

# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class # /

~~Split A~~



Pg 1 of 2

EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall	HDD	Penalties	Final	Comments
		OOo	Spins	OOo	Spins	8			Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	154													
	PENALTY													
	SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+2	0		74 1/2	Confident!
	Total		70 1/2	71	71 1/2	72	72 1/2							
2	557													
	PENALTY			1/2		2								
	SCORE	+1/2	0	0	-1/2	-1/2	-1/2	0	0	+1	0		67 1/2	Relaxed
	Total	70 1/2		70	69 1/2	67	66 1/2							
3	644													
	PENALTY													
	SCORE	0	0	-1/2	0	0	+1/2	0	0	+1/2	0		71 1/2	
	Total			69 1/2			70							
4	1453													
	PENALTY		1/2											
	SCORE	0	-1/2	0	-1/2	0	0	-1/2	-1/2	+1/2	0		68	op over spin
	Total		69		68 1/2		68	67 1/2						
5	160													
	PENALTY													
	SCORE	0	+1/2	+1/2	0	+1/2	-1/2	0	+1/2	+2	0		73 1/2	
	Total		70 1/2	71		71 1/2	71		71 1/2					
6	1517													
	PENALTY													
	SCORE	-1/2	-1	0	0	-1/2	-1/2	0	0	+1/2	0		68	tense - plan ahead
	Total	69 1/2	68 1/2			68	67 1/2							
7	717													
	PENALTY													
	SCORE	+1/2	+1/2	0	+1/2	0	0	0	+1/2	2	0		74	
	Total	70 1/2	71		71 1/2				72					
8	1019													
	PENALTY													
	SCORE	0	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0		73 1/2	more mobile @ times
	Total				70 1/2	71	71 1/2	72						

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

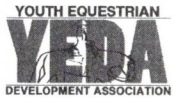
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE

*Diane Stutzman*

# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class # 1A ~~Split B~~



*Pg 2 of 2*  
Comments

EXHB #	MANEUVER DESCRIPTION	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall	HDD	Penalties	Final	
		OOo	Spins	OOo	Spins	8			Back					
		Stop	Right	Stop	Left									
	MANEUVER	1	2	3	4	5	6	7	8					
1	PENALTY		1/2											
	SCORE	-1/2	0	0	0	0	-1/2	-1/2	0	+1/2	0		68 1/2	
	Total	69 1/2	69				68 1/2	68						
2	PENALTY	1,2,1,1,1												
	SCORE	-1 1/2	0	-1/2	0	0	+1/2	0	0	+1/2	0		63	waten leads + transitions
	Total	62 1/2		62			62 1/2							
3	PENALTY	2												
	SCORE	-1/2	0	0	0	0	0	0	+1/2	+2	+1/2		70 1/2	
	Total	67 1/2							68					
4	PENALTY													
	SCORE													
	Total													
5	PENALTY													
	SCORE													
	Total													
6	PENALTY													
	SCORE													
	Total													
7	PENALTY													
	SCORE													
	Total													
8	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

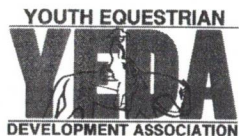
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower then other riders who stayed on pattern.

JUDGES SIGNATURE

*Duane Stutzman*

	Back #	Rider Comments	Overall Class Comments
1	1039	wrists broken	
2	807	lower legs too far back	
3	626	Tense in upper core, steady knees	
4	124	Relax palms, tense through lower leg	
5	1164	good balance + Score, watch leads	
6	543	confident, good self carriage	
7	1595	Relaxed, good form + style	
8			
9			
10			
11			

*Duane Stutzman*  
 Judges Signature



# YEDA Official Score Sheet – RAIL Class: #4 Senior Ruby Rail Horsemanship Split A

	Back #	Rider Comments	Overall Class Comments
1	1108	good alignment + connection	
2	11662	good depth in heel, steady upper core	
3	11673	very pleasant, good balance + scope. Effortless transitions	
4	267	more bend in knee	
5	968	constrained lower leg	
6	973	maintain posture, steady heels	
7	133	elastic, free arm tense	
8			
9			
10			
11			

*Duane Stutzman*  
Judges Signature

**YEDA Official Score Sheet – RAIL Class: #5 Senior Ruby Rail Horsemanship Split B**

Back #	Rider Comments	Overall Class Comments
1 216	good upper core / keep heels aligned at times	
2 1130	leaning forward, keep spine aligned	
3 954	confident + connected	
4 1340	good balance + depth in neck	
5 788	more bend in knee	
6 1472	leaning too far back, chest blocked	
7		
8		
9		
10		
11		

