YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class #1 SP Diam.
Runing Split A

YOUT	H EQUESTRIAN						,						T .			
DEVELO	PULLIFY ASSOCIATION	MANEUVER DESCRIPTION	Circles OOo Stop	4 Spins Left	R Circles OOo Stop	4 Spins Right	L Lead Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments	
	ЕХНВ#	MANEUVER	1	2	3	4	5	6	7	8			<u> </u>		off Pattern	7 1
		PENALTY	2,-1								- (1)	_	2	1		2
1	1217	SCORE	0	-3	11	1/2	+1/2	1/2	5/2	0	4/2	0	-3	672	8	7
	1517	Total			65		66			67						
		PENALTY		-1/2			-1	- 1	.,,,			_			2	1
2		SCORE	O	-/	-1/2	+1/2	0	0	4//2	41/2	+/	4/	122	69/2		
	1004	Total	1			682	675	16/2	67					~ ~		
		PENALTY								<u> </u>	1				11 .	
3	4	SCORE	0	δ	4./	Ø	1/2	1/2	0	4/2	+1	0	0	732	.9	
į	1691	Total			,			72						102		
		PENALTY	-/								_					
4		SCORE	-1/2	-1	+1/2	1/2	1/2	1/2	+1	1/	4/2	0	_/	72) 5	
	160	Total			68	675	68		19/2		, ,					
-	**************************************	PENALTY			-/.						1		1,			
5	~ ~	SCORE	+1	41	+1	+2	+1/2	+//2	+1	0	142	6	-1	78		•
	917	Total				74		25		76						
35300-201		PENALTY	-2								_		7	/	, 3	
6		SCORE	+1/2	6	+1	41/2	+1/2	4/2	0	41/2	+2	141	-2	74/2	J. 2	
	644	Total	-	69/2		70		7/								
		PENALTY									./:		750		2	
7		SCORE	+1	41	12	1/2	41	+1/2	6	+/2	1/2	0	D	77	. 2	
	400	Total			74		75/2	76	N. C							
	Transmit Miller Committee Committee	PENALTY					7,				」					
8	100	SCORE	0	12	-1/2	-1/2	+"/2	11/2	71	+1/2	+13	10	0	70	6	
	492	Total	1			67	662	61	69					<u>L</u>		
		PENALTY			1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -						_					
9		SCORE	†							<u> </u>	-				·	
		Total										<u></u>	<u> </u>	<u> </u>		

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.



YEDA Official Score Sheet - RAIL Class: #2 The fiverald Pail split A

DEVELO	MENT ASSOCIATION Dislan Commonts	Overall Class Comments
Back #	Rider Comments	
1699	Consthon Ley heels down-Nice upper Body le	retion - Load of w
		- Lead at LC
2 906	Rolf Shoulders Book	
3 1580	Good Position	
- Control of the Cont	Bring Log Back	
5 1029	Good Position	
5 991	Relax Sut	
7 845		
8 144	Lead at RL lope - neels Mark	
9		
10		
11		



YEDA Official Score Sheet - RAIL Class: #3 TK Emerald Rail B

Back #	Rider Comments	Overall Class Comments
1 /630	Shouldors Back - Bring Lee Back	
2 10/3	Good - Jean upper Body Broke	
	Push Leek down	
4 894	Good Resition	
5/466	Roll Shoulder Book Sittall upper Body	
6316	Cood Position	
340	Good Pos From Brins Right Elbon Rock	
9/548	Load Ticlope	
10		
11		

YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class # 4 SK Diamond Reining Splik B

