# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

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Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	MANEUVER	MANEUVER DESCRIPTION	
						7072	+1/2		701/2	4./2		7072	4/2		64/2	2/2		701/2	<b>₹</b> //2	•	1091/2	-1/2	,	80)	0	م	1	OOo Stop	o Circles
						71	41/2		70	21/2		10/2	0		27,80	1		20%	C		691/2	0		1081/2	ζ,↑		2	Spins Right	4
						$(\rho q')_3$	د/'ر	1	70	C			4/2		16/12	1		1072	C		(6X	1/2	*	6842	0		3	Stop	l Circles
						70	4/7	,	ν	C		1172	1/2	4	(0X	472	5	10/2	C		(07/2	0	72	69	5,7		4	Spins Left	4
						0	C		Ö	) (		1/2	10		100	C		(0//2		2	20	2/2		691/2	+12	\ \ \	5	8 78	ב ה ג
research and the						7072	472	\ \ \	Ö	0			7/2	, ,	00			10/12	į C		107/2	i i		70	472		6	RRB	
						-	1,7		6	إر	>	3	70	>	00	60		67.3	i,c	,	6/	7/2		6			7	LRB	•
							C		/0/2	4/2/	72	12	3		00	200		101/2	10		UU 12	1/2		19472	122		8	Back	Stop
	<del></del>						4	_		4			4			م دع	<u></u>		4	-		<u> </u>	>		<u></u>	)		Overall Ability	
							<u></u>	)		(	7			ラ 一		<u></u>	フ		<u></u>	>		C	フ 		<u></u>	フ —		ADD	
									Ì	\	\			<u>`</u>			<u>_</u>		<u>ر</u>			>	<u>~</u>			<i>د</i>		Penalties	
							2	ر د ا		/ / · · · <u>/</u>	ノツノ		<u></u>	して		00.7	1407		© 0 X	120%	2	6.0			2,2	18/2		Final Score	
)		7.5																		4								Comments	
									7			<u>\</u>		**	1	ř	•				/						\		

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 % point 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. 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.



# YEDA Official Score Sheet - RAIL Class: #21 IR formald Rail A

DEVEL	DEVELOPMENT ASSOCIATION	SHOOLS WHEN THE PROPERTY OF TH
Back #	Rider Comments	Overall Class Comments
<u>e</u>	1161 legs too for back, keep shoulders square clope	
2 1299	2 1299 legs too far back, don't lean forward	
3 349	3 349 bring free ann forward, don't ut shoulders get behind hips	
<sub>4</sub> 234	don't overwich back, very consistent	
5 1SS4	relax arms, sithing too forward, quiet upper body e lope	
6 429	overall good position, quiet legs le lope (suringing)	
258 2	7 857 good position, quiet upper body e lope	
œ		
9		
10		



# YEDA Official Score Sheet - RAIL Class: #22 JR fmarald Part 15

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			10
•			9
			<b>&amp;</b>
		411 legs to a far back, bring free arm forward (elbow behind beack)	6 411
·		272 legs too far back, consistent vide	s 272
OCERCIENTE LE SON METROS DE CONTROLES		too anched / tight, relax upper body, tighten core @ lope	4 608
		3 1197 good position but relax arms, sit down/back @ lope	<sub>3</sub> //97
<del>New World New York Construction</del>		1031 good position, solid ride	2 1031
		1152 Highten legs, don't let shoulders get behind hips e lope, wrong	1
	Overall Class Comments	Rider Comments	Back #
Total Control	WITH THE PROPERTY OF THE PROPE		TAX SELECTION SECTION

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# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET SE DIMMOND POLINICO

