

Class 1 Sr. Diamond  
Reining.

YEDA REINING PATTERN NRHA #8 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	4 Spins		4 Spins Right	R OoO & Lead Change	L OoO & Lead Change	Stop & L Rollback	Stop & R Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2											
1	MANEUVER													
	PENALTY													
	SCORE Total	-1/2	0	0	0	0	0	-1/2	-1/2	0	+1/2			60 1/2
2	MANEUVER													
	PENALTY													
	SCORE Total	-1/2	0	0	0	0	0	-1/2	-1/2	+1/2	+1/2			70 1/2
3	MANEUVER													
	PENALTY													
	SCORE Total	0	0	0	0	0	0	-1/2	-1/2	0	+1/2			69
4	MANEUVER													
	PENALTY													
	SCORE Total	+1/2	+1/2	0	0	0	0	-1/2	-1/2	0	0			53
5	MANEUVER													
	PENALTY													
	SCORE Total	0	0	0	0	0	0	-1/2	-1/2	+1/2	+1/2			71 1/2
6	MANEUVER													
	PENALTY													
	SCORE Total	-1/2	-1/2	0	0	0	0	-1/2	-1/2	+1/2	+1/2			65 1/2
7	MANEUVER													
	PENALTY													
	SCORE Total													
8	MANEUVER													
	PENALTY													
	SCORE Total													
9	MANEUVER													
	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

*Grand 1736*  
*to 4/1/13*



# YEDA Official Score Sheet -- RAIL Class: #2 Jr/Sr Emerald rail

Back #	Rider Comments	Overall Class Comments
1 237	Confident Rider	Great Job! to All!
2 1038	quiet in hands good job on tough horse	
3 1136	quiet in hands	
4 1098	nice transitions	
5 101	pick up inside hand	
6 1675	good transitions	
7 1165	eyes up	
8		
9		
10		
11		

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Judges Signature

**YEDA Official Score Sheet – RAIL Class:**

# 3 Jr/Sr Emerald rail

split

B

Back #	Rider Comments	Overall Class Comments
1	1525 Confident Rider when backing, give and take w horse pick up inside hand	<p>Great Job!!                  All! :)</p>
2	805	
3	1180 Confident Rider back → more leg	
4	353 water tail spacing *wrong head	
5	1105 lighter rein @ walk	
6	650 quiet transition	
7	1125 quiet in hands	
8		
9		
10		
11		

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Judges Signature

**YEDA Official Score Sheet – RAIL**

**Class:** #4 Jr/sr R-vby rail

Back #	Rider Comments	Overall Class Comments
1 251	good rope departures	<p>Great Job to All... :)</p>
2 1101	vice back	
3 870	Release inside hand	
4 1515	wrong lead broke	
5 1316	Nice ride on tough horse good job staying quiet	
6 1122	confident rider good transitions	
7 134	soften hands	
8		
9		
10		
11		

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Judges Signature

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back	F & E	HDD	Total	Comments	
		1	2	3	4	5	6	7					
1	Penalty												
	Maneuver Score	0	0	0	+1/2	0	-1/2	+1/2	+1/2	0	71		
	Totals	70			70 1/2		70	70 1/2					
2	Penalty				3								transitions
	Maneuver Score	+1/2	+1/2	0	-1	-1/2	-1/2	-1/2	-1/2	0	65		
	Totals	70 1/2	71	71	67	66 1/2	66	65 1/2					
3	Penalty				3	86							good job on tough horse
	Maneuver Score	0	0	0	-1	-1	-1/2	-1/2	0	+1/2	64 1/2		
	Totals	70	70	70	66	65	64 1/2	64					
4	Penalty												collect lope transitions
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	-1/2	0	0	-1/2	0	70		
	Totals		71										
5	Penalty												when reins
	Maneuver Score	-1/2	0	0	-1	-1/2	-1	-1	-1/2	0	65 1/2		
	Totals	69 1/2	69 1/2	69 1/2	68 1/2	68	67	66					
6	Penalty												good job on transitions
	Maneuver Score	0	0	0	+1/2	+1/2	+1	0	+2	0	74		
	Totals	70	70	70		71	72	72					
7	Penalty												good transitions
	Maneuver Score	0	+1/2	0	+1/2	0	-1/2	0	+1	0	71 1/2		
	Totals	70	70 1/2	70 1/2	71	71	70 1/2	70 1/2					
8	Penalty				1 86								confident rider
	Maneuver Score	0	0	-1/2	0	+1/2	0	-1/2	+1/2	+1/2	69 1/2		
	Totals	70	70	68 1/2		69	69	68 1/2					
9	Penalty		1 89		3 2L	3 2L							watch leads
	Maneuver Score	0	-1/2	0	-1	-1	-1/2	0	-1	0	58		
	Totals	70	68 1/2		64 1/2	60 1/2	59	59					

