

# YEDA REINING PATTERN IHSA #7 OFFICAL SCORE SHEET

Class # 1  
SR Diamond Reining



EXHB #		MANEUVER DESCRIPTION	L Oo	1 spin L	R Oo	1 spin R	Simple Changes	Stop RRB	Stop LRB	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments
		MANEUVER	1	2	3	4	5	6	7	8					
1	479	PENALTY													
		SCORE	0	-1/2	-1/2	0	+1/2	0	0	0	+2	+1 1/2		73	
		Total		69 1/2	69		69 1/2								
2	1004	PENALTY			(2)										
		SCORE	0	-1	0	-1/2	0	0	+1/2	0	+2	+1		72	
		Total		69	69	68 1/2			69						
3	201	PENALTY			2										
		SCORE	0	-1/2	-1/2	-1	+1/2	0	0	0	+1	0		69 1/2	
		Total		69 1/2	67	66	66 1/2								
4	682	PENALTY	(1)		(1)			2							
		SCORE	0	0	+1/2	+1/2	-1	0	+1	+1/2	0	0		68 1/2	not more than 1/2 circle
		Total	69		69 1/2	70	69	67	68	68 1/2					
5	917	PENALTY	(5)												
		SCORE	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	+3	+1		76 1/2	nice ride!
		Total	70 1/2				71	71 1/2	72	72 1/2					
6	492	PENALTY			(5)										
		SCORE	0	+1/2	0	0	0	0	0	0	+1 1/2	0		72	
		Total		70 1/2											
7	1529	PENALTY													
		SCORE	+1/2	0	0	0	+1/2	-1/2	-1/2	0	+2	+1 1/2		73 1/2	
		Total	70 1/2				71	70 1/2	70						
8	979	PENALTY													
		SCORE	0	-1/2	0	-1/2	+1/2	+1/2	0	0	+1	+1		72	quiet hands sit quieter
		Total		69 1/2		69	69 1/2	70							
9	778	PENALTY			2				2						
		SCORE	+1/2	0	0	0	0	+1/2	-1	+1/2	+2	0		68 1/2	
		Total	70 1/2		68 1/2			69	66	66 1/2					

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 then other riders who stayed on pattern.

JUDGES SIGNATURE AD Knothy



# YEDA Official Score Sheet -- Emerald Pattern 8

Updated 2020

Class #2  
JR Emerald Patt 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.

848  
991  
1502  
478  
906  
1442  
608  
1151

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.

TRB

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	0	0	0	0	-1/2	-1/2	+1	+1	70	
	Totals		69				68				
2	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	0	0	70 1/2	
	Totals		70 1/2								
3	Penalty										*
	Maneuver Score	0	0	0	-1/2	-1/2	0	0	0	69	
	Totals				69 1/2	69					
4	Penalty										*
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	0	71 1/2	
	Totals		70 1/2	71	70						
5	Penalty										Sit back @ stop
	Maneuver Score	0	0	0	0	+1/2	0	+1	0	71 1/2	
	Totals					70 1/2					
6	Penalty										
	Maneuver Score	0	0	-1/2	0	-1/2	0	+1/2	+1/2	72	
	Totals			69 1/2		69					
7	Penalty										watch markers on pattern
	Maneuver Score	0	+1/2	-1/2	0	0	-1	0	0	69	
	Totals		70 1/2	70			69				
8	Penalty										
	Maneuver Score	0	+1/2	0	0	0	-1/2	+1/2	0	69 1/2	
	Totals		70 1/2		69 1/2		69				
9	Penalty										
	Maneuver Score										
	Totals										

*AD Knotley*  
Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 8**  
 Updated 2020

Class #3  
 JR Emerald part B

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

326  
 -1228  
 449  
 1051  
 1031  
 952  
 00  
 1480

JR

Entry #	Maneuver Description	Walk	Jog	X-Jog	Jog	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	0	0	-3	0	0	0	67	NO LL
	Totals					67					
2	Penalty										
	Maneuver Score	0	0	-1/2	0	+1/2	0	+1	0	71	
	Totals			69 1/2		70					
3	Penalty										
	Maneuver Score	0	0	+1/2	0	0	0	0	1/2	71	
	Totals			70 1/2							
4	Penalty										Sit quiet @ x-jog
	Maneuver Score	0	0	-1/2	0	0	-1/2	-1/2	0	68 1/2	
	Totals			69 1/2			69				
5	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	0	+2	0	74 1/2	
	Totals		70 1/2	71 1/2	72	72 1/2					
6	Penalty		1								
	Maneuver Score	0	0	0	0	0	0	+1 1/2	0	70 1/2	
	Totals		69								
7	Penalty					3					
	Maneuver Score	0	+1/2	+1/2	0	-1/2	0	+1 1/2	0	72 1/2	
	Totals		70 1/2	71		70 1/2					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*M. Knolly*

Judges Signature



# YEDA Official Score Sheet – Emerald Pattern 8

Updated 2020

(Class #4  
JR Emerald part C)

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.

