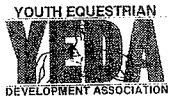


YEDA REINING PATTERN IHSA #7 OFFICAL SCORE SHEET

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
		1	2	3	4	5	6	7	8					
1 479	PENALTY	-1							+1/2	+1	0	-1	70	USE spce effectively
	SCORE	0	0	-1/2	0	0	0	0	0					
	Total		69		68 1/2				69					
2 1004	PENALTY			-1						+2	0	-1	72 1/2	USE more feel in Turn arounds take time
	SCORE	0	0	0	+1/2	+1/2	+1/2	0	0					
	Total			69		70			71 1/2	71 1/2				
3 201	PENALTY			-2						0	0	-2	66	Sit forward in Turn arounds Watch Center
	SCORE	0	0	-1/2	-1	0	0	-1/2	0					
	Total			67 1/2	66 1/2				66					
4 682	PENALTY	-1, -2		-1		-2				-1	0	-6	60 1/2	USE leg effectively make sure reins are not too long
	SCORE	-1/2	-1/2	-1/2	+1/2	-1/2	0	+1/2	+1/2					
	Total		65		64	60 1/2			61	61 1/2				
5 917	PENALTY	(-5)								+3	0	(-5)	74 1/2	Nice confident Rider - Nice pattern Execution
	SCORE	0	+1/2	-1/2	0	+1/2	+1/2	-1/2	0					
	Total			70		70 1/2			71 1/2					
6 492	PENALTY			(-5)						+2	0	(-5)	73	Good timing - Think about hand position
	SCORE	0	-1/2	0	0	+1/2	+1/2	+1/2	0					
	Total			69 1/2		70			71					
7 1529	PENALTY							-2	-2	+1	0	-4	65 1/2	Watch markers! good feel in circles
	SCORE	+1/2	-1/2	0	0	+1/2	-1	-1/2	-1/2					
	Total		70			70 1/2	67 1/2	67	64 1/2					
8 979	PENALTY									+2	0	0	74	Nice job watch markers
	SCORE	+1/2	0	+1/2	0	0	+1/2	0	+1/2					
	Total			71					71 1/2	72				
9 778	PENALTY			-1						+1	0	-1	69	Stay forward in turns & R.B.'s
	SCORE	+1/2	0	-1/2	-1/2	0	+1/2	-1	0					
	Total		70 1/2	69	67 1/2		69	68						

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

BM



YEDA Official Score Sheet – Emerald Pattern 8
Updated 2020

Class #2
JK 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.

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.

AB

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			-1	-1						
	Maneuver Score	0	-2	-2	0	-1	-2	-1	0	60	8
	Totals										
2	Penalty										
	Maneuver Score	0	+1	+1	-1/2	0	+1/2	+2	0	74	3
	Totals						72				
3	Penalty										
	Maneuver Score	0	+1/2	+1	-1	-1	+1/2	+1	0	71	5
	Totals						70				
4	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	0	+2	0	74 1/2	1
	Totals						72 1/2				
5	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1	0	-1	+2	0	73	4
	Totals						71				
6	Penalty										
	Maneuver Score	0	0	+1	+2	-1/2	0	+1 1/2	0	74	2
	Totals						72 1/2				
7	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	-1/2	-1	0	0	69 1/2	6
	Totals					70 1/2	69 1/2				
8	Penalty				-1						
	Maneuver Score	0	-1/2	+1/2	-1	-1/2	0	+1	0	68 1/2	7
	Totals						67 1/2				
9	Penalty										
	Maneuver Score										
	Totals										

