

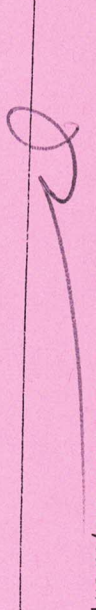
YEDA REINING PATTERN NRHA #2 OFFICIAL SCORE SHEET

Class #1 Sr Diamond  
 Reining

EXHIB #	MANUEVER DESCRIPTION	R. Circles 000 & Lead Change		L. Circles 000 & Lead Change		Stop & R. Roll Back		Stop & L. Roll Back		Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8									
1	1199	PENALTY																5 spins behind horse by a stride sit back on hips
		SCORE	0	-1	0	-1/2	-1/2	0	-1	0	-1	0	OP	+	0	1	OP	
		Total		69		68 1/2	68		67									
2	1120	PENALTY																let horse settle between manuevers
		SCORE	-1/2	0	0	+1/2	0	-1/2	-1	-1/2	0	-1/2	0	+	0	0	69	
		Total	69 1/2			70		69 1/2	68 1/2	68								
3	1178	PENALTY																let horse settle between manuevers
		SCORE	-1/2	-1/2	-1	-1/2	0	+1/2	0	-1/2	0	-1/2	0	+	0	0	65 1/2	
		Total	68	67 1/2	66 1/2	66		66 1/2	65 1/2									
4	312	PENALTY																use eyes to steer not just hands
		SCORE	-1/2	-1/2	-1	0	0	+1/2	+1/2	0	+1/2	+1/2	0	+	0	0	69 1/2	
		Total	69 1/2	69	68			68 1/2	69									
5	802	PENALTY																look into your circles nice look in spins
		SCORE	-1/2	-1	0	-1	0	0	+1/2	+1/2	0	0	0	+	0	0	69 1/2	
		Total	69 1/2	68 1/2		67 1/2		68 1/2	68									
6	142	PENALTY																very well done
		SCORE	+1	+1	0	+1/2	+1/2	+1/2	-1	-1/2	0	0	0	2	0	0	74	
		Total	71	72		72 1/2	73	73 1/2	72	72								
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.  
 Manuevers 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



# YEDA Official Score Sheet - RAIL Class

Class: #2 Jr / or Emerald & reit

Split A

Back #	Rider Comments	Overall Class Comments
1	1525 sit on hips stirrups too short too much arched in back	Majority of the riders need to drive from behind.
2	198 stirrups too short	
3	1500 stirrups too short	
4	1105 over-arched back sit deep, no contact / drive	
5	237 nice position very good ride on a challenging horse	
6	805 sit back on pockets excessive upper body movement good line	
7	11075	
8	1180 stirrups need to come down wrong lead (R)	
9		
10		
11		

Judges Signature

**YEDA Official Score Sheet – RAIL Class: #3**

Jr/Sr Emerald  
 Rail Split B

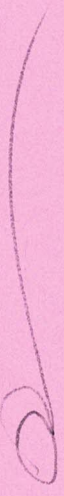
Back #	Rider Comments	Overall Class Comments
1 1038	great position & legs quiet hands inside leg goes forward too much	
2 353	no drive with rear relax back no leg contact	
3 1165	no leg contact hope sitting too far forward	
4 275	good contact good leg	
5 1125	no leg contact - stirrup too long * feet too far forward put more weight in stirrups	
6 650		
7 101	relax back, take out the arch in your back	
8 1136	great job good leg, seat & hands	
9		
10		
11		

*[Signature]*  
 Judges Signature

**YEDA Official Score Sheet – RAIL Class: # 4**

Jr/sr Raley rail

Back #	Rider Comments	Overall Class Comments
1 1101	nice seat don't put toes in good seat	
2 1515	stirrups too short just relax body, loose horse	
3 870	BOG ride back pockets	
4 1316	ride back pockets, toes are pointed in	
5 1122	nice line at lope - great engagement from behind, not an easy ride but made it look workable	
6 251	more engagement at jog	
7		
8		
9		
10		
11		



