

**YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET**

*Class 1 Diamond Barry*

MANEUVER DESCRIPTION	Stop & L Roll Back		Stop & R Roll Back		R Circles 000 & Lead Change	L Circles 000 & Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
EXHB # 377	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0	+2	-2		74
EXHB # 917	-1/2	0	-1/2	0	-1/2	0	-1/2	0	-1/2	-1/2	+1/2	0		64 1/2
EXHB # 839	0	0	+1/2	-1/2	+1/2	0	+1/2	0	-1/2	+1/2	+1/2	0		71
EXHB # 725	0	0	+1/2	+1	-1/2	0	0	+1	0	1 1/2	+2	-1	5 spins left	71 1/2
EXHB # 979	-1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	0	0	+2	0		72 1/2
EXHB #														
EXHB #														
EXHB #														
EXHB #														
EXHB #														
EXHB #														

Comments

11/10ms fwd. USE more  
legs down seat +  
Round back leg.  
Arched back NICE circles  
Use leg. + leg w/ change  
Don't fiddle w/ reins  
Shift Arms. Rough w/ reins.  
good leg position.  
less hand + more leg.  
100% L.L. Ride & flexion  
Pretty position. unruven  
Round back Rides  
heads find large  
Plans inside. circles well

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

*Gold Pattern*

Class 1 Diamond Reining



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YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET

MANEUVER DESCRIPTION	Stop & L Roll Back		Stop & R Roll Back		R. Circles OOO & Lead Change	L. Circles OOO & Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score
	1	2	3	4	5	6	7	8						
1 EXHB # 400	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
2 EXHB # 1091	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
3 EXHB # 1004	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
4 EXHB # 1044	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
5 EXHB # 1084	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
6 EXHB # 383	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
7 EXHB #	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
8 EXHB #	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
9 EXHB #	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score
10 EXHB #	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score	Penalty	Score

Comments

Nice leg + quiet hands  
winds to Round back  
@ ext.  
Bricks in Stirrups  
Aggressive hands  
improved through Ride  
Shiny Rider + Ride consistent  
Stiff back + shoulders  
Horse: Low hands  
Nice position. Ride confident  
leans outside in circles  
EFFECTIVE SEAT. Round  
Don't push too hard  
good pattern pos.  
Hands high. Arched back  
Doesn't use legs  
Relax

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

*Jill Paton*



# YEDA Official Score Sheet - RAIL Class:

2  
Opel Lari Junior High  
SDUT #

Back #	Rider Comments	Overall Class Comments
1 1505	Stiff back quiet Rider Nice seat leg fwd.	
2 1411	good 1 <sup>st</sup> impression Sit on pockets Use leg. tense Lower hands Arched back	
4 1413	good 1 <sup>st</sup> impression Fect fwd. chair seat Stumps too short.	
5 1356		
6 1391		
7		
8		
9		
10		
11		

  
Judges Signature



### YEDA Official Score Sheet - Ranch Horse Pattern #3

Updated June 2020

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

Faults incurring a score of 0:

- Must be placed under rider's without or not incurring faults
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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	Lope Lt. Stop	1 1/2 Spin R	Lope Rt. o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
1	633	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2		0	+3	716 1/2	good pos. nice leg tense @ times
2	268	0	-1/2	0	-1/2	0	-1/2	-1/2	0	0		0	+2	70	loose L. leg. use seat + leg.
3	840	+1/2	+1/2	+1/2	0	0	-1/2	+1/2	+1/2	0		0	+2	74	US seat + leg stiff up per body
4	960	0	-1/2	0	-1	0	0	-1/2	-1	0		0	+2	63	good pos. stiff up. back + firm
5	107	+1/2	0	0	+1/2	0	+1/2	+1/2	0	+1/2		0	+2	74 1/2	loose L. leg. Hand Riders reins inside
6	311	-1 1/2	-1/2	+1/2	+1/2	+1/2	0	0	+1/2	-1/2		0	+2	109 1/2	good seat + leg. stay calm
7	351	0	+1/2	+1/2	0	-1 1/2	0	+1/2	0	0		0	0	167	DD L. L. Shows promise use more seat + leg
8															

Judges Signature: *Bill Peters*

Class 3 Junior Han Sapphire Barb. Evans



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

*4 Junior High Opal Reid*  
SP1TB

Back #	Rider Comments	Overall Class Comments
1	good basic pos. <i>effective rider</i> stiff back good seat tight arms	
2	lean back sit on pockets pack arch	
3	Arched back sit on pockets.	
4	Feet fwd. good basic position chair seat	
5	good 1st impression punches on top. Use seat + leg.	
6	good 1st impression punches on top. Use seat + leg.	
7		
8		
9		
10		
11		

*Jill Peters*  
Judges Signature



### YEDA Official Score Sheet - Ranch Horse Pattern #3

Updated June 2020

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

Faults incurring a score of 0:

- Must be placed under rider's without or not incurring faults
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

