

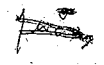
YEDA Official Score Sheet – Ranch Horse Pattern # 8

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

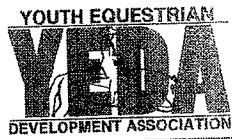
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*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	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 424	Penalty																Nice layout A pattern 2
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1	+1/2	+1/2	0	0	+3	77	
	Totals																
2 148	Penalty																Plan Ahead 3
	Maneuver Score	+1/2	+1/2	+1/2	0	-1/2	0	0	0	+1/2	+1/2	0	0	0	+2	74	
	Totals																
3 1061	Penalty																7
	Maneuver Score	+1/2	0	-1	-1/2	-1/2	-1	+1/2	0	0	+1/2	0	-3	0	+1	66 1/2	
	Totals																
4 709	Penalty																4
	Maneuver Score	+1/2	0	+1/2	+1/2	-1/2	-1/2	+1/2	0	+1	+1/2	+1/2	0	0	+1	72	
	Totals																
5 893	Penalty																6
	Maneuver Score	+1/2	-1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	-1	-1/2	0	-1	0	+1	70 1/2	
	Totals																
6 535	Penalty																8
	Maneuver Score	+1/2	+1/2	-1	-1/2	-1/2	+1/2	0	+1/2	-1/2	0	-1/2	-3	0	+1	66	
	Totals																
7 342	Penalty																9
	Maneuver Score	0	+1/2	+1/2	0	0	-1	+1/2	+1/2	0	+1/2	0	-1	0	+1	71 1/2	
	Totals																
8 700	Penalty																7
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+1	0	0	+1	+1/2	+1/2	0	0	+3	79	
	Totals																

BM

Judges Signature



W/1
YEDA Official Score Sheet - RAIL Class: #24 JR Open Pool A

Back #		Rider Comments	Overall Class Comments
1	1489	Open Shoulders	
2	139	Close Elbows	
3	1545	Sit Back	
4	1530	Look up. Kick horse	
5	1413	Heels down	
6	439	Stretch up fall	
7	301	Hands too low	
8			
9			
10			
11			

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Judges Signature



W/1
YEDA Official Score Sheet - RAIL Class: #25 JR Opal Rail B

Back #		Rider Comments	Overall Class Comments
1	1600	Lift hands - Bend Elbow - Use Rail Space Better	
2	1553	Stretch Tall -	
3	1574	Bend Elbows -	
4	1443	Good Position - Ride with Legs not Seat	
5	1641	Good Position -	
6	1416	Bend Elbows more -	
7	810	Tighten Free Arm - Stretch Tall - Stay Strong in core	
8			
9			
10			
11			

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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 center 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
	Maneuver	1	2	3	4	5	6	7	8	9	10	11					
1 842	Penalty	-1		-1	-1							-3	-3	0	+1	65	No Stop off Pattern
	Maneuver Score	-1/2	-1/2	0	-1/2	0	+1/2	+1/2	+1/2	-1/2	+1/2						
	Totals		68	67	65 1/2	63 1/2	66		67	66 1/2	67	64					
2 1135	Penalty						-1										
	Maneuver Score	0	+1	0	0	+1/2	-1/2	+1/2	0	0	+1/2	0	-1	0	+4	72	
	Totals						71 1/2	70		70 1/2		71					
3 372	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	-1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2	0	0	+2	74	
	Totals						70 1/2	71		70 1/2	71	72					
4 359	Penalty																
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0	0	+3	78 1/2	Miss Comp lead Ride
	Totals		71				72 1/2	73 1/2	74			75 1/2					
5 674	Penalty																
	Maneuver Score	+1/2	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0			+2	75 1/2	
	Totals						71		72 1/2	73		73 1/2	0	0			
6 452	Penalty	-1		-1													
	Maneuver Score	-1/2	0	0	0	-1	-1	0	0	-1/2	0	0	-2	0	+1	66	
	Totals		68 1/2	69 1/2			65 1/2				65	65					
7 687	Penalty			-1													
	Maneuver Score	-1/2	-1/2	-1/2	+1/2	0	0	+1/2	+1/2	-1	+1/2	-1/2	-1	0	+1	69	Don't over Bridle
	Totals		69	67 1/2	68				69	68		68					
8	Penalty																
	Maneuver Score																
	Totals																

RM
Judges Signature

W/T



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

Back #	Rider Comments	Overall Class Comments
1 615	Good Position -	
2 1590	Good Position -	
3 1402	Stay Strong in core	
4 1449	Sit Back -	
5 1651	Look up -	
6 231	Sit in middle of Saddle -	
7		
8		
9		
10		
11		

