

YEDA REINING PATTERN NRHA #9 OFFICAL SCORE SHEET

Class 1 Senior High
Diamond Reining
1 of 2



EXHB #	MANEUVER DESCRIPTION	Sliding Stop Back	4 Spins Right	4 ¼ Spins Left	oOO Left	oOO Right	Right Rollback	Left Rollback	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	684													
	PENALTY													
	SCORE	+1/2	+1/2	+1/2	+1	+1	+1	+1	+1/2	+2	0	0	78	1
	Total				72 1/2			75 1/2	76					
2	1517													
	PENALTY			-1/2										
	SCORE	0	0	-1/2	-1/2	0	-1/2	+1/2	0	0	0	-1/2	68 1/2	2
	Total			69		68 1/2	68							
3	1019													
	PENALTY			-1										
	SCORE	0	0	+1/2	0	0	+1/2	+1/2	0	+2	+1	-1	73 1/2	Good Job 4
	Total				69 1/2		70							
4	717													
	PENALTY													
	SCORE	+1/2	+1	+1	+1	+1 1/2	0	+1/2	0	+2	0	0	79 1/2	2
	Total			72 1/2		75		75 1/2						
5	438													
	PENALTY													
	SCORE	-1/2	-1	-1/2	0	+1/2	-1/2	+1/2	-1/2	0	0	0	68	9
	Total			68		68 1/2	68		68					
6														
	PENALTY													
	SCORE													
	Total													
7														
	PENALTY													
	SCORE													
	Total													
8														
	PENALTY													
	SCORE													
	Total													
9														
	PENALTY													
	SCORE													
	Total													

Circled penalties are deemed due to horse not rider and will not appear in the final score.
 Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.
 Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
 Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE

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	Back #	Rider Comments	Overall Class Comments
1	1468	Left Side Back	
2	1364	Nice job	
3	1613	Bring Legs underneath	
4	1644	Bring Right Shoulder Back	
5	289	Keep Leg underneath you	
6	1006	Bring feet out of stirrups more	
7	696	Sit tall	
8	1110	Feet too far in stirrups	
9	583	Pull shoulders back more	
10			
11			

S. C. Cole

Judges Signature



YEDA REINING PATTERN NRHA #9 OFFICAL SCORE SHEET

Class 1A Senior high Diamond

Reining
2012

EXHB #	MANEUVER DESCRIPTION	Sliding Stop Back	4 Spins Right	4 ¼ Spins Left	oOO Left	oOO Right	Right Rollback	Left Rollback	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	MANEUVER									+2	0	-1	71½	3
	PENALTY					-1								
	SCORE	0	0	-½	+1	+1	+1	+1	0					
	Total				70½	70½	71½		72½					
2	MANEUVER									+1	0	0	73	5
	PENALTY													
	SCORE	0	+½	+1	-½	+½	+½	0	0					
	Total				71		72		72					
3	MANEUVER									+1	0	-½	69	6 7
	PENALTY					-½								
	SCORE	-½	+½	0	-1	-½	+½	0	-½					
	Total		70		68½	68	68½	68						
4	MANEUVER									0	0	-½	70½	5
	PENALTY					-½								
	SCORE	0	0	-½	+½	+1	0	0	0					
	Total			69		70½		70½						
5	PENALTY													
	SCORE													
	Total													
6	PENALTY													
	SCORE													
	Total													
7	PENALTY													
	SCORE													
	Total													
8	PENALTY													
	SCORE													
	Total													
9	PENALTY													
	SCORE													
	Total													

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 ½ point 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

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE

[Handwritten Signature]

YEDA Official Score Sheet – Ranch Horse Pattern # 9

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 #4 Jr high
Sapphire Ranch
Riding
1 of 2

1 – point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

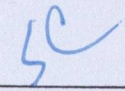
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 1 1/2 R	Lope RL	Stop L RB	X Lope LL	N Lope LL	Change Leads	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 351	Penalty																
	Maneuver Score	0	0	+1/2	-1/2	0	+1/2	0	0	+1/2	+1/2	-1/2	0	0	0	71	5
	Totals						70 1/2										
2 840	Penalty																
	Maneuver Score	0	0	+1	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2	73 1/2	4
	Totals				71	70 1/2	71					73					
3 278	Penalty																
	Maneuver Score	0	0	+1/2	-3	-1/2	0	-1/2	+1/2	+1/2	0	+1/2	0	0	0	68	off Pattern 2 1/2 Spins
	Totals					67			67			68					
4 311	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	0	0	+2	78 1/2	Miss Tab 1
	Totals				72		73 1/2	74		75		76 1/2					
5 421	Penalty										-1/2						
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1	+1	+1/2	+1/2	+1	0	-1/2	0	0	74	3
	Totals				71 1/2		73 1/2			75 1/2	74						
6 107	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	0	0	+1	75 1/2	2
	Totals				71		71 1/2	72		73 1/2		74 1/2					
7 633	Penalty		-1/2														
	Maneuver Score	0	-1/2	+1/2	0	0	0	-1/2	0	0	+1/2	+1/2	-1/2	0	0	69 1/2	6
	Totals					69 1/2		69			69 1/2	70					
8	Penalty																
	Maneuver Score																

