

**YEDA Official Score Sheet – Ranch Horse Pattern # 8**

Updated June 2020

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

Class # 23  
SR Sapphire Ranch  
A

**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	Trot	1 Spin Right	Lope RL	X Lope	Stop L. RB	L.L. Lope o	Walk 10-15	Stop Back 8	1 1/4 Spin L	Trot 10	Stop 11	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	424																
	Penalty																
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0		0	+2	75 1/2	
Totals		70 1/2		71	71 1/2		72		73	73 1/2							
2	148																
	Penalty																
	Maneuver Score	+1/2	0	0	0	-1/2	0	-1/2	0	+1/2	0	0		0	+1	71	
Totals		70 1/2				70		69 1/2		70							
3	1061																
	Penalty			3			3										
	Maneuver Score	0	-1/2	-1/2	0	-1	-1	0	0	-1/2	0	0		0	0	60 1/2	
Totals		69 1/2	66		65	61				60 1/2							
4	709																
	Penalty						1										
	Maneuver Score	+1/2	-1/2	0	+1/2	0	0	0	0	-1	+1/2	0		0	0	69	
Totals		70 1/2	70		70 1/2		69 1/2			68 1/2	69						
5	893																
	Penalty																
	Maneuver Score	+1/2	-1	0	+1/2	0	0	0	+1/2	-1	0	0		0	0	69 1/2	
Totals		70 1/2	69 1/2		70				70 1/2	69 1/2							
6	535																
	Penalty			3													
	Maneuver Score	0	-1/2	-1	0	0	-1/2	0	-1/2	-1/2	0	0		0	0	64	
Totals		69 1/2	65 1/2			65		64 1/2	64								
7	342																
	Penalty						3										
	Maneuver Score	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2	+1/2	0		0	1/2	71	*
Totals		70 1/2			71	68		68 1/2	69	69 1/2							
8	700																
	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2	+1/2	+1	+1/2	0		0	2	77 1/2	
Totals		70 1/2	71	71 1/2	72		73	73 1/2	74	75	75 1/2						

*Amber D. Krotky*

Judges Signature



W/T  
YEDA Official Score Sheet - RAIL Class: #24 JR Opal Rail A

Back #	Rider Comments	Overall Class Comments
1 1489	good seat. quiet hands	
2 139	Stretch ↑	
3 1545	Sit down on pockets, sit quietly	
4 439	Dont lean fwd.	
5 1413	nice posture. strong legs	
6 1530	good lower leg. Stretch ↑, work on transitions	
7 301	good leg. watch leaning fwd too much.	
8		
9		
10		
11		

SA D Knottley  
Judges/Signature



# YEDA Official Score Sheet - RAIL

Class: #25 JR Open Rail B

	Back #	Rider Comments	Overall Class Comments
1	1600	good lower leg, little more bend in elbow	
2	1553	Tight lower leg, good posture	
3	1574	Don't lean fwd.	
4	1443	good posture, soft hands	
5	1641	Don't arch back, good heels	
6	1416	good position	
7	810	Sit ↑ big + tall	
8			
9			
10			
11			

Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 8**

Updated June 2020

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

Class #26  
SR sapphire ranch  
B

**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	Trot	1 Spin Right	Lope RL	X Lope	Stop L RB	LL Lope o	Walk 10-15	Stop Back 8	1 1/4 Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11						
1 842	Penalty	1		3														
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	+1/2	0	+1/2	-3		0	+1	66	op - no stop	
	Totals	69	69 1/2	67					67 1/2		68	65						
2 1135	Penalty						1											
	Maneuver Score	0	+1	+1/2	0	+1	+1/2	0	0	+1/2	+1/2	0		0	+2	75		
	Totals		71	71 1/2		72 1/2	72			72 1/2	73							
3 372	Penalty																	
	Maneuver Score	0	0	0	0	-1	+1/2	0	+1/2	+1/2	0	0		0	+1	71 1/2		
	Totals					69	69 1/2		70	70 1/2								
4 359	Penalty																	
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2	0	0	+1	+1/2	0		0	2	75 1/2		
	Totals	70 1/2		71	71 1/2		72			73	73 1/2							
5 674	Penalty																	
	Maneuver Score	0	-1	-1/2	+1/2	-1/2	0	0	0	-1	0	0		0	0	67 1/2	huls + hands ↓	
	Totals		69	68 1/2	69	68 1/2				67 1/2								
6 462	Penalty	1		3														
	Maneuver Score	0	-1/2	-1/2	0	-1	0	-1/2	0	-1	0	0		0	0	62 1/2	used fence for lead	
	Totals	69	68 1/2	65		64		63 1/2		62 1/2								
7 687	Penalty																	
	Maneuver Score	0	-1	0	0	0	0	0	+1/2	-1	0	0		0	+1/2	69		
	Totals		69						69 1/2	68 1/2								
8	Penalty																	
	Maneuver Score																	
	Totals																	