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)**

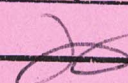
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**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	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop	F & E	HDD	Total	Comments	
		1	2	3	4	5	6	7					
1	Penalty												
	Maneuver Score	-1/2	-1	-1/2	-1/2	0	OP	-1			OP	try not to look down for leads	
	Totals	69 1/2	68 1/2	68	67 1/2			66 1/2	-1	-1	64 1/2		
2	Penalty												
	Maneuver Score	-1/2	-1/2	-1	0	0	0	-1/2	+1/2	0		sit back drive w/ seat	
	Totals		69	68				67 1/2		0	68		
3	Penalty												
	Maneuver Score	+1	+1	0	-1	+1	OP	0	0	0	OP	no contact w/ lower leg	
	Totals	71	72		71	72			0	0	72		
4	Penalty												
	Maneuver Score	0	+1	0	+1	0	+1	+1	+1	0		keep pattern off rail	
	Totals			71	72		73	74		0	75		
5	Penalty												
	Maneuver Score	0	-1	-1/2	0	-1	+1	0					
	Totals		68	67 1/2			69 1/2	67 1/2	0	0	67 1/2		
6	Penalty												
	Maneuver Score	0	0	+1	+1	+2	+1	0	+2	0			
	Totals				72	74	75			0	77		
7	Penalty												
	Maneuver Score	0	+1	0	-1/2	+1	+1	0	+1	1			
	Totals		71		70 1/2	71 1/2	72 1/2				74 1/2		
8	Penalty												
	Maneuver Score	+1	+1	+1	0	0	+1	-1	+1	0			
	Totals	71	72	73			74	73		0	74		
9	Penalty												
	Maneuver Score												

  
 Judges Signature

**YEDA Official Score Sheet – Emerald Pattern 2**  
 Updated 2020

Class #6 Jr/sr

Emerald pattern

Split # 1 of 2

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

**Minor Faults (-1 point)**

- 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.

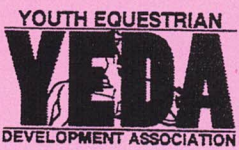
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**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	Lope LL	Con't Lope	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5				
1 198	Penalty			-3						
	Maneuver Score	0	0	-1	0	0	0	0	66	
	Totals			67 1/2						
2 1125	Penalty									
	Maneuver Score	0	-1	0	0	0	-1/2	-1	67 1/2	
	Totals		69			69				
3 1675	Penalty									
	Maneuver Score	0	0	0	+1	0	0	0	71	
	Totals				71					
4 1165	Penalty									
	Maneuver Score	+1	0	0	0	-1	0	0	70	
	Totals	71				70				
5 1525	Penalty			-3						
	Maneuver Score	+1	0	-1	0	-1/2	-1	0	65 1/2	
	Totals	71		67		66 1/2				
6 275	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1/2	+2	+2	78 1/2	↑ great recovery on difficult horse
	Totals		72	73	74	74 1/2				
7 1560	Penalty									
	Maneuver Score	-1	0	0	0	0	0	0	69	stimup length?
	Totals	69								
8 1180	Penalty		-1							
	Maneuver Score	+1	0	0	+1	+1/2	+1	0	72 1/2	
	Totals	71	70		71	71 1/2				
9	Penalty									
	Maneuver Score									

Judges Signature



# YEDA Official Score Sheet – Emerald Pattern 2

Updated 2020

Class #6  
 Jr/Sr Emerald  
 pattern split #  
 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 1/8 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	Lope LL	Con't Lope	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5				
1	Penalty									
	Maneuver Score	-1	-1	-3	-3	0				8
	Totals	69	68	63	59		-1	0	58	
2	Penalty									
	Maneuver Score	+1	+1	0	0	0				2
	Totals	71	72				0	0	72	
3	Penalty									
	Maneuver Score	0	0	0	-1/2	0				5
	Totals				69 1/2		0	0	69 1/2	
4	Penalty									
	Maneuver Score	+1	+1	0	-1	0				3
	Totals	71	72		71		0	0	71	
5	Penalty									
	Maneuver Score	+1	+1	+1	+1	0				1
	Totals	71	72	73	74		+1	+1	76	
6	Penalty									
	Maneuver Score	0	-1	0	0	-1/2				7
	Totals		69			68 1/2	0	0	68 1/2	
7	Penalty									
	Maneuver Score	0	-1/2	0	-1/2	+1				4
	Totals		69 1/2		69	70	0	0	70	
8	Penalty									
	Maneuver Score	+1	-1/2	-1/2	-1/2	0				more use of leg
	Totals	71	70 1/2	70	69 1/2		-1/2	0	69	
9	Penalty									
	Maneuver Score									