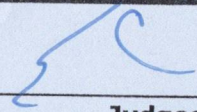
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Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	991	Bring Shoulders Back	
2	1580	Don't Rock	
3	449	Sit Back	
4	326	Sit up	
5	1225	Bring legs underneath you	
6	195	Bring feet out of stirrups	
7	1155	Stretch Taller	
8			
9			
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	316	Leeg Back -	
2	1299	Bring Legs Back	
3	1428	Don't Roll left wrist out (wrist)	
4	838	Bring leg back take foot out of stirrup more	
5	894	Heels down	
6	411	Leegs Back and heels down	
7			
8			
9			
10			
11			



Judges Signature

YEDA Official Score Sheet – Diamond Pattern 9
 Updated 2020

Class #7 Sr high
 Diamond Pattern
 Hms
 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)

- 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

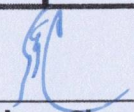
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	X Jog	Stop 1 3/4 L	Lope RL	Δ Lead Lope LL	Walk	Jog	Stop Back	F & E	H D D	Total	Comments
		1	2	3	4	5	6	7	8				
1 913	Penalty												
	Maneuver Score	0	0	+1/2	+1/2	+1	0	0	+1/2	+1	0	73 1/2	4
	Totals					77							
2 684	Penalty												
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	+1/2	+1	0	+2	0	77	Nico Pattern 1
	Totals		71				74		75				
3 160	Penalty												
	Maneuver Score	0	+1	-1/2	+1	+1/2	0	0	+1	+2		75	2
	Totals			70 1/2	71 1/2	72			73				
4 1517	Penalty												
	Maneuver Score	0	+1/2	+1	0	0	-1/2	+1/2	+1/2	0	0	72	5
	Totals			71 1/2		71 1/2	71	71 1/2	72				
5 438	Penalty												
	Maneuver Score	-1/2	0	-1	-1/2	-1	-1/2	0	+1/2	+2	+1	70	9
	Totals			68 1/2			66 1/2		67				
6 917	Penalty												
	Maneuver Score	0	-1/2	0	0	0	+1/2	+1/2	0	0	0	70 1/2	8
	Totals			69 1/2		69 1/2	70						
7 377	Penalty												
	Maneuver Score	+1/2	+1/2	-1	0	0	+1/2	+1/2	0	0	0	71	7
	Totals		71	70			70 1/2		71				
8 717	Penalty												
	Maneuver Score	+1/2	+1	0	0	0	0	+1/2	+1/2	+2	0	74 1/2	3
	Totals			71 1/2		71 1/2	72	72 1/2					
9 1019	Penalty												
	Maneuver Score	0	+1/2	-1/2	0	+1	0	+1/2	0	0	0	71 1/2	6
	Totals			70	70	71		71 1/2					

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 272	Bring Legs Back - Upper Body Forward	
2 1028	Keep upper Body Square	
3 1442	Bring Leg Back	
4 478	nice job	
5 1013	Sit Back - Keep Legs still	
6		
7		
8		
9		
10		
11		



Judges Signature

Class #9 Jr high Sapphire
 Pattern Hms

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

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.

TB-2 TB-1

Entry #	Maneuver Description	Walk	X Jog	Lope RL	Lead Δ	Stop 360 L	F & E	HDD	Total	Comments
1 421	Penalty									No Lead Change 7
	Maneuver Score	0	0	-1	-3	0	0	0	66	
	Totals									
2 351	Penalty			-1						5
	Maneuver Score	0	+1/2	-1	0	-1/2	-1	0	66	
	Totals									
3 311	Penalty									1
	Maneuver Score	0	+1/2	+1	-1/2	+1	+1/2	0	72 1/2	
	Totals									
4 633	Penalty			-3						4
	Maneuver Score	+1/2	+1/2	-1	0	0	-1 1/2	0	65 1/2	
	Totals			67		67				
5 840	Penalty									NO Lead Change 6
	Maneuver Score	-1/2	+1/2	+1	-3	-1	-1		66	
	Totals		70							
6 278	Penalty									2
	Maneuver Score	0	+1	+1/2	-1/2	-1	-1	0	69	
	Totals				71	70				
7 107	Penalty									3
	Maneuver Score	0	0	0	-1	-1	-1	0	67	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

SC

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 9
 Updated 2020

Class # 10 Elem. Pearl
 Pattern MMS Split
 A

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

Minor Faults (-1 point)

- 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	Walk	Jog	Jog O L	Jog	Stop Back	Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 305	Penalty											
	Maneuver Score	+1	+1/2	+1		0	0	-1/2	0	0	72	5
	Totals				72 1/2							
2 1619	Penalty											
	Maneuver Score	+1	+1	0		+1/2	0	0	+2	0	74 1/2	3
	Totals					72 1/2						
3 1624	Penalty											
	Maneuver Score	+1	+1	+1		0	+1	-1/2	+1 1/2	0	75	2
	Totals					73	74	73 1/2				
4 1551	Penalty											
	Maneuver Score	0	0	-1/2		+1/2	-1	0	-2	0	67	7
	Totals											
5 1596	Penalty											
	Maneuver Score	-1/2	0	0		+1/2	+1/2	+1/2	0	0	71	6
	Totals					70		71				
6 726	Penalty											
	Maneuver Score	+1/2	+1	+1		+1/2	0	-1/2	0	0	72 1/2	4
	Totals					73 1/2		72 1/2				
7 1508	Penalty											
	Maneuver Score	+1	+1	+1/2		+1	+1	+1/2	+1	0	76	1
	Totals					73 1/2		75				
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 9