- 1 - point penalty**
- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

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

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

Entry #	Maneuver Description	Lope LL	1 1/2 Spin R	Lope RI slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/2 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1 1493	Penalty														
	Maneuver Score	+1 1/2	-1	0	+1	+1	+1	0	+1 1/2	-1 1/2		0	+3	75 1/2	good basic
	Totals	70 1/2	69 1/2	69 1/2	70 1/2	71 1/2	72 1/2	72 1/2	73	72 1/2	72 1/2				
2 602	Penalty														
	Maneuver Score	-1	-1 1/2	3	0	+1 1/2	0	-1 1/2	-1 1/2	-1 1/2		0	0	63 1/2	Rough hands marks horse nervous + horse good pos.
	Totals	69	68 1/2	64 1/2		65			64	63 1/2					
3 1304	Penalty														
	Maneuver Score	+1 1/2	+1	+1 1/2	+1	+1 1/2	0	+1 1/2	0	0		-1	+3	77 0	good pos. Plans to inside improved through Rido
	Totals	70 1/2	71 1/2	72	73	73 1/2	73 1/2	74	74	74	74				
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														

Class 5 Alumni Saddle Ranch Riding

*Jill R. P.*



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

*6 Junior High Open Road*  
*SPURC*

Back #	Rider Comments	Overall Class Comments
1	<p>1512</p> <p>Feet fwd. Round back 100% L.L.</p>	<p><i>Jill Patten</i></p>
2	<p>1564</p> <p>good basic pos. heels down</p>	
3	<p>455</p> <p>sit on pockets Arched back</p>	
4	<p>859</p> <p>good basic pos.</p>	
5	<p>1177</p> <p>Arms too back L.L fwd.</p>	
6	<p>487</p> <p>Round back loose L.L. feet fwd. brake &amp; jog.</p>	
7		
8		
9		
10		
11		

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

**YEDA Official Score Sheet - Ranch Horse Pattern #3**

Updated June 2020

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

Faults incurring a score of 0:

- Must be placed under rider/s without or not incurring faults
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

- 1 - point penalty**
- Rider allows horse to go too slow.
  - Break of gait out of the walk or trot of 2 strides
- 3 - point penalty**
- Break of gait from walk or trot more than 2 strides
  - Break of gait at the lope
  - Starting on the incorrect lead, out of lead or cross canter during lead change
  - Trotting excessive strides during simple lead change
  - Too loose of rein

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

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

Entry #	Maneuver Description		Lope LL	1 1/2 Spin R	Lope RI slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/2 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
	Maneuver	Maneuver														
1	Maneuver															
	Maneuver Score		+1/2	+1/2	+1/2	-1	-1/2	-1/2	+1/2	0	-1		0	+2	71	Stiff back hand rides tense. Use leg.
Totals			70 1/2	71	71 1/2	70 1/2	70	69 1/2	70	70	69					
2	Maneuver															
	Maneuver Score		+1/2	-1/2	-1	-1	0	-1/2	-1/2	0	0		0	+1 1/2	65 1/2	Use leg, look's down hand rides
Totals				70	69 1/2	69	65	64 1/2	64							
3	Maneuver															
	Maneuver Score		0	-1/2	-1/2	-1	+1/2	0	-1/2	+1/2	0		0	+1 1/2	67	loose L.L. Rides PUMPS. hand rides confident
Totals			70	69 1/2	69	65	65 1/2		65 1/2							
4	Maneuver															
	Maneuver Score		+1	+1/2	0	+1	+1	0	0	+1/2	0		0	+3	77	handles horse well
Totals			71	71 1/2		72 1/2	73 1/2	73 1/2	73 1/2	74	74					
5	Maneuver															
	Maneuver Score		0	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	-1/2		0	+2	75	hand's outside stiff arms feet good pos. find
Totals			70	71		72	72 1/2	73	73	73 1/2	73					
6	Maneuver															
	Maneuver Score		0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0		-1	+2	73 1/2	Rides conservatively good basic pos.
Totals			70	70	70 1/2	71	71 1/2	72	72 1/2							
7	Maneuver															
	Maneuver Score		-1	-1	0	-1/2	0	-1/2	-1/2	-1/2	0		0	+1 1/2	64 1/2	Stiff up. body loose hands give + take
Totals			66	65		64 1/2		64	63 1/2	63	63					
8	Maneuver															
	Maneuver Score															
Totals																

Class 7 Senior High Sapphire North Rivers Split A

*John R. [Signature]*

Foot fm







**YEDA Official Score Sheet - Diamond Pattern 3**

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 1/2 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 reins
- Spurring in front of the cinch.

**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  
**Form & Effectiveness (F & E)** of the rider 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.