*Duane Stutzman*  
 Judges Signature

**YEDA Official Score Sheet - Ranch Horse Pattern #4**

Class # 6 Junior

633  
311  
840  
1014  
1220  
351

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD 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	Trot Serpentine	Lope L L O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	311													
	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	0	-1/2		+1/2	0	71 1/2	
	Totals	70 1/2	71	71 1/2					71					
2	1220													
	Penalty													
	Maneuver Score	0	0	-1	0	-1/2	-1/2	0	0		+1/2	0	68 1/2	watch scope of circles.
	Totals			69		68 1/2	68							
3	1014													
	Penalty													
	Maneuver Score	0	+1/2	0	-1/2	-1/2	0	0	-1		+1/2	0	69	more back.
	Totals		70 1/2		70	69 1/2			68 1/2					
4	840													
	Penalty													
	Maneuver Score	0	+1/2	+1/2	0	-1/2	-1/2	0	+1/2		+1/2	0	71	ease pace
	Totals		70 1/2	71		69 1/2	69		69 1/2					
5	351													
	Penalty													
	Maneuver Score	+1/2	-1/2	0	0	-1/2	-1	-1/2	-1/2		+1/2	0	68	
	Totals	70 1/2	70			69 1/2	68 1/2	68	67 1/2					
6	633													
	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	0		+1	0	72	
	Totals			70 1/2	71									
7														
	Penalty													
	Maneuver Score													
	Totals													
8														
	Penalty													
	Maneuver Score													
	Totals													

*Duane Stutzman*  
 Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	554	good form + style	<i>Bold confident riders!</i>
2	11213	tense in upper core, align heels w/ upper body	
3	1468	Steady lower leg, sit deep + □	
4	1096	legs too long. more bend in knee	
5	1132	Strong upper core, bring heels back	
6	907	Square + relaxed in saddle	
7	1364	Watch leads, slightly perched in saddle	
8	814	Steady free arm	
9	947	good carriage + balance	
10			
11			

*Duane Stutzman*  
 Judges Signature

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

Updated 2020

Class #8 ~~Split A~~

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

pg 1 of 2  
 117  
 1019  
 1691

**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.

1517  
 154  
 557  
 225  
 OP  
 682  
 1453

**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	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	Penalty											
	Maneuver Score	0	-1/2	0	-1	-1/2	0	+1	0	68	more bend in knee	
	Totals		69 1/2		68 1/2	67						
2	Penalty											
	Maneuver Score	0	0	0	+1/2	0	0	+1/2	0	71	OP no LL	
	Totals				70 1/2							
3	Penalty											
	Maneuver Score	0	+1/2	+1	-1/2	0	0	+1	0	72	watch upper transitions	
	Totals		70 1/2	71 1/2	71							
4	Penalty											
	Maneuver Score	0	+1	+1	0	+1	+1	+2	0	76		
	Totals		71	72		73	74					
5	Penalty											
	Maneuver Score	+1/2	-1/2	0	+1/2	-1/2	0	+1	0	64	watch counter canter	
	Totals	70 1/2	70		70 1/2	63						
6	Penalty											
	Maneuver Score	0	0	0	-1/2	0	-1/2	+1/2	0	70 1/2	Don't over think transitions	
	Totals				69 1/2		69					
7	Penalty											
	Maneuver Score	0	0	-1/2	-3	-1/2	-1/2	+1/2	0	66	op - excessive backing lower hand in turns	
	Totals			69 1/2	66 1/2	66	65 1/2					
8	Penalty											
	Maneuver Score	+1/2	-1/2	-1/2	0	+1/2	+1/2	+1	0	76 1/2	Tense	
	Totals	70 1/2	69	68 1/2		69	69 1/2					
9	Penalty											
	Maneuver Score	+1	+1	+1	0	+1	+1 1/2	2 1/2	0	78		
	Totals	71	72	73		74	75 1/2					

*Duane Stutzman*  
 Judges Signature



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

Updated 2020

Class #8 Split B

pg 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 1/8 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	Maneuvers							F & E	HDD	Total	Comments
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1	0	+2	0	77	Watch pace	
	Totals	71	72	73	74	75						
2	Penalty											
	Maneuver Score	0	0	+1/2	r1	+1	+1/2	+2	+1 1/2	76 1/2	good job working through tough horse	
	Totals			70 1/2	71 1/2	72 1/2	73					
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											

*Duane Stutzman*  
 Judges Signature

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

543

124

807

1039

1664

626

1595

**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 LL	Jog	X-Jog					
1	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2		+2	0	75	Brilliant seat
	Totals	70 1/2	71	71 1/2		73					
2	Penalty										
	Maneuver Score	0	0	-1/2	0	-1/2		+1/2	0	69 1/2	Maintain alignment more extension
	Totals			69 1/2		69					
3	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1/2		+1 1/2	0	74 1/2	Confident
	Totals		70 1/2	71 1/2	72 1/2	73					
4	Penalty										
	Maneuver Score	0	0	-1/2	-1 1/2	0		+1/2	0	67 1/2	ease transitions down
	Totals			69 1/2	67						
5	Penalty										
	Maneuver Score	+1	+1	+1/2	+1	+1/2		+2	0	76	nice picture
	Totals	71	72	72 1/2	73 1/2	74					
6	Penalty										
	Maneuver Score	0	0	0	+1/2	0		+1 1/2	0	72	Tense through elbows
	Totals				70 1/2						
7	Penalty										
	Maneuver Score	0	0	0	+1/2	0		+1	0	71 1/2	Blocked in shoulders @ times
	Totals				70 1/2						
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Duane Stutzman*  
 Judge's Signature