Updated 2020

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

Class #17 Elem Pearl
 Pattern Hms Split
 B

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	Walk	Jog	Jog O L	Jog	Stop Back	Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 1566	Penalty											
	Maneuver Score	-1/2	+1	+1	X	-3	+1	0	-3	0	66 1/2	No Stop & Back
	Totals											
2 1695	Penalty		-1									
	Maneuver Score	+1	-1	0	X	-1/2	+1/2	+1/2	0	0	69 1/2	3
	Totals			69		69 1/2		69 1/2				
3 1552	Penalty											
	Maneuver Score	+1	0	0	X	-3	0	-1/2	-3	0	63 1/2	No Stop & Back
	Totals											
4 1483	Penalty			-3, -5								
	Maneuver Score	0	-1	-1/2	X	-1/2	-1/2	-1/2				Doit hms
	Totals			64 1/2			56 1/2	56	-3	0	49	4 53.5
5 1219	Penalty											
	Maneuver Score	+1	+1	0	X	-1	+1/2	+1/2	+2	0	74	2
	Totals			72				72				
6 1649	Penalty											
	Maneuver Score	+1	+1	-1	X	-3	-3	0	-3	0	62	No Stop & Back
	Totals											
* 7 1540	Penalty											
	Maneuver Score	+1	+1	+1	X	+1	+1	+1	+2	0	78	Nice Pattern Execution
	Totals											
8	Penalty											
	Maneuver Score				X							
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

SC

Judges Signature

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

Minor Faults (-1 point)

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Jog O L	Jog	Stop Back	Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 686	Penalty				X							
	Maneuver Score	+1	+1	+2	X	+1	0	+1	+3	0	79	Misc Pattern 2
	Totals			74								
2 1544	Penalty				X							
	Maneuver Score	+1	+1	0	X	+1	+1	+1	-1	0	74	3
	Totals											
3 245	Penalty				X							
	Maneuver Score	+1	-1/2	0	X	+1/2	+1	0	0	0	72	4
	Totals					71		72				
4 1514	Penalty				X							
	Maneuver Score	+1	+1	+2	X	+1	+2	+1	+3	0	81	Misc Pattern Execution 1
	Totals					75		78				
5 1473	Penalty				X							
	Maneuver Score	+1/2	-1/2	-1/2	X	0	0	0	0	0	69 1/2	5
	Totals					69 1/2						
* 6 1609	Penalty				X							
	Maneuver Score	+1	+1	-1/2	X	0	0	0	-1/2	0	71	WRONG Side of Marker C in off follow
	Totals											
7	Penalty				X							
	Maneuver Score				X							
	Totals											
8	Penalty				X							
	Maneuver Score				X							
	Totals											
9	Penalty											

SC

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 9

Updated 2020

Class #13 Elern Pearl
Pattern HMS
Split 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 1/8 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	Walk	Jog	Jog O L	Jog	Stop Back	Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 1503	Penalty											
	Maneuver Score	0	+1/2	+1/2	/	+1/2	0	-1/2	0	0	69	3
	Totals					69 1/2		69				
2 1000	Penalty			-1	/							
	Maneuver Score	+1/2	0	-1/2	/	0	+1/2	+1/2	+1	0	71	2
	Totals			69		69		70				
3 1464	Penalty	-1	-3		/							
	Maneuver Score	-1/2	-3	-3	/	-1	0	0	-2	0	56 1/2	54
	Totals											
4 1498	Penalty				/							
	Maneuver Score	+1	+1	+1	/	+1	+1/2	0	+1	0	75 1/2	1
	Totals					74						
5 1604	Penalty				/	-3						
	Maneuver Score	+1	+1	-1/2	/	-3	+1	-2	-3		67 1/2	off Pattern No Stop at Back 4
	Totals											
6 324	Penalty				/							
	Maneuver Score	0	0		/						0	6
	Totals											
7	Penalty				/							
	Maneuver Score				/							
	Totals											
8	Penalty				/							
	Maneuver Score				/							
	Totals											
9	Penalty				/							

SC

Judges Signature

Class #19 Jr high emerald

Pattern Hms

Split A

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

Minor Faults (-1 point)

- 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	Walk	X-Jog	Jog	Lope RL	Stop	F & E	HDD	Total	Comments
		1-2	3	4	5	6				
1 1225	Penalty									
	Maneuver Score	+1	-1	+1/2	-1	0	0	0	69 1/2	3
	Totals									
2 1442	Penalty									
	Maneuver Score	+1	0	-1/2	-1/2	0	-1/2	0	68 1/2	5
	Totals			70 1/2	70	69				
3 894	Penalty									
	Maneuver Score	-1/2	-1/2	0	0	0	0	0	69	4
	Totals			69						
4 449	Penalty		-1							
	Maneuver Score	0	0	+1/2	-1/2	0	0	0	68	6
	Totals					69				
5 991	Penalty									
	Maneuver Score	+1	+1/2	0	+1/2	-1/2	+1	0	72 1/2	1
	Totals					71 1/2				
6 272	Penalty									
	Maneuver Score	-1/2	+1/2	0	0	-1/2	+1/2	0	70	2
	Totals			70		69 1/2				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									