Maneuver	Entry #	Maneuvers								Penalty	Maneuver Score	Totals		
		Walk	Jog	Stop 180 L	Lope	Jog	Stop 180 R	X Jog	F & E				HDD	Total
1	790	0	-1/2	-1/2	0	0	+1/2	+1	0	+2	0	71	Hand rides keep relaxed	
		Penalty												
		Totals	0	-1/2	-1/2	0	0	+1/2	+1	0	+2	0		71
2	839	+1/4	+1/2	0	1	0	+1/2	+1	0	+2	0	93 1/2	busy hands, good basic pos. tighten upper part	
		Penalty												
		Totals	+1/4	+1/2	0	1	0	+1/2	+1	0	+2	0		93 1/2
3														
		Penalty												
		Totals												
4														
		Penalty												
		Totals												
5														
		Penalty												
		Totals												
6														
		Penalty												
		Totals												
7														
		Penalty												
		Totals												
8														
		Penalty												
		Totals												
9														
		Penalty												
		Totals												

Judges Signature  
*[Signature]*

Class 8 Diamond Pattern

**YEDA Official Score Sheet - Ranch Horse Pattern #3**

Updated June 2020

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

**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

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

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

Entry #	Maneuver Description		Lope L1 Stop	1 1/2 Spin R	Lope R1 o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Tot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
	Maneuver	1														
1 604	Penalty															
	Maneuver Score	+1/2	+1	+1/2	+1	0	0	+1/2	0	+1	-1/2			+2	710	looks for leads like lower leg around back over effective knee
	Totals	70 1/2	71 1/2	72	73	73	73 1/2	73 1/2	74 1/2	74						
2 431	Penalty															
	Maneuver Score	+1	-1/2	0	0	+1/2	0	-1/2	0	+1/2	+1/2			+3	74 1/2	look up good basic pos. ride consistent
	Totals	71	70 1/2			71	70 1/2		71	70 1/2						
3 1404	Penalty															
	Maneuver Score	+1/2	+1	-1	-1/2	0	-1	0	0	-1	0			+2	63	good pos. effective ride
	Totals	70 1/2	71 1/2	60 1/2	60 1/2	72	72 1/2	73 1/2	74	75	76					
4 389	Penalty															
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	+1	+1	+1/2	+1	+1			+3	79	good pos. effective ride
	Totals	71	71			72	72 1/2	73 1/2	74	75	76					
5 359	Penalty															
	Maneuver Score	-1/2	+1/2	+1/2	+1	+1	+1	+1/2	+1/2	-1	0			+3	72 1/2	effective nice attack pattern
	Totals	70	70 1/2	71 1/2	72 1/2	73	73 1/2	74 1/2	75 1/2	76 1/2						
6 766	Penalty															
	Maneuver Score	0	-1	+1/2	+1/2	0	0	0	+1/2	0	0			+3	73 1/2	inconsistent @ times
	Totals	70 1/2	69	70 1/2	71 1/2	70 1/2	70 1/2	70 1/2	71 1/2	70 1/2	70 1/2					
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															
	Totals															

Class 9 Senior High Sapphire Lamb Kary

Split B



Judges Signature

**YEDA Official Score Sheet - Sapphire / Alumni Pattern 3**

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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

**Form & Effectiveness (F & E)** of the rider scored from -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 point increments  
 \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
	Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1	0	0	0	0	0	0	+2	0	72	Arched back fense. Low hands sit deep
2	0	0	0	0	0	0	+1/2	0	71	better through pattern not consistent
3	0	0	0	0	0	0	+1	0	69	sit deep. pretty live braces
4	0	0	0	0	0	0	+1	0	70 1/2	hand rides good basic pos. fense
5	0	0	0	0	0	0	+3	0	77	head straight good basic pos. better through pattern
6	0	0	0	0	0	0	+2	0	75 1/2	feet fwd. round back @ times
7	0	0	0	0	0	0	+2	0	73	good basic pos. soften hands
8										
9										

Judges Signature

Class 10 Junior High Sapphire Pattern

**YEDA Official Score Sheet - Topaz EWD Pattern 3 & 4**

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.

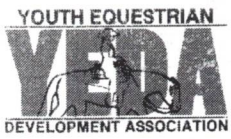
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**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 1-2	Stop Back 3	Ext. Walk 4	Jog 5	Stop 6					
1	Penalty										
	Maneuver Score	+1	+1	+1	-1/2	0		+2	0	74 1/2	Nice pos. Lower hands
	Totals	71	72	73	72 1/2						
2	Penalty										
	Maneuver Score	+1/2	-1/2	+1/2	-1	+1		+1	0	71 1/2	feet fwd. Nicelines
	Totals	70 1/2	70	70 1/2	69 1/2	70 1/2					
3	Penalty										
	Maneuver Score	+1/2	-1/2	0	+1/2	0		+1		71 1/2	feet fwd. look up wrong side of C
	Totals	70 1/2	70	70	70 1/2	70 1/2					
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										

*Jill Pyter*  
Judges Signature



**YEDA Official Score Sheet - Amber EWD Pattern 3&4**  
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	Stop Back	Extend Walk	Reg Walk	Stop					
1	Penalty										
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2		+2	0	75 1/2	Nice pos. very relaxed nice control
	Totals	71	71 1/2	72	73	73 1/2					
2	Penalty										
	Maneuver Score	0	-1/2	+1	+1/2	+1		+1 1/2	0	73 1/2	Feet back enjoying ride
	Totals	70	69 1/2	70 1/2	71	72					
3	Penalty										
	Maneuver Score	+1	+1/2	+1/2	+1	+1		+2	0	76	effectively guided good pos.
	Totals	71	71 1/2	72	73	74					
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										

