

# YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class #1 SR Diam.  
Reining Split A



EXHB #	MANEUVER DESCRIPTION	L Circles	4 Spins	R Circles	4 Spins	L Lead	Stop R	Stop L	Stop &	Overall Ability	HDD	Penalties	Final Score	Comments
		OOo Stop	Left	OOo Stop	Right	Fast Circle Lead Change	Rollback	Rollback	& Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	1517	2, -1	-3	2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	-3	69 1/2	off Pattern 3 turns spins left
	PENALTY													
	SCORE	0		65		66		67						
2	1004		-1/2			-1	-1			+1	+1	-2 1/2	69 1/2	7
	PENALTY													
	SCORE	0		68 1/2		67 1/2		67						
3	1691									+1	0	0	73 1/2	4
	PENALTY													
	SCORE	0	0	4	0	2 1/2	2 1/2	0	1/2					
4	160									+1 1/2	0	-1	72	5
	PENALTY	-1												
	SCORE	-1/2	-1	2 1/2	-1/2	2 1/2	2 1/2	1	1					
5	917									+2	0	-1	78	1
	PENALTY													
	SCORE	+1	+1	1	2	2 1/2	2 1/2	1	0					
6	644									+2	+1	-2	74 1/2	3
	PENALTY	-2												
	SCORE	+1/2	0	1	2 1/2	2 1/2	2 1/2	0	1/2					
7	900									+1/2	0	0	77	2
	PENALTY													
	SCORE	+1	+1	2	2 1/2	1	2 1/2	0	1/2					
8	492									+1 1/2	0	0	70	6
	PENALTY													
	SCORE	0	-2	-1/2	-1/2	2 1/2	2 1/2	1	1/2					
9														
	PENALTY													
	SCORE													

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

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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

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

JUDGES SIGNATURE

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YEDA Official Score Sheet - RAIL Class: #2 JR Emerald Rail split A

Back #	Rider Comments	Overall Class Comments
1	1699 Lengthen Leg heels down - Nice upper Body Position	R2 Lead at Lope - Lead at LL Lope
2	906 Roll shoulders back	
3	1590 Good Position	
4	614 Bring Leg back	
5	1028 Good Position	
6	991 Relax Seat	
7	848 Tighten upper Body - Lead at RL Lope	
8	1448 Lead at RL Lope - heels back	
9		
10		
11		

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Judges Signature



YEDA Official Score Sheet - RAIL Class: #3 JR Emerald Reil B

Back #	Rider Comments	Overall Class Comments
1 1630	Shoulders back - Bring leg back	
2 1013 <sup>✓</sup>	Good - Lean upper Body Back	
3 1442 <sup>✓</sup>	Push heels down	
4 894 <sup>✓</sup>	Good Position	
5 1466 <sup>✓</sup>	Roll Shoulder Back Sit tall upper Body	
6 316 <sup>✓</sup>	Good Position	
7 340	Sit Square -	
8 1016 <sup>✓</sup>	Good Position Bring Right Elbow Back	
9 1548 <sup>✓</sup>	Lead the lope	
10		
11		

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Judges Signature

# YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class #4  
SK Diamond  
Reining Split B



EXHB #	MANEUVER DESCRIPTION	L Circles	4 Spins	R Circles	4 Spins	L Lead	Stop R	Stop L	Stop &	Overall Ability	HDD	Penalties	Final Score	Comments
		OOo Stop	Left	OOo Stop	Right	Fast Circle Lead Change	Rollback	Rollback	& Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	725													
	PENALTY													
	SCORE	-1	+1	+1/2	+1	+1	+1	+1	+1/2	+2	0	0	77	3
	Total				7 1/2		73 1/2		74					
2	1529													
	PENALTY		-1	-3	+1/2	-1/2	-1	-1	-1/2	+1/2	0	-1	64	Extra Large Circle off Pattern Rt. 7
	SCORE	+1	-1	-3	+1/2	-1/2	-1	-1	-1/2	+1/2	0	-1	64	
	Total		64		66 1/2	66	65	64						
3	1115													
	PENALTY													
	SCORE	+1	0	0	+1	+1	0	0	0	+1	0	0	74	5
	Total			71	72			73						
4	717													
	PENALTY													
	SCORE	+2	+1	+2	+1/2	+2	+1/2	+1/2	+1	+2	0	0	81 1/2	Nice Pattern execution 1
	Total				75 1/2		78							
5	557													
	PENALTY	-2	-1/2											
	SCORE	0	-1/2	0	+1/2	+1/2	0	0	-2	+1/2	+1/2	-4 1/2	65	6
	Total		67		67 1/2	68			64					
6	684													
	PENALTY													
	SCORE	+1	+1/2	+1	+1	+2	+1/2	0	+1/2	+2	0	0	78 1/2	2
	Total				73 1/2	75 1/2	76							
7	1019													
	PENALTY													
	SCORE	+1/2	+1/2	+1	0	0	+1/2	0	+1/2	+2	0	0	75	4
	Total			72			72 1/2		73					
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 than other riders who stayed on pattern.

