

# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall Ability	HDD	T/S Penalties	Final Score	Comments
		OOo Stop	Spins Right	OOo Stop	Spins Left	8	6	7	8					
	MANEUVER	1	2	3	4	5	6	7	8					
1	PENALTY													
	SCORE	0	0	-1/2	+1/2	+1/2	-1/2	0	+1/2	+1/2	0	0	72	1
	Total													
2	PENALTY			-1										
	SCORE	0	0	-1/2	0	+1/2	-1/2	-1/2	0	0	0	-1	68	Sit down on stop 6
	Total				68 1/2				68					
3	PENALTY						-2							
	SCORE	0	0	+1/2	-1/2	0	0	0	0	0	0	-2	68	7
	Total													
4	PENALTY													
	SCORE	0	0	-1/2	0	-1/2	0	0	0	0	+1/2	0	69 1/2	4
	Total					69								
5	PENALTY													
	SCORE	+1/2	0	0	0	+1/2	+1/2	0	0	0	0	0	71 1/2	2
	Total					71								
6	PENALTY													
	SCORE	-1/2	-1/2	0	0	0	0	0	-1/2	0	0	0	68 1/2	5
	Total													
7	PENALTY			-1										
	SCORE	+1/2	+1/2	-1/2	+1/2	+1/2	0	+1/2	0	0	0	-1	71	3
	Total			69 1/2	70			71						
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 \_\_\_\_\_

	Back #	Rider Comments	Overall Class Comments
1	1161	Looks Good	
2	1299	Legs back too far	
3	349	Relax Elbows - too soft in core	
4	234	Looks Good	
5	1554	Looks Good	
6	429	Looks Good	
7	852	Relax Core	
8			
9			
10			
11			

  
 \_\_\_\_\_  
 Judges Signature



YEDA Official Score Sheet – RAIL Class: #22 JK Emerald & Rail B

Back #	Rider Comments	Overall Class Comments
1	1152 Locked up in her Sides	
2	1031 Looks Good - Delay Core	
3	1197 Delay	
4	608 Good Posture	
5	272 Legs Back too Far	
6	411 Legs Back too far - Holba Back	
7		
8		
9		
10		
11		

Judges Signature

# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

SP Diamond reining  
B



EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
		OOo Stop	Spins Right	OOo Stop	Spins Left	8	6	7	Back 8					
	MANEUVER	1	2	3	4	5	6	7	8					
1 1141	PENALTY	-2								0	0	-2	66	4
	SCORE	-1	0	0	0	0	-1/2	-1/2	0					
	Total		67						66					
2 479	PENALTY	-2								0	0	-9	60 1/2	5
	SCORE	-1	0	0	0	+1/2	0	0	0					
	Total		60				60 1/2							
3 1578	PENALTY			-2	-3					0	0	-5	61	off pattern 5 spins lbt 6
	SCORE	0	0	-1/2	-3	-1/2	0	0	0					
	Total						4							
4 672	PENALTY									0	+1/2	0	71	1
	SCORE	0	0	+1/2	0	0	0	0	0					
	Total						70 1/2							
5 682	PENALTY									0	0	0	69	2
	SCORE	-1/2	0	0	-1/2	0	0	0	0					
	Total						69							
6 188	PENALTY									-1/2	0	0	68	3
	SCORE	-1/2	0	-1/2	0	0	-1/2	0	0					
	Total						68 1/2							
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.

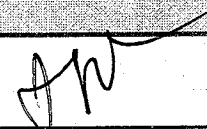
Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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 than other riders who stayed on pattern.