*Jill Payne*  
Judges Signature

**YEDA Official Score Sheet – RAIL Class:** 14 Elementary Bari Red  
SP417A

Back #	Rider Comments	Overall Class Comments
1	1002 pretty lines soft hands Nice deep seat	
2	1387 Nice position Fiddles w hands when nervous better through class	
3	1619 good basic pos. dont lean fwd. loose upper body	
4	083 feet on horse stands in stirrups hand Riders.	
5	1076 Chair seat feet fwd crisper	
6	1551 heels down sit down	
7		
8		
9		
10		
11		

*Jill P...*

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



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

15 Emeritus Hand Arie  
SOLIB

Back #	Rider Comments	Overall Class Comments
1	252 Dont arch back good basic pos. NICE HANDS	
2	1287 busy hands + too far apart feet fwd sit deep chair seat inconsistent	
3	1281 Round shoulders Nice l. leg quiet rider loose @ jog	
4	1508 Neck down stumps too short lean back horse upper body close hands	
5	1464	
6	49	
7		
8		
9		
10		
11		

Jill Pappas  
Judges Signature





YEDA Official Score Sheet - RAIL Class: 16 Senior High Qualifier

Back #	Rider Comments	Overall Class Comments
1	1429 loose 1. leg pretty upper body	
2	1426 loose lower leg Nice upper body	
3	1501 Feet find sit deeper deeper seat	
4	167 not consistent	
5	1559 Reins too long chair seat good use of seat + hands.	
6	1557 good position handles here well	
7	1536	
8		
9		
10		
11		

Jill Peters  
Judges Signature



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

17 Elementary level 1st  
SPLIT C

Back #	Rider Comments	Overall Class Comments
1	square shoulders tighten upper body	
2	look up Round shoulders vice L.leg stirrups too short stiff upper body	
3	lower leg fwd passenger at x's	
4	1346	
5	pretty 1: leg fighting upper body bouncy seat hands too high seat guide well	
6	1431	
7	1095 HANDS stirrups too short Effective Rider	
8		
9		
10		
11		

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

Class 18 Junior High age

Pattern Split A

**YEDA Official Score Sheet - Opal / Pearl Pattern 3**

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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

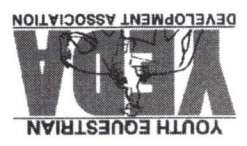
**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments  
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Maneuver Description	Maneuvers							Entry #	Maneuver					
	Walk	Jog	Jog	Stop	F & E	HDD	Total							
1	0	-1/2	0	0	0	0	+1	72	0	+2	72	1457	5	Hands high + wide feet stands in stirr
2	0	+1	+1/2	+1	+1	+1	-1/2	77	0	+3	77	455	3	look ahead in circle nice seat
3	0	+1/2	+1/2	+1/2	+1	+1	-1/2	79	0	+3	79	1177	2	Reins too long nice leg + upper body
4	0	-1	-1	0	+1/2	+1/2	+1/2	67 1/2	0	+1	67 1/2	1424	6	boundy @ p. plan ahead
5	+1/2	+2	+2	+2	+1	+1	+1	82	0	+3	82	1564	1	Nice pos. quiet hands + all down
6	+2	+1	+1	+1	+1	+1	+1/2	76	0	+2	76	1447	4	look ahead in circle consistently
7													7	
8													8	
9													9	

Judges Signature



Class 20 Junior High Open  
Split C  
YEDA Official Score Sheet - Opal / Pearl Pattern 3  
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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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.

Comments	Maneuver	Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	
				Walk	Jog	Jog	Jog	Walk	Walk	Stop				
		1	Good pos. hands stiff looks into turn	0	+2	+2	+2	+1	+1	-1	+3			
		2	tense upper teens find heels down	0	+1/2	+1	+1	+1	+1	0	+2			
		3	fighten reins feet find bounce	0	+1	+1/2	0	0	0	0	+1			
		4	feet find behind vert. nice potential	0	+1	0	+1/2	+1/2	+1/2	0	+2			
		5	use leg. pretty pos. nice seat	+1	+2	+1/2	+1/2	+2	+2	+2	+3			
		6	100% upper better through	0	+1	+1/2	+1/2	+2	+1/2	+1/2	+2 1/2			
		7												
		8												
		9												

Judges Signature  
*[Signature]*

Class 21 Senior High April

Patton

YEDA Official Score Sheet - Opal / Pearl Pattern 3

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 1/2
- 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 theomal
- Spurring in front of the cinch.

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

Form & Effectiveness (F & E) of the rider 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.