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

Updated 2020

**Class #10 Senior**  
**Split A**

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

1340  
 216  
 954  
 1108  
 973  
 133

**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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	Penalty										
	Maneuver Score	0	0	0	0	-1/2		+1	0	70 1/2	Over flexed 2 times in back
	Totals					69 1/2					
2	Penalty										
	Maneuver Score	0	0	+1/2	-1/2	-1		+1	0	69	maintain forward momentum
	Totals			70 1/2	69	68					
3	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+2		+2	0	76 1/2	even tapered connection
	Totals		70 1/2	71 1/2	72 1/2	74 1/2					
4	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2		+1 1/2	0	73 1/2	Relax palms
	Totals				70 1/2	72					
5	Penalty										
	Maneuver Score	+1	+1	+1	+1/2	+1/2		2	0	76	Bring leg back nice upper cone
	Totals	71	72	73	73 1/2	74 1/2					
6	Penalty										
	Maneuver Score	0	0	+1/2	0	0		+1 1/2	0	72	
	Totals			70 1/2							
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Duane Stutzman*  
 Judges Signature

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

Updated 2020

**Class # // Senior**  
**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 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.

1673  
 968  
 788  
 1130  
 1472  
 11662  
 267

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	Penalty										
	Maneuver Score	0	0	-1/2	0	0		+1	0	70 1/2	more bend in knee - shorten stirrup
	Totals			69 1/2							
2	Penalty	0	0	3	1						
	Maneuver Score	0	0	-3	-1	-1		+1/2	0	61 1/2	op wrong side of cone good job riding through
	Totals			64	62	61					
3	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0		+1	0	72	Strengthen core in chest + freearm
	Totals			70 1/2	71						
4	Penalty										
	Maneuver Score	+1	+1	+1	+1/2	+1		+2	0	76 1/2	Confident + connected good job
	Totals	71	72	73	73 1/2	74 1/2					
5	Penalty										
	Maneuver Score	0	0	+1/2	0	0		+1	0	71 1/2	Strengthen arms + elbows
	Totals			70 1/2							
6	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	+1		+1/2	0	73 1/2	watch extended
	Totals	70 1/2	71			72					
7	Penalty										
	Maneuver Score	+1	+1	0	+1/2	+1/2		+2	0	75	elastic form + position
	Totals	71	72		72 1/2	73					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Duane Stutzman*

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.

947  
584  
1096  
1468  
814  
1132  
907

**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 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6						
1	Penalty										907	op wrong side of axis.
	Maneuver Score	0	0	0	0	0	+1	0	71			
	Totals	0	0	0	0	0	+1	0	71			
2	Penalty										1468	ease transitions down
	Maneuver Score	+1/2	0	0	+1/2	-1/2	+1 1/2	0	72			
	Totals	70 1/2	0	0	71	70 1/2	+1 1/2	0	72			
3	Penalty										1096	watch face
	Maneuver Score	0	0	+1/2	+1/2	0	+1 1/2	0	72 1/2			
	Totals	0	0	70 1/2	71	0	+1 1/2	0	72 1/2			
4	Penalty										947	good shape + balance
	Maneuver Score	+1/2	+1	+1/2	+1	+1	+2	0	76			
	Totals	70 1/2	71 1/2	72	73	74	+2	0	76			
5	Penalty										1132	watch transitions down
	Maneuver Score	+1/2	0	-1	-2	0	+1 1/2	0	69			
	Totals	70 1/2	0	69 1/2	67 1/2	0	+1 1/2	0	69			
6	Penalty										814	steady upper core
	Maneuver Score	0	+1/2	0	0	0	+1	0	71 1/2			
	Totals	0	70 1/2	0	0	0	+1	0	71 1/2			
7	Penalty				3						1132	transitions keep horse going
	Maneuver Score	0	+1/2	0	-2	0	+1	0	66 1/2			
	Totals	0	70 1/2	0	65 1/2	0	+1	0	66 1/2			
8	Penalty										584	Relax palms
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1 1/2	0	73			
	Totals	0	70 1/2	71	71 1/2	0	+1 1/2	0	73			
9	Penalty				3						1364	
	Maneuver Score	+1	+1	+1/2	-1/2	-1/2	+2 1/2	+2	73 1/2			
	Totals	71	72	72 1/2	69	68 1/2	+2 1/2	+2	73 1/2			

*Duane Stutzman*  
 Judges Signature (Judge B)