BM

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 8
Updated 2020

Class #3
JR Emerald patt
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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
1 1480	Penalty				-1						
	Maneuver Score	0	+1/2	-1	-1	-3	+1/2	0	0	65	No LL Loped off Pattern
	Totals				67 1/2		65				
2 449	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1	0	+2	0	74	Misc Soft Rider
	Totals										
3 1051	Penalty										
	Maneuver Score	0	0	0	-1/2	-2	+1/2	0	0	68	Don't look down for lead
	Totals					67 1/2	68				
4 952	Penalty										
	Maneuver Score	0	-1/2	0	0	+1/2	-1/2	+1	0	70 1/2	Shorten Reins
	Totals						69 1/2				
5 326	Penalty				-1						
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	-1/2	+2	0	72 1/2	Good Control Rider - keep Reins Forward
	Totals			71 1/2			70 1/2				
6 1031	Penalty			-1							
	Maneuver Score	0	+1/2	-1/2	+1/2	0	+1/2	+1	0	71	Good Position
	Totals			69	69 1/2		70				
7 1228	Penalty					-3					
	Maneuver Score	0	0	+1/2	+1/2	-1	0	+1/2	0	68 1/2	Set up Leads
	Totals				71	68					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

BM

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 8
Updated 2020

Class # 4
JK Emerald patt
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.

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 1580	Penalty										
	Maneuver Score	0	+1	+1/2	+1	+1/2	+1/2	+3	0	76 1/2	Nice Pattern Fogant
	Totals			7 1/2							
2 1466	Penalty			-1							
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	+1	0	70 1/2	USE more contact + Get up
	Totals			6 1/2							
3 411	Penalty										
	Maneuver Score	0	0	-1/2	0	+1/2	0	+1	0	71	See name Est. at Jog
	Totals			6 1/2		70	70				
4 883	Penalty										
	Maneuver Score	0	0	0	0	0	0	+2	0	72	Nice job
	Totals										
5 1548	Penalty					-3					
	Maneuver Score	0	0	-1	-1/2	-3	0	-1	0	6 1/2	Shooken Reins Contract
	Totals										
6 349	Penalty		(-)	-1/2							
	Maneuver Score	0	0	-1	+1/2	+1/2	0	0	0	68	Shay Solo with Log
	Totals						68				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
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

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

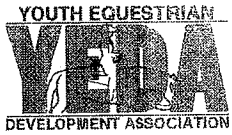
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Maneuver									F & E	H D D	Total	Comments	
		Walk	Jog	Stop 360 L	Lope L/RL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back					
1 201	Penalty														
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1/2	0	0	+1	0	73	4	
	Totals												72		
2 1004	Penalty														
	Maneuver Score	0	+1/2	0	+1/2	0	+1	+1/2	+1/2	0	+2	0	75	2	
	Totals														
3 682	Penalty														
	Maneuver Score	0	+1/2	+1	+1/2	0	+1	+1/2	0	0	+2	0	75 1/2	1	
	Totals				72			73 1/2		73 1/2					
4 492	Penalty	-1													
	Maneuver Score	-1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	-1/2	+2	0	72 1/2	5	
	Totals		67	69		70		70 1/2		70 1/2					
5 979	Penalty														
	Maneuver Score	0	+1/2	0	-1	-1/2	-1/2	0	+1/2	0	0	0	68	Don't be quick with hands 7	
	Totals					69	67 1/2		68						
6 479	Penalty														
	Maneuver Score	0	+1/2	-1/2	-1/2	0	+1/2	+1/2	+1/2	0	+1	0	72	Don't stay close to wall 6	
	Totals			70				70 1/2		71					
7 1529	Penalty														
	Maneuver Score	0	+1/2	0	0	+1/2	+1	+1/2	0	-1/2	+2	0	74	3	
	Totals									72					
8 778	Penalty				-1										
	Maneuver Score	0	0	-1/2	-1/2	-1/2	+1/2	0	-1/2	0	0	0	67 1/2	Don't look down for lead	
	Totals				68		68		67 1/2						
9 917	Penalty														
	Maneuver Score	0	0	-2	-1/2	-1/2	+1/2	+1/2	-1/2	-1	0	0	66 1/2	off Pattern wings. 80 of E	
	Totals					67		68		66 1/2					