Comments	Maneuver Description	Maneuvers							Entry #	Maneuver	Penalty	Maneuver Score	Totals	
		Walk	Jog	Jog	Jog	Walk	Walk	Stop						
Chair seat too low														
	Penalty													
	Maneuver Score	0	-1	-1	0	0	0	+1/2						
	Totals	1559												
Chair seat bouncy														
	Penalty													
	Maneuver Score	0	+1/2	+2	+1/2	+1/2	+1/2	+1						
	Totals	1426												
Nice kg pos. more bend														
	Penalty													
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1						
	Totals	1536												
good pos. good on														
	Penalty													
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2	-1						
	Totals	1429												
feet too														
	Penalty													
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	+1	0						
	Totals	1501												
Stand in Stirrups														
	Penalty													
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1						
	Totals	1557												
look ahead														
	Penalty													
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1						
	Totals	1557												
quadrant														
	Penalty													
	Maneuver Score	+1/2	+1/2	-3	0	+1	+1	+1						
	Totals	1467												
freezes when nervous														
	Penalty													
	Maneuver Score	+1/2	+1/2	+1/2	0	+1	+1	+1						
	Totals	1557												
80														
	Penalty													
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1						
	Totals	1557												
good pos.														
	Penalty													
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1						
	Totals	1557												

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 3

Updated 2020

Class 22  
 Elementary Pearl  
 Pattern Split A

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

**Minor Faults (-1 point)**

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

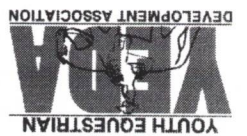
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**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 1	Jog 2	Jog O 3	Jog 4	Walk 5	Walk 6	Stop Back 7					
1	Penalty												look ahead lovely pos.
	Maneuver Score	+1/2	+2	+1 1/2	+2	-1	-1	0	+2	0	76		
	Totals	70 1/2	72 1/2	74	76		74	74					
2	Penalty	0											NO bend in elbow focus + maintain
	Maneuver Score	-3	-2	0	+1	+1/2	+1/2	0	+1	0	68		
	Totals	67	65	65	66		67						
3	Penalty			3									good pos. more leg
	Maneuver Score	0	+1	-1	0	+1	+1	+1 1/2	+2	0	72 1/2		
	Totals		71	67			69	70 1/2					
4	Penalty												Nice pos. Soft hands
	Maneuver Score	+1/2	+1 1/2	+2	+2	+2	+2	+1	+3	0	84		
	Totals		72	74	76	78	80	81					
5	Penalty												Nice pos. Right shoulder back
	Maneuver Score	0	+2	+2	+2	+1	+1	+1	+3	0	82		
	Totals		72	74	76			79					
6	Penalty												loose upper back more leg
	Maneuver Score	0	+1	+1	+1 1/2	+1	+1	+1	+2	0	78 1/2		
	Totals		71	72	73 1/2			75 1/2	76 1/2				
7	Penalty												good upper body pos bounce.
	Maneuver Score	0	0	+1/2	+1 1/2	+1	+1	+1 1/2	+2	0	76 1/2		
	Totals				72			74	74 1/2				
8	Penalty												Shows promise
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

*Jill Patten*  
 Judges Signature



**YEDA Official Score Sheet - Opal / Pearl Pattern 3**

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 1/2 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)**

- 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 roma
- Spurring in front of the cinch.

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

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

Entry #	Maneuver	Maneuvers							F & E	HDD	Total	Comments
		Maneuver	Penalty	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty				
1	Walk	+1/2		70 1/2					0	70 1/2	stay focused on pattern	
2	Jog	0		69					0	69	hands too high focus.	
3	Walk	+1/2		71 1/2					0	71 1/2	loose leg too forward	
4	Jog	0		69					0	69		
5	Walk	+1/2		71 1/2					0	71 1/2		
6	Jog	0		69					0	69		
7	Walk	+1/2		70 1/2					0	70 1/2		
8	Jog	0		69					0	69		
9	Walk	+1/2		71 1/2					0	71 1/2		
Totals												

Judges Signature







Class as Senior High Sapphire Pattern Split A

YEDA Official Score Sheet - Sapphire / Alumni Pattern 3

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 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

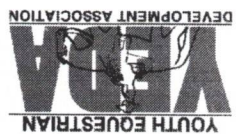
- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

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 reins
- Spurring in front of the cinch.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments. Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 point increments. \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
	1	2	3	4	5	6				
Walk	0	0	0	0	0	0	0	0	75	Stiff. Sit deep stands in stirrups
X-Stop 270 R	0	0	0	0	0	0	0	0	67	Stiff back tense more leg/less good job on good job on
Jog	0	0	0	0	0	0	0	0	79 1/2	Stays guard Stays guard
Stop	0	0	0	0	0	0	0	0	81	Don't rush man Sit deeper
Penalty	0	0	0	0	0	0	0	0	74 1/2	Stays by work Stays in stirrups Stay focused
Maneuver Score	0	0	0	0	0	0	0	0	70	good job of adjust to horse
Totals	0	0	0	0	0	0	0	0	71	
Penalty	0	0	0	0	0	0	0	0	73	
Maneuver Score	0	0	0	0	0	0	0	0	73	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0	0	0	0	0	0	0	0	75	
Maneuver Score	0	0	0	0	0	0	0	0	75	
Totals	0	0	0	0	0	0	0	0	75	
Penalty	0									