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									0	\ \ \ \ \		60%	気込		<b>\(</b>			(	222		1 1 1	ロと			_		EXHB #	JEHT ASSOCIATION	TH EQUESTRIAN
Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	Total	SCORE	PENALTY	MANEUVER	MANEUVER DESCRIPTION	
									6772	eh-		70	0		70	0		701/2	¥7/2	-	105		م	671/2	-1/2	=	1	R Circles OOo Stop	
									(081/2	- <sup>1</sup> /2	7/2	701/2	41/2		ð	0		2012 2012	0		105	0		108	4/2		2	4 Spins Right	
									6872	0		7072	0		10972	2/2		(e7	1/2	22	es S	0		108	_		ω	L Circles 000 Stop	
									(08/2			7	473		6972	b		67.	, Q	(OP)	95	0		27.20	┼		4	Spins Left	,
									(C) 72			E			64:12	C		107-	0		ES.	0		00"2		<del> </del>  -	5	R Fig	
									6872	C			C	,	lon	1/2	-	107/2	777	2	Ø,	C		01/2	-		6	RRB	
									108/2			E	10		6812	200		80)	7,2		(0)/2	172	2	(e/	$\perp$	,	7	LRB	_
									1ex	1/3	Z .	E	1	,	(a) 1/2			10X	C		16,73		,	96.2	12		8	× ō	
										<u></u>	> 		7	- - -		<u></u>	>		<u></u>	<u> </u>		9	~		<u> </u>	フ 		Overall Ability	
										<u> </u>				<u>フ</u>	-	نع			<u>_</u>	<del>)</del>		$\overline{C}$			<u></u>	<u> </u>		HDD	
										1.	5				,		\		<u>(</u>	'n		7			8			Penalties	
										00			<u> </u>	71/2		6	- 2 -		60	1	)	W W	2	-	× ×	7.5		Final Score	
								-		hold arms still	Havisar appear would	in the second second		\$ <sub>1</sub>			,		•	15 Spins uti	Paris							Comments	5

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 % points increments

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

JUDGES SIGNATURE\_



# YEDA Official Score Sheet - RAIL Class: #24 JP frugald Pail C

DEVELO	DEVELOPMENT ASSOCIATION	AND THE PROPERTY OF THE PROPER
Back #	Rider Comments	Overall Class Comments
1 478	good position, relax elbous a little bit	
2 1546	good position, consistent vide	
03h/	legs too fair lock, don't overarch bock	
4 1228	good position, elbours a bittar back	
5 /98	legs a little for beack. tighten upper body @ lope (looks sloudy)	¢
888 9	sit up a little straighter (bearing back to far)	
7		
8		
9		
10		
<b>:</b>		



# YEDA Official Score Sheet - RAIL Class: #25 JP fourable Poil D

DEVELOPM	DEVELOPMENT ASSOCIATION	A MANAGEMENT AND THE PROPERTY OF THE PROPERTY
Back#	Rider Comments	Overall Class Comments
1 1699	1699 legs too far back, wrong lead @ lope	uioss.
2 115	1151 too far forward in saddle, bring tree hand up slightly	
3 449	pick hands up, broke e hope, quiet upper body e lope	
4 1228	good position, don't let shoulders get behind hips c lope	
5 1089	relax upper body (100Ks shff)	
6 952	relax legs + gct more against horse, broke @ lope	
7		
<b>&amp;</b>		
9		
0		

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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.

- e 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

Judges Signature

· 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

Class # 26

The Sapph ranch

### 3 - point penalty

1 - point penalty

Break of gait from walk or trot more than 2 strides

Break of gait out of the walk or trot of 2 strides.

Rider allows horse to go too slow.

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

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

	Entry #	Maneuver Description Maneuver	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L 5	2 Spins R 6	Lope RL 7	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	///	Penalty  Maneuver Score  Totals	+1 71	0 71	-V	0 70	-1/2 18/2	-1/2 Leg	0	09		0	0	6	
2	545	Penalty Maneuver Score Totals	+1/2 701/2	-1/2 70	-1/2	0	-1/2	-72	0842	0	1	0	0	1081/2	
3	178	Penalty  Maneuver Score  Totals	1 -1/2	-1/2	-1/2 671/2	3	-1/2 103	0	3 -1 59	-1 58	by	0	0	58	
4	278	Penalty  Maneuver Score  Totals	1 0 199	0	172	0	0 691/2	0 10942	0 1972	0	[	0	0	(A)/2	
5	1268	Penalty Maneuver Score Totals	+42 7042	- 1 191/2	-42 69	0	-1 68	0	0	0		O	0	68	
6	760	Penalty Maneuver Score Totals	0 70	41 71	142 7142	0	-1/2 71	0 71	-1/2 70/2	0 7072	/	0	0	704/2	
7		Penalty  Maneuver Score  Totals	·												
8		Penalty  Maneuver Score  Totals							5.2						



### YEDA Official Score Sheet - Diamond Pattern 4

Updated 2020

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

Class H 27 SR Diamond path

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### 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.

