuver Score	+2	+2	+1 1/2	-1/2					
	Totals									
7 1365	Penalty						+2	+2		Needs straighter lines Nice seat
	Maneuver Score	+2	+2	+2	+1					
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*[Signature]*  
 Judges Signature

Rodric  
 Romeo



**YEDA Official Score Sheet – Emerald Pattern 1**  
 Updated 2020

Class # 10  
 JR Emerald  
 Split B

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Stop					
		1-2	3	4	5					
1	Penalty									Needs straighter cues - Wanted top long for cues
	Maneuver Score	+2	+2	+1 1/2	+1 1/2	+2	+2	81		
	Totals									
2	Penalty	-1/2								Nice ride good seat & hands
	Maneuver Score	+2	+2	+3	+3	+3	+2	84.5		
	Totals									
3	Penalty									Beautiful ride Great transitions
	Maneuver Score	+2 1/2	+3	+3	+3	+3	+2	86.5		
	Totals									
4	Penalty									Needs tighter seat - & better tracks.
	Maneuver Score	+1 1/2	+2	+1 1/2	+1	+2	+2	80		
	Totals									
5	Penalty			-3						Cross leads - Changed half three Needs tighter seat
	Maneuver Score	+1 1/2	+1 1/2	-1	-2	+1	-1	61		
	Totals									
6	Penalty			-3						Wrong lead Ride unable to fn
	Maneuver Score	+2	+2	-1	+1	+2	+2	75		
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Price  
 Disney  
 Chris  
 Reno  
 Jackson

*[Signature]*  
 Judges Signature





**YEDA Official Score Sheet – RAIL Class: # <sup>11</sup> Skopal Rail**

WT

Back #	Rider Comments	Overall Class Comments
509	Needs to get the hole's down	
89	Nice!	
941	Good job! Please encourage to ride the	
1536	Nice job! Great work!	
1289	Good!	
797	Nice!	
1333	Nice job! Great work!	
1408	Nice job! Great work!	

*[Handwritten Signature]*

Judges Signature





# YEDA Official Score Sheet – RAIL Class:

# <sup>12</sup> ~~18~~ Element. Pearl Rail  
Split A - WT

Back #	Rider Comments	Overall Class Comments
1 949 trial trial	BG @ BG @ work	(8)
2 146 Bonne Bonne	Nice seat & Nude hands	(1)
3 970 Bonne Bonne	Nice seat	(2)
4 950 Bonne Bonne	Less seat Bonne seat	(7)
5 1109 Bonne Bonne	Nice seat	(5)
6 1411 Bonne Bonne	BG @ Nice seat	(3)
7 1496 Bonne Bonne	Bonne seat Bonne	(6)
8 987 Bonne Bonne	Nice seat & Nude hands	(4)
9		
10		
11		

*Shawn D. Hagg*  
Judges Signature





YEDA Official Score Sheet - RAIL Class:

#13 JR opal Rail Split A  
WT

Back #	Rider Comments	Overall Class Comments
1 1505 BK BAD	PUP & good hands	
2 219 BK SINK	Nosepiece EG	
3 1403 BK Rear	Amber N/seat	
4 945 BK PT	Good seat & hands	
5 678 BK Red	Good seat	
6 636 BK SINK	EG @ + 2	
7 1424 BK BAD	Full rider EG BETA	
8		
9		
10		
11		

Judges Signature





YEDA Official Score Sheet - RAIL Class:

#14 ELEM Pearl Rail -  
Split B- WT

Back #	Rider Comments	Overall Class Comments
1 1325 PT	Poursuff Poursuff	(7)
2 1069 Purple	Nice foot & hands	(1)
<del>3 778 Red</del>		<del>(3)</del>
4 915 BHK	Good foot	(3)
5 88 pt	Squid 3/6 x3	(10)
6 987 BHK	BB @ 2009	(4)
7 1428 pt	Good 2009? \$500	(5)
8 1473 SSR	Nice foot & hands	(2)
9		
10		
11		

Judges Signature



**YEDA Official Score Sheet – RAIL Class:**

#~~15~~ JR Opal Rail-Split B  
 MT

Back #	Rider Comments	Overall Class Comments
1 419 BIK Body	New for good	(2)
2 458 BIK Rider	Perfect Nice job control	(3)
3 291 purple PT	Recovering	(6)
4 718 BIK Rider	Nice job control	(1)
5 382 BIK PT	350 360	(4)
6 1410 BIK Rider	350 360	(7)
7 887 BIK Rider	Nice job control + cable control	(5)
8 <del>XXXX</del>		
9		
10		
11		

*[Signature]*  
 Judges Signature



**YEDA Official Score Sheet - Opal / Pearl Pattern 1**  
Updated 2020

#1 SR opal 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.