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



# YEDA Official Score Sheet – Emerald Pattern 2

Updated 2020

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 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	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1	Penalty			3	3					
	Maneuver Score	0	0	-2	-2		-1	0	59	
	Totals									
2	Penalty									
	Maneuver Score	0	+1	+1	+1		+1	0	74	
	Totals									
3	Penalty									
	Maneuver Score	0	+1	0	-1	-1	+0	+0	69	
	Totals									
4	Penalty									
	Maneuver Score	0	+1	+1	+1		0	0	73	
	Totals									
5	Penalty									
	Maneuver Score	+1	+1	0	+1	0	+2	+2	77	
	Totals									
6	Penalty									
	Maneuver Score	0	-2	-1	-1	-2	-2	-1	61	
	Totals									
7	Penalty									
	Maneuver Score	0	0	0	-½	0	½	0	70	
	Totals									
8	Penalty									
	Maneuver Score	0	-1	-1	-1	-1	-1	0	65	
	Totals									
9	Penalty									
	Maneuver Score									

Judges Signature



**YEDA Official Score Sheet – Diamond Pattern 2**  
 Updated 2020

Class # 8  
 Diamond pattern

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)**

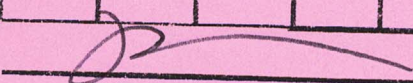
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**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	Stop 360 R	Lope LL OL	Simple Lead Δ	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1	-1/2	0	OP	-1	-1	0	68 1/2	6
	Totals		71	70 1/2			69 1/2		OP	OP	
2	Penalty										
	Maneuver Score	+1	+1	+1	+1	0	-1/2	+2	0	75 1/2	2
	Totals	71	72	73	74		73 1/2				
3	Penalty										
	Maneuver Score	+1	+1	0	0	OP	-1	+1	0	OP	6
	Totals	71	72				71			72	
4	Penalty										
	Maneuver Score	+1	0	+2	+1	0	+1	+1	0	76	1
	Totals	71		73	74		75				
5	Penalty										
	Maneuver Score	+1	+1	+1	+1	-1	-1	+1	+1	74	3
	Totals	71	72	73	74	73	72				
6	Penalty										
	Maneuver Score	0	+1	0	-3	0	+1	+1	0	69	4
	Totals		71		67		68				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										

  
 Judges Signature



# YEDA Official Score Sheet - Ranch Horse Pattern # 2

Updated June 2020

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

Class #9 Jr/sr  
Saphire Ranch  
Riding 1 of 2

- 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	Scoring											Overall Ability	Final Score	Comments		
		Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back	Penalties				HDD	
1	Maneuver	0	+1	-1	-2	OP	-1	-1	-1	-1	-1	-1	-1	OP	0	-2	OP
	Maneuver Score	0	11	10	68	OP	64	64	64	64	64	64	64	64	0	-2	62
	Totals	0	11	10	68	OP	64	64	64	64	64	64	64	64	0	-2	62
2	Maneuver	0	0	-1	3	-1	-1	-1	-1	-1	-1	-1	-1	6	0	-1	55
	Maneuver Score	0	0	69	65	63	60	59	58	58	58	58	58	58	0	-1	55
	Totals	0	0	69	65	63	60	59	58	58	58	58	58	58	0	-1	55
3	Maneuver	0	0	-1	-3	-1	0	0	-1	-1	-1	-1	-1	4	+2	0	62
	Maneuver Score	0	0	69	65	63	60	59	58	58	58	58	58	58	0	-1	62
	Totals	0	0	69	65	63	60	59	58	58	58	58	58	58	0	-1	62
4	Maneuver	0	+1	0	+1	+1	-1	-1	-1	-1	-1	-1	-1	0	0	0	67
	Maneuver Score	0	11	71	72	73	72	71	69	68	67	67	67	67	0	0	67
	Totals	0	11	71	72	73	72	71	69	68	67	67	67	67	0	0	67
5	Maneuver	0	0	-1	0	0	0	0	-1	-1	-1	-1	-1	0	0	0	68
	Maneuver Score	0	0	69	68	68	68	68	68	68	68	68	68	68	0	0	68
	Totals	0	0	69	68	68	68	68	68	68	68	68	68	68	0	0	68
6	Maneuver	0	+1	+1	+1	+2	+1	0	0	0	+1	0	0	0	+1	0	78
	Maneuver Score	0	11	72	73	75	76	77	77	77	77	77	77	77	0	+1	78
	Totals	0	11	72	73	75	76	77	77	77	77	77	77	77	0	+1	78
7	Maneuver	0	+1	+1	0	0	+1	0	0	-1/2	0	0	0	+1	0	0	74 1/2
	Maneuver Score	0	11	72	73	73	73	73	72	72	72	72	72	72	0	+1	74 1/2
	Totals	0	11	72	73	73	73	73	72	72	72	72	72	72	0	+1	74 1/2
8	Maneuver	+1	71	72	74	75	74	75	75	75	75	75	75	0	+1	0	76
	Maneuver Score	11	72	74	74	75	74	75	75	75	75	75	75	75	0	+1	76
	Totals	11	72	74	74	75	74	75	75	75	75	75	75	75	0	+1	76