<u>.</u>				*								Comments
		Maneuver Description	Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F &	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5	6.	7	E			
		Penalty							~		Lol	
1	1529	Maneuver Score	-1/2	0	0	-1	0	0	0	0	108/2	
	10701	Totals	191/2	69/2	19/2	68/2	68/2	681/2				
	-	Penalty			3		3				المارير	
2	913	Maneuver Score	0	0	0	0	1/2	0	0	0	641/2	
		Totals	70	70	67	67	64/2	64/2				, in the second
		Penalty						<b>.</b> . , .	· ·		18/2	
3	1141	Maneuver Score	0	-1/2	0	-1/2	0	- 1/2	0	0	60.7	
Ŭ	,,,,,	Totals	70	109/2	19/2	69	109	6842		<b></b> _		
	05-0	Penalty					<u> </u>	<del> </del> -	,4,		71	ľ '
4	1979	Maneuver Score	0	11/2	0	0	D	0	1/2	10	71	
		Totals	70	701/2	70/2	701/2	70%	70%	<del></del>	<del> </del>	<del> </del>	
		Penalty	<b>1</b>			1-	<b></b> _	-1/2		0	66	
5	201	Maneuver Score	-42	0	Q	1-2	1-1		0		JUU	
		Totals	109%	109/2	691/2	(07/2	3	2 lab	<del> </del>	+	_	
		Penalty		4	1	1-2	12	10	12/2	1	lde"	
6	1578	Maneuver Score	10	1-1	72	170	106		1 " 2	$\cdot \mid \cup$	190	4
		Totals	70	111	1 1/2	1 10	140	w w	┼──			/
	2	Penalty	<del> </del>	1_	141	+1	0	442	14%	0	73	
7	254	Maneuver Score	10	10	171	72	72	72/	7 6		10	
-		Totals	70	70	+	10	1 2	12	4	1		
		Penalty	-				<del></del>		1			
8		Maneuver Score			+-	-	_	+	-			
		Totals					+	_	+		_	
		Penalty								1		
g		Maneuver Score							_			
۱	1	Totals						l				

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### YEDA Official Score Sheet - Diamond Pattern 4

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in  $\frac{1}{12}$  point increments SP Diamond and the

### 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.

_				K	Line							Comments
		Maneuver Description	Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F &	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5	6.	7	Е			
		Penalty						-	,		70	
1	1517	Maneuver Score	0_	0	0	0	0	0	0	0	70	
	, - ,	Totals	70	70	70	70	70	70			<b></b>	146
		Penalty							. 1			*
2	154	Maneuver Score	0	0	41	0	- 1	9	4	0	171	
_		Totals	70	70	71	71	70	0 70				
		Penalty			3	<u> </u>			x.7		ball!	
3	672	Maneuver Score	0	0	-2	0	-	0	1/2	0	641/2	
	wia	Totals	70	70	as	65	104	104				
		Penalty								<u>ن</u> م	10	4/
4	479	Maneuver Score	0	0	0	<u> </u>	-	0	10	0	68	
		Totals	70	70	70	69	108	68		<u> </u>		
		Penalty									1.0	
5	188	Maneuver Score	0	0	-1/2	- 1/2	-1	0		10	68	
"	100	Totals	70	70	694	2 69	68	108	Ľ			
		Penalty							1.17		_ ,	
6	682	Maneuver Score	0	0	0	0	+42	Q	1/2	0		
"	000	Totals	70	70	70	70	70%	2 70 /2	0			
		Penalty					33		1 _	1	1, 24	
7	490	Maneuver Score	0	0	442	2 0	-2	0	10	0	62	7
'	' ' '	Totals	70	70	70 <sup>9</sup>	2 70%	624	2 627	2			
	1	Penalty							_			
8	1	Maneuver Score							_	1		
°		Totals										
<b> </b>	1	Penalty										
		Maneuver Score	+	-	1	1	1			1		
9	1	Totals		-	-		1	<b>-</b>	1			
		iotais					<del>ار</del>					



YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4 (LOSS #3 Updated 2020 EWP Topos Scoring 0-100 with 70 denoting the average

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

		Maneuver Description	Walk	Stop	Ext.				775	r ivi	Character (	Comments
18 AVC 17				Back	Walk	Jog	Stop		F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	- 4	- 5	6	184				
	220	Penalty			N. S.							
1	338	Maneuver Score	0	4/2	0	41/2	0		10	10	71	
		Totals	70	70/2	7042	71	71					
		Penalty		4.1				N. State				
2	908	Maneuver Score	0	-1/2	0	0	$\circ$		$1 \cap 1$	0	69/2	
	יטטן	Totals	70	1,91/2	1842	18/2	19/2		$+$ $\cup$		שוטו	
	Vi.	Penalty		1910	91 8	9.2						
3		Maneuver Score				l de la						
٠,		Totals										
	7.	Penalty										
4		Maneuver Score										$\sim$
		Totals										
		Penalty										
5		Maneuver Score										
		Totals										
		Penalty	7									
6		Maneuver Score							4.			
		Totals										
		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
		Totals										

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## YEDA Official Score Sheet – Sapphire / Alumni Pattern 4 JR Sapph patt

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.

(1003) 4661

- 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.

Г												Comments
		Maneuver Description	Walk	Jog	Lope O RL	X Jog	Jog	Stop	F &	HDD	Total	COMMITTEE
	Entry #	Maneuver	1-2	. 3	4	5	6	. 7	Е			
	0	Penalty			-1,				$\sim$	6	154	
1	218	Maneuver Score	0	0	-1/2	191/	0	0	0	D	68/2	
		Totals	70	70	69/2	68/2	681/2	68/2				
- 1	210	Penalty	17	(OP)	3	L	-1/2	0			(14)	didn't would
2	160	Maneuver Score	-1/2	1.8/1	-1/2	(11)			0	U	1027	past A
		Totals	19/2	681/2	65	64	102/2	62/2				
		Penalty			<b> </b>		-1/2	-1/2		$\bigcirc$	1111/	
3		Maneuver Score	0	11/2	1-2	194		66/2	0		WU'2	
		Totals	70	701/2	6842	68/2	67	10012	<b>!</b>			
	1010	Penalty		0	+42	+1/2	10	0		$\cap$	71	
4	1268	Maneuver Score	0	70	701/2	71	7	71			1 1	
		Totals	70	70	10/2	1-(\				<del> </del>		
	170	Penalty	<del></del>	-1/2	0	41/2	D	6	0	0	189	
5	118	Maneuver Score	69	681/2			109	109	10		10'	
		Totals		90.7	1007	101	191	1 19 1	╂──	1	1	
	0110	Penalty  Maneuver Score	-1/2	0	-2	0		10	1	0	67/2	
6	545	Totals	1972				107/2	101/2	10		w · x	
		Penalty	101.7	T CONTRACT	101	1	101.5					
		Maneuver Score	-	1	1	1	1	1	1	1		
7	Ì	Totals	1	<del> </del>	1		1					
		Penalty	1									
		Maneuver Score							]			
8	1	Totals										
		Penalty										
		Maneuver Score	1	1		1			1			
9		Totals	1	<del> </del>	-			1	-			
		IUtais	<u> </u>				<u> </u>					



### YEDA Official Score Sheet - Amber EWD Pattern 3 & 4

Updated 2020

((ass#30B EWD Armber pattlal

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 % 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.