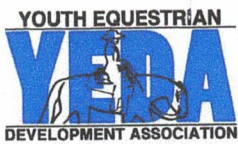
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**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	Stop Back					
		1-2	3	4					
1	89								
	Penalty	-1							Didn't want to walk
	Maneuver Score	-1	+1	+1		+1	+1	72	
	Totals								
2	1289								
	Penalty	-3	-3						Jog instead of walk
	Maneuver Score	-3	-3	+1		+1/2	+1	65	walked instead of jog Rider error
	Totals								
3	297								
	Penalty								Nice quiet Rider
	Maneuver Score	+2	+2	+2		+2	+2	80	Good Dandy
	Totals								
4	599								
	Penalty								Nice ride
	Maneuver Score	+2	+2	+1 1/2		+2	+2	79.5	BACK a lot CR woked
	Totals								
5	1323								
	Penalty	-3	-3						off pattern
	Maneuver Score	-3	-3	+2		+1	+2	63	
	Totals								
6	1408								
	Penalty								Nice ride
	Maneuver Score	+2	+2	+2 1/2		+2 1/2	+2	81	
	Totals								
7	1536								
	Penalty								Beautiful Ride
	Maneuver Score	+3	+3	+3		+3	+2	84	
	Totals								
8	941								
	Penalty								horse difficult
	Maneuver Score	+1 1/2	+2	+2		+2 1/2	+3	80	Rider did Great Job control situation
	Totals								
9									
	Penalty								
	Maneuver Score								
	Totals								

*S. Bragg*  
Judges Signature



# YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

#10 Elementary  
17 Pearl - wt

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 1/8 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

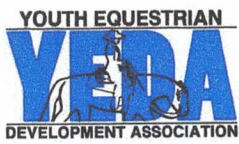
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*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					
		1-2	3	4					
1	88	Penalty		-1	-1	+1	+2	71	BG several times could be sharper in TRANS.
	Maneuver Score	+2	-1	-1					
	Totals								
2	1325	Penalty				+2	+2	80	Quiet hands & seat Nice job
	Maneuver Score	+2	+2	+2					
	Totals								
3	1473	Penalty				+3	+2	81.5	Great seat & form Good job
	Maneuver Score	+2	+2 1/2	+2					
	Totals								
4	942	Penalty		-3	-1	-1	-1	63	NOT enough control BG lead th a bit lost in beginning
	Maneuver Score	+1	-1	-1					
	Totals								
5	1420	Penalty				+2	+2	80.5	Good seat & hands
	Maneuver Score	+2 1/2	+2	+2					
	Totals								
6	915	Penalty				+1	+2	75	waited too long for TRANS. - snaky walk
	Maneuver Score	+1	+1/2	+1/2					
	Totals								
7	9051	Penalty				+3	+3	83	Nice ride good seat
	Maneuver Score	+2	+2 1/2	+2 1/2					
	Totals								
8	1069	Penalty				+3	+2 1/2	83.5	Nice smooth ride good job
	Maneuver Score	+2 1/2	+2 1/2	+3					
	Totals								
9		Penalty							
	Maneuver Score								
	Totals								

Judges Signature





# YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

#19 JR opa  
18 Split A

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

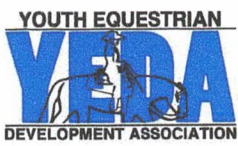
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4					
1 458	Penalty								Nice Job Great hands/seat
	Maneuver Score	+2 1/2	+2 1/2	+2 1/2		+3	+3	83.5	
	Totals								
2 1410	Penalty								Nice seat & hands a lot of body movement to encourage forward
	Maneuver Score	+2	+2	+2		+2 1/2	+2	80.5	
	Totals								
3 118	Penalty								first half pattern good - waited too long to ask for a stop
	Maneuver Score	2 1/2	2 1/2	+1 1/2		+2	+2	80.5	
	Totals								
4 827	Penalty	-1	-3	-3					Loss of control
	Maneuver Score	-1	-1 1/2	-1 1/2		+1	+1	59	
	Totals								
5 469	Penalty	-3	-3	-3					Loss of control off pattern loped thru pattern
	Maneuver Score	-2	-2	-2		-1	-1	53	
	Totals								
6 291	Penalty								Nice ride could be sharper on TRANS.
	Maneuver Score	+2	+2	+2		+2	+2 1/2	90.5	
	Totals								
7 382	Penalty	-3	-3	-3					WRONG side of cone back in middle of wall Loss of control 1st half of pattern
	Maneuver Score	+1	+1 1/2	+1		+1	+2	68.5	
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