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Judges Signature

W/1



YEDA Official Score Sheet - RAIL Class: #28 JR Opal Reel D

	Back #	Rider Comments	Overall Class Comments
1	1446	Sit up tall	
2	567	Stay Strong in CORE	
3	1512	Use Rail	
4	487	keep legs on	
5	394	Good Ride	
6	1174	Stay Strong in Core	
7			
8			
9			
10			
11			

BM
Judges Signature

W/1



YEDA Official Score Sheet - RAIL Class: #29 JR Opal Reil E

Back #		Rider Comments	Overall Class Comments
1	1676	Weight in heels - Don't lean forward	
2	1690	Sit Back	
3	890	Stretch Teal	
4	1437	Length Stirrups	
5	1186	Bring Legs Back	
6	1430	Bring Legs Back	
7			
8			
9			
10			
11			

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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 1/2 point increments

Class # 30
JK Ruby patt
1 of 2

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					
		1-2	3	4	5	6-7	8	9	10-11					
1	Penalty						-1							
	Maneuver Score	+1/2	0	0	+1/2	-1/2	-1	0	0	+2	0	70 1/2	3	
	Totals													
2	Penalty						-1							
	Maneuver Score	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	66	5	
	Totals													
3	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	+2	0	74 1/2	1	
	Totals				71 1/2	72								
4	Penalty				(-1)									
	Maneuver Score	-1/2	-1/2	-1/2	0	+1/2	0	+1/2	(-3)	+1	0	67 1/2	8	
	Totals				68 1/2	68 1/2								
5	Penalty						-1							
	Maneuver Score	0	+1/2	+1/2	0	-1/2	-1/2	0	0	+2	0	71	2	
	Totals													
6	Penalty						-1							
	Maneuver Score	0	+1/2	+1/2	+1/2	-1	-2	-1/2	0	+2		69	24	
	Totals				71 1/2	70 1/2	68 1/2	66 1/2						
7	Penalty													
	Maneuver Score	0	0	+1/2	-1/2	(-3)	(-3)	0	0	0	0	64	no jog	
	Totals				70		64							
8	Penalty													
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	(-3)	0	0	68	sharpen reins no jog	
	Totals													
9	Penalty													
	Maneuver Score	0	+1/2	0	+1	+1/2	+1/2	+1/2	(-3)	0	0	70	no jog	
	Totals													6

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Judges Signature



YEDA Official Score Sheet – Ruby Pattern 8

Updated 2020

Class #30
JK Ruby Patt
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 1/8 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											F & E	HDD	Total	Comments	
		Walk	Jog	1/4 R	Lope RL	Jog	Jog □	Stop Back	Jog	Jog	Jog					
10 1688	Penalty		-1													Start on Rails 10' line
	Maneuver Score	0	-1/2	0	-1	-1/2	-1/2	0	-3			0	0	(63 1/2)		
	Totals				6 1/2	67	66 1/2			63 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															

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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 1/2 point increments

(Class #31
SR Ruby patt
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.

1.2 TB 1.2 TB

Entry #	Maneuver Description	Maneuver								F & E	HDD	Total	Comments
		Walk	Jog	1/4 R	Lope RL	Jog	Jog □	Stop Back	Jog				
		1-2	3	4	5	6-7	8	9	10-11				
1	Penalty					-1							
	Maneuver Score	0	+1/2	0	+1/2	-1	-1	+1/2	-1/2	+2	0	70	7
	Totals			70 1/2	71	69	68		68				
2	Penalty												
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	+1/2	+2	0	78 1/2	Plan Head 3
	Totals					71			71 1/2				
3	Penalty												
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	-3	+2	0	73	110/103 88 Pattern
	Totals				72 1/2	73		74					
4	Penalty		1	-									
	Maneuver Score	0	-1/2	0	0	-1/2	0	0	+1/2	+1		69 1/2	8
	Totals		68 1/2			68			68 1/2				
5	Penalty												
	Maneuver Score	-1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	+2 1/2	0	74	1
	Totals					70 1/2		71 1/2					
6	Penalty												
	Maneuver Score	-1/2	+1/2	+1/2	-3	-1	-1/2	-1/2	-1/2	+1	0	66	NO RL Lops
	Totals		70	70 1/2		66 1/2	66		65				
7	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	+1/2	+2	0	74	2
	Totals								71 1/2				
8	Penalty												
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	+1/2	+2		73 1/2	4
	Totals			71					71 1/2				
9	Penalty												
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	0	+1	0	72	5
	Totals			71					71				

[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 1/2 point increments

Class #34
Sp Ruby patt
2 of 2

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	1/4 R	Lope RL	Jog	Jog □	Stop Back	Jog	Jog					
10 1 238	Penalty														
	Maneuver Score	+1/2	0	0	0	0	-1/2	+1/2	+1/2		+1 1/2	0	71 1/2	6	
	Totals			70 1/2			69		70						
2	Penalty														
	Maneuver Score														
	Totals														
3	Penalty														
	Maneuver Score														
	Totals														
4	Penalty														
	Maneuver Score														
	Totals														
5	Penalty														
	Maneuver Score														
	Totals														
6	Penalty														
	Maneuver Score														
	Totals														
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														
9	Penalty														
	Maneuver Score														
	Totals														