							100					Comments
		Maneuver Description	Walk	Stop Back	Extend Walk	Reg Walk	Stop	·	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6					
		Penalty					1.7		6	$\cap$	<b>-</b>	
1	1491	Maneuver Score	0	0	0	41/2	+42		0	0	/	
	1 6 11	Totals	70	70	70	70%	71					
		Penalty										
2		Maneuver Score	`								l	
2.		Totals										
		Penalty				i i						
3		Maneuver Score					1		}			
		Totals										
		Penalty										
4		Maneuver Score								1		
1		Totals									<u> </u>	
		Penalty										
5		Maneuver Score										
٦		Totals										
		Penalty										
6		Maneuver Score									l	
ľ		Totals									<u></u>	
		Penalty										
7		Maneuver Score							1			
'	·	Totals										
		Penalty							_			
8		Maneuver Score							4			
`		Totals					3					<u> </u>

E	· ~	



### 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  $\frac{1}{2}$  point increments

Class #31 Flem pearl patt

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill 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.

		5			*	<u>}</u>		· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·			Comments
		Maneuver Description	Walk	Jog	X-Jog	Jog	Stop Back		F&E	HDD	Total	Commence
	Entry #	Maneuver	1	2	3	4	5					30
		Penalty					1,		$\sim$	7	10	*
1	1492	Maneuver Score	0	0	-1/2	0	- 1/2			0	109	
	1742	Totals	70	70	19/2	692	199					61 10.0
		Penalty									69	shorten reins
2	1497	Maneuver Score	0	0	-	0	$\frac{Q}{Q}$			0	10"1	terus
	1 1 1 1	Totals	70	70	109	69	69		<u> </u>			
		Penalty				<b></b>				$\bigcirc$	68	
3	1540	Maneuver Score		0	- [	- 1	0				00	
		Totals	70	70	109	68	108		<u> </u>			
		Penalty		<b> </b>					- 1		771/	
4	1431	Maneuver Score	0	+1/2	+1'2	0	0	ļ	14%	0	72%	
		Totals	70	$70\frac{1}{9}$	72	72	72			<b> </b>	<u> </u>	
		Penalty			<u> </u>	1	<u> </u>		1 ~		-1/-	
5	146	Maneuver Score	0	+1/2	+1/2	11/2	0		10	0	11/2	
		Totals	70	7042	71	71/2	71/2	<u> </u>		<b>-</b>		
		Penalty				1	<del> </del>	<u> </u>			1504	
6	1387	Maneuver Score	0	0	0	-1/2	0	<u> </u>	10	0	00%	٠
		Totals	70	70	70	6842	1842	<b>!</b>		<del> </del>		
	1.10	Penalty		<u> </u>		- tz	<del> </del>	<u> </u>	-1 ~	0	107	
7	1498	Maneuver Score		1-1	-1/2	-42			10		101	
		Totals	70	199	101%	2 107	67	-				
	1.0.1	Penalty		3	11/-	+	1	<b> </b>	1		براعاها	
8	434	Maneuver Score	0	1-1	11/2	0	0			0	WO"	
	,,,,	Totals	70	lole	6642	LO647	106/2		-			
	1.01	Penalty	1,	3	<del>                                     </del>	0	0	-	10	0	65	
9	bar		-1/2	-1/2	1-1			1	+	10		<b>`</b>
		Totals	6942	1 66	65	65	105					



### YEDA Official Score Sheet - Opal / Pearl Pattern 4

Updated 2020

(lass #32 Elem Pearl putt 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 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.