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

840  
 633  
 1014  
 311  
 1220  
 351

**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 O RL	X Jog	Jog	Stop					
		1-2	3	4	5	6	7					
1	Penalty											tense lean ahead
	Maneuver Score	0	0	-1/2	-1/2	0	0	+1	0	70		
	Totals			69 1/2	69							
2	Penalty						1					maintain fwd momentum
	Maneuver Score	+1	0	+1/2	+1/2	0	+1/2	+2	0	73 1/2		
	Totals	71		71 1/2	72	71	71 1/2					
3	Penalty											watch stop.
	Maneuver Score	0	+1/2	+1/2	0	0	-1/2	+1/2	0	72		
	Totals		70 1/2	71			70 1/2					
4	Penalty											ease pace
	Maneuver Score	0	0	-1/2	+1/2	+1/2	0	+1	0	71 1/2		
	Totals			69 1/2	70	70 1/2						
5	Penalty											watch pace
	Maneuver Score	0	-1/2	0	0	+1/2	+1/2	+2	0	72 1/2		
	Totals		69 1/2			70	70 1/2					
6	Penalty											active but connected
	Maneuver Score	0	+1/2	+1	+1	+1	+1	+2 1/2	0	77		
	Totals		70 1/2	71 1/2	72 1/2	73 1/2	74 1/2					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*Duane Stutzman*  
 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.

547  
 Hole 896  
 452  
 929  
 591  
 709

**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 O RL	X Jog	Jog	Stop					
1	Penalty											452 Sit deep + Square
	Maneuver Score	0	0	0	+1/2	+1/2	+1/2	+1/2	0	73		
	Totals				70 1/2	71	71 1/2					
2	Penalty											547 Good transitions
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+2	0	75 1/2		
	Totals	70 1/2	71	71 1/2	72 1/2	73	73 1/2					
3	Penalty											591 Steady arms + elbows
	Maneuver Score	0	-1/2	0	-1/2	0	0	+1	0	70		
	Totals		69 1/2		69							
4	Penalty											896 ease transitions ↓
	Maneuver Score	+1/2	+1/2	0	+1	0	0	+2	0	74		
	Totals	70 1/2	71		72							
5	Penalty											929 Steady feet + heels - Hold lower leg still + quiet
	Maneuver Score	0	0	0	0	+1/2	0	1 1/2	0	72		
	Totals					70 1/2						
6	Penalty											390 Extraordinary form
	Maneuver Score	+1	+1	+2	+1 1/2	+1 1/2	+2	+3	0	82		
	Totals	71	72	74	75 1/2	77	79					
7	Penalty											709 leaning fwd - chops stride @ times - tense elbow
	Maneuver Score	0	-1/2	-1/2	0	0	0	+1/2	0	69 1/2		
	Totals		69 1/2	69								
8	Penalty											Hole Keep eye on geometry
	Maneuver Score	0	0	+1/2	+1	+1	+1/2	+2	0	75		
	Totals			70 1/2	71 1/2	72 1/2	73					
9	Penalty											
	Maneuver Score											
	Totals											

*Duane Stutzman*  
 Judges Signature

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

1423  
 1064  
 1106

**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.

766  
 502 - 342  
 372

**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 O RL	X Jog	Jog	Stop					
		1-2	3	4	5	6	7					
1	Penalty											legs too far fwd Steady upper body
	Maneuver Score	0	0	0	-1/2	-1/2	-1/2	+1/2	0	69		
	Totals					69	68 1/2					
2	Penalty											Watch L circle
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+1/2	0	73		
	Totals	70 1/2	71	71 1/2								
3	Penalty											Well prepared transitions
	Maneuver Score	+1	+1/2	0	+1	+1	+1	+2 1/2	0	77		
	Totals	71	71 1/2		72 1/2	73 1/2	74 1/2					
4	Penalty											Watch pace
	Maneuver Score	0	0	+1/2	+1/2	+1	0	+2	0	74		
	Totals			70 1/2	71	72						
5	Penalty											Watch stop
	Maneuver Score	0	0	0	+1/2	+1/2	-1/2	+1 1/2	0	72		
	Totals				70 1/2	71	70 1/2					
6	Penalty											work on geometry
	Maneuver Score	0	0	-1	-1/2	-1/2	-1/2	+1/2	0	68		
	Totals			69	68 1/2	68	67 1/2					
7	Penalty											keep chin □
	Maneuver Score	0	+1/2	0	0	-1	0	+1	0	69 1/2		
	Totals		70 1/2			68 1/2						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*Duane Stutzman*

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

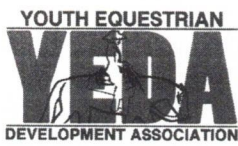
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

1135  
 389  
 446  
 1098  
 153  
 CP 1399  
 671

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
1	Penalty											good alignment watch trans.
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	73 1/2		
	Totals	70 1/2	71	71 1/2	72							
2	Penalty			3								Op - no RL perched fwd. tense elbows.
	Maneuver Score	-1/2	-1/2	-3	-1/2	0	0	+1/2	0	63		
	Totals	69 1/2	69	63	62 1/2							
3	Penalty											Work on extended
	Maneuver Score	+1/2	0	0	0	0	+1/2	+1	0	72		
	Totals	70 1/2					71					
4	Penalty											Stiff upper core
	Maneuver Score	0	-1/2	0	+1/2	0	0	+1	0	71		
	Totals		69 1/2		70							
5	Penalty											ease trans.
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+2	0	75 1/2		
	Totals	70 1/2	71	72	72 1/2	73	73 1/2					
6	Penalty											Work on trans.
	Maneuver Score	0	0	-1/2	0	0	0	+1	0	70 1/2		
	Totals			69 1/2								
7	Penalty											Op - no jog
	Maneuver Score	+1	-3	+1/2	+1	+1/2	0	+2	0	72		
	Totals	71	68	68 1/2	69 1/2	70						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*Duane Stutzman*  
 Judges Signature



# YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4

Class # 17

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 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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Ext. Walk	Jog	Stop					
1	Penalty										Very pleasant
	Maneuver Score	11	+1/2	0	11	+1/2		2	0	75	
	Totals	11	11 1/2		12 1/2	73					
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										

*Duane Stutzman*

Judges Signature

YEDA Official Score Sheet – RAIL Class: # <sup>18</sup> Elementary Pearl Rail  
 Horsemanship – Split A

Back #	Rider Comments	Overall Class Comments
1 1431	Confident + connected keep chin <input type="checkbox"/>	
2 1000	Good form + position. Steady palms	
3 1497	leaning fwd. Steady + level arms <sup>keep</sup> heels ↓	
4 1020	keep horse moving fwd. arms wide @ times.	
5 1473	good alignment relax palms.	
6 1649	less bend in knee	
7		
8		
9		
10		
11		

*Duane Stutzman*  
 Judges Signature

**YEDA Official Score Sheet - Ranch Horse Pattern #4**

Updated June 2020

Class #19 Senior (Split A)

153  
766  
547

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD 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

342

389

896

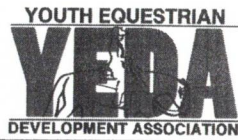
1423

259

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
	Maneuver	1	2	3	4	5	6	7	8					
1	896							3						
	Penalty													
	Maneuver Score	+1/2	+1	0	0	0	-1	-1	-1		H	0	66 1/2	Rushing
	Totals	70 1/2	71 1/2				70 1/2	66 1/2	65 1/2					
2	342													
	Penalty													
	Maneuver Score	0	+1/2	+1/2	+1/2	0	-1/2	0	-1/2		H	0	71 1/2	ease pace
	Totals		70 1/2	71	71 1/2		71		70 1/2					
3	547													
	Penalty													
	Maneuver Score	0	+1/2	+1	+1	+1/2	0	0	+1/2		H	0	75	watch 2nd spins
	Totals		70 1/2	71 1/2	72 1/2	73			73 1/2					
4	389													
	Penalty													
	Maneuver Score	0	0	+1/2	0	-1/2	-1	0	+1/2		H	0	70 1/2	watch upper transitions.
	Totals			70 1/2		70	69		69 1/2					
5	153													
	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	+1	+1	+1	+1		H	0	77 1/2	Fluid
	Totals	70 1/2	71	71 1/2		72 1/2	73 1/2	74 1/2	75 1/2					
6	766													
	Penalty													
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2		H	0	77	
	Totals	70 1/2	71	72	72 1/2	73 1/2	74	74 1/2	75					
7	1423													
	Penalty													
	Maneuver Score	0	0	-3	-1	+1/2	+1	+1/2	0		H	0	66	watch LC ask earlier.
	Totals			67	63	63 1/2	64 1/2	65						
8														
	Penalty													
	Maneuver Score													
	Totals													

*Duane Stutzman*  
Judges Signature



**YEDA Official Score Sheet – RAIL Class: # <sup>20</sup> Elementary Pearl Rail Horsemanship – Split B**

Back #	Rider Comments	Overall Class Comments
1 1483	keep horse moving fwd Sit deep + <input type="checkbox"/> Steady free arm	
2 694	misaligned legs too far fwd, more bend knee keep chin <input type="checkbox"/>	
3 1551	leaning back @ times	
4 1168	Perched fwd. tense through arms + elbows	
5 1695	Pleasant expression, keep elbows contained to core	
6 1219	good form + style Very attentive	
7		
8		
9		
10		
11		

*Duane Stutzman*  
 \_\_\_\_\_  
 Judges Signature

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

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

Class #21 Senior (Split B) 446  
502  
1098  
929

**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	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1 709	Penalty													
	Maneuver Score	0	-1/2	-1/2	-1	-1/2	-1/2	0	-1		+1	0	67	ease transitions.
	Totals		69 1/2	69	68	67 1/2	67		66					
2 929	Penalty													
	Maneuver Score	+1/2	0	0	+1/2	0	+1/2	0	0		+1/2	0	73	good fluid momentum
	Totals	70 1/2			71		71 1/2							
3 591	Penalty				3									
	Maneuver Score	+1/2	+1/2	+1/2	-1	-1	-1	-1	0		+1	0	65 1/2	Relax
	Totals	70 1/2	71	71 1/2	67 1/2	66 1/2	65 1/2	64 1/2						
4 502	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	+1	+1/2	+1/2	+1		+2	0	76	good working hms.
	Totals			70 1/2	71	72	72 1/2	73	74					
5 671	Penalty													
	Maneuver Score	+1/2	+1/2	0	+1/2	0	-1/2	0	0		+1	0	72	Maintain momentum in turns
	Totals	70 1/2	71		71 1/2		71							
6 1098	Penalty													
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	0	0		2 1/2	0	74 1/2	Drifting away from center line
	Totals			70 1/2	71	71 1/2	72							
7 446	Penalty													
	Maneuver Score	0	+1/2	+1	0	+1	+1/2	+1	+1		2	0	78	Well prepared
	Totals		70 1/2	71 1/2		72 1/2	74	75	76					
8 1135	Penalty													
	Maneuver Score	0	+1/2	-1	0	+1/2	+1/2	0	0		+1/2	0	71	op - out of order maneuvers.
	Totals		70 1/2	69 1/2	70	70 1/2								