*[Signature]*  
Judges Signature





# YEDA Official Score Sheet - Opal / Pearl Pattern 1

Updated 2020

Class # ~~26~~ 19  
Elementary Pearl  
Split B

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 ¼
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

	Entry #	Maneuver Description	Maneuvers				F & E	HDD	Total	Comments
			Walk 1-2	Jog 3	Stop Back 4					
②	1	1411								
		Penalty								
		Maneuver Score	+1½	+2½	+1½	+2½	+2	80		Great Job dealing with problem horse
		Totals								
①	2	950								
		Penalty								
		Maneuver Score	+2	+2½	+2½	+2½	+2	81.5		Nice job
		Totals								
⑥	3	1496								
		Penalty		-3						
		Maneuver Score	+1½	+1	+1½	+2	+2	75		3G could be sharper
		Totals								
③	4	887								
		Penalty		-1						
		Maneuver Score	+3	+2	+2	+2	+2	80		PG - good job to get control nice seat & hands
		Totals								
⑦	5	1102								
		Penalty	-1	-1	-1					
		Maneuver Score	+1½	+2	+2	+2	+1	74.5		Good job of control never rattled & nice hands & seat
		Totals								
④	6	970								
		Penalty								
		Maneuver Score	+2	+2	+2	+2	+2	80		Nice job Good seat & hands
		Totals								
⑤	7	146								
		Penalty	-1	-1						
		Maneuver Score	+1½	+2	+2½	+3	+1	78		Great job of control with problem horse
		Totals								
	8									
		Penalty								
		Maneuver Score								
		Totals								
	9									
		Penalty								
		Maneuver Score								
		Totals								

Judges Signature



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 1/8 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					
	Maneuver	1-2	3	4					
③ 1 219	Penalty								Nice Job Good Seat & hands
	Maneuver Score	+2	+2	+2	+2 1/2	+2	80.5		
	Totals								
② 2 670	Penalty								Good Job Great Seat
	Maneuver Score	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	82.5		
	Totals								
① 3 1505	Penalty								Beautiful Ride Great Control
	Maneuver Score	+2 1/2	+3	+3	+3	+2	83.5		
	Totals								
④ 4 1403	Penalty		-1						Nice seat & hands Neat pattern
	Maneuver Score	+2	+2	+2 1/2	+2 1/2	+2	80		
	Totals								
⑥ 5 1424	Penalty	-1							Nice pattern BB @ walk
	Maneuver Score	+2	+2	+2 1/2	+2	+2	79.5		
	Totals								
① 6 945	Penalty								Problem horse reins could be shorter for more control
	Maneuver Score	+1	+1	+1	+1 1/2	+1	75.5		
	Totals								
⑤ 7 636	Penalty								Needs to look up more but nice job
	Maneuver Score	+2	+2	+2	+2	+2	80		
	Totals								
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

*[Signature]*  
 Judges Signature





# YEDA Official Score Sheet – RAIL Class:

#21 Je Ruby Rail  
WLL

Back #	Rider Comments	Overall Class Comments
1	1296 post nice seat & hands ②	
2	384 post BB @ opp nice seat & hands ③	
3	888 use ✓ Beautiful seat & hands ①	
4	6229 good trouble with spurs @ opp BB @ opp very good nice seat ④	
5		
6		
7		
8		
9		
10		
11		

  
Judges Signature





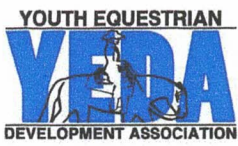
YEDA Official Score Sheet - RAIL Class:

# ~~28~~<sup>11</sup> SR Ruby Rail  
USIL

Back #	Rider Comments	Overall Class Comments
1 1044 Bk Bull	Bourne @ sed good set	all riders great however
2 518 Bk Bull	Bourne's + 2 Bk @ Bourne	
3 919 Bk SFR	nice good & good	
4 1307 Bk TRAIL	✓ BE @ good	
5 1082 Bk PT	Bk @ Bk @ good	
6 1024 Bk Bull	Bk ✓	
7 1214 Bk Bull	good set in track	
8 954 Bk Bull	✓ pretty ride	
9		
10		
11		

Judges Signature [Signature]





# YEDA Official Score Sheet - Ruby Pattern 1

Updated 2020

Class # ~~24~~ 23  
JR Ruby

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.