Judges Signature

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

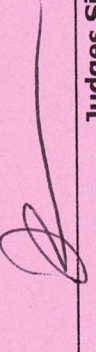
# 10 Jr / sr Open Rail # Split #

Back #	Rider Comments	Overall Class Comments
1 1484	rock back more on your hips	
2 1231	nice line, nice body QUIET HANDS * and legs nice job	
3 1582	excessive lower leg motion	
4 1057	nice seat	
5 599	good position at walk	
6 11633	excessive lower leg motion	
7 080 080		
8		
9		
10		
11		



Judges Signature

Back #	Rider Comments	Overall Class Comments
1	<del>1611</del> more weight in seat and heels to eliminate swinging of lower leg loosen waist & <del>move</del> move with horse	
2	1003 too stiff in body	
3	762 sit back, cross your hips relax into saddle/seat	
4	1549 watch forearm from bouncing great lines & seat	
5	1417 more weight in feet	
6	1357 sit back on pockets, drive from behind stirrups too short	
7		
8		
9		
10		
11		



Judges Signature

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

#12. Elen Pearl Parit

Back #	Rider Comments	Overall Class Comments
1 1419	very nice position	
2 F507	more contact with bit <small>foot</small> get <del>strong</del> in ball of stirrup sit on pockets	
3 11166	good position, seat, hands	
4 1049	move back on your pockets	
5 1471	leaning back a bit too far in upper body	
6 11067	good lower leg	
7 1599	bring chin down, relax in saddle	
8 11032	sit back, drive from rear too far forward	
9 11407	great seat nice hands pull heels back a little bit	
10 1730	relax arms = a bit stiff in upper body	
11		

Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 2**  
 Updated 2020

CLASS # 13

Jr/Sr Opal.  
 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 roman
- 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	Walk	Jog	Stop Back				
	Maneuver	1	2	3	4	5				
1	Penalty									
	Maneuver Score	0	0	+1	+1	+1				
	Totals			11	12	13	+2	0	75	1
2	Penalty			-1						
	Maneuver Score	0	0	0	0	0				
	Totals			69			+1	0	70	
3	Penalty									
	Maneuver Score	0	-1/2	0	-1/2	0				
	Totals		69 1/2		69		0	0	69	
4	Penalty									
	Maneuver Score	0	0	+1	+1	+1				
	Totals			11	12	13	+1	0	74	
5	Penalty									
	Maneuver Score	0	-1	0	0	+1				
	Totals		69			70	0	0	70	
6	Penalty									
	Maneuver Score	0	-1	0	-1/2	0				
	Totals		69		68 1/2		0	0	68 1/2	
7	Penalty									
	Maneuver Score	0	0	-1/2	+1	0				
	Totals			69 1/2	70 1/2		+1	+1	72 1/2	
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 2  
 Updated 2020

CLASS # 14  
 Jr/sr opal  
 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)**

- Break 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)**

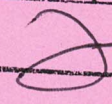
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5				
1 1231	Penalty									
	Maneuver Score	0	-1/2	0	+1	+1				
	Totals		69 1/2		70 1/2	71 1/2	+1	0	72 1/2	3
2 1417	Penalty									
	Maneuver Score	+1	+1	0	0	+1				
	Totals	71	72			73	+1	0	74	1
3 762	Penalty									
	Maneuver Score	0	0	-1/2	0	0				
	Totals			69 1/2			0	0	69 1/2	5
4 1582	Penalty									
	Maneuver Score	0	-1	0	-1/2	0				
	Totals		69		68 1/2		0	0	68 1/2	6
5 1611	Penalty									
	Maneuver Score	0	0	+1/2	+1	+1				
	Totals			70 1/2	71 1/2	72 1/2	+1	0	73 1/2	2
6 1057	Penalty									
	Maneuver Score	+1	+1	-1/2	0	0				
	Totals	71	72	71 1/2			0	0	71 1/2	4
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									