*Duane Stutzman*  
Judges Signature

YEDA Official Score Sheet – RAIL Class: # <sup>22</sup> Elementary Pearl Rail  
 Horsemanship – Split C

Back #	Rider Comments	Overall Class Comments
1 726	Steady elbows + shoulders	
2 1596	Falling back @ times, Steady free arm	
3 1514	Keep arms balanced, wrists broken @ times	
4 296	confident + connected good scope + balance	
5 1452	elbows too far back Steady arms	
6 1508	Steady, good self carriage	
7		
8		
9		
10		
11		

*Duane Stutzman*  
 Judges Signature

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

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

Class #23 Senior (Split C)

266  
1064  
452

**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

1399

**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

390  
372  
1106

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
	Maneuver	1	2	3	4	5	6	7	8					
1 1399	Penalty													
	Maneuver Score	0	+1	+1	+1/2	-1	-1/2	0	-1/2		+1	0	70 1/2	Drifting turns
	Totals		71	72	72 1/2	71 1/2	70		69 1/2					
2 372	Penalty				3									
	Maneuver Score	+1/2	+1/2	+1/2	-1/2	-1/2	-1/2	0	-1		+1	0	67	more back
	Totals	70 1/2	71	71 1/2	68	67 1/2	67		66					
3 266	Penalty													
	Maneuver Score	+1/2	+1/2	+1	+1	+1	+1/2	+1/2	+1		+2	0	78	good working hms.
	Totals	70 1/2	71	72	73	74	74 1/2	75	76					
4 452	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	0	-1	0	+1/2		+1/2	0	72 1/2	watch turns more leg @ times
	Totals	70 1/2	71	71 1/2			70 1/2		71					
5 1106	Penalty		3											
	Maneuver Score	-2	-2	-1	0	-1/2	0	0	-1		+1/2	0	61	watch leads + trans.
	Totals	68	63	62		61 1/2			60 1/2					
6 390	Penalty													
	Maneuver Score	+1/2	-1/2	-2	-1/2	+1/2	+1/2	0	0		+1/2	0	68	Watch LC.
	Totals	70 1/2	70	68	67 1/2	68	67 1/2							
7 1064	Penalty													
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	0	+1/2		+2	0	74	
	Totals		70 1/2	71			71 1/2		72					
8	Penalty													
	Maneuver Score													
	Totals													

*Duane Stutzman*  
Judges Signature



Back #	Rider Comments	Overall Class Comments
1 1487	Good form + style well aligned + connected	
2 1512	Sit deep + □, keep chin □, balance arms	
3 1407	Tense in upper core, Relax palms	
4 1440	keep spine erect, arms wider @ times	
5 1583	More depth in heel	
6 1430	leaning fwd @ times	
7 329	good alignment + balance	
8		
9		
10		
11		

*Duane Stutzman*  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 409	Tense through shoulder + spine	
2 1155	elbows wide, bring heels back misaligned watch leads	
3 608	good balance + alignment, confident + connected	
4 1228	align heels w/ upper cones	
5 1151	Tense through elbows + palms, keep chin <input type="checkbox"/> , keep horse going	
6 215	good self carriage + position Free arm Slightly tense watch transitions in + out of legs	
7 1051	Slightly more bend in knee falls fwd @ times	
8		
9		
10		
11		

*Duane Stutzman*  
 Judges Signature

**YEDA Official Score Sheet – RAIL Class: # <sup>26</sup> Junior Opal Rail Horsemanship Split B**

Back #	Rider Comments	Overall Class Comments
1 1543	Falling fwd, steady free arm, keep knees closed	
2 567	confident + aligned, watch pace of gaits - more fwd @ times.	
3 1126	Strong upper core, bring huls fwd slightly	
4 1449	stirrups too long - more bend in knee, Chest is blocked tense in shoulders	
5 139	arms wide, align heels	
6 1687	good balance + connection	
7		
8		
9		
10		
11		

*Duane Stutzman*  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 349	Shoulders braced	-
2 1448	Work on X-Jog (brake) , falls fwd @ times	-
3 1428	good balance, form + connect ion	-
4 952	Watch free arm	-
5 883	Steady upper cone , palms + elbows tense	-
6 1480	Fixed reins - 2hands	-
7 894	good connection, tense in upper cone @ times relax free arm slightly	-
8		
9		
10		
11		

*Duane Stutzman*  
 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1232	Bring heels back + align w/ upper core	
2 629	arms wide @ times, keep knees closed	
3 855	more bend in knee, shorten stirrup a notch less bend in elbow steady shoulders, keep heels down	
4 1501	good self carriage, relax free arm	
5 1557	well aligned + connected to horses. good job riding through horse! - not phased + controlled 😊	
6 688	good scope + balance - keep L elbow closed well aligned + connected	
7 1685	upright tense in knees + palms more depth to heel needed - 2nd way - pulled - self together - much better 😊	
8		
9		
10		
11		

*Duane Stutzman*  
 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 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.