*AK Knotrup*  
Judges Signature



W/1  
YEDA Official Score Sheet - RAIL Class: #27 JR Opal Rail C

Back #	Rider Comments	Overall Class Comments
1 615	nice lower leg, watch arching back @ times	
2 1590	Tight lower leg	
3 1402	good leg, sit ↑ straighter	
4 1449	Becareful to not lean fwd.	
5 1651	Square shoulders dont lean to inside	
6 231	good lower leg. sit ↑ a little	
7		
8		
9		
10		
11		

*AD Krothys*  
Judges Signature



W/1  
YEDA Official Score Sheet – RAIL Class: #28 JR Opal Rail D

Back #	Rider Comments	Overall Class Comments
1 1446	Sit quiet @ jog, dont sit fwd	
2 1957	good lower leg, quiet seat @ jog	
3 1512	dont look ↓, square shoulders	
4 394	good position, put stirrup on ball of foot	
5 1174	good lower leg	
6 567	quiet upper body	
7		
8		
9		
10		
11		

*AD Kothly*  
\_\_\_\_\_  
Judges Signature



# YEDA Official Score Sheet - RAIL Class: #29 Jr Opal Rail E

Back #	Rider Comments	Overall Class Comments
1 1676	more weight in heels	
2 1690	good lower leg	
3 890	Tight lower leg, quieter hands @ trot.	
4 1437	more weight in heels	
5 1186	pull lower leg back	
6 1430	good position, quiet seat. keep hand ↓	
7		
8		
9		
10		
11		

*AD Anthony*  
 \_\_\_\_\_  
 Judges Signature



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

Class #30  
JR Ruby patt  
1 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)**

- 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	1/4 R	Lope RL	Jog	Jog □	Stop Back	Jog	F & E	HDD	Total	Comments
1	Penalty						1						
	Maneuver Score	0	0	0	0	0	0	0	0	1	0	70	
	Totals						69						
2	Penalty												
	Maneuver Score	0	+1/2	0	0	0	-1	0	0	1/2	0	71	
	Totals		70 1/2				69 1/2						
3	Penalty												
	Maneuver Score	0	+1/2	+1	+1/2	0	+1/2	0	0	2 1/2	0	75	nice pattern!
	Totals		70 1/2	71 1/2	72		72 1/2						
4	Penalty				1								
	Maneuver Score	0	0	-1/2	+1/2	0	0	0	-3	+1	0	67	no Jog at
	Totals			69 1/2	69				66				
5	Penalty												
	Maneuver Score	0	0	0	+1/2	-1	0	0	0	1	0	70 1/2	
	Totals				70 1/2	69 1/2							
6	Penalty					3							
	Maneuver Score	0	0	+1/2	+1/2	-1/2	-1/2	0	0	0	0	67	
	Totals			70 1/2	71	67 1/2	67						
7	Penalty					3							
	Maneuver Score	0	+1/2	0	-1/2	-1/2	-1	0	0	1	0	66 1/2	1/2 Jog □
	Totals		70 1/2		70	66 1/2	65 1/2						
8	Penalty												
	Maneuver Score	0	0	0	+1	+1/2	0	0	-3	1	0	69 1/2	op no jog wrong side of cone
	Totals				71	71 1/2			68 1/2				
9	Penalty						1						
	Maneuver Score	0	0	0	0	0	+1/2	0	-3	1 1/2	0	68	
	Totals						69 1/2		66 1/2				

*[Signature]*  
Judges Signature





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

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

Class #30  
JR Ruby patt  
2 of 2

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¾ 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	Maneuver										F & E	HDD	Total	Comments
		Walk	Jog	¼ R	Lope RL	Jog	Jog □	Stop Back	Jog	Jog	Jog				
		1-2	3	4	5	6-7	8	9	10-11						
1	Penalty		1		3										op no Jog
	Maneuver Score	0	0	0	0	-1	0	0							
	Totals		69		66	65									
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														