JUDGES SIGNATURE

*[Handwritten Signature]*



YEDA Official Score Sheet - RAIL Class: #5 SK Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 696	Bring Lower Leg Back - Square Shoulders	
2 1006	Good	
3 949	Sit up tall	
4 1618	Very Good	
5 309	Good Position	
* 6 1526	Sit Square in Seat - Lead at RL Lope *	
7 1354	Stretch Leg down	
8 1468	Good	
9 1644	Watch upper body movement	
10 383	Watch upper Body movement	
11 577	Sit deep in Seat - Bouncy Ride - Lead at LL Lope	

*[Handwritten Signature]*

Judges Signature

**YEDA Official Score Sheet – Ranch Horse Pattern # 5**

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 #6  
JK Sapphire Ranch

**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.

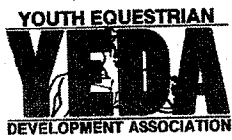
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

**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	360 ea. direction	Walk	Trot L	Lope LL	X-Lo pe	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13					
1	421																		
	Penalty																		
	Maneuver Score	0	+1/2	0	+1/2	-1	-1/2	0	+1/2	0	-2	-1/2	0	-1/2	0	0	0	+2	69
	Totals						69 1/2	50	68					67					
2	633																		
	Penalty																		
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	0	0	+1/2	0	+1	+1/2	0	0	0	+2	75
	Totals							71		70 1/2				23					
3	681																		
	Penalty																		
	Maneuver Score	0	0	-1/2	0	+1	0	-1/2	+1/2	0	0	0	0	+1	-1/2	0	0	+1	71
	Totals					70			70					20					
4	1014																		
	Penalty																		
	Maneuver Score	0	0	0	0	-1/2	0	0	0	+1/2	+1/2	0	+1/2	+1	-1	0	+2	73	2
	Totals					68 1/2			69										
5	107																		
	Penalty	-3																	
	Maneuver Score	0	0	-1/2	0	0	0	+1/2	0	-1/2	+1/2	-1	0	0	-6	+1	+1	65	7
	Totals					66 1/2	63 1/2	64				63							
6	366																		
	Penalty																		
	Maneuver Score	0	0	0	-1/2	0	-1	0	-1/2	+1/2	0	0	+1/2	0	0	0	0	+1/2	69 1/2
	Totals						68 1/2	68					69						
7	178																		
	Penalty																		
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	+1/2	0	-1/2	0	0	0	-3	0	+1	69	6
	Totals					71				71	68								
8																			
	Penalty																		
	Maneuver Score																		
	Totals																		

*[Signature]*  
Judges Signature



**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 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

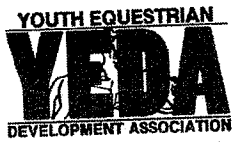
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop	F & E	HDD	Total	Comments	
		1	2	2	3	4	5					
1	Penalty											717 Nice Pattern Soft. 1
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	+2	0	76		
	Totals						74					
2	Penalty											1529 Good Pattern Through it 4
	Maneuver Score	0	0	0	0	+1/2	+1	+1/2	0	72		
	Totals						71 1/2					
3	Penalty		-3									644 6
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+2	0	70 1/2		
	Totals		67 1/2				68					
4	Penalty											900 3
	Maneuver Score	0	0	+1/2	0	0	+1/2	+2 1/2	0	74 1/2		
	Totals						70					
5	Penalty											557 2
	Maneuver Score	0	+1	0	0	+1/2	+1	+2	0	74 1/2		
	Totals											
6	Penalty											917 5
	Maneuver Score	0	+1/2	0	0	-1/2	+1/2	+1	0	71 1/2		
	Totals						70					
7	Penalty											1517 7
	Maneuver Score	0	-1/2	0	-1/2	0	0	-1/2	0	69 1/2		
	Totals						69					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*J. Phillips*