SC
Judges Signature

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

Class #15 Jr high emerald

Pattern AMS

Split B

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

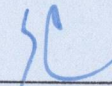
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Walk	X-Jog	Jog	Lope RL	Stop	F & E	HDD	Total	Comments
1 411	Penalty									
	Maneuver Score	-1/2	-1/2	-1/2	+1	0	0	0	69 1/2	4
	Totals				69 1/2					
2 326	Penalty			-1						
	Maneuver Score	-1	+2	-1	+1	+1	+2	0	73	2
	Totals			69						
3 1428	Penalty		-1							
	Maneuver Score	0	+1	+1/2	0	-1/2	0	0	70	3
	Totals									
4 195	Penalty									
	Maneuver Score	-1/2	+2	-1	0	-1/2	-1	0	69	5
	Totals					70				
5 1155	Penalty									
	Maneuver Score	+1	+1	-1	0	-1/2	-2	0	68 1/2	6
	Totals					70 1/2				
6 1028	Penalty									
	Maneuver Score	+1	+1	+1	+1	0	+2	0	76	Nice Pattern!
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

SL

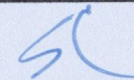
Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	686	Push heels down more	
2	726	Bring legs Back	
3	1503	Nice	
4	1552	Elbows	
5	1551	Bring feet out of Stirrups	
6	1544	Don't hunch Shoulders	
7	1483	Sit Back - Don't Lean Forward	
8			
9			
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1609	Keep Left Arm Still	
2	1498	Keep Legs Still	
3	1624	Heels down More	
4	1695	Heels down More	
5	1508	Left Shoulder Back	
6	1219	Keep Legs Back	
7			
8			
9			
10			
11			



Judges Signature

YEDA Official Score Sheet – Emerald Pattern 9
 Updated 2020

Class #18
 Jr high emerald
 Pattern Hms Split 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 of gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)


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

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

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

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

Entry #	Maneuver Description	Walk	X-Jog	Jog	Lope RL	Stop	F & E	HDD	Total	Comments
		1-2	3	4	5	6				
1 1299	Penalty									
	Maneuver Score	0	0	0	+1/2	0	+1	0	71 1/2	3
	Totals									
2 838	Penalty				-3					
	Maneuver Score	-1/2	+1/2	-1/2	-1	-1	-1	0	63 1/2	6
	Totals			69 1/2	65 1/2	64 1/2				
3 316	Penalty									
	Maneuver Score	+1	+1	+1	+1	-1/2	+2	0	75 1/2	1
	Totals									
4 1580	Penalty	-1								
	Maneuver Score	-1	+1	0	-1	-1	+1	0	66	5
	Totals		69			67				
5 478	Penalty									
	Maneuver Score	+1/2	+1	+1	+1	0	+1	0	74 1/2	2
	Totals			72 1/2		73 1/2				
6 1013	Penalty									
	Maneuver Score	-1/2	0	-1/2	-1	0	0	0	68	4
	Totals			69		68				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									


 Judges Signature

YEDA Official Score Sheet – Emerald Pattern 9 Pattern HMS

Updated 2020

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 1/8 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

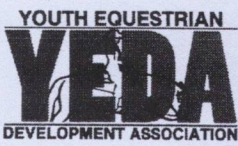
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	X-Jog	Jog	Lope RL	Stop	F & E	HDD	Total	Comments
1 1006	Penalty									
	Maneuver Score	+1	-1/2	+1/2	-1/2	0	-1/2	0	70	6
	Totals									
2 1110	Penalty									
	Maneuver Score	+1	+1	+1	+1	-1/2	+2	0	75 1/2	misc job 1
	Totals									
3 1613	Penalty									
	Maneuver Score	-1	-1	-1	-1	-1/2	-2	0	63 1/2	9
	Totals			62						
4 289	Penalty									
	Maneuver Score	0	+1	0	+1/2	0	0	0	71 1/2	4
	Totals					71 1/2				
5 1644	Penalty		1							
	Maneuver Score	+1/2	-1	0	0	0	0	0	68 1/2	8
	Totals			68 1/2		68 1/2				
6 1468	Penalty									
	Maneuver Score	+1	+1/2	-1/2	0	0	0	0	71	5
	Totals			71		71				
7 696	Penalty									
	Maneuver Score	+1	+1	+1/2	+1	0	+1	0	74 1/2	3
	Totals			72 1/2		73 1/2				74.5
8 583	Penalty									
	Maneuver Score	+1	+1	-1	-1	-1/2	0	0	69 1/2	7
	Totals					69 1/2				
9	Penalty									

SC

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 9
Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	X-Jog	Jog	Lope RL	Stop					
		1-2	3	4	5	6					
9 1 1364	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1	0	74	3	
	Totals			2		73					
10 2	Penalty										
	Maneuver Score										
	Totals										
11 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										

SC

Judges Signature



YEDA Official Score Sheet – RAIL

Class: # 20 Elem Pearl rail Split C

Back #	Rider Comments	Overall Class Comments
1 1000	Sit Back	
2 1540	Bring Legs way back	
3 1464	Sit up - Don't Lean forward	
4 245	Nice job	
5 1619	Roll Shoulders Back	
6 1566	Relax Back (Don't Arch Back) - Keep Legs back at top	
7		
8		
9		
10		
11		

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 305	Pull Legs Back - sit up more	
2 1649 ✓	Bring Shoulder Back	
3 1514 ✓	Great Heels	
4 324 ✓	Roll Shoulders Back	
5 1604	(Bend Elbows more) - heels down Bring hand by heart - open up Shoulders	
6 1473 ✓	lower Left hand	
7 1596	Take feet out stirrups more	
8		
9		
10		
11		