Judges Signature



YEDA Official Score Sheet - RAIL Class: #32 Sk Opal Rail

Back #		Rider Comments	Overall Class Comments
1	855	Good Position -	
2	1429	Shorten Reins -	
3	1232	Bend Elbows more -	
4	1441	Lengthen Stump's -	
5	1460	Good Position -	
6	1607	Heels down -	
7	1524	Stretch Tall -	
8	1501	Shorten Reins -	
9			
10			
11			

BM

Judges Signature



YEDA Official Score Sheet -- Opal / Pearl Pattern 8

Updated 2020

Class # 33
JR 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)

- 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								F & E	HDD	Total	Comments	
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back					
1	Maneuver	1	2	3	4	5	6	7					Set Back Hit Markers 6
	Penalty												
	Maneuver Score	0	-1/2	0	0	0	0	-1/2	+1	0	70		
	Totals							69					
2	Maneuver												7
	Penalty												
	Maneuver Score	0	0	+1/2	-1/2	-1/2	-1/2	-1/2	+1	0	69 1/2		
	Totals												
3	Maneuver												MARKERS 3
	Penalty												
	Maneuver Score	+1/2	-2	+1/2	+1/2	+1/2	+1/2	+1/2	+2	0	73		
	Totals			69		70		71					
4	Maneuver												4
	Penalty												
	Maneuver Score	0	+1/2	+1/2	-1/2	0	0	0	+1	0	71 1/2		
	Totals			71	70 1/2			70 1/2					
5	Maneuver												2
	Penalty												
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+2	0	74 1/2		
	Totals				71		72						
6	Maneuver												Area Pattern Execution 1
	Penalty												
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+2	0	75		
	Totals			71 1/2			73	73					
7	Maneuver												Stay Strong in core 5
	Penalty												
	Maneuver Score	0	0	0	-1/2	0	0	0	+1	0	70 1/2		
	Totals					69 1/2		69 1/2					
8	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												
9	Maneuver												
	Penalty												
	Maneuver Score												
	Totals												

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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.

Penalties Too bracket

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

BM

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	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2	0	75	Nice job 1
	Totals			71		72		73				
2	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	-1/2	-1/2	0	+1	0	69	Slowsy four hands 6
	Totals				69	68 1/2	68	69				
3	Penalty							(-1)				
	Maneuver Score	0	+1/2	0	+1/2	+1/2	-1/2	0	+2	0	73	3
	Totals				71	72		71				
4	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	0	0	+2	0	74	2
	Totals			71		72		72				
5	Penalty											
	Maneuver Score	0	+1/2	0	-1/2	-1/2	0	-1/2	+1	0	70	Don't look down 5
	Totals			70 1/2	70			69				
6	Penalty											
	Maneuver Score	0	0	0	0	0	+1/2	+1/2	+1	0	72	Sloppy your position
	Totals							71				
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 # 36
JR Opal patt
D

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.

Pencil ties TB

Entry #	Maneuver Description	Pencil ties TB							F & E	HDD	Total	Comments	
		Walk 1	Jog 2	Walk 3	Jog 4	Walk 5	Jog 6	Stop Back 7					
1	Penalty												Hit your markers 2
	Maneuver Score	0	-1/2	0	-1/2	0	-1/2	-1/2	+1	0	69		
	Totals				69		68 1/2	68					
2	Penalty				-1		-1						Ride 5 with leg - more leg
	Maneuver Score	0	-1/2	0	-1	0	-1/2	0	0	0	66		
	Totals				67 1/2		66						
3	Penalty	-1					-1						4
	Maneuver Score	-1/2	-1/2	0	0	-1/2	+1/2	-1/2	+1	0	66 1/2		
	Totals		67	67		65 1/2		65 1/2					
4	Penalty												more weight in stumps 3
	Maneuver Score	0	-1/2	0	-1	0	-1/2	-1/2	+1	0	68 1/2		
	Totals				68 1/2			67 1/2					
5	Penalty			(-1)		(-1)							1
	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	0	+1	0	72 1/2		
	Totals			71		71 1/2		71 1/2					
6	Penalty						-3						6
	Maneuver Score	0	+1/2	0	0	-1/2	0	0	0	0	66		
	Totals					69		68					
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 #37
JR 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	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1/2	0	+1	0	73	3
	Totals			7 1/2		7 1/2						
2	Penalty											no walk
	Maneuver Score	0	-1/2	-3	0	-2	-1/2	-1/2	0	0	63 1/2	6
	Totals							63 1/2				
3	Penalty											nice job
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+3	0	76 1/2	1
	Totals			7 1/2								
4	Penalty											Set back
	Maneuver Score	0	+1/2	-1/2	-1/2	-1/2	-1	-1/2	0	0	66 1/2	5
	Totals							64 1/2				
5	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	-1/2	0	+2	0	73 1/2	2
	Totals					7 1/2						
6	Penalty											
	Maneuver Score	0	0	-1/2	0	0	+1/2	0	+1	0	71	4
	Totals					69 1/2	70	70				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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)