YOU	TH EQUESTRIAN														reining symme
SEVEL	3) A	MANEUVER DESCRIPTION	L Circles OOo Stop	4 Spins Left	R Circles OOo Stop	4 Spins Right	L Lead Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
	EXHB#	MANEUVER	1	2	3	4	5	6	7	8					
		PENALTY								11/4		_		~~	7
1		SCORE	ابد	41	+1/2	+1	#1	+1	+1	+1/2	+2	D	0	77)
	725	Total				71/2		732		74					
		PENALTY	2.08. ***												Extra Large Circle Old Pattern Rt. 17
2	,-	SCORE	41	4	-3	+1/2	-1/2	-1	-/	-1/2	1/2	0	-/ (64	of Pattern Rt. 7
	1529	Total		69		661/2	66	65	64		12				
. Carre		PENALTY									,			•	
3	* * "	SCORE	+1	5	0	+/	41	0	0	0] + 1	0	١٥	74	, J
	1115	Total	- '-		7/	72			23						
(SEMINA		PENALTY						A. C. A. C. A. C. A. C.							nue Putters.
4		SCORE	+2	+1	+2	41/2	42	41/2	41/2	+1	1-12	0	10	8/2	Execution
4	7/7	Total	 ' *	 		751/2		18]			0.2	
-		PENALTY	-2	-1/2		and a second		NAME OF TAXABLE PARTY.	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-2,					
1		SCORE	0	-1/2	0	+1/2	+1/2	0	b	- 2	+1/2	1/2	-4/2	65	6
5	557	Total	1	67		67%	68			64	1				
-														-(
		PENALTY	41	+1/2	+1	4/	+2	41/2	0	11/2	₄ 2	0	0	782	J 1
6	684	SCORE Total		1/0	7	734					1				
	1001				70	7		i i i							
-		PENALTY	+1/2	+1/2	41	0	0	+1/2	0	+1/2	12	0	0	75	
7	10/9	SCORE	1772	172		 	 	121/2		73	1+6		0_	75	7
-	1/0/1	Total			72			-				A Paris and the second			
.		PENALTY	 	 		 	 		 	<u> </u>	1				
8		SCORE	-	 	 		 		 		1				·
		Total					L. C. S.	-			-			The second second second	
		PENALTY			ļ	 	 	 	-	 	1				
9	:	SCORE	<u> </u>	 	 	 	 	 	+	+	1				
		Total							سنبي أر						

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.



YEDA Official Score Sheet - RAIL Class: #5 Sk fmerale kail

Back #	Rider Comments	Overall Class Comments
696	Bring Lower Log Back-Square Swalders	
2/006	bood	
3 949	Sit up tall	
4 1618	Very Good	
5 309	Good Position	
X 1526	Six Square in Seat - Local at RL hope *	
1354	Stretch / pay down	
1468	Good	
	Worten upper books move nont	
583	Watch upper Body monsmort Sit deep in Seat-Bruncy Ride - Lead at Li cope	



YEDA Official Score Sheet - Ranch Horse Pattern # 5

Class#6 The Sapphine ranch

Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in ½ 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 ½ points increments

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

		• *													-	913				
Tr.	ntry# .	Maneuver Description	Walk	Trot	X-Tr ot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lo pe	Change Leads	Lope	X- Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Conunents
£	шиун	Maneuver	1 .	2	3	4	5	6	7	8	9	10		ستنب					+	
		Penalty				111		//	0	+1/2	0	-2	-1/z	Ô	-1/2	0	0	12	69	
1	421	Maneuver Score	0	11/2	0	1// 2	_/	-1/2				68	/-	<u> </u>	67					
	70-1	Totals							69%	50		UB			6/					_
		Penalty							<u> </u>		- m	+1/2		41	41/2	0	0	12	25	<i>j.</i>
2		Maneuver Score	0	0	1/2	+1/2	0	0	0	0	0		0		23			Fe	//	
	633	Totals				71			/כ		-	71/2			72			 		
		Penalty					-1/2					-1_		2		11-	A	1,		3
.3		Maneuver Score	0	0	1/2	Ó	+/	0	-1/2	+//2	0	0	0	0	41	1-12	0	14	7/	
.5	681	Totals	T	1			70			20			-		20					
-		Penalty		-	4									<u> </u>				, 7	-9	
		Maneuver Score	0	0	0	0	-1/2	λ	0	Ø	41/2	+/2	0	4/2	4/	1	0	12	73	1. 2
4	15.11		10	10	+-	 	61/2				69				<u> </u>	/			ļ	
	1014	Totals			-		NA.	-3			11/									-
		Penalty	-3	-	 		<u> </u>	-	1/2	0	-1/-	+1/2	-/	0	0	1-6	4	1+/	65	, /
5	160	Maneuver Score	0	0	1/2	0	0	0		10	1/2	1.72	63	 		7 6	11	1 ''	00	
	107	Totals					65/2	63/2	194	-		-	100		<u> </u>					
		Penalty				<u> </u>				 		 	0	1.11	10	1		1/		L.
6		Maneuver Score	O	0	0	1/2	0	-1_	0	-1/2	41/2	0	+	the		10	0	1/2	692	1.
١	366	Totals				Τ΄		68/2		68				19						
-	<u> </u>	Penalty	1								<u> </u>		-3	1_	 	4 5			10	
7		Maneuver Score	10	10	4//2	4/2	Ø	O	Ø	11/2	0	-1/2	6	0	0]-3	0	11	69	16
[/	178	Totals	+	1	1	1	7/					71	64						+~	
-	11/0		+	-					T											
		Penalty	-	+-	-	+	 	+	1	1	T					_	-			
8		Maneuver Score	+-	-	+	+	+	+	 	\top	†		$\sqrt{}$						<u> </u>	1
		Totals										-	2. ~	1						