*AR Knolly*  
Judges Signature

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

Class # 31  
 SR Ruby patt  
 1 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)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuver									F & E	HDD	Total	Comments
		Walk	Jog	1/4 R	Lope RL	Jog	Jog □	Stop Back	Jog	Jog				
		1-2	3	4	5	6-7	8	9	10-11					
1	Penalty													
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	0		1 1/2	0	68 1/2	
	Totals		70 1/2		71		68							
2	Penalty													
	Maneuver Score	0	0	-1/2	0	+1/2	0	0	0		1 1/2	0	71 1/2	
	Totals			69 1/2		70								
3	Penalty													
	Maneuver Score	0	+1	+1/2	+1	+1/2	+1/2	+1/2	-3		2 1/2	0	73 1/2	op-no jog nice ride!
	Totals		71	71 1/2	72 1/2	73	73 1/2	74	71					
4	Penalty													
	Maneuver Score	0	0	0	0	0	0	0	+1/2		1 1/2	0	72	
	Totals								70 1/2					
5	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2		2	0	74 1/2	
	Totals			70 1/2	71		72		72 1/2					
6	Penalty													
	Maneuver Score	0	+1/2	0	0	0	+1/2	+1/2	0		2 1/2	0	71	
	Totals		70 1/2		69 1/2		68	68 1/2						
7	Penalty													
	Maneuver Score	0	0	0	+1/2	0	0	0	0		2	0	72 1/2	
	Totals				70 1/2									
8	Penalty													
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	0	0		1 1/2	0	73	
	Totals			71		71 1/2								
9	Penalty													
	Maneuver Score	0	0	0	0	0	-1/2	0	0		1	0	67 1/2	
	Totals				67		66 1/2							

*AR Anthony*

Judges Signature



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

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

Class # 31  
SR Ruby Pattern  
2 of 2

**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	Maneuver									F & E	HDD	Total	Comments
		Walk	Jog	¼ R	Lope RL	Jog	Jog □	Stop Back	Jog	Jog				
		1-2	3	4	5	6-7	8	9	10-11					
1	Penalty						1							
	Maneuver Score	0	0	0	-1/2	-1/2	-1	0	0		1	0	68	
	Totals				69 1/2	69	67							
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													

*AK Krotky*  
Judges Signature



W/T  
YEDA Official Score Sheet - RAIL Class: #32 SR Opal Rail

Back #	Rider Comments	Overall Class Comments
1 855	good position, tight lower leg	
2 1429	quiet seat, good lower leg	
3 1441	Sit deep + steady on bouncy horse. Ride through + feel horse	
4 1232	nice upper body, pull lower leg back	
5 1460	good position, good heels	
6 1607	more weight in heels sit + straight	
7 1524	good leg position, stretch + a little	
8 1501	pull lower leg back	
9		
10		
11		

*[Signature]*  
Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

Class # 33  
JK Opal 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 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty								+1	0	71 1/2	Dont look ↓ in back
	Maneuver Score	0	0	0	+1/2	0	0	0				
	Totals				76 1/2							
2	Penalty							0	+1	0	70 1/2	Shorten reins
	Maneuver Score	0	0	0	0	0	0	-1/2				
	Totals							69 1/2				
3	Penalty		3						+1	0	68 1/2	
	Maneuver Score	0	0	0	0	0	+1/2	0				
	Totals		67					67 1/2				
4	Penalty								1 1/2	0	73	
	Maneuver Score	0	+1/2	0	0	0	+1/2	+1/2				
	Totals		70 1/2					71				
5	Penalty								2	0	74 1/2	
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1/2	+1/2				
	Totals		70 1/2					71 1/2				
6	Penalty								2	0	73 1/2	
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	0				
	Totals		70 1/2		71			71 1/2				
7	Penalty								1	0	70	
	Maneuver Score	0	0	0	0	0	0	0				
	Totals					69						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*A. D. Knorr*  
Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

Class # 34  
Jr Opal 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)

- 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							Stop Back	F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Walk					
1	1690												
	Penalty												
	Maneuver Score	0	-1/2	0	0	0	+1/2	0	1	0	71		
	Totals		69 1/2				70						
2	439												
	Penalty							00					
	Maneuver Score	0	+1/2	0	0	0	0	0	1	0	71 1/2		
	Totals		70 1/2										
3	1600												
	Penalty							1					
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	0	1 1/2	0	72 1/2		
	Totals		70 1/2	71	71 1/2	71							
4	301												
	Penalty												Follow pattern
	Maneuver Score	0	+1/2	0	0	0	+1/2	0	0	0	70		course
	Totals		70 1/2			69 1/2	70						
5	890												
	Penalty												
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	+1/2	1 1/2	0	73 1/2		
	Totals		70 1/2		71		71 1/2	72					
6	567												
	Penalty												
	Maneuver Score	0	+1/2	0	+1/2	0	0	-1/2	+1/2	0	71		Sit back @ back
	Totals		70 1/2		71			70 1/2					
7	16051												
	Penalty							0					
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	1	0	73 1/2		
	Totals		70 1/2	71	71 1/2		72	72 1/2					
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