JUDGES SIGNATURE \_\_\_\_\_

	Back #	Rider Comments	Overall Class Comments
1	478	Legs Too Far Forward -	
2	1546	Good Position -	
3	1450	Legs back too far - locked up in core -	
4	1226	Legs back too far -	
5	195	Good Position -	
6	838	Locked up in back -	
7			
8			
9			
10			
11			

  
 \_\_\_\_\_  
 Judges Signature



**YEDA Official Score Sheet – RAIL** Class: #25 JR Emerald Rail D

Back #	Rider Comments	Overall Class Comments
1 1699	Relax neck a little more	
2 1151	Open up core - Lead - wrong RLlope	
3 449	Relax Neck - Roll thumbs in	
4 1225	Relax neck	
5 1089	Roll thumbs in	
6 952	Relax	
7		
8		
9		
10		
11		

Judges Signature



## YEDA Official Score Sheet – Ranch Horse Pattern # 4

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD are scored +3 to -3 in ½ point increments.

**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.

Class #26  
JR 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

TB

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
	Maneuver	1	2	3	4	5	6	7	8					
1 111	Penalty													
	Maneuver Score	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0	0	0	67 1/2	5
	Totals													
2 545	Penalty													
	Maneuver Score	0	-1/2	0	0	-1/2	0	0	0	0	0	0	69	2
	Totals													
3 178	Penalty	-1			-3, 3									
	Maneuver Score	-1	-1/2	-1/2	-1	-1/2	-0	-1/2	0	-7	0	0	59	6
	Totals				67	60	59 1/2		59					
4 278	Penalty	-1												
	Maneuver Score	0	0	0	0	0	0	0	0	-1	0	0	69	3
	Totals													
5 1268	Penalty					-1								
	Maneuver Score	+1/2	-1	0	-1/2	0	0	0	0	-1	0	0	68	4
	Totals													
6 760	Penalty													
	Maneuver Score	0	+1/2	0	0	-1/2	0	0	0	0	0	0	70	1
	Totals					70 1/2	70	70						
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

[Signature]

Judges Signature



**YEDA Official Score Sheet – Diamond Pattern 4**  
Updated 2020

Class #27  
Senior Diamond patt.  
A

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

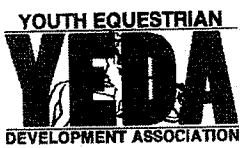
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	Penalty											
	Maneuver Score	-1/2	0	+1/2	0	0	0	0	0	70	1	
	Totals											
[REDACTED]												
3	Penalty											
	Maneuver Score	-1	-1/2	-1/2	0	-1/2	-1/2	0	0	67	7	
	Totals			68								
4	Penalty											
	Maneuver Score	0	0	0	0	-1	0	0	0	69	3	
	Totals											
5	Penalty											
	Maneuver Score	+1/2	0	-1	-1/2	-1	0	0	0	68	5	
	Totals				69							
6	Penalty											
	Maneuver Score	+1/2	0	+1	-1	+1	0	0	0	68 1/2	4	
	Totals				69 1/2							
7	Penalty											
	Maneuver Score	-1	-1	0	-1/2	0	0	0	0	67 1/2	6	
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judge on by  
 Judge by  
 Judge by

Judges Signature





# YEDA Official Score Sheet – Diamond Pattern 4

Updated 2020

Class # 28  
SR Diamond patt.  
B

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

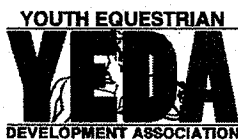
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
1	Penalty											3
	Maneuver Score	-1	0	0	+1/2	-1	0	0	0	68 1/2		
	Totals											
2	Penalty											2
	Maneuver Score	0	0	0	0	-1	0	0	0	69		
	Totals											
3	Penalty			-3								7
	Maneuver Score	-1	0	-2	0	-1	-1	0	0	62		
	Totals			64								
4	Penalty											4
	Maneuver Score	+1/2	0	0	-1/2	0	-2	0	0	68		
	Totals											
5	Penalty											5
	Maneuver Score	0	-1/2	-1	-1	0	0	0	0	67 1/2		
	Totals				67 1/2							
6	Penalty											1
	Maneuver Score	-1/2	-1	0	0	+1	+1/2	0	0	70		
	Totals											
7	Penalty											6
	Maneuver Score	0	+1/2	0	-1/2	-3	0	0	0	64		
	Totals					64						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

Class # 29

JR Sapphire pat



**YEDA Official Score Sheet – Sapphire / Alumni Pattern 4**  
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 1/4 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)**