894  
 1428  
 1151  
 409  
 1051  
 1155  
 349

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop					
		1-2	3	4	5	6					
1 894	Penalty										Solid transitions
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1/2	0	74		
	Totals		70 1/2	71	72	72 1/2					
2 1051	Penalty										Look up + fwd work on stop/transitions
	Maneuver Score	0	0	-1	-1/2	-1	+1/2	0	68		
	Totals			69	68 1/2	67 1/2					
3 1428	Penalty										Watch backing abrupt stop
	Maneuver Score	+1	+1	0	-1/2	0	+2	0	73 1/2		
	Totals	71	72		71 1/2						
4 349	Penalty										op no stop.
	Maneuver Score	0	0	0	0	-1	+1/2	0	70 1/2		
	Totals					69					
5 1155	Penalty										Keep horse moving fwd
	Maneuver Score	0	1, 1, 1	0	3	-1	+1/2	0	61 1/2		
	Totals		65		61						
6 1151	Penalty										Watch depth to cones
	Maneuver Score	+1/2	0	-1/2	+1/2	0	+1	0	71 1/2		
	Totals	70 1/2		70	70 1/2						
7 409	Penalty										Tense
	Maneuver Score	0	-1/2	-1/2	0	0	+1	0	70		
	Totals		69 1/2	69							
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Duane Stutzman*  
 Judges Signature

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

Updated 2020

Class #30 Junior  
 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 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.

1480  
 608  
 883  
 952  
 215  
 1488-1228

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop					
1	Penalty										Ball of foot more in stirrup instead of toe
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1/2	0	75		
	Totals	70 1/2	71 1/2	72 1/2	73	73 1/2					
2	Penalty										watch depth to cone D
	Maneuver Score	0	+1/2	-1/2	0	-1 1/2	+1	0	69 1/2		
	Totals		70 1/2	70		68 1/2					
3	Penalty										Steady upper core
	Maneuver Score	+1/2	0	0	0	-1/2	+1	0	71		
	Totals	70 1/2				70					
4	Penalty	1	1								Braced
	Maneuver Score	-1	-1/2	-1/2	-1/2	-1	+1/2	0	63		
	Totals	68	65 1/2	65	63 1/2	62 1/2					
5	Penalty		1								watch cones
	Maneuver Score	+1/2	-1/2	-1	0	-1/2	+1	0	68 1/2		
	Totals	70 1/2	69	68		67 1/2					
6	Penalty		1								keep horse going!
	Maneuver Score	+1/2	-1/2	+1/2	+1/2	+1/2	1 1/2	0	72		
	Totals	70 1/2	69	69 1/2		70 1/2					
7	Penalty										Falling feet keep spine erect
	Maneuver Score	0	-1/2	-1	-1/2	-1	+1/2	0	67 1/2		
	Totals		69 1/2	68 1/2	68	67					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*Duane Stutzman*  
 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.

1126  
 329  
 1583  
 1449  
 1512 - 1430  
 567

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty		1		1					use markers to advantage.
	Maneuver Score	0	-1/2	-1/2	-1	0	+1/2	0	66 1/2	
	Totals		68 1/2	68	66					
2	Penalty									
	Maneuver Score	+1/2	+1 1/2	+2	+1	+1/2	+2	0	77 1/2	
	Totals	70 1/2	72	74	75	75 1/2				
3	Penalty									op - no jog
	Maneuver Score	0	-2	-1 1/2	0	0	+1/2	0	67	
	Totals		68	66 1/2						
4	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+2	+1 1/2	76	
	Totals		70 1/2	71	72	72 1/2				
5	Penalty									Tense elbows + arms
	Maneuver Score	0	0	-1/2	0	-1	+1/2	0	69	
	Totals			69 1/2		68 1/2				
6	Penalty									hup elbows closed
	Maneuver Score	+1	+1	+1/2	+1/2	0	+2	0	75	
	Totals	71	72	72 1/2	73					
7	Penalty		1							Sit deep + steady upper core
	Maneuver Score	0	-1/2	0	0	-1/2	+1/2	0	68 1/2	
	Totals		68 1/2			68				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*Duane Stutzman*  
 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.