SC

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 9

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 # 22 Sr Sapphire

Ranch Riding
Split A

~~1 of 2~~

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 Maneuver	Walk	Trot	X Trot	Stop 1 1/2 R	Lope RL	Stop L RB	X Lope L L	N Lope L L	Change Leads	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 547	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	+1	+1	-1/2					2
	Totals				71			73					75	0	0	0	75
2 604	Penalty				-1/2												
	Maneuver Score	0	+1/2	+1	-1/2	0	+1/2	+1/2	0	-1	+1	0					over split up
	Totals				70 1/2			71		71 1/2	7 1/2		71 1/2	-1/2	0	0	71 1/2
3 520	Penalty			-1													
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2					
	Totals							71 1/2			73		73 1/2	-1	0	0	73 1/2
4 687	Penalty																
	Maneuver Score	0	+1/2	+1	+1	+1/2	+1/2	+1	+1	+1	+1	+1					Nice Pattern
	Totals				72 1/2			78 1/2		75 1/2				0	0	0	78 1/2
5 1124	Penalty																
	Maneuver Score	0	0	0	-1/2	+1/2	+1/2	0	-1/2	-3	0	0					off Pattern no L.C.
	Totals							70 1/2		70				0	0	0	67
6 390	Penalty							-1/2									
	Maneuver Score	0	0	+1/2	+1	0	-1/2	-1	0	-1/2	0	0					
	Totals								68 1/2	66				-1/2	0	0	69
7 591	Penalty				-3												
	Maneuver Score	0	0	0	-1	0	-1/2	-1/2	-1	-3	0	0					
	Totals				64				65	61	60			-6	0	0	60
8 766	Penalty																
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	-1/2	0	-1/2	+1/2	+1/2					
	Totals				71			71		70 1/2		71 1/2		0	0	0	71 1/2

Judges Signature

SC

KT

Split

	Back #	Rider Comments	Overall Class Comments
1	329	Stretch Talker-	
2	1530	Bring Legs Back-	
3	1443	Legs Back- Deeper heel-	
4	1505	Nice Job-	
5	1600	Right Shoulder Back-	
6	1437	Heels down - straighten leg-	
7			
8			
9			
10			
11			

SC

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 9

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 # 29 Sr. Sapphire Ranch
Riding Split B
~~1 of 2~~

1 – point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

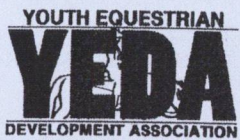
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 1 1/2 R	Lope RL	Stop L RB	X Lope LL	N Lope LL	Change Leads	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 1098	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	0	0	+1/2	+1/2					
	Totals												0	0	0	72 1/2	2
2 700	Penalty																
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	+1/2	+1/2					
	Totals												0	0	0	73 1/2	1
3 893	Penalty																
	Maneuver Score	0	+1/2	0	-1/2	0	0	0	0	+1/2	0	0					
	Totals												-1/2	0	0	71	4
4 153	Penalty																
	Maneuver Score	0	+1/2	0	+1/2	-1/2	0	+1/2	-1/2	-1	0	0					
	Totals												-1	0	0	68 1/2	6
5 1399	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0					
	Totals												-6	0	0	67	8
6 1064	Penalty																
	Maneuver Score	0	-1/2	-1	-1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
	Totals												-3	0	0	68	7
7 389	Penalty																
	Maneuver Score	0	+1/2	0	0	0	+1/2	-1	-1/2	0	0	+1/2					
	Totals												0	0	0	70	5
8 501	Penalty																
	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	0	0	+1/2	+1/2	-1/2					
	Totals												0	0	0	72	3

71 71 1/2 72 72

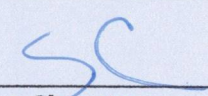
Judges Signature



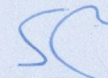
YEDA Official Score Sheet – RAIL

Class: # 26 ^{WT} Jr Opal Rail Split B

	Back #	Rider Comments	Overall Class Comments
1	1174	Nice Job	
2	1479	Sit Back - Bend Elbows	
3	1687	Shorten Reins Slightly - Keep Arms Forward	
4	1641	Heels down	
5	1465	Keep free arm Still - Legs back	
6	1506	Bring feet out of Stirrups a little bit	
7	301	Hands forward - Don't Lean Forward	
8			
9			
10			
11			


Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	384	Turn Toes in -	
2	543	Keep Legs more still -	
3	978	Keep Legs Back at Lope (Don't Let go Forward)	
4	481	Legs Back -	
5	1039	Sit Back -	
6	933	Elbows in and sit still -	
7			
8			
9			
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	739	Legs back slightly -	
2	1457	Bring Legs back -	
3	1186	Bring Left forearm away from Body -	
4	1489	Legs back -	
5	1080	Bring Legs back -	
6	1446	Bring Legs back -	
7			
8			
9			
10			
11			

SC

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 9

Updated June 2020

Class # 28 Alumni Sapphire
 Ranch Riding

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

1 – point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 – point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

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

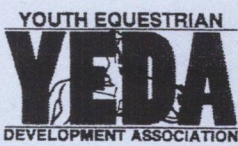
Entry #	Maneuver Description	Walk	Trot	X Trot	Stop 1 1/2 R	Lope RL	Stop L, RB	X Lope LL	N Lope LL	Change Leads	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 1034	Penalty																
	Maneuver Score	0	0	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
	Totals					2				7 1/2			0	0	0	74 1/2	2
2 1493	Penalty			-1													
	Maneuver Score	-1/2	-1/2	-1/2	+1	+1/2	+1	+1	+1/2	+1/2	0	+1/2					
	Totals					6 1/2							-1	0	0	72 1/2	3
3 414	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1	0	+1/2					
	Totals				2					7 1/2			0	0	0	77	1
4	Penalty																
	Maneuver Score																
	Totals																
5	Penalty																
	Maneuver Score																
	Totals																
6	Penalty																
	Maneuver Score																
	Totals																
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																