1580  
883  
411  
349  
1466  
1548

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	+1	0	+1/2	0	+1/2	0	73	
	Totals			71		71 1/2					
2	Penalty			1							
	Maneuver Score	0	0	-1	0	0	0	0	0	68	
	Totals			68							
3	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	0	71	
	Totals		70 1/2		71						
4	Penalty										Sit back @ Lope
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1	0	72	
	Totals		70 1/2	71							
5	Penalty										Shorten reins
	Maneuver Score	0	0	-1/2	0	-1	-1	0	0	67 1/2	
	Totals			69 1/2		68 1/2	67 1/2				
6	Penalty			1							
	Maneuver Score	0	0	-1	0	+1/2	0	+1/2	0	69	
	Totals			68		68 1/2					
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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



## YEDA Official Score Sheet – Diamond Pattern 8

Updated 2020

Class # 5  
SR Diamond patt

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

1004  
492  
682  
979  
2017  
479

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

778

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.

op  
917

Entry #	Maneuver Description	Maneuver									F & E	HDD	Total	Comments		
		Walk	Jog	Stop 360 L	Lope LL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back						
1	Penalty															
	Maneuver Score	0	+1/2	0	0	-1/2	+1/2	0	+1/2	0	+1/2	0	1 1/2	0	72 1/2	
	Totals		70 1/2			70	70 1/2		71							
2	Penalty															
	Maneuver Score	0	+1/2	+1/2	+1	0	+1	0	+1	+1/2		+2	0	76 1/2		
	Totals		70 1/2	71	72		73		74	74 1/2						
3	Penalty														Feet too far into stirrups.	
	Maneuver Score	0	0	+1	+1	0	+1/2	0	0	+1/2		+1/2	0	74 1/2		
	Totals			71	72		72 1/2			73						
4	Penalty															
	Maneuver Score	0	0	+1/2	+1	+1/2	+1/2	0	+1	0		+2	0	75 1/2		
	Totals			70 1/2	71 1/2	72	72 1/2		73 1/2							
5	Penalty					0									Elbows closer + quiet hands	
	Maneuver Score	0	0	0	+1	0	0	0	0	0		+2	0	73		
	Totals				71											
6	Penalty														Watch huts during back	
	Maneuver Score	0	0	-1	+1/2	0	+1/2	+1/2	+1/2	0		+1	0	72		
	Totals			69	69 1/2		70	70 1/2	71							
7	Penalty															
	Maneuver Score	0	0	0	0	0	+1/2	+1/2	0			+2 1/2	0	73 1/2		
	Totals						70 1/2	71								
8	Penalty															
	Maneuver Score	0	0	-1/2	0	0	0	0	-1/2	0		+1/2	0	70 1/2		
	Totals			69					69							
9	Penalty						00								op wrong side of can	
	Maneuver Score	0	0	0	+1/2	0	-1	+1/2	0	0		+2	0	72		
	Totals				70 1/2		69 1/2	70								

*AD Knottley*  
Judges Signature



# YEDA Official Score Sheet - RAIL Class: #6 SR Emerald Rail A

	Back #	Rider Comments	Overall Class Comments
1	1526	quiet seat, more weight in heels	
2	1096	quiet seat @ jog	
3	174	good seat, bring lower leg back a little	
4	1663	good leg position, pull upper body up + lower leg back @ lope	
5	577	Sit quieter @ jog	
6	1132	lower leg back. Soften seat especially @ jog	
7	1006	quiet seat, steady hands Strong leg. watch feet too deep in stirrups	
8			
9			
10			
11			

*AKnoth*

Judges Signature



# YEDA Official Score Sheet - RAIL Class: #7 SR Emerald Rail B

Back #	Rider Comments	Overall Class Comments
1 1644	Dont perch - stretch up	
2 584	Dont arch back dont twist ankle	
3 793	Sit on pockets more - good job w/ hard horse!	
4 1354	pull lower leg back	
5 907	quiet seat + stretch up	
6 426	Sit taller	
7 696	soften elbows.	
8 947	lower leg back @ jog	
9		
10		
11		

*SAD Knott*

Judges Signature



# YEDA Official Score Sheet – Topaz EWD Pattern 7 & 8

Updated 2020

Class # 8  
EWD Topaz patt

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.