*[Signature]*  
Judges Signature

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

Class # 35  
 Jr Opal 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	Walk	Jog	Walk	Jog	Stop Back					
1	1443												
	Penalty												
	Maneuver Score	0	+1/2	0	0	0	+1/2	0	2	0	73		*
	Totals		70 1/2				71						
2	1845												
	Penalty			1		3							Sit back
	Maneuver Score	0	+1/2	0	0	0	0	0	0	0	66 1/2		
	Totals		70 1/2	69 1/2		66 1/2							
3	394												
	Penalty							1					
	Maneuver Score	0	0	0	+1/2	0	+1/2	0	2	0	72		
	Totals				70 1/2		70						
4	1186												
	Penalty												
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	1 1/2	0	72 1/2		
	Totals		70 1/2		71								
5	1402												
	Penalty												
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	0	1 1/2	0	73		good pattern precision
	Totals		70 1/2		71		71 1/2						
6	1416												
	Penalty												
	Maneuver Score	0	0	0	0	0	+1/2	0	1	0	71 1/2		
	Totals						70 1/2						
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

*[Signature]*  
 Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

Class # 36  
JR Opal patt 10

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 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver							Stop Back	F & E	HDD	Total	Comments	
		Walk	Jog	Walk	Jog	Walk	Jog	Jog						
1	1530													
	Penalty		1					1						
	Maneuver Score	0	0	0	0	0	0	0	0	+1	0	69	watch pattern course.	
	Totals		69					68						
2	231													
	Penalty		1		1									
	Maneuver Score	0	0	0	0	0	0	0	0	+1/2	0	68 1/2		
	Totals		69		68									
3	1512													
	Penalty							1						
	Maneuver Score	0	0	0	0	0	0	0	0	+1/2	0	69 1/2		
	Totals							69						
4	1641													
	Penalty													
	Maneuver Score	0	0	0	0	0	0	0	0	0	0	70		
	Totals													
5	1574													
	Penalty							1						
	Maneuver Score	0	+1/2	0	0	0	0	0	0	+1 1/2	0	72		
	Totals		70 1/2											
6	1430													
	Penalty							3						
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	0	1 1/2	0	69 1/2		
	Totals		70 1/2		71			68						
7														
	Penalty													
	Maneuver Score													
	Totals													
8														
	Penalty													
	Maneuver Score													
	Totals													
9														
	Penalty													
	Maneuver Score													
	Totals													

*AD Knolly*  
Judges Signature





# YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

Class #37  
JK Opal patt E

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	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	0	+1	+1/2	+1	0	+1/2	0	1 1/2	0	74 1/2	
	Totals		71	71 1/2	72 1/2		73					
2	Penalty	1				3						
	Maneuver Score	0	0	0	0	-1/2	+1/2	0	+1/2	0	66 1/2	
	Totals	69				65 1/2	66					
3	Penalty											
	Maneuver Score	0	+1	0	+1	0	+1	+1/2	2	0	75 1/2	good pattern precision
	Totals		71		72		73	73 1/2				
4	Penalty						1					
	Maneuver Score	0	+1/2	0	0	0	-1/2	0	+1/2	0	69 1/2	Don't team fuel
	Totals		70 1/2				69					
5	Penalty						1					
	Maneuver Score	0	+1/2	0	+1	0	+1	0	1 1/2	0	73	
	Totals		70 1/2		71 1/2		71 1/2					
6	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	+1/2	0	70 1/2	
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*AD Knolly*

Judges Signature



## YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

Class #38  
SR Opal 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	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	1607											
	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	+1/2	1 1/2	0	73 1/2	
	Totals		70 1/2		71		71 1/2	72				
2	1441											
	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	+1/2	0	70 1/2	
	Totals											
3	1501											
	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	+1/2	1	0	73	
	Totals		70 1/2		71		71 1/2	72				
4	855											
	Penalty											
	Maneuver Score	0	0	0	+1/2	0	0	0	+1/2	0	71	
	Totals				70 1/2							
5	1429											
	Penalty					1						
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	1 1/2	0	73	*
	Totals			71	71 1/2	71	71 1/2					
6	1460											
	Penalty							(3)				
	Maneuver Score	0	1	+1/2	+1	0	+1/2	0	2	0	75	
	Totals		71	71 1/2	72 1/2		73					
7	1524											
	Penalty					3						
	Maneuver Score	0	+1/2	0	0	0	+1/2	0	1	0	69	
	Totals		70 1/2		67 1/2		68					
8	1232											
	Penalty					1, 1	1					
	Maneuver Score	0	+1/2	-1/2	0	0	0	0	0	0	67	
	Totals		70 1/2	70	68	67						
9												
	Penalty											
	Maneuver Score											
	Totals											