1543  
1687  
487  
1402  
1440  
139

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	+1/2	+1/2	0	-1/2	0	+1	0	71 1/2	Watch depth to cones
	Totals	70 1/2	71		70 1/2					
2	Penalty									
	Maneuver Score	+1	+1/2	-1/2	-1/2	-1/2	+1/2	0	70 1/2	Confident! align heads
	Totals	71	71 1/2	71	70 1/2	70				
3	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	-1	+1/2	0	69 1/2	Keep chin □
	Totals			70 1/2	70	69				
4	Penalty									
	Maneuver Score	0	0	0	0	+1/2	+1/2	0	72	Shankers blocked @ times
	Totals					70 1/2				
5	Penalty									
	Maneuver Score	0	+1/2	0	-1/2	-1	+1/2	0	68 1/2	Backed crushed
	Totals		70 1/2		69	68				
6	Penalty									
	Maneuver Score	0	0	0	-1	0	+1	0	68	good form, keep horse going
	Totals				67					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*Duane Stutzman*

Judges Signature

1232  
 688  
 1557  
 1501  
 855  
 1685  
 629

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	688	1	2	3	4	5				
	Penalty									
	Maneuver Score	+1	+1	+1	+1/2	+1	+2	0	76 1/2	Confident + collected!
	Totals	71	72	73	73 1/2	74 1/2				
2	1232									
	Penalty									
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+2 1/2	0	77	Much better alignment + improvement than rail
	Totals	70 1/2	71 1/2	72 1/2	73	74 1/2				
3	855									
	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	0	+1	0	70	Watch transitions
	Totals			70 1/2	69					
4	1685									
	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	0	+1/2	0	69 1/2	Steady upper core + arms
	Totals			70 1/2	69					
5	1501									
	Penalty									
	Maneuver Score	0	0	-1/2	+1/2	+1/2	+1	0	71 1/2	Relax palms
	Totals			69 1/2		70 1/2				
6	1557									
	Penalty									
	Maneuver Score	0	+1	+1	+1/2	0	+1/2	0	74	Plan ahead
	Totals		71	72	72 1/2					
7	629									
	Penalty									
	Maneuver Score	0	0	-1/2	-1	0	+1/2	0	68	Keep horse moving
	Totals			69 1/2	67 1/2					
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

*Duane Stutzman*  
 Judges Signature

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

1219

**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.

1473

1060

168

**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.

op-1551  
694

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	-1/2	0	-1/2	-1	+1	0	68	Backed crooked
	Totals		68 1/2		68	67				
2	Penalty									
	Maneuver Score	0	0	-1/2	-1/2	0	+1/2	0	69 1/2	Falling backward
	Totals			69 1/2	69					
3	Penalty									
	Maneuver Score	0	+1/2	+1	+1	0	+2	0	74 1/2	Fluid + correct!
	Totals		70 1/2	71 1/2	72 1/2					
4	Penalty									
	Maneuver Score	0	0	0	-1/2	-1/2	+1	0	70	Arms high + wide @ times
	Totals				69 1/2	69				
5	Penalty									
	Maneuver Score	0	0	+1/2	0	-1/2	+1/2	0	70 1/2	op-no dog steady arms when backing
	Totals			70 1/2		70				
6	Penalty									
	Maneuver Score	0	0	+1/2	0	-1	+1/2	0	71	op-no dog very nice seat
	Totals			70 1/2		69 1/2				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*Duane Stutzman*

Judges Signature

Updated 2020

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

1649  
1514  
1452  
1508

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/8
- 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.

op  
1596  
726

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	0	+1/2	0	0	+1	0	71 1/2	good form arms ↓ some.
	Totals			70 1/2						
2	Penalty									
	Maneuver Score	0	0	-1/2	0	+1/2	+1	0	71	op - added back
	Totals			69 1/2		70				
3	Penalty									
	Maneuver Score	0	+1	+1	+1/2	0	+2	0	74 1/2	good alignment
	Totals		71	72	72 1/2					
4	Penalty									
	Maneuver Score	0	0	0	0	+1/2	+1/2	0	72	Steady elbows
	Totals					70 1/2				
5	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	-3	0	0	69	op - added back more bend in knee
	Totals		69 1/2	69		66				
6	Penalty									
	Maneuver Score	0	0	0	0	0	+1/2	0	70 1/2	Steady free arm
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*Duane Stutzman*

Judges Signature

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)**

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

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 \*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	X-Jog	Jog	Stop Back				
1	1431	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	0	0	0	0	+1	0	71	Steady arms, wide @ times
	Totals									
2	1000									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	0	-1/2	+1/2	0	72	keep chin □
	Totals			71		70 1/2				
3	1695									
	Penalty									
	Maneuver Score	0	+1/2	0	-1/2	+1/2	+2	0	71 1/2	Keep find momentum
	Totals		70 1/2		69	68 1/2				
4	296									
	Penalty									
	Maneuver Score	0	0	-1/2	1, 1	-1/2	+1/2	0	65 1/2	Steady arms + elbows
	Totals			69 1/2	65 1/2	65				
5	1497									
	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	-1	0	0	68	op-wrong side of cone #2
	Totals		68 1/2	69		68				
6	1483									
	Penalty									
	Maneuver Score	0	-1/2	-1/2	1, 1	0	+1/2	0	66 1/2	op - no dog
	Totals		69	66						
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

1000  
1695  
1431

296  
1497  
1483

*Duane Stutzman*

Judges Signature