1372  
338  
908

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

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

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

\* TB broke on rail

Entry #	Maneuver Description	Walk	Jog	Walk O L	Stop Back	Jog	Stop	F & E	HDD	Total	Comments
		1-2	3	4	5	6	7				
1	Penalty										
	Maneuver Score	+1/2	0	0	+1/2	+1/2	0	+1	0	72 1/2	
	Totals	70 1/2			71	71 1/2					
2	Penalty										
	Maneuver Score	0	0	0	0	0	0	0	0	70	Strong lower leg on rail sits quiet @ stop
	Totals										
3	Penalty										
	Maneuver Score	0	0	0	0	0	0	0	0	70	huts ↓
	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										

*AK Krothy*

Judges Signature





# YEDA Official Score Sheet – Diamond Pattern 10

Updated 2020

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

Class #9  
Diamond elite  
1 of 2

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Lope RL	Simple Lead A	Lope LL	Stop 270 L	Jog	X Jog	Walk	Stop Back	F & E	H D D	Total	Comments
		1	2	3	4	5	6	7	8	9				
1	Penalty		1											
	Maneuver Score	0	-1	-1	-1/2	0	0	0	0	0	+1	0	67 1/2	
	Totals			67	66 1/2									
2	Penalty		1											
	Maneuver Score	0	-1/2	0	-1	0	0	+1/2	0	0	+1/2	0	69 1/2	
	Totals		68 1/2		67 1/2			68						
3	Penalty		3	3				3						
	Maneuver Score	0	-1/2	0	0	+1/2	0	0	0	+1/2	2	+1	73 1/2	
	Totals					70								
4	Penalty													
	Maneuver Score	0	+1/2	+1/2	0	0	0	+1/2	0	+1/2	2	+1	75	☆
	Totals		70 1/2	71				71 1/2		72				
5	Penalty													
	Maneuver Score	0	+1/2	0	0	+1/2	0	+1/2	0	0	2	0	73 1/2	☆
	Totals		70 1/2			71		71 1/2						
6	Penalty		3					1						
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	0	0	+1/2	+2	+1	75	☆
	Totals				71					72				
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													
9	Penalty													
	Maneuver Score													
	Totals													

*J.A. Knoddy*

Judges Signature



W / 1  
YEDA Official Score Sheet - RAIL Class: #10 Elementary Pearl Rail A

	Back #	Rider Comments	Overall Class Comments
1	1540	hups readjusting lower leg - hup quiet	
2	1056	good equitation	
3	1624	heels ↓	
4	1566	nice lower leg, watch feet too far into stirrups	
5	1060	quiet hands	
6	1498	Don't look down, quiet seat	
7	119	quieter seat + hands	
8	1147	good rider + position	
9			
10			
11			

*A. D. Knott*  
Judges Signature



# YEDA Official Score Sheet - RAIL Class: #11 Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1579	Quiet seat. pull lower leg back. A little quieter upper body @ lops.	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

*A. D. Knott*  
Judges Signature

**YEDA Official Score Sheet – RAIL** Class: #12 Elementary Pearl Rail B

	Back #	Rider Comments	Overall Class Comments
1	1609	heels ↓. Sit quiet	
2	370	sit on pockets more	
3	1604	Tilt pelvis back to straighten spine up. Watch heels @ trot	
4	1497	nice leg, soften hands	
5	252	quiet seat @ trot	
6	245	quiet hands, good use of rail space.	
7	1427	pull lower leg back a little	
8			
9			
10			
11			

*AT Knotky*  
Judges Signature



YEDA Official Score Sheet - RAIL Class: #13 JR Emerald Rail A

	Back #	Rider Comments	Overall Class Comments
1	449	quiet seat, pull leg back	
2	608	nice lower leg, quiet seat	
3	1580	Stretch ↑	
4	1031	good heel, strong leg	
5	1051	quiet lower leg + sit still / steady	
6	848	pull lower leg back	
7	991	soften heels - <sup>toes</sup> turned far out	
8			
9			
10			
11			