**Class 26 Senior High Sapphire Pattern Split B**  
**YEDA Official Score Sheet - Sapphire / Alumni Pattern 3**  
 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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point 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
			1	2	3	4	5	6				
1	Penalty											
	Maneuver Score	100	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
	Totals											
2	Penalty											
	Maneuver Score	369	+1/2	+1	+1	+1/2	+1	-1				
	Totals											
3	Penalty											
	Maneuver Score	929	0	-1	+2	+1/2	+1/2	+1				
	Totals											
4	Penalty											
	Maneuver Score	604	0	-1/2	-2	0	0	0				
	Totals											
5	Penalty											
	Maneuver Score	431	0	+1	+1/2	+2	+2	+1/2				
	Totals											
6	Penalty											
	Maneuver Score	1061	0	-1/2	0	+1	+1/2	0				
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature  
*[Signature]*

**YEDA Official Score Sheet – Emerald Pattern 3**

Updated 2020

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

Class 27 Junior High  
 Emerald Pattern  
 Split A

**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 RL	Walk	Stop Back				
1	Penalty									
	Maneuver Score	0	+1 1/2	0	+1 1/2	+1	+2	0	76	lower hands leans fwd good job on tough draw
	Totals		71 1/2		73	74				
2	Penalty			0						
	Maneuver Score	0	+1/2	-3	+1	0	+1		69 1/2	stands in stirrups bounces No R.L.
	Totals			67 1/2						
3	Penalty									
	Maneuver Score	+1/2	+2	+1 1/2	+1 1/2	+1 1/2	+3	0	80	good position stayed quiet
	Totals		72 1/2	74	75 1/2	77				
4	Penalty									
	Maneuver Score	0	+1 1/2	0	-1	+1/2	+2	0	71	sit deeper
	Totals		71 1/2	70 1/2	68 1/2	69				
5	Penalty									
	Maneuver Score	0	+1	+1	+1 1/2	+1 1/2	+2	0	77	stands in stirrups wide hands
	Totals		71	72	73 1/2	75				
6	Penalty									
	Maneuver Score	+1/2	+1	+1 1/2	+1 1/2	+1 1/2	+2		74	breaks wrists more leg
	Totals		71 1/2	71	71 1/2	72				
7	Penalty									
	Maneuver Score	0	+1 1/2	+1 1/2	0	0	+2		75	loose upper body wide hands shorten reins
	Totals		71 1/2	73		73				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*Jill Pater*  
 Judges Signature



### YEDA Official Score Sheet - Emerald Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average. Manuevers 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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

#### Major Faults (-3 points)

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

#### Severe Faults (-5 points)

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

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	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop	Back	Back				
1	Penalty											
	Maneuver Score	+1	+1/2	+1/2	+1/2	-2	-2					
	Totals	71	72 1/2	74	74	70	68					
2	Penalty											
	Maneuver Score	0	+1/2	+1/2	-1	-1						
	Totals	71	71 1/2	73	72	71						
3	Penalty											
	Maneuver Score	+1	+1/2	+1	-1/2	0						
	Totals	71	72 1/2	73 1/2	73	73						
4	Penalty											
	Maneuver Score	+1	+1/2	+2	0	+1/2						
	Totals	71	72 1/2	74 1/2	74 1/2	76						
5	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	+1						
	Totals	71	72	73 1/2	75	76						
6	Penalty											
	Maneuver Score	0	+1	0	+1/2	+1						
	Totals	71	71	70	71 1/2	72 1/2						
7	Penalty											
	Maneuver Score	-2	0	0	+1/2	+1						
	Totals	66	66	67 1/2	67 1/2	67 1/2						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature  
*[Signature]*

Class 28  
 Junior High  
 Emerald  
 Split B

**YEDA Official Score Sheet - Emerald Pattern 3**

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 1/2 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.

**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 reins
- Spurring in front of the cinch.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments. Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 point 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
			1	2	3	4	5				
1	Penalty	Stirrups too long focus	3	-2	-1	-3	-1	0	0	0	Stirrups too long focus
	Totals		105	104	101	100	100	0	0	0	
	Maneuver Score		-2	-1	-3	-1	0	0	0	0	
	Totals		1352								
2	Penalty	loose seat stands in stirrups	+1/2	+1	+1/2	+1	+1	+2	0	0	loose seat stands in stirrups
	Totals		70 1/2	71 1/2	73	74	75	74 1/2	74 1/2	74 1/2	
	Maneuver Score		+1/2	+1	+1/2	+1	+2	0	0	0	
	Totals		1371								
3	Penalty	Arched back feet final nice until break	+1	+1/2	+1/2	-1	+1/2	+2	0	0	Arched back feet final nice until break
	Totals		71	72 1/2	74	72	72 1/2	74 1/2	74 1/2	74 1/2	
	Maneuver Score		+1	+1/2	+1/2	-1	+1/2	+2	0	0	
	Totals		1521								
4	Penalty	hands high look up	3	-2	0	0	-1	+2	0	0	hands high look up
	Totals		65	65	64	64	64	64	64	64	
	Maneuver Score		-2	0	0	-1	+2	0	0	0	
	Totals		1563								
5	Penalty										
	Maneuver Score										
	Totals										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										
	Totals										

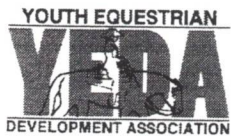
Judges Signature

*Leo Pat*

Class 29

Alumni Emerald

Leah



### YEDA Official Score Sheet - Emerald Pattern 3

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.