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*Signature*  
Judges Signature



# YEDA Official Score Sheet – Sapphire / Alumni Pattern 8

Updated 2020

Class #5 Jr/Sr

Sapphire Pattern  
2 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	Jog	Lope RL	Lope O	Simple Lead Δ	Stop Back				
1	Penalty											
	Maneuver Score	0	+1/2	0	0	+1/2	-1/2	-1/2	+1/2	0	70 1/2	Confident Rider
	Totals	70	70 1/2	70 1/2	70 1/2	71	70 1/2	70				
2	Penalty											
2	Maneuver Score											
	Totals											
	3	Penalty										
3	Maneuver Score											
	Totals											
	4	Penalty										
4	Maneuver Score											
	Totals											
	5	Penalty										
5	Maneuver Score											
	Totals											
	6	Penalty										
6	Maneuver Score											
	Totals											
	7	Penalty										
7	Maneuver Score											
	Totals											
	8	Penalty										
8	Maneuver Score											
	Totals											
	9	Penalty										
9	Maneuver Score											
	Totals											

Great Job  
to A!!  
😊

Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 8**  
 Updated 2020

Class #6 Jr./sr Emerald  
 pattern  
 Split A

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

**Minor Faults (-1 point)**

- 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	X-Jog	Jog	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
3 1	Penalty										good transitions
	Maneuver Score	0	0	+1/2	0	0	0	0	0	70 1/2	
	Totals	70	70	70 1/2							
4 2	Penalty					3 WL					Lead
	Maneuver Score	-1/2	0	-1/2	0	-2	-1/2	-1/2	0	63	
	Totals	69 1/2	69 1/2	69	69	64	63 1/2				
5 3	Penalty			1.89							quieter on stop
	Maneuver Score	0	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2	64 1/2	
	Totals	70	69 1/2	67 1/2	67	66 1/2	65 1/2				
7 4	Penalty				1.89	3.89					transitions
	Maneuver Score	0	0	-1/2	-1	-1 1/2	0	-1/2	0	62 1/2	
	Totals			69 1/2	67 1/2	63					
4 5	Penalty		1								quiet hands good job
	Maneuver Score	0	0	0	-1/2	0	-1	+1/2	+1/2	68 1/2	
	Totals	70		69	68 1/2		67 1/2				
2 6	Penalty										quiet with cues
	Maneuver Score	0	0	+1/2	-1/2	+1/2	0	+1/2	+1/2	71 1/2	
	Totals			70 1/2	70	70 1/2	70 1/2				
1 7	Penalty										show more extension
	Maneuver Score	0	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	72	
	Totals	70	70 1/2	70			71				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 8**