					*	Azn	4					Comments
		Maneuver Description	Walk	Jog	X-Jog	Jog	Stop Back		F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5					
		Penalty			V	11/2			0	0	71%	
1	1281	Maneuver Score	0	1/2	4/2	4/2	0				112	,
		Totals	70	70/2	71	71/2	7172					/
		Penalty							+1/2		-nl	
2	1452	Maneuver Score	0_	0	0	<u>Q</u>	0		+2	$\cup$	70%	
-		Totals	70	70	70	70	70					
		Penalty			<u> </u>	1			]	_	104	
3	665	Maneuver Score	0	0	-1/2		0		$\mathbf{I}(\mathcal{O})$	0	67/2	
3		Totals	70	70	19/2	67/2	67/2					
		Penalty		31	1							
	182	Maneuver Score	0	-1	1-1	-1	-1		14	I()	61/2	
4	100	Totals	70	65	63	63	101		1			
		Penalty	1	1							101	
	324	Maneuver Score	0	0	-1/2	0	0		$T \cap T$	10	19%	?
5	229	Totals	1 <del>7</del> 0	70	691/	1091/2	19/2					
		Penalty	+ **	1							1	
i	708	Maneuver Score	0	0	1-1	0	0				69	
6	100	Totals	70	170	109	109	109		٦ <u> </u>			
	-	Penalty	1 "									W.
_	128	<u> </u>	0	-1/2	-1/2	0	0				69	
7	IND	Totals	70	109/2	109	109	109					
_		Penalty	1	1		1				_	101	<b>₹</b>
	1431		D	-42	-1/2	-1/2	20		70	10	10/2	2
8	1170	Totals	70	1094		67%	267%	2				
-	-	Penalty	<del>                                     </del>						1		2	
	1600		0	172	+72	8/2	D		1 2/2	10	12	~
9	IWU	Totals	170	704		7172	71/2					



Updated 2020

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

### (lass #33 SP Emerald Patt

### 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.
- $\bullet$  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.

						*					
Γ		Maneuver			01	1					Comments
		Description	Walk	Jog	Stop Back	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6				
		Penalty						1,			/
1	1301	Maneuver Score	0	-1/2	0_	0	0	1/2	$  \bigcirc  $	70	
	1001	Totals	70	19/2	19/2	69/2	19/2	<b>V</b> -			
		Penalty							10	. ^	*2nd
2	1522	Maneuver Score	0	-1/2	O	-	-1/2	0	0	68	
_	1021	Totals	70	109/2	19/2	108/2	68				
		Penalty									~
3	947	Maneuver Score	0	0	0	-2	0	$\bigcirc$		68	
Ĭ	1 . 7	Totals	70	70	70	68	108				
		Penalty									/
4	174	Maneuver Score	0	+1	0	0	-1/2	$\bigcirc$	0	68/2	
		Totals	70	69	69	109	68/2				
		Penalty								1, _	*1st/
5	289	Maneuver Score	0	-1	0	-1/2	-1/2		0	68	
		Totals	70	69	109	68/2	68				
		Penalty				<u> </u>					
6	907	Maneuver Score	0	0	0	4/	0	10	0	171	
	101	Totals	70	70	70	71	71		<u> </u>		
		Penalty								114	
7	457	Maneuver Score	0	-1	-1/2	-2	0	10	0	665	
		Totals	70	69	68/2	106/2	106/2			<u> </u>	
		Penalty					<b>1</b> ,, .			1-11	
8	426	Maneuver Score	-1/2	0	0	-1/2		10	0	67/2	7
		Totals	10942	691/2	19/2	68	67/2	<b>↓</b>		2	<b>B</b>
	1100	Penalty	<u> </u>	<u> </u>	<u> </u>	1	1/2	1 _	1	114	*
9	1132		- 1/2	1-1	- 1/2	1-1	-1/2	10	10	lolo 1/2	
		Totals	691/2	687	68	67	66%	2	<u> </u>		