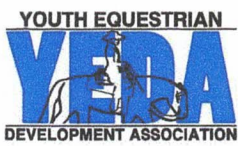
Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop Back 5	Lope RL	Stop				
1	Penalty										
	Maneuver Score	+2	+1	+2 1/2	+2 1/2	+2	+2	+2 1/2	+3	87.5	Nice
	Totals	72	73	75 1/2	78	80	82				
2	Penalty										
	Maneuver Score	+3	+3	+3	+3	+3	+2 1/2	+3	+2 1/2	92 1/2	Pretty
	Totals	73	76	79	82	85	87 1/2				
3	Penalty										
	Maneuver Score	+3	+3	+3	+2 1/2	+2	+2	+2 1/2	+2	90	Nice harness seat - Slow TRANS to lope
	Totals	73	74	79	81 1/2	83 1/2	85 1/2				
4	Penalty										
	Maneuver Score	+2 1/2	+2 1/2	+3	+2 1/2	+3	+3	+3	+2 1/2	91.5	Pretty
	Totals	72 1/2	75	78	80 1/2	83 1/2	86 1/2				
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Signature]*  
Judges Signature









**YEDA Official Score Sheet - Sapphire / Alumni Pattern 1**  
Updated 2020

# 26 25  
JK Sapphire

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 RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk					
1	Penalty												Nice Job
	Maneuver Score	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+3	+2	92.5		
	Totals												
2	Penalty												Pretty
	Maneuver Score	+2 1/2	+2 1/2	+3	+3	+3	+3	+3	+3	+3	96		
	Totals												
3	Penalty			-1									Good Control
	Maneuver Score	+3	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+3	+2	92		
	Totals												
4	Penalty				-1								Nice Job slow L changes
	Maneuver Score	+2	+2	+2	+2	+2	+2	+2	+2 1/2	+2	87.5		
	Totals												
5	Penalty												Nice Job
	Maneuver Score	+2 1/2	+2 1/2	+3	+2 1/2	+3	+3	+3	+3	+2	94.5		
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

*[Signature]*  
Judges Signature



**YEDA Official Score Sheet - Sapphire / Alumni Pattern 1**  
Updated 2020

#27 SR Sapphire  
26

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 RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk				
1	Penalty											
	Maneuver Score	+2	+2	+3	+2 1/2	+2 1/2	+2 1/2	+2	+2 1/2	+2	91	Good Control Seat & hands
	Totals	12	14	11	79 1/2	82	84 1/2	86 1/2				
2	Penalty							-3				
	Maneuver Score	+2	+2 1/2	+3	+2 1/2	+2 1/2	+2	+2	+2 1/2	+2	88	Good Control with problem tress.
	Totals											
3	Penalty											
	Maneuver Score	+2 1/2	+2 1/2	+2 1/2	+3	+3	+3	+3	+3	+3	95.5	Great Job!
	Totals											
4	Penalty							-3				
	Maneuver Score	+2 1/2	+2 1/2	+2 1/2	+3	+2	+2	+2	+2 1/2	+2	98	Great Ride till back before back
	Totals											
5	Penalty	-1										
	Maneuver Score	+2	+2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2	+3	+2	90	Good Control Seat & hands
	Totals											
6	Penalty											
	Maneuver Score	+2 1/2	+2	+2	+2 1/2	+2	+1 1/2	+1	+2	+2	87.5	on rail no place left for turn & walk
	Totals											
7	Penalty											
	Maneuver Score	+3	+3	+3	+3	+2 1/2	+3	+2 1/2	+3	+2	95	Pretty! Rider!
	Totals											
8	Penalty			-1	-3	-3		-1				
	Maneuver Score	+2 1/2	+2	+1 1/2	+1 1/2	+1	+2	+1 1/2	+2	+1	77	Problem horse worked there with grace
	Totals											
9	Penalty											
	Maneuver Score	+2 1/2	+2 1/2	+3	+3	+3	+3	+3	+3	+2 1/2	95.5	Nice Job!
	Totals											