Updated 2020

C. class #7 Jr/sr Emerald  
 pattern split B

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

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 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	X-Jog	Jog	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	-1/2	0	-1/2	0	+1/2	0	69 1/2	Broke early on left lead
	Totals	70	70	69 1/2	69 1/2	69	69				
2	Penalty					3 wh					
	Maneuver Score	0	0	+1/2	0	-1	0	-1	0	65 1/2	leads
	Totals	70	70	70 1/2	70 1/2	66 1/2	66 1/2				
3	Penalty										
	Maneuver Score	+1/2	0	0	0	+1/2	+1	+1/2	0	72 1/2	Nice transitions
	Totals	70 1/2	70 1/2	70 1/2	70 1/2	71	72				
4	Penalty										
	Maneuver Score	0	+1/2	0	0	+1/2	0	+1/2	0	71 1/2	Confident Rider
	Totals	70	70 1/2	70 1/2	70 1/2	71	71				
5	Penalty	1				3 wh					
	Maneuver Score	-1	-1/2	-1	-1/2	-1	-1	-1	-1	59	Shorter reins leads
	Totals	68	67 1/2	66 1/2	66	62	61				
6	Penalty					3 wh					
	Maneuver Score	+1/2	0	-1/2	0	-1	0	-1	0	65	leads
	Totals	70 1/2		70	70	66	66				
7	Penalty					3 wh					
	Maneuver Score	0	+1/2	+1/2	0	-1	0	-1	0	66	Confident Rider
	Totals	70	70 1/2	71	71	67	67				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

great job to all !!

*[Signature]*

Judges Signature



**YEDA Official Score Sheet – Diamond Pattern 8**

Updated 2020

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

Class # 8 Sr. Diamond 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	Stop 360 L	Lope RL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back	F & E	HDD	Total	Comments	
		1	2	3	4	5	6	7	8	9					
1	1178	Penalty													Confident Rider
	Maneuver Score	+1/2	+1/2	-1	0	-1	-1/2	0	+1/2	+1/2	+1/2	+1	71		
	Totals	70 1/2	71	70	70	69	68 1/2	68 1/2	69	69 1/2					
2	1199	Penalty													good job w/ transitions
	Maneuver Score	0	0	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	0	75 1/2		
	Totals	70	70	71	71 1/2	72	72 1/2	73	74	74 1/2					
3	312	Penalty													good job on setting up for success
	Maneuver Score	-1/2	0	0	0	-1/2	0	-1/2	0	0	+1/2	+1/2	69 1/2		
	Totals	69 1/2	69 1/2	69 1/2	69 1/2	69	69	68 1/2		68 1/2					
4	802	Penalty													Good job on ext Jog
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1	-1/2	0	+1/2	+1/2	0	73		
	Totals	70 1/2	71	71	71 1/2		72 1/2	72	72	72 1/2					
5	1120	Penalty													Confident Rider
	Maneuver Score	0	+1/2	-1/2	+1/2	0	+1	+1/2	+1/2	-1/2	+1/2	0	72 1/2		
	Totals	70	70 1/2	70	70 1/2	70 1/2	71 1/2	72	72 1/2	72					
6	142	Penalty													Quieter w/ backing
	Maneuver Score	0	+1/2	0	-1/2	-1/2	0	0	-1/2	-1/2	0	0	68 1/2		
	Totals	70	70 1/2	70 1/2	70	69 1/2	69 1/2	69 1/2	69	68 1/2					
7		Penalty													
	Maneuver Score														
	Totals														
8		Penalty													
	Maneuver Score														
	Totals														
9		Penalty													
	Maneuver Score														
	Totals														

Great Job to All  
 😊

Judges Signature



### YEDA Official Score Sheet – Ranch Horse Pattern # 8

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.

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

#### 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

**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	Trot	1 Spin Right	Lope RL	X Lope	Stop L. RB	LL Lope o	Walk 10-15	Stop Back 8	1/4 Spin L	Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
1	Penalty																
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	0	+1/2	-1/2	-1/2	0		0	+1/2	71 1/2	
	Totals			70 1/2	71		3		72	71 1/2	71						
2	Penalty																
	Maneuver Score	0	0	0	0	-1	-2	-2	-2	-1/2	0	0		+1/2	-1/2	58 1/2	
	Totals		70	70	70	109	104	101	59	58 1/2							
3	Penalty																
	Maneuver Score	-1/2	0	-1	0	-1/2	0	0	0	-1/2	-1/2	0		+1/2	0	64 1/2	
	Totals	69 1/2		65 1/2		105				104 1/2	104						
4	Penalty																
	Maneuver Score	0	-1/2	-2	0	-1	0	-1/2	-1	-1	0	-1		+1/2	0	60 1/2	
	Totals	70	69 1/2	64 1/2					103	102	101	100					
5	Penalty																
	Maneuver Score	0	-1/2	+1/2	+1/2	0	-1/2	-1/2	0	-1/2	0	-1		+1	+1/2	69 1/2	
	Totals	70	69 1/2	70	70 1/2	70 1/2	70	69 1/2	69 1/2	69 1/2	69	68					
6	Penalty																
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	0	-1	-1/2	+1/2	0		0	+1/2	71	
	Totals	70	70 1/2	71	71	71	71 1/2	70 1/2	70 1/2	70	70 1/2	70 1/2					
7	Penalty																
	Maneuver Score	0	-1/2	-1	0	-1	-1	0	+1/2	0	0	0		0	+1/2	61 1/2	
	Totals	70	69 1/2	65 1/2	65 1/2	104 1/2	100 1/2	100 1/2	101	101	109	108					
8	Penalty																
	Maneuver Score	0	0	0	-1/2	-1/2	0	-1/2	+1/2	0	+1/2	0		+1/2 +1	+1	72	
	Totals				69 1/2	69	69	108 1/2	109	109	109	109 1/2					