BM

Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 1526	Look up	
2 1096	Reins - Adjusted in front of Judge - (Daniel)	
3 174	Good	
4 1613	Stretch Tall	
5 577	Stay Soft	
6 1132	Don't shove ACROSS Neck	
7 1006	Very Nice	
8		
9		
10		
11		

Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 1644	Good Position	
2 584	Stay Strong in core	
3 993	Don't Break wrist	
4 907	Bring Legs Back	
5 1354	More Connection - Stretch Tall	
6 426	Stretch Tall Keep Hips up	
7 696	Sit Back Don't Lean forward	
8 947	Stretch Tall Lean Back	
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – Topaz EWD Pattern 7 & 8

Updated 2020

Class #8
EWD Topaz pattern rail

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	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Walk O L	Stop Back	Jog	Stop	Stop				
1	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1	0	+2	0	74 1/2		
	Totals											
2	Penalty											
	Maneuver Score	+1/2	0	+1/2	0	+1/2	0	+2	0	73 1/2		
	Totals											
3	Penalty											
	Maneuver Score	0	0	0	0	0	0	+2	0	72		
	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											

BM

Judges Signature



YEDA Official Score Sheet – Diamond Pattern 10
Updated 2020

Class #9
Diamond Elite
2 of 2

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

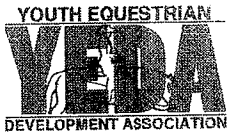
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Walk	Lope RL	Simple Lead L	Lope LL	Stop 270 L	Jog	X Jog	Walk	Stop Back	F & E	HDD	Total	Comments	
		1	2	3	4	5	6	7	8	9					
1	Penalty													70	10 LL Lope off pattern
	Maneuver Score	0	+1/2	-2	-3	+1/2	+1/2	-1/2	+1/2	+1/2	+2	0			
	Totals														
2	Penalty	-1												73 1/2	
	Maneuver Score	-1/2	+1/2	0	0	0	0	+1/2	+1/2	+1/2	+2	0			
	Totals														
3	Penalty													67 1/2	no LL Lope
	Maneuver Score	-1/2	+1/2	-3	-3	0	0	+1	+1/2	0	+2				
	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

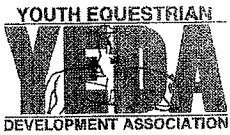


YEDA Official Score Sheet - RAIL Class: #10 Elementary Pearl Rail A

Back #	Rider Comments	Overall Class Comments
1 1540	Nice Time	
2 1056	Good Position	
3 1624	Nice & Soft	
4 1566	Nice Strong Legs	
5 1060	Keep looking forward - Don't lean back	
6 1498	Bring Legs Back	
7 1147	Very Good Position -	
8 119	Steady Hands -	
9		
10		
11		

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Judges Signature

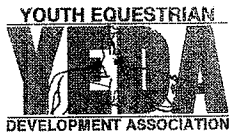


YEDA Official Score Sheet - RAIL Class: # 11 Alumni Emerald Rail

	Back #	Rider Comments	Overall Class Comments
1	1579	Bring Legs back- Keep core strong-	
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			

BM

Judges Signature



YEDA Official Score Sheet - RAIL

Class: # 12 Elementary Pearl Rail B

W/T

Back #	Rider Comments	Overall Class Comments
1 1609	Lengthen Straps	
2 370	Good Position	
3 1604	Bring Legs Back - Lengthen Reins - Move Bend in Elbow	
4 1497	Legs Back more	
5 252	Good Position	
6 245	Shorten Reins/Even	
7 1427	Don't Lean Forward-	
8		
9		
10		
11		

BM

Judges Signature



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

	Back #	Rider Comments	Overall Class Comments
1	449	Lengthen Straps	
2	608	Good Position	
3	1580	Heels down	
4	1031	Look up -	
5	1051	Stretch tall - More Bend in Elbow	
6	848	Strong in core	
7	991	Soften Back	
8			
9			
10			
11			