*SA Knottley*  
\_\_\_\_\_  
Judges Signature



**YEDA Official Score Sheet - RAIL Class: #14 JR Emerald Rail B**

	Back #	Rider Comments	Overall Class Comments
1	1466	Stretch ↑	
2	411	lead 2nd way - good seat catch wrong lead quicker	
3	1480	Strong lower leg	
4	1502	nice position	
5	1228	Watch knee - turns outward      Lead 2nd way	
6	349	quiet seat, good leg	
7	1442	pull lower leg back	
8			
9			
10			
11			

    A.D. Knothy      
Judges Signature



# YEDA Official Score Sheet - RAIL Class: #15 Elementary Pearl Rail C

	Back #	Rider Comments	Overall Class Comments
1	1544	Sit ↑ straight	
2	296	good lower leg.	
3	1663	Don't perch, good heels	
4	1076	Pull upper body back, strong leg	
5	694	pull seat out a little, sit ↑ big + tall	
6	1431	good lower leg. good posture	
7	1677	Tight lower leg, soft seat	
8	686	good upper body, keep heels ↓	
9			
10			
11			

  
Judges Signature



YEDA Official Score Sheet - RAIL Class: #16 JR Emerald Rail C

	Back #	Rider Comments	Overall Class Comments
1	478	good upper body, pull legs back	
2	952	Tight lower leg, quit seat @ jug	
3	1548	good upper body, dont turn knees at	
4	906	pull lower leg back	
5	1151	good position	
6	326	hubs ↓	
7	883	Dont perch + lean into corners	
8			
9			
10			
11			

SP Knottley  
Judges Signature





# YEDA Official Score Sheet – Emerald Pattern 8

Updated 2020

Class #17  
SR Emerald patt 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 3/4 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

696

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.

1644  
174  
907  
584  
1132  
1613

76

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty										Don't look ↓ for lead
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	1 1/2	0	73	
	Totals		70 1/2	71		71 1/2					
2	Penalty					3					
	Maneuver Score	0	0	0	0	-1	0	1 1/2	0	67 1/2	
	Totals					66					
3	Penalty										
	Maneuver Score	0	0	+1/2	0	0	-1/2	1 1/2	0	71 1/2	
	Totals			70 1/2		70					
4	Penalty										
	Maneuver Score	0	0	+1/2	-1/2	-1/2	0	+1	0	70 1/2	
	Totals			70 1/2	70	69 1/2					
5	Penalty										Shorten reins sit back @ lope
	Maneuver Score	0	+1/2	0	0	-1/2	0	0	0	70	
	Totals		70 1/2			70					
6	Penalty			1		3					+
	Maneuver Score	0	+1/2	0	0	-1	0	+2	0	67 1/2	
	Totals		70 1/2	69 1/2		65 1/2					
7	Penalty			1							
	Maneuver Score	0	0	0	0	-1/2	-1/2	+1	0	69	
	Totals			69		68 1/2	68				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*AD Knolly*

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 8**  
 Updated 2020

Class #18  
 SR Emerald B  
 793  
 1006  
 947

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.

1354  
 426  
 1096  
 577  
 1526

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	0	+2	0	74 1/2	
	Totals		70 1/2	71	71 1/2	72 1/2					
2	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1/2	2	0	75	
	Totals		70 1/2	71	71 1/2	72 1/2	73				
3	Penalty										
	Maneuver Score	0	0	+1	+1	+1	0	+2 1/2	0	75 1/2	
	Totals			71	72	73					
4	Penalty										
	Maneuver Score	-1/2	0	-1/2	0	-1/2	0	+1	+1/2	70	
	Totals	69 1/2		69		68 1/2					
5	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1 1/2	0	71 1/2	
	Totals										
6	Penalty										
	Maneuver Score	0	0	+1/2	0	0	-1/2	+1	0	71	
	Totals			70 1/2			70				
7	Penalty			①		3					
	Maneuver Score	0	0	0	0	0	0	1 1/2	0	68 1/2	
	Totals					67					
8	Penalty										
	Maneuver Score	0	-1/2	-3	0	-3	0	+1	0	64 1/2	
	Totals		69 1/2	66 1/2		63 1/2					
9	Penalty										
	Maneuver Score										
	Totals										

*CR Knott*  
 Judges Signature



## YEDA Official Score Sheet – Emerald Pattern 8

Updated 2020

Class #19  
Alumni Emerald pat

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 roman
- Spurring in front of the cinch.