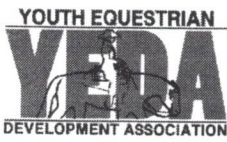
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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 RL	Walk	Stop Back				
1	Penalty			0			+1	69	tense, leans fwd leans fwd	
	Maneuver Score	0	0	-3	+1/2	+1/2				
	Totals			67		108				
2	Penalty						+3	76 1/2	pumps	
	Maneuver Score	0	+1/2	+1 1/2	+1/2	+1				
	Totals		70 1/2	72	72 1/2	73 1/2				
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									

*Jill Pater*  
Judges Signature



**YEDA Official Score Sheet – Emerald Pattern 3**

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	Lope RL	Walk	Stop Back				
1	Penalty			3,3						Stay consistent
	Maneuver Score	+1/2	+1 1/2	-2	-1	-1/2	+1	0	63 1/2	
	Totals	70 1/2	72	64	63	62 1/2				
2	Penalty		3,3							Nice Recovery
	Maneuver Score	+1	-2	+2	+1 1/2	+1	+3		70 1/2	
	Totals	71	63	65	66 1/2	67 1/2				
3	Penalty	1								Feet fwd good pos.
	Maneuver Score	-1	0	0	+1	+1 1/2	+2		72 1/2	
	Totals	68			69	70 1/2				
4	Penalty									loose L.L Drive w seat feet fwd
	Maneuver Score	+1/2	+1 1/2	+1 1/2	-1/2	+1	+2		76	
	Totals	70 1/2	72	73 1/2	73	74				
5	Penalty				Ⓞ					Keep cool good pos.
	Maneuver Score	+1/2	+2	+2	-1	-1	+1		73 1/2	
	Totals		72 1/2	74 1/2	73 1/2	72 1/2				
6	Penalty									loosen reins
	Maneuver Score	+1	+1 1/2	+1	-1/2	+1	+1 1/2		75 1/2	
	Totals	71	72 1/2	73 1/2	73	74				
7	Penalty				1,1					Don't look down plan
	Maneuver Score	0	+1	+1/2	-2	-1	+1 1/2		68	
	Totals		71	71 1/2	67 1/2	66 1/2				
8	Penalty									pumps upper body Reins long
	Maneuver Score	0	+1	+1	-1/2	+1	+1 1/2		74	
	Totals		71	72	71 1/2	72 1/2				
9	Penalty				1					Plan ahead watch break of gate.
	Maneuver Score	+1	+1	+2	-1	+1/2	+2		74 1/2	
	Totals	71	72	74	72	72 1/2				

*Jill Puytor*  
Judges Signature





**Class 31**  
**Senior High Ruby**  
**YEDA Official Score Sheet - Ruby, Pattern 3**  
 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 1/2
- 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.

**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	R Corner	R Corner	Walk	Jog	Stop				
1	1093		+1	+2	+2	+2	+2	+2	+2	+3	84	Staged quiet on tough horse	
2	1026		+1/2	+1/2	+2	-1	-1	+1	-1	+2	73	Nice pos. tough last line	
3	590		+1/2	+1	-3	-1	0	0	+1/2		66	Stage focused Shows potential Stage calm	
4	285		+1	+2	+2	+1/2	+1	+1	+3	82	Rode & planned nicely		
5	886		+1/2	+1/2	+1	-1/2	+1	+1	+2	75 1/2	Stands in Straps give + take		
6	1146		+1/2	-2	+1/2	-3	+1	-1	+2	66	tense use leg		
7	1472		0	+1	+1/2	-3	0	+1	+1/2	71	Arch back Ride feet fluid Rides your own		
8													
9													

Judges Signature  
 Lisa Patton



**YEDA Official Score Sheet - Ruby Pattern 3**

Updated 2020

Scoring 0-100 with 70 denoting the average. Manuevers 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 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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 #	Manuever	Description	Manuevers							F & E	HDD	Total	Comments
			Walk	Jog	R Corner	R Corner	Jog	Stop Back	7				
1	Manuever Score	+1	+1/2	+1/2	+1/2	+1/2	+2	-1	+2			1444	pumps @ lope stiff back
2	Manuever Score	+1	+2	+1/2	+1/2	+1/2	+2	-1/2	+3			1343	lift chest
3	Manuever Score	0	+1/2	-1/2	0	+2	+1/2	+1/2	+3			173	foot find stiff back Recall use legs for leads
4	Manuever Score	+1/2	-1	-3	0	+1/2	+1	58	+1/2			1461	use legs for leads hand rides
5	Manuever Score	0	+1	+1/2	+1/2	+1/2	-1/2	+1/2	+3			1306	Ride your plan Stayed soft!!
6	Manuever Score	+1	+1/2	+2	+1/2	+1/2	+1/2	+1/2	+3			1432	Watch break @ walk
7	Manuever Score												
8	Manuever Score												
9	Manuever Score												

Judges Signature  
*[Signature]*

Class 32 Senior High Pattern  
Key Split B

**YEDA Official Score Sheet - Ruby Pattern 3**

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 1/2 within 10' of designated area.
- 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
- 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 reins
- Spurring in front of the cinch.