Judges Signature



## YEDA Official Score Sheet – Diamond Pattern 5

Updated 2020

Class # 8  
SR Diam patt B

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

TB

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop					
1	Penalty											
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	+1	+2	0	75 1/2	2	
	Totals					7 1/2						
2	Penalty						-1					Nice Rider
	Maneuver Score	+1	+1	0	0	0	-1	+2	0	71	7 1/2	
	Totals						69					
3	Penalty											
	Maneuver Score	+1/2	+1	0	0	+1/2	+2	+2	0	76	1	
	Totals											
4	Penalty											Keep Log Behind you
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1/2	0	71 1/2	6	
	Totals					71						
5	Penalty											
	Maneuver Score	+1/2	0	0	0	0	+1/2	+1	0	72	4	
	Totals						71					
6	Penalty											
	Maneuver Score	+1/2	0	-1/2	-1/2	0	+1/2	+2	0	72	5	
	Totals											
7	Penalty											
	Maneuver Score	+1	+1/2	+1/2	0	+1	+1	+1	0	75	3	
	Totals					73						
8	Penalty											Lengthen Log
	Maneuver Score	0	0	-1	-1/2	0	-1/2	+1/2	0	68 1/2	8	
	Totals					68 1/2	68					
9	Penalty											
	Maneuver Score											
	Totals											

*[Handwritten Signature]*

Judges Signature





## YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2020

Class #9 JR  
Sapph. patt

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Lope ORL	Change Leads	Lope LL	Stop Back					
1 107	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	+2	0	73 1/2	3	
	Totals											
2 681	Penalty		-1									
	Maneuver Score	0	-1/2	0	-1/2	0	-1	+1	+1/2	68 1/2	7	
	Totals				68							
3 633	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1	0	+3	0	76 1/2	1	
	Totals											
4 1014	Penalty											
	Maneuver Score	0	0	+1	-1/2	+1/2	-1	+1	0	70	5	
	Totals			7		70						
5 366	Penalty			-3								
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1	0	69	6	
	Totals			67		68						
6 178	Penalty											
	Maneuver Score	+1/2	+1	+1/2	0	+1/2	+1/2	+2	0	75	2	
	Totals						73					
7 421	Penalty											
	Maneuver Score	0	0	+1	0	+1	-1/2	+1	0	72 1/2	Shoulder Back 4	
	Totals				71		71 1/2					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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 Judges Signature

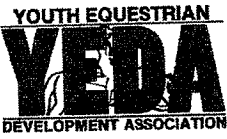


YEDA Official Score Sheet - RAIL Class: #10 Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
1	1371 Bring Leg Back - Roll Shoulders Back	
2	1567 Good	
3	1352 - Soften Shoulder - Watch free hand	
4	1539 Relax hands - Set back on Seat - Watch free hand	
5		
6		
7		
8		
9		
10		
11		

*[Signature]*  
Judges Signature

Class # 11



**YEDA Official Score Sheet – Topaz EWD Pattern 5 & 6** *EWD Topaz*  
 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	Walk	Jog	X-Walk OL	Jog	Stop	F & E	HDD	Total	Comments
		1-2	3	4	5	6				
1	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	+1/2	+1	0	72 1/2	
	Totals									
2	Penalty									
	Maneuver Score									
	Totals									
3	Penalty									
	Maneuver Score									
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*J. Phillips*

Judges Signature



# 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 1/2 point increments

Class # 12  
Elem. Pearl patt A

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1464	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	+1	0	+1	0	73	4.
	Totals					71					
2 252	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1	0	+2	0	74 1/2	2.
	Totals										
3 1063	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1	+1	0	+2	0	75	1.
	Totals										
4 245	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+2 1/2	0	74	3.
	Totals										
5 1158	Penalty										
	Maneuver Score	0	0	-1/2	+1/2	+1/2	0	+1	+1/2	72	5.
	Totals										
6 1000	Penalty										
	Maneuver Score	0	0	0	+1/2	0	0	+1	0	71 1/2	6.
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Handwritten Signature]*

Judges Signature



# 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 1/2 point increments

Class #13  
Elem. Pearl patt 5

### 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

Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1677	Penalty										
	Maneuver Score	0	0	+1/2	0	-1/2	0	+1	0	71	Watch Arc in Pattern 2
	Totals										
2 152	Penalty										
	Maneuver Score	0	0	-1/2	0	+1/2	0	+2	0	72	
	Totals										
3 1503	Penalty										
	Maneuver Score	0	+1/2	-3	0	0	0	0	0	67 1/2	No back 5
	Totals										
4 1531	Penalty										
	Maneuver Score	0	0	-1/2	-3	0	-1/2	0	0	66	wrong side of cone C 6
	Totals										
5 1514	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1 1/2		71	Not 2nd position Relax Seat 3
	Totals										
6 1056	Penalty										
	Maneuver Score	0	+3	+1/2	+1/2	+1/2	+1/2	+1	0	90	No Jog 4
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*J. Phillips*

Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

Class #14  
Elem. Pearl pat  
C

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1 1431	Penalty										Wrong Seat 7"10" 6
	Maneuver Score	0	0	+1/2	0	+1/2	0	+1/2	0	71/2	
	Totals										
2 1219	Penalty										Sit deep in Seat 5
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	+1/2	0	72	
	Totals										
3 1619	Penalty										2
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	74	
	Totals										
4 1624	Penalty										3
	Maneuver Score	0	+1/2	+1/2	0	+1	0	+1	0	73	
	Totals										
5 1002	Penalty										4
	Maneuver Score	0	+1/2	0	+1/2	+1/2	0	+1	0	72 1/2	
	Totals										
6 1147	Penalty										1
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	+1/2	+2	0	76	
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*J. Smith*

Judges Signature



# 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 1/2 point increments

Class #15  
Elem. Pearl pat  
D

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1427	Penalty										
	Maneuver Score	0	0	0	0	+1/2	+1/2	+1	0	72	Watch Arc at "C" 4
	Totals										
2 1332	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2	0	+1	0	72 1/2	3
	Totals										
3 1596	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1	0	+1	0	73	2
	Totals										
4 370	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1	0	+1	0	73 1/2	1
	Totals										
5 726	Penalty										
	Maneuver Score	0	0	-1/2	+1/2	-1/2	0	+1	0	71 1/2	Set up tall 5
	Totals										
6 6866	Penalty										
	Maneuver Score	0	0	0	0	0	-1/2	+1/2	0	70	Watch Hand 6
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*J. Smith*

Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 5**  
Updated 2020

Class # 16  
JRC Emerald Pattern A

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
1 340	Penalty			-3	-3						Lead - 8
	Maneuver Score	0	0	-1	0	+1/4	0	+1	0	64 1/2	
	Totals			66	63	67 1/2					
2 906	Penalty										3
	Maneuver Score	0	-1/2	0	0	0	0	+1	0	70 1/2	
	Totals										
3 1630	Penalty										1
	Maneuver Score	0	+1/2	+1	+1/2	0	0	+2	0	74	
	Totals										
4 894	Penalty										2
	Maneuver Score	0	-1/2	0	+1/2	+1/2	+1	+2	0	73 1/2	
	Totals										
5 991	Penalty				-3						7
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1	0	67	
	Totals						66				
6 848	Penalty										4
	Maneuver Score	-1/2	0	0	-1/2	0	+1/2	+1/2	0	70	
	Totals										
7 316	Penalty		-1								5
	Maneuver Score	0	0	-1/2	0	0	-1/2	+1/2	0	68 1/2	
	Totals						68				
8 1699	Penalty			-3	-1						6
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1/2	0	68	
	Totals						67 1/2				
9	Penalty										
	Maneuver Score										
	Totals										

*[Handwritten Signature]*

Judges Signature





## YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class #17  
JK Emerald patt B

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

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1466	Penalty										
	Maneuver Score	0	0	-1/2	0	0	+1/2	+1	0	70	6
	Totals						69				
2 1016	Penalty			-3	-3						
	Maneuver Score	0	-1/2	-1	0	-1/2	0	+1	0	63	9
	Totals										
3 1580	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	+1	+1/2	+1/2	0	74	2
	Totals				71		72 1/2				
4 1028	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	0	0	68 1/2	Watch hands 8
	Totals										
5 1013	Penalty										
	Maneuver Score	0	+1/2	0	0	0	+1/2	+1	0	72	4
	Totals										
6 1548	Penalty										
	Maneuver Score	0	0	0	-1/2	0	-1/2	+2	0	71	5
	Totals						69				
7 1448	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	+1	0	73	3
	Totals						72				
8 1442	Penalty										
	Maneuver Score	0	0	0	0	0	-1/2	+1/2	0	70	open 17 Shoulders
	Totals										
9 614	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+2	+1	+3	0	79 1/2	Nice Pattern 1
	Totals										