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

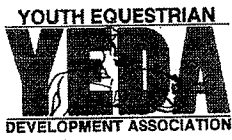
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*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	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty				3						
	Maneuver Score	0	0	-1/2	0	0	0	+1	0	67 1/2	
	Totals			69 1/2	66 1/2						
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										

A. H. Knoth

Judges Signature



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

Class # 20  
Elementary Pearl Pattern

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

A  
114  
105  
167  
1498  
1497  
1431

**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.

252

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

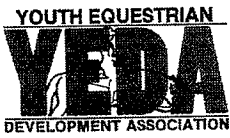
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

TS

Entry #	Maneuver Description								F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1	Penalty				⓪							
	Maneuver Score	0	0	0	0	0	0	0	+1	0	71	
	Totals											
2	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	1 1/2	0	71 1/2	
	Totals											
3	Penalty											
	Maneuver Score	0	0	0	-1/2	-1	0	0	+2	0	70 1/2	
	Totals				69 1/2	68 1/2						
4	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	+2	0	73	
	Totals		70 1/2		71							
5	Penalty											
	Maneuver Score	0	+1/2	0	0	0	0	0	+1	0	71 1/2	
	Totals		70 1/2									
6	Penalty											
	Maneuver Score	0	+1/2	0	+1	0	0	0	+1	0	72 1/2	
	Totals		70 1/2		71 1/2							
7	Penalty											
	Maneuver Score	0	+1/2	0	+1	+1/2	+1	0	+2	0	75	
	Totals		70 1/2		71 1/2	72	73					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*Sh. Knottley*

Judges Signature



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

Class #21  
Elementary Pearl part

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

B 245  
1566  
1063  
296  
1540  
1076  
1604

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

TB

1060

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1	Penalty											
	Maneuver Score	0	+1/2	0	-3	-3	-3	+1/2	H	0	63	OP #3 Jog/Walk/Jog
	Totals		70 1/2				69 1/2	62				
2	Penalty											
	Maneuver Score	0	+1/2	0	+1	0	+1/2	0	+2	0	74	*
	Totals		70 1/2		71 1/2		72					
3	Penalty					1						
	Maneuver Score	0	+1/2	0	0	0	0	0	0	0	69 1/2	
	Totals		70 1/2				69 1/2					
4	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	+1	0	73	
	Totals		70 1/2	71	71 1/2		72					
5	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	74	
	Totals		70 1/2	71	71 1/2		72	72 1/2				
6	Penalty											
	Maneuver Score	0	-1/2	0	0	0	0	0	+1	0	70 1/2	look ↑ sit back
	Totals		69 1/2									
7	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	1	0	73 1/2	
	Totals			71	71 1/2	72	72 1/2					
8	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	+1	0	71	pull knee leg back
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*[Signature]*  
Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

Class #22  
Elementary Pearl part C

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

### Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- 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.

1624  
686  
370  
1427  
694

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.

1544

Entry #	Maneuver Description								F & E	HDD	Total	Comments
		Walk 1	Jog 2	Walk 3	Jog 4	Walk 5	Jog 6	Stop Back 7				
1	Penalty											heels ↓
	Maneuver Score	0	0	0	0	0	0	0	0	0	70	
	Totals											
2	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	1 1/2	0	72 1/2	
	Totals		70 1/2		71							
3	Penalty											Shorten rein
	Maneuver Score	0	0	0	0	-1/2	0	0	+1	0	70 1/2	
	Totals					69 1/2						
4	Penalty											Shorten reins Extra circle
	Maneuver Score	0	0	0	-2	0	0	0	+1	0	69	
	Totals				68							
5	Penalty											heels ↓
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	+1	0	72	
	Totals		70 1/2		71							
6	Penalty											
	Maneuver Score	0	+1/2	0	0	0	+1/2	0	1 1/2	0	71 1/2	
	Totals		70 1/2		69 1/2		70					
7	Penalty											Post look ↓
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	+1	0	71	
	Totals		70 1/2		71	70						
8	Penalty											Op wrong side of cone
	Maneuver Score	0	0	0	0	0	0	0	0	0	70	
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*CPD Knottley*  
Judges Signature