YEDA Official Score Sheet - Diamond Pattern 5

Updated 2020

Class #7 SR Diam 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 ¼ to ¼
- · Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

·												Comments
		Maneuver Description	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Total	
	Entry #	Maneuver	1	2	2	3	.4	5	<u> </u>			nier Rotter
		Penalty				-1/	 ., -	11/-				nier Por
1	NM.	Maneuver Score	41/2	4/2	+1	41/2	*/	1/2	12	Ø	76	Soft.
	717	Totals						74				0.1/1
		Penalty		<u> </u>	<u> </u>	<u> </u>		ļ.,	10			Good Pedens Twongh it
.2		Maneuver Score	0	0	0_	6_	1/2	+1	1/2	0	72	Through it
	1529	Totals		<u> </u>				71/2	12.		-	4
		Penalty		-3			<u> </u>	<u> </u>			1	
3		Maneuver Score	O	4/2	0	0	4/2	4/2	+2	0	70%	l , ,
٥	644	Totals		675			68				1, 5	V
		Penalty	1	1		Ī		1			1	
		Maneuver Score	0	0	4/2	0	6	1/2	+21/2	0	1/2	3
4	900	Totals			1			10	7		1	·
	1/0	Penalty										
		Maneuver Score	0	+1	0	0	1/2	+/] +Z_	0	74/2	. 1
5	557	Totals			1 —	† <u> </u>			1		2	+ 2
		Penalty	-	1		1	1					
		Maneuver Score	0	4/2	Ô	0	1-1/2	4/2]-/	0	7/2	5
6	917	Totals	10	116	1		70		1''	U	1/2	
	- " /	Penalty	 	_	-							
		Maneuver Score	0	-1/2	0	-1/2	0	()	1-1/2	0	692	_
7	1517	Totals	10	12	╅	1	69	1	7-4	- 1 0	10/2	' '/
_	1/2/			_		_			1			
		Penalty Maneuver Score			+	1	1	-	1		l	
8			 		+	1	+-		1			
		Totals						_				
		Penalty							_	l		
١	,	Maneuver Score				- 1			1			
"	']	Totals			1							
			8				\"() .	~ 0 1	100		B	



YEDA Official Score Sheet - Diamond Pattern 5

Updated 2020

Class #8 SR Man patt B

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from % to ¼
- · Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

_									117			Comments
		Maneuver Description	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F &	HDD	Total	Comment
7	Entry#	Maneuver	1	2	2	3	. 4	- 5	E			
1		Penalty										7
1	,	Maneuver Score	4/2	4/2	+/	0	4/2	4	42	0	752	
'	160	Totals					72/2					
7		Penalty						-1;-) -1;				Nie Rider
2		Maneuver Score	41	+(0	0	0		42	D	7/ .	7 1
_	684	Totals						69				179
-		Penalty									1	
		Maneuver Score	+1/2	41	0	0	+/2	12	12	0	76	l r
3	725	Totals							<u> </u>		10	
_	70	Penalty										Keep log Behind you
		Maneuver Score	0	0	4/2	0	11/2	0	14/2	0	7/2	Behind yo
4	1115	Totals					7/				1/2	
		Penalty										
_	1	Maneuver Score	+1/2	0	0	0	0	4/2	4/	0	72	. 4
5	1004	Totals		1				71				
		Penalty									A 7	
c		Maneuver Score	+1/2	0	-1/2	-4/5	0	4/2	1+2	0	72	5
6	492	Totals								Ļ		
		Penalty							1 .			1 -
7		Maneuver Score	+1	+1/2	11/2	0	+/	+1	1+/	0	75	. ,
1	1019	Totals					73				_	
		Penalty								l		Lengthon
_		Maneuver Score	0	0	-1	-1/z	0	1-1/2	11/2	0	68/	1 000 19
8	1691	Totals					685	68	2	1	002	- 3 X
	1011	Penalty			_					Ī		
						-	_	1	1			
9		Maneuver Score		_		- 		<u> </u>				
		Totals					An si					1