50

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1590	Nice Job	
2 1651	Pull feet out of Stirrup -	
3 1574	Keep Seat Still -	
4 1126	Turn feet in -	
5 1676	Heels down -	
6 1440	Legs underneath you Slightly (Brings Legs Back)	
7		
8		
9		
10		
11		

Judges Signature



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

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	X Jog	Lope RL	Lead Δ	Stop 360 L				
1 389	Penalty									
	Maneuver Score	0	+1/2	-1/2	+1/2	+1/2	0	0	71	4 4
	Totals									
2 501	Penalty				-3					
	Maneuver Score	+1	+1	+1	-1	0	+1/2	0	69 1/2	5 5
	Totals									
3 547	Penalty				-3-1					
	Maneuver Score	-1/2	+1/2	-1	-1/2	0	-1	0	63 1/2	8
	Totals			69	64 1/2					
4 687	Penalty									
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	+1	0	73 1/2	1 1
	Totals									
5 390	Penalty									
	Maneuver Score	+1/2	0	+1	+1/2	-1/2	0	0	71 1/2	3 3
	Totals			71 1/2						
6 591	Penalty									
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	67 1/2	6 6
	Totals			69	68					
7 153	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1	0	+1/2	0	72 1/2	2 2
	Totals					72				
8 1098	Penalty									
	Maneuver Score	+1/2	0	-1/2	0	-1	-1	0	67	
	Totals									
9	Penalty									
	Maneuver Score									

Judges Signature



Class # 32 In Sapphire part.

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

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

1 of 2

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

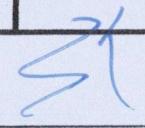
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	X Jog	Lope RL	Lead Δ	Stop 360 L				
1 1399	Penalty									Turned off pattern Right 8
	Maneuver Score	-1/2	-1/2	0	-1	-3	0	0	65	
	Totals									
2 1064	Penalty									Nice pattern 1
	Maneuver Score	+1/2	+1	+1/2	+1	+1	+2	0	76	
	Totals									
3 520	Penalty			-1						5
	Maneuver Score	0	0	-1	-1	-1/2	-1	0	65 1/2	
	Totals									
4 766	Penalty									3
	Maneuver Score	0	0	-1/2	0	-1/2	0	0	69	
	Totals									
5 604	Penalty									off pattern No Lead Change 7
	Maneuver Score	+1/2	-1/2	+1/2	-3	-1	0	0	66 1/2	
	Totals									
6 700	Penalty			+1						4
	Maneuver Score	0	+1/2	-1	+1/2	-1/2	-1/2	0	68	
	Totals									
7 1124	Penalty									off pattern No Lead Change 6
	Maneuver Score	+1/2	+1/2	-1	-3	0	0	6	67	
	Totals									
8 893	Penalty									2
	Maneuver Score	0	0	+1/2	0	+1/2	+1	0	72	
	Totals									
9	Penalty									
	Maneuver Score									

LC

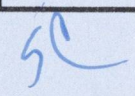
Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	880	Keep hands more steady	
2	281	Bring Left Shoulder back - Heels down - left shoulder back	
3	1595	Turn toes in	
4	109	Even Shoulders - heels down	
5	124	Nice job.	
6	1664	Keep legs back -	
7			
8			
9			
10			
11			



Judges Signature

Back #	Rider Comments	Overall Class Comments
1	954 Deeper heel	
2	238 Legs Back	
3	769 Turn Toes in	
4	1108 Nice Job	
5	886 Turn Toes in - Bring feet out of Sturips slightly	
6	233 feet out of Sturips slightly - Sit Back	
7		
8		
9		
10		
11		



Judges Signature

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1	Walk 2	Jog 3	Jog O L 4	Stop Back 5	Jog 6	Stop 7				
1 1437	Penalty											
	Maneuver Score	0	0	-1/2	0	-1/2	+1/2	+1/2	-1	0	69	5
	Totals											
2 1443	Penalty											
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	+1/2	-1/2	0	-1/2	0	69 1/2	4
	Totals			69 1/2		70 1/2						
3 1479	Penalty											
	Maneuver Score	+1/2	+1/2	0	-1/2	-1/2	0	-1/2	-1	0	68 1/2	6
	Totals				70 1/2	70						
4 739	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	-1/2	+1/2	0	+1	0	72	1
	Totals				71	70	71					
5 301	Penalty											
	Maneuver Score	0	0	+1/2	+1	-1/2	0	+1/2	0	0	71 1/2	2
	Totals					71		71 1/2				
6 1676	Penalty											
	Maneuver Score	0	+1/2	0	-1/2	0	-1/2	-1	-1/2	0	68	7
	Totals					70		68 1/2				
7 1186	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	-1/2	0	0	0	0	71	3
	Totals					71		71				
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											

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Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 9
Updated 2020

#35 Jr opal pat
Split B

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

Minor Faults (-1 point)

