

# YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class # 1



EXHB #	MANEUVER DESCRIPTION	L Circles OOo Stop	4 Spins Left	R Circles OOo Stop	4 Spins Right	L Lead Fast Circle Lead Change	Stop R Rollback	Stop L Rollback	Stop & Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	1199													
	PENALTY		-0.5			-1.2								
	SCORE	+0.5	0	0	0	-0.5	0	0	0	+1	0		66.5	off pattern
	Total	70.5	70	70	70	65.5	65.5	65.5	65.5					
2	1005													
	PENALTY					-0.5								
	SCORE	+0.5	0	+0.5	+0.5	0	0	0	0	+2	0		73	
	Total	70.5	70.5	71	71.5	71	71	71	71					
3	864													
	PENALTY	-2	-0.5	-2		-1.2								
	SCORE	-0.5	+0.5	0	0	-0.5	-0.5	+0.5	0	+1	0		60	
	Total	67.5	67.5	65.5	65.5	59	58.5	59	69					
4	1178													
	PENALTY													
	SCORE	+0.5	0	0	+0.5	0	+0.5	0	0	+2	0		73.5	
	Total	70.5	70.5	70.5	71	71	71.5	71.5	71.5					
5	802													
	PENALTY					-1.2		-2						
	SCORE	+0.5	0	+0.5	0	0	0	0	0	+1	0		67	
	Total	70.5	70.5	71	71	68	68	66	66					
6	1120													
	PENALTY													
	SCORE	+0.5	0	+0.5	+0.5	+0.5	+0.5	+0.5	+0.5	+2	0		75.5	
	Total	70.5	70.5	71	71.5	72	72.5	73	73.5					
7														
	PENALTY													
	SCORE													
	Total													
8														
	PENALTY													
	SCORE													
	Total													
9														
	PENALTY													
	SCORE													
	Total													

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

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

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

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

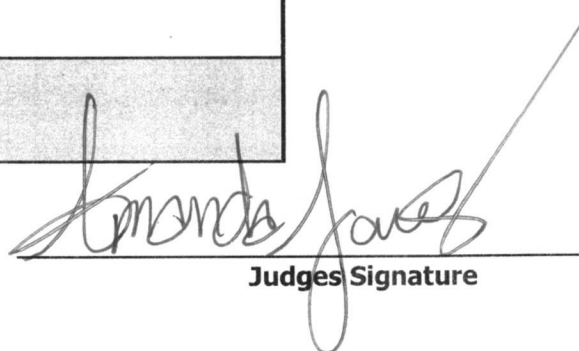
JUDGES SIGNATURE

*March Jones*



# YEDA Official Score Sheet – RAIL Class: #2 Alumni Emerald Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1145	excellent upper body, @ lope, drive horse to the rail, nice <del>jog</del> jog, pull lower leg back slightly, wrong lead 2nd direction, get straight before backing up	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

  
Amanda Jones  
Judges Signature



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

**Class #3**

*Updated June 2020*

**Alumni**

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

**1 – point penalty**

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

**3 – point penalty**

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

**Faults incurring a score of 0:**

Must be placed under rider/s without or not incurring faults.

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

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

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

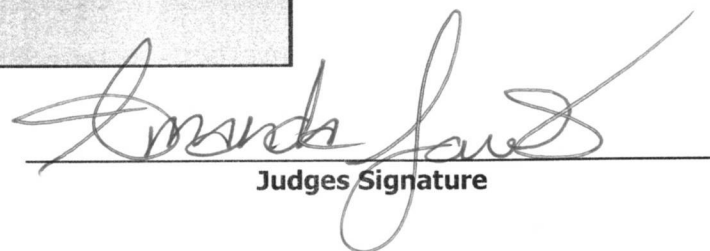
Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty																		
	Maneuver Score	0	0	+1.5	+1.5	+1.5	0	0	+1.5	0	+1.5	+1.5	0	-0.5		0	+2	74.5	
	Totals	70	70	70.5	71	71.5	71	71	71.5	71.5	72	72.5	72.5	72.5					
2	Penalty																		
	Maneuver Score																		
	Totals																		
3	Penalty																		
	Maneuver Score																		
	Totals																		
4	Penalty																		
	Maneuver Score																		
	Totals																		
5	Penalty																		
	Maneuver Score																		
	Totals																		
6	Penalty																		
	Maneuver Score																		
	Totals																		
7	Penalty																		
	Maneuver Score																		
	Totals																		