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5 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 dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry# /07 68/	Maneuver Description Maneuver Penalty Maneuver Score Totals Penalty Maneuver Score Totals Penalty	Walk 1-2 0 0	Jog 3 -1 -1/2	Lope O RL 4	Chang e Leads 5	Lope LL 6	Stop Back 7	F & E	HDD	Total 732	
107 681	Penalty Maneuver Score Totals Penalty Maneuver Score Totals	0	6						0	735	
68/	Maneuver Score Totals Penalty Maneuver Score Totals		-1	<i>+</i> //2	+1/2_	0	41/2	12	0	7725	
68/	Maneuver Score Totals	0				1		,	-	112	· 3
	Penalty		<u> </u>	0	-1/2 68	0	~/	41	4/2	682	. 7
ひノノ	Maneuver Score Totals	+1/2	+/	+1/2	+/2	4(_	0	43	0	762	
INU	Penalty Maneuver Score Totals	0	0	H 7	-1/2	+½	-/	+1	O	70	. 5
	Penalty Maneuver Score Totals	0	0	-3 0 67	0	+1/-2	+1/2 68	4	0	69	. 6
178	Penalty Maneuver Score Totals	41/2	1-11	+1/2	0	+/2	+1/2 73	-12	0	75	. 2
421	Penalty Maneuver Score Totals	0	0	+(0	+/	-1/z 11/2	+1	0	72/2	Shoulder Brek U
	Penalty Maneuver Score Totals										
	Penalty Maneuver Score Totals										
	421	Maneuver Score Totals Penalty Maneuver Score	Maneuver Score	Maneuver Score	Maneuver Score O O H Totals -7 -7 Penalty -3 -3 Maneuver Score O O O Totals -67 -1 -1/2 Penalty -1 -1/2 -1 Totals -1 -1/2 -1 Maneuver Score O O +1 Totals - - - Penalty - - - Maneuver Score - - - Totals - - - Penalty - - - Maneuver Score - - - Totals - - -	Maneuver Score O O H - 1/2 Totals	Maneuver Score	Maneuver Score O O H -/2 +/2 -/2 Totals O O O O O Maneuver Score O O O O Totals O O O O Totals O O O Totals O O O Totals O O O Penalty O O O Maneuver Score -1/2 -1 -1/2 O Totals O O O O Totals O O O Maneuver Score O O O O Totals O O O Penalty O O Maneuver Score O O O Totals O O O Penalty O O Maneuver Score O O O Totals O O O Maneuver Score O Maneuver Score O O Maneuver Score O Man	Maneuver Score O O H -/z +/z -/z H	Maneuver Score O O H -/2 +/2 -/2 H O	Maneuver Score O O H -1/2 +1/2 7 H O 70



YEDA Official Score Sheet - RAIL Class: # 10 Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
/37/	Bring Leg Back-Roll Should grs Back	
1567	Good	
1352	Soffen Skowlder - wetch free hand Refax hands - Set back on Sout-Watch fre	
1539	Rolax honds - Set book on Sout-Watch fre	e hand
Contract To a shall be a second to the secon		
0		

Class # 11



YEDA Official Score Sheet - Topaz EWD Pattern 5 & 6 (W) TOYAZ

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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 % points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Γ		Bitanana										Comments
		Maneuver Description	Walk	Jog	X-Waik O L	Jog	Stop	,,	F&E	HDD	Total	•
	Entry #	Maneuver	1-2	3	4	5	6					
		Penalty					,,			A)	2 7/	
1	1198	Maneuver Score	0	4/2	0	1/2	+//2_		+(0	722	
	1170	Totals	1			<u> </u>						
		Penalty	<u> </u>									
2		Maneuver Score					<u> </u>					
		Totals				<u> </u>						
		Penalty							<u> </u>			
3		Maneuver Score							<u> </u>	1		
		Totals										
		Penalty						<u> </u>	<u> </u>	1		
4		Maneuver Score					<u> </u>	<u> </u>	<u> </u>	-		
•		Totals									1	
		Penalty							ļ			
5	i	Maneuver Score		<u> </u>		<u> </u>	<u> </u>	1		-	Ì	
ŭ		Totals				<u> </u>		<u> </u>		<u> </u>		
کستیب		Penalty						<u> </u>	_	-	İ	
6		Maneuver Score						<u> </u>		-		
Ī	l	Totals						<u> </u>		-		
		Penalty						_		-		
7		Maneuver Score					<u> </u>	-	-	_		1
		Totals								 	_	
		Penalty		<u> </u>				<u> </u>	<u> </u>	-	1	
8		Maneuver Score								_		
J	İ	Totals			9							
	1	Penalty										
9	.]	Maneuver Score	1	1								
9		Totals	1	1			1			1	1	



YEDA Official Score Sheet - Opal / Pearl Pattern 5

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from % to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