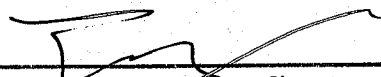
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7	F & E	HDD	Total	Comments
1	278										
	Penalty										
	Maneuver Score	0	0	-1	-1	-1	-1	0	0	66	5
	Totals										
2	760										
	Penalty		-3				-1				
	Maneuver Score	-1	-3	-1	-1	0	-1	0	0	59	WALK JR Pattern 6
	Totals										
3	111										
	Penalty						-1				
	Maneuver Score	+1/2	0	-2	0	0	0	0	0	67 1/2	4
	Totals			68 1/2							
4	1268										
	Penalty										
	Maneuver Score	0	0	0	0	0	0	0	0	70	1
	Totals										
5	178										
	Penalty										
	Maneuver Score	-1/2	0	0	0	0	0	0	0	69 1/2	2
	Totals										
6	545										
	Penalty										
	Maneuver Score	0	0	0	-1	0	0	0	0	69	3
	Totals										
7											
	Penalty										
	Maneuver Score										
	Totals										
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

  
Judges Signature

**YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4**  
 Updated 2020

*Class #30  
 EWD Topaz  
 patt/rail*

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 ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

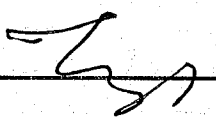
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the roman
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Walk	Stop Back	Ext. Walk	Jog	Stop		F & E	HDD	Total	Comments
1	Penalty										
	Maneuver Score	0	-1	0	0	0		0	0	69	
	Totals										
2	Penalty										
	Maneuver Score	0	+1/2	0	-1/2	0		0	0	70	
	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										

  
 \_\_\_\_\_  
 Judges Signature



**YEDA Official Score Sheet – Amber EWD Pattern 3 & 4**  
Updated 2020

Class # 30B  
EWD Amber  
patt/rail

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)**

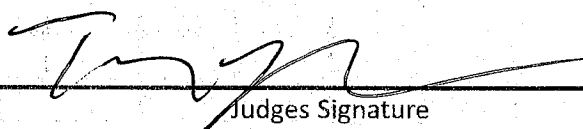
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**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 1-2	Stop Back 3	Extend Walk 4	Reg Walk 5	Stop 6					
1	Penalty										
	Maneuver Score	0	0	0	0	0		0	0	70	
	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										

  
 \_\_\_\_\_  
 Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 4**

Updated 2020

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

Class # 31  
 Elem. Pearl patt

A

**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)**

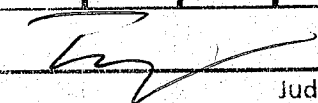
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Walk	Jog	X-Jog	Jog	Stop Back	F & E	HDD	Total	Comments
1 1492	Penalty									Reins 9
	Maneuver Score	0	-1	-1	0	-2	-1	0	65	
	Totals									
2 1497	Penalty									Reins 5
	Maneuver Score	0	-1	-1	0	0	-1	0	67	
	Totals									
3 1540	Penalty									legs too low Back 4
	Maneuver Score	0	0	-2	-1/2	0	0	0	67 1/2	
	Totals									
4 1431	Penalty									Shorten stirups 2
	Maneuver Score	0	-1/2	0	-1/2	0	0	0	69	
	Totals									
5 146	Penalty									A little behind Motion 1
	Maneuver Score	0	0	0	0	0	0	0	70	
	Totals									
6 1387	Penalty					-1				3
	Maneuver Score	0	0	0	-1	0	0	0	68	
	Totals									
7 1498	Penalty									8
	Maneuver Score	0	-1/2	-2	-1	0	0	0	65 1/2	
	Totals									
8 434	Penalty									6
	Maneuver Score	0	-1	-1/2	-1	0	0	0	66 1/2	
	Totals									
9 694	Penalty									7
	Maneuver Score	-1/2	-1	-1/2	-1	0	0	0	66	
	Totals									

  
 Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 4**  
 Updated 2020

Class #32  
 Elem. Pearl 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 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.