Grand Total  
to All ...

Judges Signature

**YEDA Official Score Sheet -- Ranch Horse Pattern # 8**

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.

**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

**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

**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	Trot		Lope		X Lope		Stop L		LL		Walk		Stop Back		1/4 Spin L		Trot		Stop		Penalties	HDD	Overall Ability	Final Score	Comments					
		1	2	1 Spin Right	Lope RL	3	4	5	6	7	8	9	10	11																	
1	Penalty																														
	Maneuver Score	0	-1	0	0	-1/2	0	0	+1/2	0	0	0	0	+1/2	0	0	0	0	0	0	-1/2		0	69							
	Totals		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	69						
2	Penalty																														
	Maneuver Score	+1/2	+1/2	-1	-1	-1/2	-1	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	0	0	0	0	+1/2		+1/2	68							
	Totals	+1/2	+1/2	-1	-1	-1/2	-1	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	0	0	0	0	+1/2		+1/2	68							
3	Penalty																														
3	Maneuver Score																														
3	Totals																														
4	Penalty																														
4	Maneuver Score																														
4	Totals																														
5	Penalty																														
5	Maneuver Score																														
5	Totals																														
6	Penalty																														
6	Maneuver Score																														
6	Totals																														
7	Penalty																														
7	Maneuver Score																														
7	Totals																														
8	Penalty																														
8	Maneuver Score																														
8	Totals																														

*Great job to!*

Judges Signature

Class #9 Jr/Sr Equine  
 French Riding  
 2 of 2



# YEDA Official Score Sheet -- RAIL

Class: #10 Jr/sr Open rail Spirit A

Back #	Rider Comments	Overall Class Comments
1 1357	transitions	
2 1633	slow walk	
3 980	confident Rider	
4 762	good transitions	
5 1417	confident Rider	
6 1484	Confident Rider quiet transition	
7 1057	Nice Rider	
8		
9		
10		
11		

Judges Signature

**YEDA Official Score Sheet -- RAIL Class:**

#11 Jr/Sr. grade rail Split B

Back #	Rider Comments	Overall Class Comments
1 1003	Confident Rider	
2 599	good transitions	
3 1549	backing	
4 1582	quiet right elbow good back	
5 1231	Confident Rider	
6 1611	Confident Rider	
7		
8	Great Job to All ☺	
9		
10		
11		



Judges Signature

**YEDA Official Score Sheet -- RAIL**

**Class:** #12 Elem. Pearl rail

Back #	Rider Comments	Overall Class Comments
1 1599	good transitions	
2 1632	quiet, confident rider	
3 1407	Confident Rider	
4 1507	quiet in hands	
5 1168	confident rider	
6 1667	confident rider smooth transitions	
7 1471	Rail position	
8 1236	broke gait	
9 1049	quiet rider	
10 1419	quiet transitions	
11		