		Marcel 407 - 100 Co			•							Comments
		Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty								Ð		4
1	/ /	Maneuver Score	0	+1/2	1/2	0	+(0_	+1		73	
	1464	Totals	<u> </u>			7/				<u> </u>		
		Penalty	<u> </u>					ļ	_			2
2	15	Maneuver Score	4/2	+1/2	1/2	0	+1	0	+2	0	742	4
	252	Totals							<u> </u>	<u> </u>		
		Penalty	<u> </u>			 		<u> </u>	4			,
3		Maneuver Score	0	4/2	+1/2	41	41	0	+2	0	75	/ /
	106.3	Totals					<u> </u>			ļ		
		Penalty		<u> </u>			<u> </u>	<u> </u>			~ //	_
4		Maneuver Score	10	+1/2	0	11/2	1/2	0	+22	0	74	5.
	245	Totals		<u> </u>	<u> </u>	<u> </u>			<u> </u>	<u> </u>	<u> </u>	
		Penalty								1 .,		
5		Maneuver Score	0	0	-1/2	+1/2	11/2	0	1+1	1/2	72	. 5 .
	1158	Totals										
terioreniio		Pen alty										
6		Maneuver Score	0	0	0	+/2	0	0	_ +/	0	71包	6
	1000	Totals							1			
		Penalty										
7		Maneuver Score							_			
		Totals										
		Penalty	1								1	
ا (Maneuver Score							_			
`	· .	Totals										<u> </u>
-		Penalty							_	- 1	1	
9		Maneuver Score							1			
'	,	Totals										1
L								10	1 0.0	1)		•



YEDA Official Score Sheet - Opal / Pearl Pattern 5 Updated 2020

Class #13 Elem. Pearl patt [

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from % to %
- 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 dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- · Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

									1B_			
		Maneuver			Stop	_						Comments
	والمستوال المستوال المستوال	Description	Walk	Jog	Back	Jog	X-Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6		<u> </u>		
		Penalty					,,_				+	Water
1	,	Maneuver Score	0	0	+1/2	0_	-//2	0	+/	O	7/	Wateh Arc in 2 Potters 2
	1677	Totals			·		<u> </u>					18-ners
		Penalty			ļ							
2		Maneuver Score	0	0	-1/2	Ó	+1/2	0	12	Ô	72	/
	152	Totals			<u> </u>			<u> </u>				l l
		Penalty										AD Brek
3		Maneuver Score	0	+1/2	-3	0	0	0	0	0	674	\mathcal{L}
•	1503	Totals							1		1	
		Penalty										WRONG Sed
4		Maneuver Score	0	0	-1/2	1-3	0	-1/2	10	U	66/	of cone C.
7	1531	Totals			1		1		1			wrong sid of Cone C
ىبىدىس		Penalty										Niel Las
5		Maneuver Score	0	4//2	0	0	0	0	1-1/2		67	Position
3	1514	Totals	1		1				1 2		7/	Position Relax State
-		Penalty		/	1							notos
6		Maneuver Score	0	13	11/2	+/2	ナル	4/2	+1	0	20	
U	1056	Totals			1		1					4
		Penalty							T			
7		Maneuver Score	1	1	1				1			
,		Totals	1	1	1		1		7			
Christian	1	Penalty .	1		1							
		Maneuver Score	-	1	1	1			1			
8		Totals	 	1	1	 			1			
with the same		Penalty	1	1		1		1			T	
-		Maneuver Score		1	1	1	-	1		-		
9		Totals	-	1	1	1		1	1			
	<u> </u>			<u> </u>	<u> </u>			1.~	1.00			



YEDA Official Score Sheet - Opal / Pearl Pattern 5

Updated 2020

Class #14 Elem. Pearl put

f MM.

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 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 dear 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 % points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

· F						× .						Comments
		Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F&E	HDD	Total	
	Entry#	Maneuver	1	2	3	4	5	6				sul. Ex
		Penalty							7,		$I \setminus A$	Wrong Sido
1		Maneuver Score	0	0	1/2	0	1/2	10	+1/2	٥	7/2	7"0"
	1431	Totals										
		Penalty						<u> </u>		,		Six deep in
2	/- ^	Maneuver Score	0	11/2	11/2	U	+1/z	0	+1/	0	72	Sout 5
	1219	Totals					<u> </u>		1/2	<u> </u>		
		Penalty							1 . ,	A)	i .	
3		Maneuver Score	+1/2	+1/2	+1/2	+/2	4/2	1/2	1+/	0	74	
•	1619	Totals					<u> </u>					
		Penalty								1		
4		Maneuver Score	0	4/2	+1/2	0	+1	0] + [0	73	3
Ċ	1624	Totals					į	22				·
-		Penalty									1.	
5		Maneuver Score	0	+1/2	0	+1/2	+/2	0	+1	0	722	4
Ü	1002	Totals					·	7/2	T	0	100	1
		Penalty							1			
6		Maneuver Score	+1/2	11/2	+1/2	-1/	+/	11/2	+2	0	76	
Ü	MY	Totals						74			Ľ	į į
		Penalty			1							
7		Maneuver Score			1						l	
,		Totals										
		Penalty										
0		Maneuver Score		1							\$	
8	٠.	Totals	1	1								
7000		Penalty										
_		Maneuver Score	1	1	1			`			1	
9	1	Totals	1				\uparrow			74 34.5		