- 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

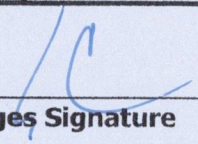
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Walk	Walk	Jog	Jog O L	Stop Back	Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1 1174	Penalty											
	Maneuver Score	-1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	+2	0	73	2
	Totals			69		70		71				
2 1506	Penalty				1,3							
	Maneuver Score	0	0	-1/2	-1	-1	-1/2	-1/2	-2	0	60 1/2	6
	Totals					63 1/2	63	62 1/2				
3 329	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	-1/2	0	0	0	72 1/2	3
	Totals				72	73						
4 1505	Penalty			-1								
	Maneuver Score	+1/2	+1/2	-1/2	0	-1/2	0	-1/2	0	0	68 1/2	4
	Totals			69 1/2		69		68 1/2				
5 1446	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	0	0	0	74	1
	Totals			72		73 1/2		74				
6 1574	Penalty											
	Maneuver Score	+1/2	+1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	0	67	5
	Totals			70 1/2	70	69 1/2	69	69				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

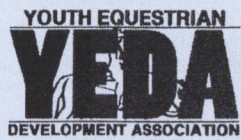
SC

Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1340	Keep Legs Back -	
2	968	Bring Legs underneath you -	
3	794	Turn toes in - Bring feet out of Stirrups a little -	
4	1472	Turn toes in - lower left hand -	
5	1026	Bring feet out of Stirrups -	
6	1130	Sit back -	
7			
8			
9			
10			
11			



 Judges Signature



YEDA Official Score Sheet – RAIL Class: # 38 Sr. Ruby rail Split C

	Back #	Rider Comments	Overall Class Comments
1	1079	Stretch down through Legs -	
2	1673	Don't Arch Back -	
3	973	Keep Upper Body Back	
4	133	Keep Feet in Stirrups -	
5	1461	Don't rock Body -	
6			
7			
8			
9			
10			
11			

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 9
 Updated 2020

#38 SR Opal Pat.

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	Walk	Walk	Jog	Jog O L	Stop Back	Jog	Stop	F & E	HDD	Total	Comments	
		1	2	3	4	5	6	7					
1 803	Penalty												Nice Pattern 1
	Maneuver Score	+1/2	+1/2	+1	+1	+1/2	+1	0	+2	0	76 1/2		
	Totals				73								
2 1607	Penalty			-1			-1						5
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	+1/2	-1/2	0	-1	0	68		
	Totals					70 1/2		69					
3 688	Penalty												2
	Maneuver Score	+1/2	+1/2	+1	0	+1	+1	0	+1	0	75		
	Totals				72	73		74					
4 1429	Penalty												3
	Maneuver Score	+1/2	+1/2	+1/2	+1	0	+1	0	+1	0	74 1/2		
	Totals					72 1/2							
5 1536	Penalty				-1								6
	Maneuver Score	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	-2	0	63		
	Totals				66 1/2	65							
6 1557	Penalty												4
	Maneuver Score	+1	+1	+1	-1/2	-1/2	+1	+1	0	0	74		
	Totals				72 1/2	72		74					
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

JS

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 9
 Updated 2020

#39 Jr opal part
 Split C

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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 1	Walk 2	Jog 3	Jog O L 4	Stop Back 5	Jog 6	Stop 7				
1 1126	Penalty											
	Maneuver Score	0	-1	0	+1/2	+1/2	0	+1/2	+1	0	71 1/2	2
	Totals			69		70		70 1/2				
2 1600	Penalty			-1								
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	-1	0	67	6
	Totals					68						
3 1457	Penalty											
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1	0	73 1/2	1
	Totals			71		72		72 1/2				
4 1465	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	-1/2	+1/2	-1/2	0	0	70 1/2	3
	Totals			71		70 1/2		70 1/2				
5 1080	Penalty				-1							
	Maneuver Score	0	+1/2	-1/2	-1/2	+1/2	0	0	0	0	69	5
	Totals					69						
6 1440	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	0	0	70	4
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

SC

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 9
 Updated 2020

#40 Jr opal pearl
 Split 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 1/8 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 1	Walk 2	Jog 3	Jog O L 4	Stop Back 5	Jog 6	Stop 7				
1 1590	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	0	+1	0	72 1/2	1
	Totals											
2 1641	Penalty			-3								
	Maneuver Score	0	-1/2	-1	-1/2	-1/2	0	-1	-1	0	62 1/2	6
	Totals					67 1/2		66 1/2				
3 1530	Penalty											
	Maneuver Score	+1/2	+1/2	0	-1/2	-1/2	0	-1	-1	0	68	4
	Totals					70						
4 1687	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	+1/2	0	0	0	0	71 1/2	2
	Totals					71 1/2						
5 1489	Penalty							-1				
	Maneuver Score	+1/2	+1/2	-1	+1	0	-1	0	-1 1/2	0	67 1/2	5
	Totals											
6 1651	Penalty											
	Maneuver Score	+1/2	+1/2	-1	+1	+1/2	0	0	1/2	0	71	3
	Totals					71 1/2						
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

SC

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 9
 Updated 2020

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	Stop 180 L	Jog	Stop 180 R	Lope RL	Stop Back	Stop Back				
1	Penalty												
	Maneuver Score	+1/2	+1/2	-1/2	0	+1/2	+1	0		+1	0	73	4
	Totals					71		72					
2	Penalty												
	Maneuver Score	+1	+1	+1	0	-1/2	+1	+1		+1	0	75 1/2	1
	Totals					72 1/2		74 1/2					
3	Penalty												
	Maneuver Score	-1	0	+1/2	+1/2	+1/2	+1	-1/2		0	0	71	5
	Totals					70		71					
4	Penalty												
	Maneuver Score	-1/2	0	-1	+1/2	-1	0	0		-1/2	0	67 1/2	6
	Totals			68 1/2	69	68		68					
5	Penalty												
	Maneuver Score	+1/2	+1	-1	-1/2	+1	+1	0		+2	0	74	3
	Totals			70 1/2	70	71		72					
6	Penalty												
	Maneuver Score	+1	+1	0	+1	+1/2	+1	0		0	0	74 1/2	2
	Totals					73 1/2		74 1/2					
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												

S.L.