*[Signature]*  
Judges Signature



**YEDA Official Score Sheet – Diamond Pattern 1**

Updated 2020

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

Saturday  
 Class # ~~28~~ 27  
 SR Diamond

**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

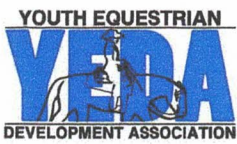
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

\*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	Stop Back	Jog	Lope LL	X Trot	Jog						
1	490												
	Penalty			-3	-1								
	Maneuver Score	+2	+2	+1	+2	+2	+2		+2 ½	+2	81.5	Nice job with problem horse	
	Totals												
2	910												
	Penalty												
	Maneuver Score	+1 ½	+1 ½	+2 ½	+2 ½	+3	+3		+3	+2	89	Great seat & hands returns rider	
	Totals												
3	557												
	Penalty	-3	-3										
	Maneuver Score	+1 ½	+2	+2	+2 ½	+2 ½	+2 ½		+3	+2	82	Problem horse backing up 1st to gait	
	Totals												
4	644												
	Penalty												
	Maneuver Score	+3	+3	+3	+3	+3	+3		+3	+2 ½	93.5	Beautiful	
	Totals												
5	377												
	Penalty												
	Maneuver Score	+3	+2	+3	+3	+3	+3		+3	+3	93	Great job!	
	Totals												
6													
	Penalty												
	Maneuver Score												
	Totals												
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

*Signature*  
 Judges Signature





# YEDA Official Score Sheet - Sapphire / Alumni Pattern 1

Updated 2020

# ~~20~~ <sup>28</sup> Alumni  
Sapphire

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 RL	Simple Lead Δ	Lope LL	Stop Back	1/4 R Walk					
1	Penalty												Good Job!
	Maneuver Score	+2 1/2	+2 1/2	+3	+3	+3	+3	+2 1/2	+3	+2 1/2	95		
	Totals												
2	Penalty		-1										Kick out Good Control
	Maneuver Score	+3	+2 1/2	+2	+2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+2	91 1/2		
	Totals												
3	Penalty	-3		-1									Great Seat & Hands
	Maneuver Score	+2	+2	+2	+2 1/2	+2 1/2	+2 1/2	+2 1/2	+3	+2	87		
	Totals												
4	Penalty				-3	-3							Problem Horse Great Ride
	Maneuver Score	+3	+3	+3	+2	+2	+2	+2 1/2	+3	+2	96 1/2		
	Totals												
5	Penalty												Beautiful Job!
	Maneuver Score	+3	+3	+3	+2 1/2	+3	+3	+3	+3	+3	96 1/2		
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

*[Signature]*  
Judges Signature



YEDA REINING PATTERN IHSA Pattern # 1 OFFICIAL SCORE SHEET

EXHB #	MANEUVER DESCRIPTION	IHSA Pattern # 1								Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	LPHH Total	1	2	3	4	5	6	7	8	+2 1/2	+2		911	Nice job Nice pattern
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
2	371 Total	1	2	3	4	5	6	7	8	+2 1/2	+2		911	Nice job Nice pattern
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
3	490 Total	1	2	3	4	5	6	7	8	+2	+2	+3.5	88.5	NO brakes! best good job
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
4	644 Total	1	2	3	4	5	6	7	8	+3	+2		91	Good job! dropped hind end x 2
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
5	910 Total	1	2	3	4	5	6	7	8	+3	+2	1.5	94	Nice job
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
6	557 Total	1	2	3	4	5	6	7	8	+3	+2	.2	90.5	Nice job
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
7	Total													
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
8	Total													
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					
9	Total													
		Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score	Penalty Score					

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

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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

*[Signature]*



# YEDA Official Score Sheet - Ranch Horse Pattern #1

Updated June 2020

Class # 30

JR Sapphire

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

- 1 - point penalty**
- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

- Faults incurring a score of 0:**
- Must be placed under rider's without or not incurring faults.
  - Performing maneuvers other than in the specified order
  - Inclusion of maneuvers not specified
  - Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
  - Forgetting or leaving out maneuvers