*AK Knott*

Judges Signature



YEDA Official Score Sheet - RAIL Class: #39 Jr Ruby Rail

	Back #	Rider Comments	Overall Class Comments
1	109	• good seat + quiet hands	
2	933	• good upper body. try to sit still @ jog	
3	281	• pull lower leg back	
4	1469	• quiet hands + pull lower leg back	
5	1688	• good lower leg, nice seat	
6	1612	• good posture	
7	1594	• good position, strong lower leg	
8	1011	• strong lower leg. quiet hands	
9	1558	• watch toes turning out	
10	1418	• nice position + quiet seat	
11			

*AD Knolly*

Judges Signature



**YEDA Official Score Sheet – Sapphire / Alumni Pattern 8**  
Updated 2020

Class # 40  
SR Sapph. 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 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	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back				
1	Penalty							3				
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	0	+1/2	2	0	72	
	Totals		71	71 1/2	72	72 1/2	69 1/2	70				
2	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	+1	+1/2	0	2	0	75 1/2	
	Totals		70 1/2	71	72	73	73 1/2					
3	Penalty											
	Maneuver Score	0	+1/2	+1	+1	+1	+1	0	2	0	76 1/2	
	Totals		70 1/2	71 1/2	72 1/2	73 1/2	74 1/2					
4	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	+1	+1/2	+1/2	1 1/2	0	75 1/2	
	Totals		70 1/2	71	72	73	73 1/2	74				
5	Penalty				3	3						
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	1 1/2	0	66 1/2	
	Totals		70 1/2	71		65						
6	Penalty			3								
	Maneuver Score	0	0	0	0	0	0	0	2	0	69	
	Totals			67								
7	Penalty							1				
	Maneuver Score	0	-1/2	+1/2	0	0	0	-1/2	1	0	69 1/2	
	Totals		69 1/2	70				68 1/2				
8	Penalty							1				
	Maneuver Score	-1/2	-1/2	-1/2	+1/2	0	0	0	1	0	70	Opp 3 wrong side of cones
	Totals		69	69	69							
9	Penalty											
	Maneuver Score											
	Totals											

*AR Knottley*  
Judges Signature



## YEDA Official Score Sheet – Sapphire / Alumni Pattern 8

Updated 2020

Class # 41  
SR Sapph 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)

- 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	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back				
1	700											
	Penalty							1				
	Maneuver Score	0	+1/2	+1/2	+1	+1	+1/2	0	1 1/2	0	74	
	Totals		70 1/2	71	72	73	72 1/2					
2	1061											
	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	0	1 1/2	0	73 1/2	
	Totals		70 1/2	71	71 1/2		72					
3	535											
	Penalty							3				
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	1 1/2	0	70	
	Totals		70 1/2	71	71 1/2		68 1/2					
4	372											
	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1	0	2	0	75 1/2	
	Totals		70 1/2	71	72	72 1/2	73 1/2					
5	893											
	Penalty				3	3						
	Maneuver Score	0	0	0	-1/2	-1/2	0	0	1	0	64	
	Totals				66 1/2	63						
6	452											
	Penalty											
	Maneuver Score	0	+1/2	0	0	0	-1/2	0	1 1/2	0	71 1/2	
	Totals		70 1/2				70					
7	842											
	Penalty											
	Maneuver Score	0	+1	+1/2	+1	+1	+1/2	+1/2	2	0	76 1/2	
	Totals		71	71 1/2	72 1/2	73 1/2		74 1/2				
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

*AD Knotley*  
\_\_\_\_\_  
Judges Signature



# YEDA Official Score Sheet – RAIL Class: #42 SR Ruby Rail

	Back #	Rider Comments	Overall Class Comments
1	1432	good position	
2	386	good heels	
3	795	Relax a little	
4	1026	good heels, pull back a little	
5	1183	Don't turn toes out	
6	886	good position	
7	238	more weight in stirrups + tighter lower leg	
8	794	Strong lower leg	
9	1008	Watch toes turning out, good upper body	
10	618	good position. quiet hands - good job riding through tough horse! Impressive	
11			

*AD Knottley*  
 \_\_\_\_\_  
 Judges Signature