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 9
 Updated 2020

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	Walk	Jog	Stop 180 L	Jog	Stop 180 R	Lope RL	Stop Back	F & E	HDD	Total	Comments
1	Penalty											
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1	+1				
	Totals					74		76	+2	0	98	Nice Pattern Execution
2	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	-1	+1	-1/2				
	Totals					70			-1	0	69 1/2	5
3	Penalty											
	Maneuver Score	0	-1/2	-1/2	-1/2	-1	+1	0				
	Totals			69		69 1/2	68 1/2		-1	0	67 1/2	6
4	Penalty											
	Maneuver Score	+1	+1/2	-1	0	-1/2	+1/2	0				
	Totals					70		70 1/2	0	0	70 1/2	4
5	Penalty											
	Maneuver Score	+1	+1	-1/2	+1/2	+1/2	-1/2	-1/2				
	Totals					72 1/2		71 1/2	-1/2	0	71	3
6	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1/2				
	Totals					71		72	72 1/2	+1	0	73 1/2
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 9

Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

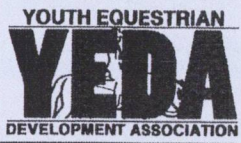
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuver								F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop 180 L 4	Jog 5	Stop 180 R 6	Lope RL 7	Stop Back 8					
1	Penalty												
	Maneuver Score	+1	-1/2	+1/2	0	+1/2	+1	0		+1/2	0	73	4
	Totals												
2	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1/2	+1	-1/2		+1	0	76	3
	Totals												
3	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1		+2	0	79	Very Nice Pattern Execution!
	Totals												
4	Penalty												
	Maneuver Score	+1	+1	-1/2	0	-1/2	+1/2	0		+1/2	0	72	5
	Totals												
5	Penalty												
	Maneuver Score	+1/2	+1	-1/2	+1/2	-1/2	+1	0		-1/2	0	71 1/2	6
	Totals												
6	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1		+1	0	78	2
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judges Signature



YEDA Official Score Sheet – RAIL Class: #49 Sr. opal Rail ^{WT}

	Back #	Rider Comments	Overall Class Comments
1	1429	Bring Legs Back -	
2	688	Good job	
3	1557	Open Shoulders more -	
4	1536	Bring Feet out of Stirrups -	
5	803	Bring Feet out of Stirrups -	
6	1607	Bring Legs Back -	
7			
8			
9			
10			
11			

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 9
 Updated 2020

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 1-2	Jog 3	Stop 180 L 4	Jog 5	Stop 180 R 6	Lope RL 7	Stop Back 8					
1	Penalty												
	Maneuver Score	+1	+1	-1/2	-1/2	-1	-1	0	-1	0	68	5	
	Totals												
2	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1/2	+1	+1	+2	0	78 1/2	Nice Execution of Pattern 1	
	Totals					74 1/2							
3	Penalty												
	Maneuver Score	+1	-1/2	0	+1/2	0	+1	+1/2	+1	0	73 1/2	2	
	Totals				71		72						
4	Penalty												
	Maneuver Score	+1	+1	+1/2	+1/2	-1/2	-1	-1	-1	0	69 1/2	3	
	Totals				73	72 1/2		70 1/2					
5	Penalty												
	Maneuver Score	0	+1	-1/2	0	-3	-1/2	0	-3	0	64	Turned Left off Pattern 6	
	Totals												
6	Penalty												
	Maneuver Score	-1/2	0	0	0	-1/2	0	0	0	0	69	4	
	Totals							69					
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 9
Updated 2020

Class #470 Sr Ruby part
Split C

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 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	Stop 180 L	Jog	Stop 180 R	Lope RL	Stop Back					
1 794	Penalty												
	Maneuver Score	-1/2	-1/2	0	0	-1	-1/2	0	-1	0	65 1/2	5	
	Totals				68	67	66 1/2						
2 1340	Penalty												
	Maneuver Score	+1	+1	-1/2	+1/2	+1/2	+1	+1/2	+2	0	76	Nice Pattern 2	
	Totals			71 1/2	72								
3 968	Penalty												
	Maneuver Score	+1	+1	0	+1	-1/2	0	-1/2	0	0	72	3	
	Totals			72		72 1/2		72					
4 954	Penalty												
	Maneuver Score	0	0	+1/2	0	0	-1/2	0	0	0	70	4	
	Totals						70						
5 1079	Penalty												
	Maneuver Score	+1	+1	+1	+1	+1/2	+1	+1	+2	0	98 1/2	1	
	Totals					74 1/2		76 1/2					
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												

Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 8

pat.

Updated 2020

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

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	X Jog	Lope RL	Lead Δ	Stop 360 L				
1	Penalty									
	Maneuver Score	-1/2	-1/2	+1/2	+1/2	+1/2	+1	0	71 1/2	2
	Totals									
2	Penalty									
	Maneuver Score	0	+1	+1	0	-1/2	+1/2	0	72	1
	Totals									
3	Penalty									
	Maneuver Score	0	0	-1/2	+1/2	-1/2	+1/2	0	71	3
	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

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