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11						
1	392	Maneuver Score	+1	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	<del>1/2</del>	+2	+2	80.5	Nice job
		Totals																
2	425	Penalty													+3	+3	90.1	Nice clean ride
		Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1					
3	633	Penalty							-1					1/2	+2	+3	79	Good job
		Maneuver Score	+1/2	0	+1/2	0	+1/2	+1/2	+1	0	+1/2	0	+1					
4	311	Penalty													+2	+3	85.5	Beautiful
		Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1	+1/2	+1	+1/2					
5	251	Penalty												1	+2	+3	74	Nice job
		Maneuver Score	0	+1	+1	0	+1/2	-1	0	0	+1/2	+1/2	+1/2					
6		Penalty																
		Maneuver Score																
7		Penalty																
		Maneuver Score																
8		Penalty																
		Maneuver Score																

Judges Signature *[Signature]*





# YEDA Official Score Sheet - Ranch Horse Pattern # 1

Updated June 2020

class # ~~32~~ 31  
 SK Sapphire  
 Pg 1

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

### 1 - point penalty

- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- ### 3 - point penalty
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

### Faults incurring a score of 0:

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

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
1 673	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2		+2	+3	88.5	Nice job 3 Smooth Clean
	Totals																
2 691	Penalty																
	Maneuver Score	+1	+1	+1	0	+1	+1	+1	+1	+1	+1	+1		+2 1/2	+3	88.5	Pretty 1
	Totals																
3 367	Penalty																
	Maneuver Score	0	0	+1/2	0	-3	-3	-3	-3	-3	-3	-3		3	+2		Loss of control Run away
	Totals																
4 772	Penalty																
	Maneuver Score	+1	+1	+1	+1/2	+1	-3	-1/2	0	+1/2	+1/2	+1/2		+2	+3	74	drop hind leads - 1
	Totals																
5 830	Penalty																
	Maneuver Score	0	0	0	0	0	+1/2	+1	+1/2	+1	+1	+1		+2	+3	71	Good job 5
	Totals																
6 412	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1	+1		+2	+3	88.5	Pretty 2
	Totals																
7 703	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	0	-1/2	0	+1/2	-1	0	0		+2	+2	78	Nice job
	Totals																
8 783	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1	+1	+1		+2	+2	79.5	Nice
	Totals																

Judges Signature *[Signature]*



# YEDA Official Score Sheet - Ranch Horse Pattern #1

Updated June 2020

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

### 1 - point penalty

- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- ### 3 - point penalty
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

### Faults incurring a score of 0:

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

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 360 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	1270	-3	0	0	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+2	+3	1 1/2	Good Flick
2	366	0	+1/2	+1/2	0	0	0	+1/2	-1	-1/2	0	0	-1/2	+2	+2	1 1/2	Nice
3																	
4																	
5																	
6																	
7																	
8																	

*[Signature]*

Judges Signature



**YEDA Official Score Sheet - Ranch Horse Pattern #1**

Updated June 2020

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

**Faults incurring a score of 0:**

- 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 L	Lope LL	Change Leads	X Lope RL	N Lope RL	X Trot	Trot	Stop & Back	Penalties	HDD	Overall Ability	Final Score	Comments	
																		Maneuver
1	1401	Penalty																
		Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2		+2	+2	77.5	Nice
Totals				11					12		13	13 1/2						
2	1254	Penalty																
		Maneuver Score	+0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		+2	+2	79	Clean Ride
Totals				11				13		14		15						
3	1009	Penalty																
		Maneuver Score	+0	+0	0	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2		+2	+2	76 1/2	Good Ride
Totals								11		12		12 1/2						
4	562	Penalty																
		Maneuver Score	+1/2	+1/2	+1/2	0	0	+1	+1/2	+1/2	+1	+1	+1		+2	+2	80	Nice
Totals				11			12 1/2	13	13 1/2	14 1/2	15 1/2	16 1/2						
5	1090	Penalty																
		Maneuver Score	+1/2	+1/2	+1/2	0	+1	+1/2	+1	+1	+1	+1	+1		+2	+3	83	Nice
Totals				11			12 1/2	13		14		15						
6		Penalty																
		Maneuver Score																
Totals																		
7		Penalty																
		Maneuver Score																
Totals																		
8		Penalty																
		Maneuver Score																
Totals																		

Judges Signature

*[Signature]*

#38 Alumna  
 (25) Sapphire