Updated 2020

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

### 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	Walk	Jog	Stop Back	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6				
	_	Penalty			17	3	- tz	6	(n)	174	
1	1197	Maneuver Score	0	1/2	+1/2	0	-1/2	0	0	67/2	
	1 " " "	Totals	70	70%	71	108	67/2				
		Penalty							n	68/2	
2	1225	Maneuver Score	0	0	0	-1/2	-1		0	100,2	
2	1220	Totals	70	70	70	19/2	68/2		<u></u>		
		Penalty								(01.	
_	000	Maneuver Score	0	0	+1/2	-1/2	-72		0	19/2	
3	80X	Totals	70	70	707/2	70	19/2				
		Penalty	1 10	1	1	330					loped on wrong
	1111	Maneuver Score	10	1-1	1-1	-2	7-1	O		(58)	land
4	711	Totals	70	108	107	59	58	1~			Ulla
	-	Penalty	+ '`	1 100							
	1000	Maneuver Score	0	-1/2	0	1-1	1-1	1 1/2		68	
5	1089	Totals	170	109/2		108/2	107/2	2			
	<u> </u>	Penalty	10	101.9	1/9/1	190 2		1			
	1200	Maneuver Score	0	+1/2	1/2	1/2	0		$\cap$	71/2	,
6	11299	Totals	70	7042		71/2				1''	•
	<del> </del>		10	10.0		(1 %	+''-			1	
	1000	Penalty	$\perp$	$+ \sim$	0	10	-72	47	0	70	
7	1228	Maneuver Score	0	0		170	191/	44		10	
		Totals	70	70	70	10	1017	4	-		
		Penalty	<u> </u>			-	-	-1			
8		Maneuver Score		-	-	<del>-  </del>	1			1	
		Totals						1		1	
		Penalty				_	-	-		į	
9	€	Maneuver Score		_				-	1		
i		Totals				<u> </u>					



## YEDA Official Score Sheet - RAIL Class: H35 Elementary Pecr | Pail A

	Back #	Rider Comments	Overall Class Comments
1	434	good position, legs a little for back	
2	1452	legs a little four back	
3	1431	back a little too arched	
4	1609	get hands off of saddle, legs a little far back	
5	1540	sit back, pick hands up and bend elbows	
6	1497	good position just stay relaxed, broke @ jog	
7	1452	pick hands up, legs a little far back	
8	146	don't sit on back of saddle	
9	1434	good position, sit up @ jog (looks slouchy)	
10	1281	back is overarched, don't lean forward@jcg	
11			



# YEDA Official Score Sheet - RAIL Class: #36 Flementry Pearl Rad B

	DEVELOP	MENT ASSOCIATION	CONCESSABLE NAME AND ADDRESS OF THE PROPERTY O
	Back #	Rider Comments	Overall Class Comments
1.7 1.7	1498	ligs too for forward, quiet upper body Cjog	
2	324	Overall good position, inconsistent jog, bring free hand up	
3	1387	relax upper body a bit, broke @ jog	
4	1287	don't overarch back (shoulders getting behind hips)	
5	665	bring hips more underneasts self	
6	182	situp a little more, don't lean forward@jog	
7	708	good position, keep hands even	
8	694	Shorten reins and get elbows closer to sides	
9	1492	don't let shoulders get behind hips	
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 #37 TR Enveral part

### 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 % 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	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6				
		Penalty				3(op)				1 2 W	op-wrong lead
1	234	Maneuver Score	0	-1/2	0_	-3	O		0	1032	OP-wrong lead
,	~ 1	Totals	70	19/2	19/2	6372	63/2				
		Penalty					, , , , , , , , , , , ,			1,,1	
2	195	Maneuver Score	0	0	-3	-1/2	-/2		()	66	
2	1 10	Totals	70	70	67	100/2	lde				
		Penalty		ı							
	349	Maneuver Score	-1/2	-2	-1/2	-2	-1	$1 \cap$	0	63	
3	091	Totals	19/2	66/2	Lelo	64	63	10	ľ		
		Penalty	1010	100 2	100						/
	11100	Maneuver Score	0	472	0	-1	1-1		0	68/2	
4	1480	Totals	70	70%	70/2	19/2	68/2	1	~		
		Penalty	1	1.00	1	33					
	1699	Maneuver Score	10		0	-2	0	12/2		62%	
5	1014	Totals	70	170	70	62	102	<i>d</i>			
		Penalty	10	10	1	100		1			/
	1.00	Maneuver Score	0	-3	1-1	1-1	-1/2	10		1041/2	)
6	608	Totals		67	66	65	64%			W . a	
	<b></b>		70	04	100	1 00	1050		1	<del>-  </del>	
		Penalty			<b></b>			-1			
7		Maneuver Score			_		-}	_		1	
		Totals			<b>-</b>		_		_		
		Penalty				-		-			
8		Maneuver Score			_	-		_		ı	
		Totals									
		Penalty				<b>_</b>		-		. [	
9		Maneuver Score									
	<u> </u>	Totals							L	<u> </u>	