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 Judges Signature



# YEDA Official Score Sheet – RAIL Class: #4 Jr/Sr Emerald Rail Horsemanship (Split A)

Back #	Rider Comments	Overall Class Comments
1 1575	close hands, very natural, break of gate @ lope	
2 1207	close hands, eyes up, relax, soften legs	
3 805	pick hands up, break of gate @ lope	
4 895	post studier in stirrup, nice rider, soften hands	
5 1038	lower leg back slightly, nice upper body, hands too high, lower slightly	
6 1128	toes in, nice upper body, very functional rider	
7		
8		
9		
10		
11		

  
Judges Signature



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

**Class #5**

Updated June 2020

Jr/Sr

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

**1 – point penalty**

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

**3 – point penalty**

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

**Faults incurring a score of 0:**

Must be placed under rider/s without or not incurring faults.

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

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

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

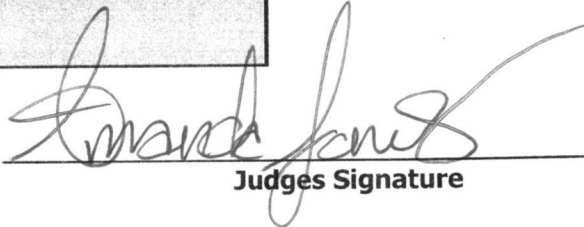
Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11	12	13					
1	Penalty											-3							
	Maneuver Score	0	+0.5	+0.5	+0.5	0	0	0	+0.5	+0.5	-0.5	-1	0	0		0	+1	69	
	Totals	70	70.5	71	71.5	71.5	71.5	71.5	72	72.5	72	68	68	68					
2	Penalty							-3											
	Maneuver Score	0	+0.5	+0.5	0	0	-1	0	0	0	+0.5	+0.5	+0.5	0		0	+1	69.5	
	Totals	70	70.5	71	71	71	67				67.5		68.5	68.5					
3	Penalty																		
	Maneuver Score	0	0	+0.5	0	-0.5	0	0	+0.5	+0.5	0	+0.5	+0.5	0		0	+1	73	
	Totals	70	70	70.5	70.5	70	70	70	70.5	71	71	71.5	72	72					
4	Penalty																		
	Maneuver Score	0	+0.5	+0.5	+0.5	-0.5	+0.5	0	+0.5	0	+0.5	+0.5	0	0		0	+1	74	
	Totals	70	70.5	71	71.5	71	71.5	71.5	72		72.5	73		73					
5	Penalty																		
	Maneuver Score	0	+0.5	+0.5	+0.5	-0.5	+0.5	+0.5	+0.5	+0.5	0	+0.5	+0.5	+0.5			+2	76.5	
	Totals	70	70.5	71	71.5	71	71.5	72	72.5	73	73	73.5	74	74.5					
6	Penalty																		
	Maneuver Score																		
	Totals																		
7	Penalty																		
	Maneuver Score																		
	Totals																		

*Aminda Jares*  
 Judges Signature



# YEDA Official Score Sheet – RAIL Class: #6 Jr/Sr Emerald Rail Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1510	Very nice body position, soften back slightly, very correct & functional rider	
2 1159	Very nice line, tighten core	
3 1250	Very nice line, very natural rider, free arm in at the lope	
4 1490	Square up hands, break of gait @ jog,	
5 1190	Nice body position, lower hands slightly, keep horse on rail	
6 1675	Pick hands up, very natural rider	
7		
8		
9		
10		
11		