BM

Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 1466	Legs back	
2 411	Hands too low + bring up - Don't look down	
3 1480	Softer - Relax	
4 349	Good job	
5 1502	More bend in elbow	
6 1228	Shorten Reins - Lead	
7 1442	Reins too long	
8		
9		
10		
11		

BM

Judges Signature

POKSM



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

Back #	Rider Comments	Overall Class Comments
1 1544	Good job - / position	Spread out when in Arena! Don't Bunch up
2 296	Good Confidence	
3 1063	Very Nice Form	
4 1076	Bend Elbows	
5 1431	Good Position watch frame	
6 694	Sit up tall	
7 1677	Don't bet too shall Relax	
8 686	Too much foot in Stirrup	
9		
10		
11		

BM

Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 478	Bring legs back	
2 952	Nice Soft position	
3 1548	Nice Leg position	
4 906	Steering technique	
5 1151	Don't look down	
6 326	Lengthen Strides	
7 483	Bring Legs back	
8		
9		
10		
11		

BM

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)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	X-Jog	Jog	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 696	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+2	0	74 1/2	
	Totals										
2 584	Penalty										No LL Lope
	Maneuver Score	0	0	-1/2	0	-3	0	0	0	66 1/2	
	Totals										
3 1644	Penalty										
	Maneuver Score	0	-1/2	0	0	-1/2	0	+1	0	69	
	Totals			68 1/2		60					
4 174	Penalty										
	Maneuver Score	0	+1/2	+1	-1/2	0	+1/2	+2	0	73 1/2	
	Totals					71					
5 907	Penalty										
	Maneuver Score	0	0	-1	0	-1/2	0	+1	0	68 1/2	Don't look down to check leads
	Totals										
6 1613	Penalty										No LL Lope
	Maneuver Score	0	0	-1/2	0	-3	0	0	0	65 1/2	H Pattern
	Totals			68 1/2							
7 1132	Penalty										
	Maneuver Score	0	+1/2	-1/2	+1/2	+1/2	0	+2	0	72	
	Totals			69		70					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

SM
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 8
Updated 2020

Class #18
SK Emerald patt
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	Walk	Jog	X-Jog	Jog	Lope LL	Stop Back	F & E	HDD	Total	Comments	
		1	2	3	4	5	6					
1	947											
	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1/2	+2	0	75	Nice job	3
2	1006											
	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1	+1/2	+3	0	77	Nice job	1
3	793											
	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	0	+3	0	76	Nice job	2
4	1096											
	Penalty											
	Maneuver Score	-1/2	-1/2	+1/2	-1/2	0	0	+1	0	70		7
5	1354											
	Penalty											
	Maneuver Score	0	+1/2	-1/2	0	+1	0	+2	0	73		4
6	426											
	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	-1/2	0	+1	0	71 1/2		6
7	577											
	Penalty											
	Maneuver Score	0	0	0	+1/2	0	0	+2	0	72 1/2		5
8	1526											
	Penalty											
	Maneuver Score	0	-1	-1	-1/2	-3	0	0	0	63 1/2	No LL. Coped fl Pattern	
9												
	Penalty											
	Maneuver Score											

BM
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 romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Lope LL	Stop Back				
1	Penalty			-1	-1			0		63 1/2	
	Maneuver Score	0	+1/2	-1	-2	0	0				
	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										