2nd TD Penalties TB

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Maneuver	1	2	3	4	5				
1281	Penalty									
	Maneuver Score	0	+1	+1	+1	+1/2	0	0	73 1/2	f
	Totals									
1452	Penalty									
	Maneuver Score	0	0	-1	-2	0	0	0	*67	Hoels down 5
	Totals									
665	Penalty					-1				
	Maneuver Score	0	0	-1	-1	0	0	0	67	7
	Totals									
182	Penalty					-1				
	Maneuver Score	0	-1, -1	-1	-1	-1	0	0	62	9
	Totals		66							
324	Penalty									
	Maneuver Score	0	0	-2	-1	-2	0	0	65	8
	Totals									
708	Penalty									
	Maneuver Score	0	0	-1	0	0	0	0	69	2
	Totals									
1287	Penalty									
	Maneuver Score	0	-1/2	-2	0	-1/2	0	0	+67	Legs too far Back 6
	Totals									
1434	Penalty					-1				
	Maneuver Score	0	0	0	-1	0	0	0	68	4
	Totals									
1609	Penalty									
	Maneuver Score	0	0	-2	0	0			+68	Legs too far forward 3
	Totals									

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 4**  
 Updated 2020

Class #33  
 SR Emerald patt

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

**Minor Faults (-1 point)**

- Break 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	Walk	Jog	Stop Back	Lope RL	Stop	F & E	HDD	Total	Comments
1 1301	Penalty									Legs too far back 2
	Maneuver Score	0	0	0	0	0	0	0	70	
	Totals									
2 1522	Penalty									7
	Maneuver Score	-1/2	-1	0	-1	0	0	0	67 1/2	
	Totals									
3 947	Penalty									84
	Maneuver Score	0	0	0	-1	0	0	0	69	
	Totals									
4 174	Penalty									1
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	71	
	Totals									
5 289	Penalty									8
	Maneuver Score	-1	-1/2	0	-1	-1/2	0	0	67	
	Totals									
6 907	Penalty									Loaning forward Sitting on horn of saddle 5
	Maneuver Score	0	-1/2	-1/2	0	0	-1	0	68	
	Totals									
7 457	Penalty									Legs too far back 6
	Maneuver Score	0	-1/2	-1	-1	0	0	0	67 1/2	
	Totals									
8 426	Penalty									3
	Maneuver Score	0	0	0	-1/2	0	0	0	69 1/2	
	Totals									
9 1132	Penalty									9
	Maneuver Score	-1/2	-1	-1	-1	-1	0	0	65 1/2	
	Totals									

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 4**

Updated 2020

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

Class #34  
 JR Emerald patt  
 A

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- 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)**

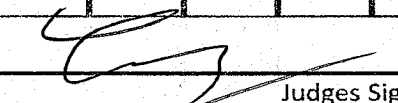
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ¼ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ¼ 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	Lope RL	Stop				
1 1197	Penalty				-3					
	Maneuver Score	+½	+½	+½	-1	0	0	0	67½	5
	Totals									
2 1225	Penalty									
	Maneuver Score	0	-1	0	-1	-1	0	0	67	6
	Totals									
3 852	Penalty									
	Maneuver Score	0	0	0	-½	0	0	0	69½	1
	Totals									
4 411	Penalty	-1			-3					
	Maneuver Score	0	-1	0	-3	-1	0	0	61	Leads to far Back pattern No. R lead loose
	Totals									
5 1089	Penalty									
	Maneuver Score	0	-1	0	+½	-1	0	0	68½	3
	Totals									
6 1299	Penalty									
	Maneuver Score	0	0	0	0	-1	0	0	69	2
	Totals									
7 1228	Penalty									
	Maneuver Score	0	0	-1	0	-1	0	0	68	4
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

  
 Judges Signature





# YEDA Official Score Sheet – RAIL

W/1  
Class: #35 Elem. Pearl Rail A

Back #	Rider Comments	Overall Class Comments
1 434	Good Basic Position	
2 1452	Legs too far back- Arched Back	
3 1431	Relax Appears Stiff	
4 1609	Pull Arms out of Sides	
5 1540	Good Form Overall	
6 1497	Relax	
7 146	Leaning Back- Keep Legs Back- Relax	
8 1434	Elbows out of Sides	
9 1281	Don't Arch Back	
10		
11		