**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	R Corner Lope RL	R Corner Walk	Jog	Stop Back	Penalty						
1	1558		+1	+1/2	+2	+2	+1/2	+1	+1	+1/2	+3		82	Nice ride on tough draw good pos.	
2	626		0	+1/2	+1	+1/2	+1/4	+1/2	+1/2	+1/2	+2		79	Feet fluid fighter upper body	
3	467		+1/2	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+2		77	Hand rides back stiff	
4	835		0	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+2		78 1/2	deeper seat busy hands inconsistent	
5	978		0	+1	+1/2	-1	+1/2	-1/2	+1/2	-1/2	+2		72 1/2	good job on tough horse	
6	405		+1	+1/2	+2	+1/2	+1/2	+1/2	+1/2	+1/2	+3		82	leans back effective rider	
7	543		113	-2	63	63	63	63	63	63	+2		61	pumps hand rides driving seat	
8															
9															

Judges Signature

*[Handwritten Signature]*

Ruby Pattern

Class 33 Junior High



**YEDA Official Score Sheet - Sapphire / Alumni Pattern 3**

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 1/2 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 reins
- Spurring in front of the cinch.

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

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

Entry #	Maneuver	Maneuvers										HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back	F & E	HDD	Total				
1		+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+3		79	Rode thru plan too much head
2		0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2 1/2	74 1/2	Nice pos. hand Rides	
3		0	+1	0	+1/2	-1	-1/2	+2				70	Shorten reins incarsist Heads find loosen seat	
4														
5														
6														
7														
8														
9														

Judges Signature



YEDA Official Score Sheet – RAIL Class: 3S Junior High Enrolled

SPLITA

Back #	Rider Comments	Overall Class Comments
1 0114	good pos. lower leg fwd	Jill Ritter
2 1480	tense Relax hip	
3 1699	feet fwd lean back	
4 367	feet fwd Chair seat	
5 1028	close feet on horse lean back	
6 991	feet fwd lean back	
7 1031	pend @ elbow, deepen seat wrong lead	
8		
9		
10		
11		

Judges Signature



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

36 Senior Hackney  
SOLITA

Back #	Rider Comments	Overall Class Comments
1	173 Nice position Keep deep seat Stumps too short Reins fwd. Stands in stumps	
2	590 lg too fwd. Relax Reins too back lower leg fwd	
3	1306 Nice upper body leg off horse	
4	1472 Feet fwd. hand rides.	
5	1444	
6	1026	
7		
8		
9		
10		
11		

*Jill Rides*

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



YEDA Official Score Sheet -- RAIL Class: 37 Junior High Emerald

SP4178

Back #	Rider Comments	Overall Class Comments
1	429 good position tense	
2	852 legs off horse hips forward deeper seat pumps @ race	
3	894 leans fwd feet fwd	
4	1448 good basis pos. feet fwd	
5	1119 wings lead x2 feet fwd	
6	1466 shoulders down + round heads down	
7	1013 poor trans. to center inconsistent	
8		
9		
10		
11		

Jill Peters

Judges Signature



YEDA Official Score Sheet - RAIL Class: 38 Senior High Roly  
SPL 17 B

Back #	Rider Comments	Overall Class Comments
1 1343	stiff legs off horse	
2 1093	good pos. sit deeper	
3 1146	Round shoulders stiff arms good pos.	
4 1432	Nice lines nice side weed done	
5 285	Arched back lean back	
6 1461	legs fwd. busy hands.	
7 886	legs off horse nice lines.	
8		
9		
10		
11		

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





**YEDA Official Score Sheet – RAIL Class: 39 Senior High Emerald**

Back #	Rider Comments	Overall Class Comments
1 851	Leans forward loose seat bouncy	
2 867	Feet too fwd. Chair seat	
3 526	legs off horse stiff upper body	
4 1110	Nice position + good first imp. wrong lead	
5 583	Arched back, heels down	
6 309	Arched back feet fwd.	
7 253	sit down + back give + take	
8 1084	good first impression stayed consistent through ride	
9 814	Arched back bend @ elbow	
10 237	stiff back tense wrong lead	
11 1354	Leans fwd open seat	

*J. J. Peters*

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



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

40 Junior Pony Prix

Back #	Rider Comments	Overall Class Comments
1	835 Arched back, leans fwd wrong lead	<p><i>Jill Spitzer</i></p>
2	405 Stumps too long Round shoulders	
3	978 Arched back Sit deeper broke G + wrong lead shows pressure	
4	4167 put legs on horse deeper seat	
5	626 legs back tense upper body nice first impression	
6	1558	
7	543 Hq off horse hand rides	
8		
9		
10		
11		

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



# YEDA Official Score Sheet – RAIL

Class:

Class 4/1 Alumni, Emerald

Back #	Rider Comments	Overall Class Comments
1 1521	good first imp. wrong lead	<p><i>Jill Peters</i></p>
2 1563	Chair seat lift chest wrong lead	
3 1352	Arched back leans wrong lead	
4 1371	broke lead fwd. wrong lead <del>ok</del>	
5		
6		
7		
8		
9		
10		
11		

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