  
 Judges Signature

**YEDA Official Score Sheet – Opal / Pearl Pattern 2**  
 Updated 2020

Class #15

Elem Pearl  
 Pattern 1 of 2

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

**Minor Faults (-1 point)**

- 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

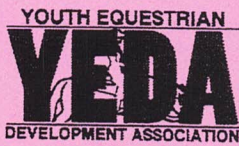
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Gait					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1 1236	Penalty									5 ✓
	Maneuver Score	+1/2	-1/2	0	-1/2	0				
	Totals	70 1/2	70		69 1/2	0	0	0	69 1/2	
2 1599	Penalty									7 ✓
	Maneuver Score	0	0	0	-1 <sup>wa</sup>	-1/2 <sup>wa</sup>				
	Totals				70	69 1/2	0	0	68 1/2	
3 1632	Penalty									4 ✓
	Maneuver Score	0	-1/2	0	+1/2	-1/2				
	Totals		69 1/2		70	69 1/2	0	0	69 1/2	
4 1419	Penalty									2 ✓
	Maneuver Score	+1	-1	+1	+1	0				
	Totals	71	70		71	70	+1	0	73	
5 1407	Penalty									10 ✓
	Maneuver Score	0	-1/2	0	0	-2				
	Totals		69 1/2	68 1/2		66 1/2	0	0	66 1/2	
6 1507	Penalty									8 ✓
	Maneuver Score	-1/2	+1/2	-1/2	-1/2	0				
	Totals	69 1/2	70	69 1/2	69 1/2	68	0	0	68	
7 1168	Penalty									3 ✓
	Maneuver Score	+1	-1/2	+1/2	+1	-1/2				
	Totals	71	71	71	72	71 1/2	+1	0	72 1/2	
8 1049	Penalty									1 ✓
	Maneuver Score	+1	+1	+1	+1	+1				
	Totals		72	73	74	75	+1	0	76	
9	Penalty									

Judges Signature





# YEDA Official Score Sheet – Opal / Pearl Pattern 2

Updated 2020

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

CLASS #15  
Elem Pearl  
Pattern 2 of 2

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

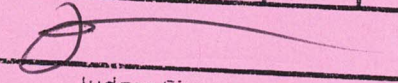
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

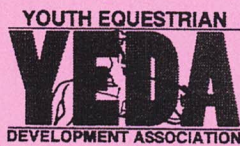
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	Walk	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	-1/2	0	-1	0	0	0	+ 68 1/2	6
	Totals		69 1/2		68 1/2					
2	Penalty									
	Maneuver Score	0	-1	-1	-1/2	0	0	0	67	9
	Totals		67 1/2	67						
3	Penalty									
	Maneuver Score									
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									

  
Judges Signature



# YEDA Official Score Sheet – Ruby Pattern 2

Updated 2020

Class # 16 Jr/Sr

Ruby pattern

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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 870	Penalty	-1									
	Maneuver Score	-1	0	0	-1/2	0	0				
	Totals	68			67 1/2			0	0	67 1/2	/
2 1316	Penalty										
	Maneuver Score	+1/2	+1	-3	OP	-1	-1			66 1/2	WSC=OP
	Totals		71 1/2	68 1/2	OP	67 1/2	66 1/2	0	0	OP	/
3 1122	Penalty										
	Maneuver Score	0	+1	-1/2	0	+1	-1/2				
	Totals		71	70 1/2		71 1/2	71	+1	0	72	/
4 251	Penalty										
	Maneuver Score	0	+1	+1/2	+1/2	+1	0				
	Totals		71	71 1/2	72	73		+1	0	74	/
5 1101	Penalty										
	Maneuver Score	0	+1	0	OP	-1	0			69	/
	Totals		71		OP	69		0	0	OP	/
6 1515	Penalty										
	Maneuver Score	0	+1	+1	+1	-1/2	+1/2				
	Totals		71	72	73	71 1/2	72	+1	0	73	/
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										

Judges Signature