BM

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

(Class #20
Elementary Pearl po
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	Maneuver							F & E	HDD	Total	Comments
		Walk 1	Jog 2	Walk 3	Jog 4	Walk 5	Jog 6	Stop Back 7				
1 1431	Penalty											74 1/2 . 2 min 106
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	0	+3	0		
	Totals							7 1/2				
2 1498	Penalty											70 1/2 . 6
	Maneuver Score	0	0	0	0	0	-1/2	0	+1	0		
	Totals							68 1/2				
3 252	Penalty											73 . 5
	Maneuver Score	-1/2	0	0	0	-1/2	0	0	+3	0		
	Totals							70				
4 1056	Penalty											73 1/2 . 4
	Maneuver Score	0	+1/2	-1/2	+1/2	0	+1/2	0	+2 1/2	0		
	Totals							71				
5 1497	Penalty											70 Watch markers
	Maneuver Score	0	0	0	-1/2	0	0	-1/2	+1	0		
	Totals							69				
6 1677	Penalty											74 . Watch h markers 2 Good Red
	Maneuver Score	0	+1/2	0	+1/2	-1/2	+1	+1/2	+2	0		
	Totals							72				
7 1147	Penalty											77 . 1
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1/2	+1	+1/2	+3	0		
	Totals					72 1/2	76 1/2	76				
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

BM

Judges Signature

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

Class # 21
 Elementary Pearl pat
 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	Maneuver							F & E	HDD	Total	Comments
		Walk 1	Jog 2	Walk 3	Jog 4	Walk 5	Jog 6	Stop Back 7				
1 1060	Penalty											
	Maneuver Score	0	-1/2	-1/2	-3	-3	-3	+1/2	0	0	60 1/2	off pattern 8
	Totals											
2 245	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1/2	+2	0	74	7
	Totals											
3 1604	Penalty					-1						
	Maneuver Score	0	0	0	+1/2	-1	0	+1/2	+1	0	70	6
	Totals											
4 296	Penalty											
	Maneuver Score	0	0	0	+1/2	+1/2	+1	0	+2 1/2	0	74 1/2	1
	Totals											
5 1566	Penalty						-1					
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1/2	+3	0	73 1/2	Great Ride Don't Brake Grad 3
	Totals											
6 1076	Penalty											
	Maneuver Score	0	-1/2	0	-1/2	0	-1/2	0	+1	0	69 1/2	Hit markers Pen 7 look down 7
	Totals											
7 1063	Penalty											
	Maneuver Score	0	+1/2	0	0	+1/2	0	0	+2	0	73	4
	Totals											
8 1540	Penalty											
	Maneuver Score	0	0	-1/2	0	0	0	0	+1	0	70 1/2	Bring legs back 5
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

BM
 Judges Signature

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

Class #22
 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 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver							Stop Back	F & E	HDD	Total	Comments
		Walk 1	Jog 2	Walk 3	Jog 4	Walk 5	Jog 6	Jog 7					
1 694	Penalty												Look up heels down shorten Reins
	Maneuver Score	0	0	0	0	0	0	-1/2	+1	0	70 1/2		
	Totals							68 1/2					
2 1624	Penalty												Circuit job
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+3	0	76		
	Totals							73					
3 370	Penalty												Shorten Reins
	Maneuver Score	0	-1/2	0	-1/2	-1/2	0	0	+1	0	68 1/2		
	Totals							68 1/2					
4 1544	Penalty												Shorten Reins all patterns
	Maneuver Score	0	0	0	-3	0	0	+1/2	+2	0	69 1/2		
	Totals							67 1/2					
5 686	Penalty												Don't look down
	Maneuver Score	0	+1/2	0	0	0	+1/2	+1/2	+2	0	73 1/2		
	Totals							71 1/2					
6 119	Penalty												
	Maneuver Score	0	0	0	-1/2	+1/2	+1/2	+1/2	+2	0	73		
	Totals					70		71					
7 1427	Penalty												
	Maneuver Score	0	0	0	0	+1/2	+1/2	0	+1	0	72		
	Totals							71					
8 1609	Penalty												WRONG Sid of cone D all patterns
	Maneuver Score	0	-1	-1/2	-1/2	-3	-1/2	-1/2	0	0	64		
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

BM
 Judges Signature