**E** Jude



Updated 2020

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

## (lass # 38 TR Enreral put

### 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 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	Walk	Jog	Stop Back	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6				
		Penalty				3	-12-			101	
1	478	Maneuver Score	0	1/2	0	4	-1/2	0	$\mathbb{C}$	66	,
	,, 0	Totals	70	70/2	70/2	66/2	66				
		Penalty				3			. U	104	
2	1152	Maneuver Score	0	-3	-2	-2	-1/2	1/2	+/2	603	
-	1101	Totals	70	67	65	100	59/2				
		Penalty						]		10	
3	1554	Maneuver Score	0	-1/2	0	-1/2	0		10	68	
3	100 1	Totals	70	19/2	191/2	108	68				
		Penalty								1, ,	*/
4	429	Maneuver Score	-12	-1/2	-1/2	-2	-1/2			66	
7	12	Totals	19/2	69	68/2	66/2	lolo				
		Penalty				36F				63	op wrong lead
5	838	Maneuver Score	0	O	0	-3	-	10		103	
	000	Totals	70	70	70	64	63				
-		Penalty					<u> </u>			. ~	K- 1
6	952	Maneuver Score	D	-1	-1/2	0	-1/2			68	
"	1 100	Totals	70	109	1081/2	108/2	68				
		Penalty						_			
7		Maneuver Score								Į.	
'		Totals									
		Penalty									
8		Maneuver Score									
"		Totals									
		Penalty		,				_			
9		Maneuver Score						_			
		Totals	1								



Updated 2020

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

### 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	Stop Back	Lope RL	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1-2	3	4	5	6				00 1.00000 1000
		Penalty				33 OP		0	$\cap$	59	op-wrong lead
1	1546	Maneuver Score	-1/2	0	-1/2	-3	<u>Q</u>	$\cup$	0	31)	•
		Totals	6842	68/2	68	59	59				
		Penalty						1,	_		
2	1031	Maneuver Score	0	0	0	0	0	1/2	0	70%	
-	1001	Totals	70	70	70	70	70				
		Penalty									
٠	272	Maneuver Score	0	$\bigcirc$	-1/2	-1/2	0		0	109	
3	0110	Totals	70_	70	109/2		109	1			
		Penalty	1-12-			333	d.	$\bigcap$	$\widehat{}$	(i)	(OP)-wrong lead
	1151	Maneuver Score	0	41/2	4/2	-36	1-1/2		$\mathbf{I}$	(58/2	
4	1101	Totals	70	701/2	71	59	581/2				
		Penalty	1			3					
_	11101	Maneuver Score	0	16	0	0	0	70		68	
5	1161	Totals	70	71	71	68	68	1			
		Penalty	1								*/
	449	Maneuver Score		-1/2	10	0	-1/2	1()	O	69	
6	797	Totals	70	1094	1094	2 691/2	109	7			
		Penalty	1								
_	1	Maneuver Score		1	1			1			
7		Totals	1	1	1	1					
-		Penalty			1						
		Maneuver Score	1	<del>                                     </del>	1	1					
8		Totals	1		1						
-		Penalty									
9		Maneuver Score									
9		Totals									



## YEDA Official Score Sheet - RAIL Class: #40 SR Enerald Pail

-	Back #	Rider Comments	Overall Class Comments
1	1301	relax elbows, overall good position	
2	457	lengthen stimps, legs too far back	
3	947	straighten unist on free hand	
4	426	pick hands up	
5	907	sit back (baning forward a bit)	
6	289	don't overarch back, consistent ride	
7	1132	get elbows off sides (too tight/tense), shoulders behind hips a bit broke @lope	
8	1527	sit back, pick hands up, bring elbows back to sides, broke elope	
9	174	relax upper body, don't overarch	
10			
11			