*J. Smith*

Judges Signature

W/T



YEDA Official Score Sheet - RAIL Class: #18 Elem, Pearl Rail A

Back #	Rider Comments	Overall Class Comments
1	1000 Good-Look up	
2	686 heels down - Relax Elbows	
3	1431 Nice Smile - Lengthen Leg -	
4	1147 Nice Form Great Picture	
5	1677 Sit nice and tall	
6	1063 Keep Shoulders Square Look up	
7		
8		
9		
10		
11		

*[Handwritten Signature]*

Judges Signature



YEDA Official Score Sheet - RAIL

WIT  
Class: #19 Elem. Pearl Rail B

Back #	Rider Comments	Overall Class Comments
1	1332 Good	
2	1514 Upper Body Sit tall -	
3	1531 Bring lower Leg back	
4	1624 Good	
5	1427 Sit on Pockets	
6	252 Heds too Far back - Lengthen Leg - Better 2nd way -	
7		
8		
9		
10		
11		

Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 5**  
Updated 2020

Class # 20  
SR Emerald Pattern  
1 of 2

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty			-3							
	Maneuver Score	0	-1/2	-1/2	-1	-1/2	-1/2	+1/2	0	64 1/2	Bring Legs Back - Sit Back
	Totals						64				
2	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+2	+1	+3	0	79 1/2	1
	Totals										
3	Penalty	-1									
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	+1/2	0	72	4
	Totals						70 1/2				
4	Penalty					-1					
	Maneuver Score	0	0	-1/2	-1/2	-1/2	0	+1/2		68	Bring Legs Back - 8
	Totals										
5	Penalty										
	Maneuver Score	0	-1/2	-1/2	-1	0	0	+1/2	0	68 1/2	Sit Square 7
	Totals										
6	Penalty										
	Maneuver Score	0	0	-1/2	0	+1/2	+1/2	+1	0	71 1/2	5
	Totals										
7	Penalty	-1									
	Maneuver Score	-1/2	0	-1/2	-1	-1/2	0	+1	0	67 1/2	
	Totals			68	67						
8	Penalty										
	Maneuver Score	0	0	+1	+1	+1/2	0	+1/2	0	73	3
	Totals										
9	Penalty										
	Maneuver Score	0	-1/2	-1	-1/2	0	+1/2	+1	0	69 1/2	Soften Back 6
	Totals				68		68 1/2				

*[Handwritten Signature]*

Judges Signature.



## YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

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

Class # 20  
SR Emera H part  
2 of 2

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)


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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
10 1 583	Penalty										
	Maneuver Score	0	-1/2	-1	-1	-1	0	0	0	65 1/2	watch lower leg
	Totals										
11 2 1354	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2	+1	+2	0	74	2
	Totals						2				
12 2	Penalty										
	Maneuver Score										
	Totals										
13 4	Penalty										
	Maneuver Score										
	Totals										
14 5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature



YEDA Official Score Sheet - RAIL

W/T  
Class: #21 Flem. Pearl Rail C

Back #	Rider Comments	Overall Class Comments
1	1158 Roll Shoulders Back	
2	1856 Good Lengthen Leg - Sit Back at Top	
3	1596 Tighten Elbows	
4	152 Good Position	
5	1619 Good - Overall - Keep Ball of Foot on Stirrup	
6	1209 Sit on Pockets - Legs Back	
7		
8		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL

WIT  
Class: #22 Elem. Pearl Rail D

Back #	Rider Comments	Overall Class Comments
1 726	Good - Sit upper body tall - stretch up	
2 1503	Bring lower leg back	
3 245	Good	
4 1464	Sit tall Loosen Elbows slight leg - Keep leg back	
5 370	Good	
6 1002	Good - Bring leg back some - Stiff at top	
7		
8		
9		
10		
11		

Judges Signature



# YEDA Official Score Sheet -- Emerald Pattern 5

Updated 2020

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

Class #23

Alumni Emerald Pattern

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1539	Penalty	-1/2	-1								65 1/2 Watch free hand No jog 4
	Maneuver Score	-1	-1	0	0	-1/2	0	0	0		
	Totals										
2 1352	Penalty										3
	Maneuver Score	0	-1/2	0	0	-1/2	0	+1/2	0	69 1/2	
	Totals										
3 1371	Penalty										2
	Maneuver Score	0	-1/2	0	0	-1/2	0	+1	0	70	
	Totals										
4 1567	Penalty										1
	Maneuver Score	0	+1/2	+1/2	+1	+1	0	+1	0	74	
	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										

*[Handwritten Signature]*

Judges Signature