YEDA Official Score Sheet - Opal / Pearl Pattern 5

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

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Class#15

Hum. Pearl pat

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 dear 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 $\mbox{\%}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

											Comments
	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F&E	HDD	Total	
Entry#	Maneuver	1	. 2	3	4	5	6				
	Penalty										WATER THE
_	Maneuver Score	0	0	0	0_	+1/2	+1/2	+/	0	72	L H
1427	Totals										
	Penalty					<u> </u>		l .			
	Maneuver Score	0	0	+/2	1/2	11/2	0	1+/	0	20/	, 3
1332	Totals									1º2	
	Penalty							,			
	Maneuver Score	0	+1/2	0	+1/2	+/	0	1+1	n	73	. 2
1596	Totals	1							,	1/	
	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1	0	+1	0	735	, , , , , , , , , , , , , , , , , , ,
370	Totals			ľ				1			Į.
	Penalty				7.					,	c + wo
	Maneuver Score	0	0	-/2	4/2	1/2	0	1+/	0	715	100
726	Totals									1, 2	Jall
	Penalty					8],,			Hond (
	Maneuver Score	0	0	0	0	0	-1/2	145	0	70	Hand (
666	Totals									1,0	J VADO
	Penalty		1								
	Maneuver Score										
	Totals										
	Penalty		1								
	Maneuver Score		1	1							
	Totals	1	·						<u> </u>		
	Penalty										
	Maneuver Score	1	1	1	1						
	Totals		. 10	1		_		<u> </u>			
	1427 1332 1596 370 726	Entry # Maneuver Penalty /427 Maneuver Score Totals Penalty Maneuver Score Totals Penalty Maneuver Score Totals Penalty Maneuver Score Totals	Entry # Maneuver Maneuver Score 1 Penalty Amaneuver Score Amaneuver Score J427 Totals Amaneuver Score Amaneuver Score J332 Totals Amaneuver Score Amaneuver Score	Entry # Maneuver 1 2 Penalty - - Maneuver Score O O Totals - - Penalty - - Maneuver Score O O /332 Totals - Penalty - - Maneuver Score O +½2 /596 Totals - Penalty - - Maneuver Score +½2 +½2 370 Totals - - Penalty - - Maneuver Score O O Totals - O Penalty - O Totals - O	Description Walk Jog Back	Description Walk Jog Stop Jog	Description Walk Jog Stack Jog X-Jog	Description Walk Jog Stop S	Description Walk Jog Sack Jog X-Jog Stop F & E	Description Walk Jog Stack Jog X-Jog Stop F & E HDD	Description Walk Jog Stop Jog X-Jog Stop F & E HDD Total



Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

(las, # 16 TR Emerald putt A

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 dear 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% points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

												Comments
		Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F&E	HDD	Total	
	Entry#	Maneuver	1	2	3	4	5	6				
		Penalty			-3	-3						Lead
1	211-	Maneuver Score	0	0	-1	0_	+1/4	0	+1	U	64/2	1-8
	340	Totals			66	63	67				2	- 0
		Penalty										
2		Maneuver Score	0	-1/2	0	0	0	0	+1	Ó	70=	. 3
۲.	906	Totals							1 '		1	~
-		Penalty										
2		Maneuver Score	()	+1/7	11	+1/2	0	0	12	0	74	/
3	1630	Totals						Γ^{\cup}	1		19	1
	1000	Penalty	 									
		Maneuver Score	D	-1/2	0	4/2	1/2	+/	+2	_	راحين ا	
4	894	Totals	10	-/-	10	77/2	1/2		1	O	73%	. 2
	9.7	Penalty	 			-3	 			1	 	
			-	1/		-	-	0	1,,	٦	/~	. 7
5	791	Maneuver Score	0	-1/2	-1/2	0	0_		+1	0	67	!
	77/	Totals	 	ļ	 	!	-	66	 	 	 	
	. , .	Penalty	1	<u> </u>	<u> </u>	_	_		4 .,,			. /
6	Dud	Maneuver Score	-1/2	0	0	-/2	0	+1/2	+1/2	0	70	. 4
	848	Totals								ļ		
		Penalty		-/		<u> </u>		<u> </u>				
7	フル	Maneuver Score	0	0	1-1/2	0	0	-1/2 68	+/2	0	68/2	1.5
	316	Totals						68				
		Penalty			-3	-/						
8	1,	Maneuver Score	0	1/2	0	0	+1/2	11/2	1/2	0	68	6
ľ	1699	Totals						67/2				Ψ
SHARKERING .		Penalty.				Ī					- Alles (02	
9		Maneuver Score		T						NACTOR NA		
	1	Totals	1	1	1	1		1	1			
L	<u></u>			<u></u>			4	1	000			



Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

(lass #17 JKEmerald patt B

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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 $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

												Comments
		Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	イゾ F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6				
		Penalty					4		,		K	
1		Maneuver Score	0	0	-1/2	0	0	41/2	4/	O	70	. 4
	1466	Totals						69				
		Penalty			-3	-3						a
2		Maneuver Score	0	-1/2	1	0	-1/2	0	+1	0	63	i
	1016	Totals					1					
		Penalty										7_
3		Maneuver Score	+1/2	+/2	0	0	+/	4/2	地	0	74	
	1580	Totals				71		12/2	12			
	7) 00	Penalty	1	<u> </u>	1							Wortch
4		Maneuver Score	()	-1/2	-1/2	-1/2	0	0	Ŏ	0	195	Worten . Wrus &
4	1028	Totals							ľ	Ĭ	002	- 77.0
-	Ť	Penalty	i e						1			
		Maneuver Score	0	+1/2		0	0	+1/-	-4/	0	72	4
5	10/3	Totals	 				Ť				1-	
-	101	Penalty	 		 	1		†				
	1	Maneuver Score	0	0	0	-1/2	0	-1/2	+2	0		
6	1548	Totals	10	1	1	1		69		U	71	
	1210	Penalty	1		 			1	1	1		
		Maneuver Score	41/2	4/2	-	0	地	1/2	1			. 3
7	1448	Totals	1/2	17/2	0	 _	1 /2	72	+1	0	73	
	1490			ļ			-	+ /2		 	1	10.0 M
		Penalty		 _ _		+ -	-	-11-	JI	_		open M
8	1442	Maneuver Score	0	0	10	O	0	-1/2	1-1/2	Ó	70	Shoulders
	1746	lotals		 		 -	-	-	 	ֈ		
		Penalty.	 	 	 	1	+	1 . ,	1,5			Pattern 1
9	614	Maneuver Score	+/2	+(1-11	1-4/	12	1+1	+3	0	792	Pattor
L	017	Totals	1			<u> </u>	(1)		1.01	<u> </u>		<u> </u>



YEDA Official Score Sheet - RAIL Class: #18 Flum, Parl Pail A

DEVELO	MENT ASSOCIATION	Overall Class Comments
Back #	Rider Comments	Overall class comments
¹ /000	Good-Look up	
2 686	heels down-Relax Elhows	
3 1431	Nice Smile-Lengthon Tig-	
4 1147	Me Form Grout Pieturo	
5 1677	Sit rue and tall	
6 1063	Leep Shouldes Square Foot up	
7		
8		
9		
10		
11		



YEDA Official Score Sheet - RAIL Class: #19 Elem. Pear 1 Pail B

DEVELOP	MENT ASSOCIATION	Overall Class Comments
Back #	Rider Comments	Overall class comments
1 /332	bood	
2 1514	Upper Gody Sit tall -	
3 /53/	Upper Body Set tall- Bring lower Leg Book	
4 1624	Good	
5 1427	Sit on Pockets	
6 252	Heds too Far Mach - Lengthon Lag - Better 2nd way	
7		
8		
9		
10		
11		



Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Class # 20 Sk Emerald par

10f2

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear 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 % points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Γ		Maneuver			- 1 - 1			01				Comments
		Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F&E	HDD	Total	
1	Entry#	Maneuver	1	2	3	4	5	6				Bar / 000
١		Penalty			-3	,	-1/	-1/	.,,	ð	14	Bring Logs Bock - Six Brock
1		Maneuver Score	0	-1/2	-1/2	-1	-1/2	-1/2	+6	0	0.5	C'A Back
	1618	Totals						64				ou more
۱		Penalty						,				ı
2	1111	Maneuver Score	1/2	41	4.1	+/	42	+1	+3	0	792	
	1006	Totals										
٦		Penalty	-1,					<u> </u>	1			11
3		Maneuver Score	Ó	6	0	+1/2	4/2	442	北之	0	クス	. 4
Ì	577	Totals						70/2	#12			
		Penalty					-1					Bring bee
4		Maneuver Score	0	0	-1/2	-1/2	-1/2	0	1-1/2		68	
4	1526	Totals	1	1					1			Stek
		Penalty										< x
		Maneuver Score	0	-1/2	-1/2	-1	0	0	1+1/2	0	682	
5	1468	Totals	10	1 '-		 		1	1.2			· Square
-	. 700	Penalty	+	1				1	1		1	
		Maneuver Score	0	0	-1/2	0	+/2	+1/2] /		7/3	
6	1644	Totals	10		\			1.72	-1	0	1/2	. 5
	70.7	Penalty	1-1	 	-			-			†	
- [,				-1/2	-1	-1/2	0	1 . ,		672	k
7	696	Tatala	1-/2	0	<u> </u>	4	1-12	10	+(Ó	062	
	0 10		-		68	67			-			
-		Penalty	1				1,,,		1.,,			
8	200	Maneuver Score	0	0	14	+/	+1/2	0	1+1/2	6	73	1.5
	10/	Totals										
		Penalty.			<u> </u>	1		1 .,			1	Soften Back la
9	QIJa	Maneuver Score	0	1-/2	-/_	-/z		+/2	+/	0	1695	Back
J	747	Totals				68		684	1/			1 - V



Updated 2020

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

Class # 20 SK Emerald part 2 of 2

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10^{\prime} 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 dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

ſ												Comments
		Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F&E	HDD	Total	
	Entry#	Maneuver	1	2	3	4	5	6				
10		Penalty					7				اسرر	whole
	700	Maneuver Score	0	1/2	-/_	-/	-/_	0	0	0	65型	Love Leg
	583	Totals										Ley
11	,	Penalty					<u> </u>	<u> </u>	1			
h		Maneuver Score	0	0	0	+/2	1/2	+/	+2	0	24	, 1
	1354	Totals	<u> </u>			L		72	<u> </u>		/ [.	
12		Penalty					<u> </u>	1		1		
2		Maneuver Score							1			
		Totals							<u> </u>			
13/		Penalty										
		Maneuver Score						1				
		Totals										
14		Penalty].			."
"/		Maneuver Score							_			
		Totals										
	1	Penalty										·
6	1	Maneuver Score	1]			
ب		Totals										
		Penalty							:			
7		Maneuver Score										
'		Totals										
 	1	Penalty										
		Maneuver Score	1									
8		Totals										
		Penalty										
9		Maneuver Score		1					1			
"		Totals		1			10					



YEDA Official Score Sheet - RAIL Class: #2(flem. Pearl Pail C

	DEVELOPM Back #	Rider Comments	Overall Class Comments
1		Poll Shoulders Back	**************************************
2	9	Good Lougthen Loy - Six Back at Jog	
3		Tighten Elbows	
4	152	Good Parition	
5	1619	Good-Overall- Keep Bull of Foot on Storing	
△ 6	129	Sit on Pockets-Legs Back	
7			
8			
9			
10			
11			<u> </u>



YEDA Official Score Sheet - RAIL Class: #22 Flem. Pearl Pail O

DEVELOP	ENT ASSOCIATION	Overall Class Comments
Back #	Rider Comments	Overall class comments
¹ 726	Good-Sit upper Body tall-Smekh up	
² 1503	Bring lower leg Book	
3 245	Good	
1464	Six tall Josen Elbows slight by - Keep Log Br	rek
5 370	Ovod	
6/002	Good-Bring Ley back some - Stiff at Jog	
7		
8		
9		
10		
11		



Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

(lass #23. Alumni Emerald part

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

r												Comments
		Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F&E	HDD	Total	
	Entry#	Maneuver	1	2.	3	4	5	6				
		Penalty	-/、	(-/							(, ,)	which thee
1		Maneuver Score	-/_	-/	0	0	-1/2	0	0	0	652	WHICH free Hand 4 No Toe 4
	1539	Totals		161					<u></u>			No Toe
		Penalty							132		(6)	
2		Maneuver Score	0	-1/2	0	Ö	-1/2	0	+1/2	0	695	3
_	1352	Totals										
		Penalty							1,		t December	
3		Maneuver Score	Q	-1/2	0	0	-1/2	0	+/	0	70	7
Ĭ	1371	Totals							1			2
		Penalty										
4.		Maneuver Score	0	1/2	+1/2	+1	+/	0	 +/	0	74	
	1567	Totals								L`_	17	
-		Penalty							_			·
5		Maneuver Score						<u> </u>	1		ı	
		Totals								<u> </u>		
		Penalty										
6		Maneuver Score										
		Totals								<u> </u>		
		Penalty	·									
7		Maneuver Score										
'		Totals										
		Penalty										
8		Maneuver Score										
"		Totals										
	1	Penalty										,
9		Maneuver Score							_			
		Totals				1		1 1-1		1		