  
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Judges Signature

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	Maneuvers						F & E	HDD	Total	Comments
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop				
1 864	Penalty										
	Maneuver Score	+5	+5	+5	+5	+5	+5	+3	0	76	
	Totals	70.5	71	71.5	72	72.5	73				
2 1199	Penalty		-3.5								
	Maneuver Score	+5	-1.5	0	0	-1.5	0	+1	0	64.5	
	Totals	70.5	64	64	64	63.5	63.5				
3 802	Penalty										
	Maneuver Score	+5	0	+5	+5	+5	+5	+2	0	74.5	
	Totals	70.5	70.5	71	71.5	72	72.5				
4 1120	Penalty										
	Maneuver Score	+5	+5	+5	0	0	+5	+3	0	75	
	Totals	70.5	71	71.5	71.5	71.5	72				
5 1178	Penalty										
	Maneuver Score	+5	-1.5	+5	+5	+5	+5	+2		74	
	Totals	70.5	70	70.5	71	71.5	72				
6 1005	Penalty										
	Maneuver Score	+5	0	0	+5	0	+5	+2		73.5	
	Totals	70.5	70.5	70.5	71	71	71.5				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature

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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
1 697	Penalty			-1								
	Maneuver Score	0	+1.5	-1.5	-1.5	-1.5	0	+1	0	69		
	Totals	70	70.5	68.5	68	67.5	67.5					
2 715	Penalty			-3								
	Maneuver Score	0	+1.5	-1	0	0	+1.5	+1		68		
	Totals	70	70.5	66			66.5					
3 1095	Penalty			-3								
	Maneuver Score	+1.5	+1.5	-1.5	0	0	-1.5	+1.5		68.5		
	Totals	70.5	71	67.5			67					
4 792	Penalty			-3								
	Maneuver Score	+1.5	+1.5	0	0	+1.5	+1.5	+2		74		
	Totals	70.5	71	71			70					
5 1263	Penalty											
	Maneuver Score	+1.5	0	-1.5	-1.5	0	0	+1		70.5		
	Totals	70.5		70	69.5		69.5					
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*Amanda Jones*  
 Judges Signature



# YEDA Official Score Sheet – Sapphire/Alumni Pattern 5

Updated 2020

Class #9  
Alumni

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

### Minor Faults (-1 point)

- Break 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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back	7				
1	Penalty											
	Maneuver Score	0	-0.5	-1	-1	-0.5	0		+1		66	
	Totals	70	70.5	69.5	68.5	65						
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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





# YEDA Official Score Sheet – Emerald Pattern 5

Class #10  
Alumni

Updated 2020

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

### Minor Faults (-1 point)

- Break 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)

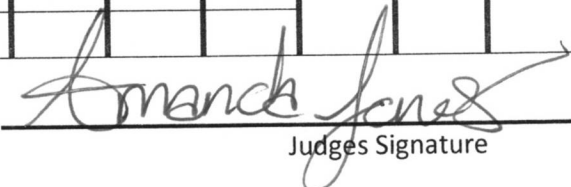
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty				-3						
	Maneuver Score	7.5	7.5	0	-0.5	0	0	+2	0	69.5	
	Totals	70.5	71		67.5						
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature

Updated 2020

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

**Minor Faults (-1 point)**

- Break 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	+5	+5	+5	+5	+2	0	74	
	Totals	70		70.5	71		72				
2	Penalty					-1					
	Maneuver Score	+5	-5	+5	+5	-5	0	+2	0	70.5	
	Totals	70.5	70	70.5	71	68.5					
3	Penalty										
	Maneuver Score	0	-5	0	0	-5	0	+1	0	70	
	Totals	70	69.5			69	69				
4	Penalty					-1					
	Maneuver Score	+5	0	0	0	0	0	+2	0	71.5	
	Totals	70.5				69.5					
5	Penalty			-3	-3						
	Maneuver Score	0	+5	-5	-5	+5	0	+1		65	
	Totals	70	70.5	67			64				
6	Penalty										
	Maneuver Score	+5	+5	+5	+5	+5	0	+2		74.5	
	Totals	70.5	71	71.5	72	72.5					
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Amber Jones*  
 Judges Signature



# YEDA Official Score Sheet – Emerald Pattern 5

Class #12  
Jr/Sr (Split B)