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1498	Legs too far forward	
2 324	Sit up Taller	
3 1387	Relax Shoulders	
4 1287	Sitting on Pelvis Bone - Don't Arch Back	
5 665	Legs too far back - back bowed	
6 182	Arm more forward	
7 708	Elbows out of Side	
8 694	Elbows out of Sides	
9 1492	Elbows forward	
10		
11		



Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 4**  
Updated 2020

Class # 37  
JR 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)**

- 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	Lope RL	Stop	F & E	HDD	Total	Comments
1 234	Penalty				-3				63 1/2	No Right Lead Lope - off Pattern B
	Maneuver Score	0	-1/2	0	-3	0	0	0		
	Totals									
2 195	Penalty								66	3
	Maneuver Score	0	-1	-2	0	-1	0	0		
	Totals									
3 349	Penalty		-1						64	4
	Maneuver Score	-2	-1	-1	0	0	-1	0		
	Totals									
4 1480	Penalty				-1				68	Loped for Back 1
	Maneuver Score	0	0	0	-1	0	-1	0		
	Totals									
5 1699	Penalty				-3				62	5
	Maneuver Score	0	0	0	-3	-1	-1	0		
	Totals									
6 608	Penalty								67	2
	Maneuver Score	0	-2	0	0	-1	0	0		
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 4**  
 Updated 2020

Class # 38  
 Jr Emerald patt  
 C

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop					
1 478	Penalty				3						
	Maneuver Score	0	0	0	-3	0	0	0	64	4	
	Totals										
2 1152	Penalty				3						
	Maneuver Score	-1/2	-1	-2	-3	-1	-1	0	58 1/2	5	
	Totals										
3 1554	Penalty										
	Maneuver Score	0	-1	0	-1	-1/2	0	0	67 1/2	3	
	Totals										
4 429	Penalty										Leg too far back
	Maneuver Score	0	0	-1/2	0	0	0	0	69 1/2	1	
	Totals										
5 838	Penalty				3						off bottom
	Maneuver Score	0	0	-1	-3	-2	0	0	61	6	no R. Lead
	Totals										
6 952	Penalty										
	Maneuver Score	0	-1	-1/2	0	-1/2	0	0	68	2	
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

\_\_\_\_\_  
 Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 4**  
Updated 2020

Class # 39  
JR Emerald patt  
D

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

**Minor Faults (-1 point)**

- 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	Lope RL	Stop	F & E	HDD	Total	Comments
1 1546	Penalty				(-3)					off Pattern No Right Lead Lope 6
	Maneuver Score	-1	0	-1/2	(-3)	0	0	0	62 1/2	
	Totals									
2 1031	Penalty									
	Maneuver Score	0	0	0	0	0	0	0	70	1
	Totals									
3 272	Penalty									
	Maneuver Score	0	0	-1/2	-1/2	0	0	0	69	3
	Totals									
4 1151	Penalty				3/3					
	Maneuver Score	0	0	0	(-3)	0	0	0	61	5
	Totals									
5 1161	Penalty				-3					
	Maneuver Score	0	0	0	-1	0	0	0	66	4
	Totals									
6 449	Penalty									
	Maneuver Score	0	0	0	-1/2	0			69 1/2	2
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

\_\_\_\_\_  
Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	1301	Good Posture Pull Elbows out of Sides	
2	457	Legs underneath - Elbows out of Sides	
3	947	More weight in Saddle Don't Pinch Knees	
4	426	More weight in Saddle Don't Pinch Knees	
5	907	Relax Elbows -	
6	289	Set down in Saddle - don't Arch Back	
7	1132	Set down in Saddle - don't Hollow back	
8	1522	Bigger Bridge with Saddle Aid	
9	174	Elbows out of Side relax through core	
10			
11			



Judges Signature