Judges Signature

**YEDA Official Score Sheet - Opal / Pearl Pattern 8**  
 Updated 2020

Class # 13 Jr/Jr Opal Pearl Pattern Split A

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	0	-1/2	0	-1/2	-1/2	-3	-3	-1/2	0	62	Shorten reins
	Totals		69 1/2	69 1/2	69	68 1/2	65 1/2	62 1/2				
2	Penalty											
	Maneuver Score	+1/2	0	+1/2	0	0	0	+1/2	+1/2	+1/2	72 1/2	good transitions
	Totals	70 1/2	70 1/2	71	71			71 1/2				
3	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1/2	76	confident Rider nice smile
	Totals	70 1/2	71	71 1/2	72	72 1/2	73 1/2	74 1/2				
4	Penalty											
	Maneuver Score	0	0	0	-1/2	0	0	+1/2	+1/2	0	70 1/2	shorter rein
	Totals	70	70		69 1/2	69 1/2	69 1/2	70				
5	Penalty											
	Maneuver Score	0	0	0	-1/2	0	-1/2	-2	-1	0	63	Broke gait @ jog
	Totals	70	70	70	68 1/2	68 1/2	67	64				
6	Penalty											
	Maneuver Score	0	0	-1	-1/2	-1	-1/2	0	-1	-1/2	62 1/2	transitions
	Totals	70	70	66	65 1/2	64 1/2	64					
7	Penalty											
	Maneuver Score	-1/2	-1/2	-1	0	0	-1/2	-1/2	-1/2	0	66 1/2	shorter rein
	Totals		69	68				67				
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Great job to All 😊

Judges Signature

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description								F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	0	+1	0	74	Nice transitions
	Totals	70	70 1/2	71	72	72 1/2	73	73				
2	Penalty											
	Maneuver Score	0	-1/2	0	+1/2	0	+1/2	0	+1/2	0	71	Confident Rider
	Totals	70	69 1/2	69 1/2	70	70	70 1/2	70 1/2				
3	Penalty											
	Maneuver Score	0	0	-1/2	-1/2	-1/2	0	0	0	0	68 1/2	tighten reins
	Totals	70	70	69 1/2	69	68 1/2	68 1/2	68 1/2				
4	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	73 1/2	Confident Rider
	Totals	70	70 1/2	71		72	72 1/2	73				
5	Penalty											
	Maneuver Score	0	0	-1/2	0	0	+1	-1/2	0	+1/2	70 1/2	transitions quiet hands
	Totals	70	70	69 1/2			70 1/2	70				
6	Penalty											
	Maneuver Score	0	0	0	-1/2	-1/2	0	0	+1/2	0	69 1/2	
	Totals		70	70	69 1/2	69						
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*Great job to all!*

*[Signature]*

Judges Signature



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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

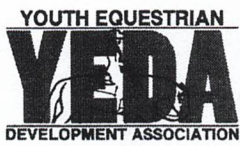
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Jog	Walk	Jog	Walk	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty							120C				Confident Rider -
	Maneuver Score	0	+1	0	+1/2	+1/2	=1	-1	-1/2	0	68 1/2	
	Totals	70	71	71	71 1/2	72	70	69				
2	Penalty			1		1		186				transitions
	Maneuver Score	0	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	64 1/2	
	Totals	70	70	68 1/2	68	66 1/2	65					
3	Penalty			1		1						good back
	Maneuver Score	0	-1/2	0	0	-1/2	0	+1/2	0	0	67 1/2	
	Totals	70	69 1/2	69 1/2	68 1/2	67		67 1/2				
4	Penalty											Confident Rider
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	73	
	Totals					71		72				
5	Penalty							186				good transition
	Maneuver Score	0	+1/2	+1/2	+1/2	-1	0	0	0	0	69 1/2	
	Totals		70 1/2	71	71 1/2	69 1/2	69 1/2	69 1/2				
6	Penalty											quieter transition
	Maneuver Score	0	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0	65 1/2	
	Totals	70	69	68 1/2	67 1/2	67		66				
7	Penalty											Confident Rider
	Maneuver Score	0	0	0	+1/2	+1/2	+1	-1/2	+1/2	0	72	
	Totals	70	70	70	70 1/2	71	72	71 1/2				
8	Penalty											quiet hand
	Maneuver Score	-1/2	-1/2	0	-1/2	0	+1/2	0	0	0	69	
	Totals	69 1/2	69	69	68 1/2	68 1/2	69	69				
9	Penalty											Confident Rider
	Maneuver Score	0	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	72 1/2	
	Totals	70	70	70	70 1/2		71	71 1/2				

Great Job  
 to All!

Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 8

Updated 2020

CLASS #13 Elem  
Pearl pattern  
2 of 2

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

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 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								F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Walk	Jog	Stop Back				
1	Penalty											
	Maneuver Score	0	0	-1/2	1/2	0	-1/2	0	-1/2	0	64	good job
	Totals			69 1/2	66	66	64 1/2	64 1/2				
Penalty												
2	Maneuver Score											
	Totals											
	Penalty											
3	Maneuver Score											
	Totals											
	Penalty											
4	Maneuver Score											
	Totals											
	Penalty											
5	Maneuver Score											
	Totals											
	Penalty											
6	Maneuver Score											
	Totals											
	Penalty											
7	Maneuver Score											
	Totals											
	Penalty											
8	Maneuver Score											
	Totals											
	Penalty											
9	Maneuver Score											
	Totals											
	Penalty											

Great Job to All !!

Judges Signature

**YEDA Official Score Sheet – Ruby Pattern 8**  
Updated 2020

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuver									F & E	HDD	Total	Comment
		Walk 1-2	Jog 3	1/4 R 4	Lope RL 5	Jog 6-7	Jog □ 8	Stop Back 9	Jog 10-11					
6 1	Penalty				3 BG									
	Maneuver Score	0	0	0	-1	-1/2	-1/2	0	-1/2	0	+1/2	65		
	Totals	70	70	70	66		65	65	64 1/2					
7 2	Penalty													
	Maneuver Score													
	Totals													
3 3	Penalty													
	Maneuver Score	-3	0	0	+1/2	0	-1/2	-1/2	-1/2	-1/2	+1/2	65	wrong side of A	
	Totals			67	67 1/2	66 1/2	66	65 1/2	65					
1 4	Penalty													
	Maneuver Score	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	0	+1/2	0	74	Confident Rider	
	Totals	70 1/2	71	72	72 1/2		73	73 1/2	73 1/2					
2 5	Penalty													
	Maneuver Score	+1/2	+1/2	0	0	0	0	+1/2	+1/2	+1/2	0	72 1/2	Confident Rider	
	Totals	70 1/2	71	71	71	71	71	71 1/2	72					
3 6	Penalty													
	Maneuver Score	0	-1/2	+1/2	+1/2	-1/2	-1/2	0	0	0	0	67 1/2	Confident Rider	
	Totals		68 1/2		69 1/2	68	67 1/2							
4 7	Penalty													
	Maneuver Score	0	0	-2	-1	-1/2	-1/2	+1/2	+1/2	+1/2	0	66 1/2	Confident Rider	
	Totals	70		68	67	65 1/2	65							
5 8	Penalty													
	Maneuver Score	0	+1/2	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2	+1/2	65 1/2	Quarter in trans	
	Totals		70 1/2	69	68 1/2	67 1/2	67	66	65 1/2					
9	Penalty													
	Maneuver Score													

Great job to all!

*[Signature]*

Judges Signature

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

Class # 17  
 Diamond elite

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 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	Maneuver							F & E	HDD	Total	Comments
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop					
1	Penalty											good Rider
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	-1/2	+1/2	+1/2	72 1/2		
	Totals	70 1/2	71	72	72 1/2	73	71 1/2					
2	Penalty											Confident Rider
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1/2	72 1/2		
	Totals	70 1/2	71	71 1/2	72	71 1/2	71 1/2					
3	Penalty											Confident Rider
	Maneuver Score	+1/2	+1	+1	0	0	+1/2	+1	+1/2	74 1/2		
	Totals	70 1/2	71 1/2	72 1/2	72 1/2	72 1/2	73					
4	Penalty											good departures
	Maneuver Score	0	0	+1/2	0	+1/2	0	0	+1/2	71 1/2		
	Totals			70 1/2	70 1/2	71	71					
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