Updated 2020

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1 1207	Penalty										
	Maneuver Score	0	+5	+5	+5	0	+5	x2		74	
	Totals	70	70.5	71	71.5		72				
2 1675	Penalty			-3	-3				x1		
	Maneuver Score	0	0	-5	-5	0	0				
	Totals	70	70		63						
3 1575	Penalty							x2.5		74.5	
	Maneuver Score	0	+5	+5	+5	+5	0				
	Totals	70	70.5	71	71.5	72	72				
4 1038	Penalty							x3		75.5	
	Maneuver Score	0	+5	+5	+5	+5	+5				
	Totals	70	70.5	71	71.2	72	72.5				
5 1490	Penalty							x1		72	
	Maneuver Score	0	+5	+5	0	0	0				
	Totals	70	70.5	71			71				
6 1180	Penalty				-3			x2		70	
	Maneuver Score	+5	+5	+5	-5	0	0				
	Totals	70.5	71		68						
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature



# YEDA Official Score Sheet – Opal / Pearl Pattern 5 Class #13

Updated 2020

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

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

### Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty		-1	0		-1		+1		66.5	
	Maneuver Score	0	-1	-1	0	-1.5	0				
	Totals	70	68	67		65.5					
2	Penalty							+2		74	
	Maneuver Score	+1.5	0	0	+1.5	+1.5	+1.5				
	Totals	76.5	70.5		71	71.5	72				
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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

**YEDA Official Score Sheet – Opal/ Pearl Pattern 5 Class #14 Senior**

Updated 2020

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1.5	+1.5	+1.5	+1.5	0	+1.5	x3		75.5	
	Totals	70.5	71	71.5	72		72.5				
2	Penalty				-1						
	Maneuver Score	0	0	0	-1.5	0	0	x1		69.5	
	Totals	70			68.5		68.5				
3	Penalty										
	Maneuver Score	+1.5	+1.5	0	+1.5	+1.5	+1.5	x2		74.5	
	Totals	70.5	71	71	71.5		72.5				
4	Penalty										
	Maneuver Score	+1.5	+1.5	0	0	+1.5	+1.5	x2		74	
	Totals	70.5	71	71	71		72				
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										

*[Signature]*  
 Judges Signature



**YEDA Official Score Sheet – Opal// Pearl Pattern 5 Class #15 Junior**

Updated 2020

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

**Minor Faults (-1 point)**

- Break 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	X-Jog	Stop				
1	Penalty										
	Maneuver Score	+5.5	0	0	+5.5	0	+5.5	+1		72.5	
	Totals	70.5			71		71.5				
2	Penalty				-1						
	Maneuver Score	+5.5	0	+5.5	-5.5	0	+5.5	+1		71	
	Totals	70.5		71	69.5		70				
3	Penalty		-1		-1						
	Maneuver Score	0	-5.5	-5.5	-5.5	0	0	+1		67.5	
	Totals	70	68.5	68	66.5		66.5				
4	Penalty		-1, DQ		-1	-1					No jog
	Maneuver Score	0	-1	0	-5.5	-5.5	0	+1		66	
	Totals	70	68	68	66.5	65	65				
5	Penalty			DQ							two hand in back
	Maneuver Score	0	+5.5	-5.5	+5.5	+5.5	+5.5	+1		72.5	
	Totals	70	70.5	70	70.5	71	71.5				
6	Penalty										
	Maneuver Score	0	+5.5	+5.5	+5.5	0	+5.5	+1		73	
	Totals	70	70.5	71	71.5		72				
7	Penalty										
	Maneuver Score	+5.5	0	0	+5.5	+5.5	+5.5	+1	+1	74	
	Totals	70.5	70.5	70.5	71	71.5	72				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Handwritten Signature]*  
 Judges Signature



# YEDA Official Score Sheet – RAIL Class: #16 Elementary Pearl Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1236	Be a little more aggressive! break at the trot, great upper body	
2 1570	Great body position, great rider, smart rider	
3		
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9		
10		
11		

  
Judges Signature

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.