- 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	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 1607	Penalty											Hit Markers 2
	Maneuver Score	+1/2	0	-1	+1/2	+1/2	+1	+1/2	+2	0	74	
	Totals			69 1/2	70							
2 1441	Penalty											6
	Maneuver Score	-1/2	0	0	0	+1/2	0	0	+1	0	71	
	Totals					70		70				
3 1501	Penalty											Shorten Reins 5
	Maneuver Score	0	0	0	0	0	0	0	+2	0	72	
	Totals											
4 RR 855	Penalty											1
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+2	0	74 1/2	
	Totals			71				72 1/2				
5 1429	Penalty							-1				4
	Maneuver Score	+1/2	+1/2	+1/2	0	-1/2	0	0	2 1/2	0	72 1/2	
	Totals				71 1/2	70		70				
6 1460	Penalty							-1				3
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+2	0	73 1/2	
	Totals				72	70 1/2		71 1/2				
7 1524	Penalty							-3				7
	Maneuver Score	+1/2	+1/2	0	-1	0	+1/2	0	+1	0	68 1/2	
	Totals			71	67			67 1/2				
8 1232	Penalty							-1 1/2				8
	Maneuver Score	0	0	-1	-2	-1	0	0	0	0	60	
	Totals				64			60				
9	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature



YEDA Official Score Sheet - RAIL Class: #39 JR Ruby Pail

	Back #	Rider Comments	Overall Class Comments
1	109	Soften Contact	
2	281	Strengthen Curve	
3	933	Good form	
4	1469	Bend Elbows	
5	1688	Soften hands -	
6	1612	Watch Traffic	
7	1594	Look up	
8	1011	Good form	
9	1558	Watch Traffic	
10	1418	Very Nice Ride	
11			

BM
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)

- 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	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 687	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	-3	0	+1	0	70 1/2	6
	Totals						72 1/2					
2 148	Penalty											
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	+2	0	73	4
	Totals							71				
3 1135	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+2	0	74 1/2	2
	Totals							72 1/2				
4 709	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	0	+2	0	74	3
	Totals							71				
5 359	Penalty											
	Maneuver Score	+1/2	+1/2	0	-3	-3	0	0	0	0	65	off pattern No RL Lope
	Totals							65				
6 674	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+3	0	76 1/2	1
	Totals								73 1/2			
7 424	Penalty											
	Maneuver Score	0	-1	+1/2	+1/2	+1/2	+1/2	-1/2	+1	0	71	5
	Totals								69			
8 312	Penalty											
	Maneuver Score	-3	-1/2	-1/2	-1	-1/2	-1/2	-1	0	0	62	off wrong pattern
	Totals								64			
9	Penalty											
	Maneuver Score											
	Totals											

BM
Judges Signature



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

Class # 41

SR Sapphire put#

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 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.

TB

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments	
		Walk	Jog	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back					
1	Penalty								-1				
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	-2	+1/2	+2	0	71 1/2	5	
	Totals					72	69	69 1/2					
2	Penalty												
	Maneuver Score	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+2	0	74 1/2	3	
	Totals							72 1/2					
3	Penalty												
	Maneuver Score	0	+1/2	0	0	-1/2	-3	0	+1	0	68	Look up no lead to change	
	Totals							67					
4	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2	0	75	Nice pattern execution!	
	Totals												
5	Penalty												
	Maneuver Score	0	0	0	-3	-3	0	+1/2	0	0	64 1/2	NO RL Lope off pattern	
	Totals												
6	Penalty												
	Maneuver Score	0	0	0	0	0	0	+1/2	+2	0	72 1/2	4	
	Totals												
7	Penalty												
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+2	0	74 1/2	2	
	Totals					71		72	72 1/2				
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

BM

Judges Signature



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

	Back #	Rider Comments	Overall Class Comments
1	1432	Very Good	
2	386	Bring hands up	
3	795	Stay Strong in core	
4	1026	Good Position	
5	1183	Sit tall	
6	886	Bring Legs Back	
7	238	Bend elbows	
8	794	Lengthen Straps	
9	1008	Good Position	
10	618	Hands too Low	
11			

BM

Judges Signature