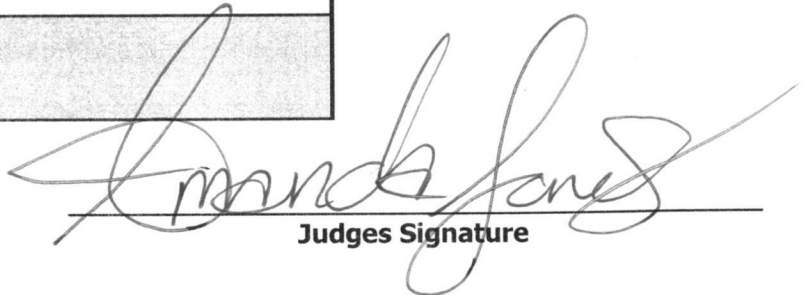
Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1	Penalty				(-1)						
	Maneuver Score	0	+5	+5	+5	+5	0	+2	+1	75	
	Totals	70	70.5	71	71.5	72	72				
2	Penalty		<sup>Pa</sup> -3								
	Maneuver Score	0	-1	0	-5	0	0	+1		66.5	No right lead
	Totals	70	66		65.5		65.5				
3	Penalty										
	Maneuver Score	0	+5	+5	+5	+5	0	+2		74	
	Totals	70	70.5	71	71.5	72	72				
4	Penalty										
	Maneuver Score	0	+5	0	0	0	0	+1		71.5	
	Totals	70	70.5				70.5				
5	Penalty		<sup>Pa</sup> -3								
	Maneuver Score	0	-5	+5	+5	0	0	+1		68.5	No right lead
	Totals	70	66.5	67	67.5		67.5				
6	Penalty										
	Maneuver Score	0	0	0	+5	+5	+5	+1		72.5	
	Totals	70			70.5	71	71.5				
7	Penalty										
	Maneuver Score	0	+5	+5	+5	+5	0	+1		73	
	Totals	70	70.5	71	71.5	72	72				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Maria Lopez*  
 \_\_\_\_\_  
 Judges Signature



YEDA Official Score Sheet – RAIL Class: #<sup>18</sup>~~19~~ Sr Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1057	excellent upper body, great ride	
2 1213	square hands, great seat	
3 1003	keep lower leg underneath you, great seat, keep upper body finessed as class goes on	
4 1166	Deeper heels, don't forget to use feet along with your hands. much better job on second direction	
5		
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11		

  
Judges Signature



19  
YEDA Official Score Sheet – RAIL Class: #20 Jr Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 796	very functional rider	
2 784	deeper heels, sit back	
3 1633	great upper body, pull leg back	
4 1357	sit back, break of gait @ jog	
5 976	deeper heels	
6 1231	eyes up, re-ride, stay tight	
7 762	great body position	
8		
9		
10		
11		

Amanda Jones

Judges Signature





# YEDA Official Score Sheet – RAIL Class: #20 Jr/Sr Ruby Rail Horsemanship

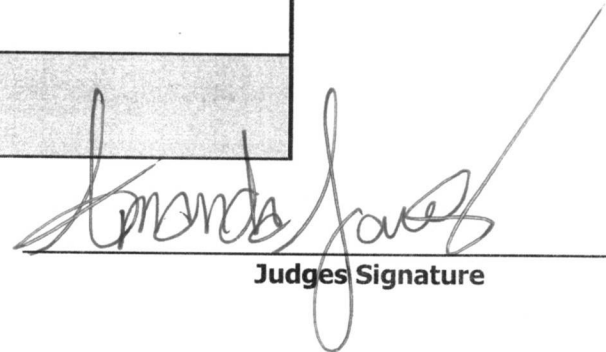
Back #	Rider Comments	Overall Class Comments
1 1122	great body position, little fast at lope	
2 1700	deeper heel, stay relaxed	
3 1248	great line, great upper body, don't let wrists break over.	
4 222	great line, keep lower leg back	
5 1515	great job on tough horse, keep lower leg underneath you	
6 885	work on stronger lower leg, great ride	
7 823	deeper heels, sit back	
8		
9		
10		
11		

  
Judges Signature



# YEDA Official Score Sheet – RAIL Class: #2 Alumni Emerald Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1145	excellent upper body, @ lope, drive horse to the rail, nice <del>jog</del> jog, pull lower leg back slightly, wrong lead 2nd direction, get straight before backing up	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

  
Amanda Jones

Judges Signature