

YEDA REINING PATTERN NRHA #7 OFFICIAL SCORE SHEET

Class # 1



EXHB #	MANEUVER DESCRIPTION	Stop & LRB	Stop & RRB	Stop & Back	4 Spins Right	4 ¼ Spins Left	R Circles OOo & Lead Change	L Circles OOo & Lead Change	Stop	Overall Ability	HDD	Penalties	Final Score	Comments
	MANEUVER	1	2	3	4	5	6	-1, -1	8					
1 1115	PENALTY			-2	-1			-1, -2, -1, -1	0	0	0	-11	54½	5 Spins Right off Pattern Sit in Saddle
	SCORE	-½	-½	0		-½	-1	-1	0	0	0			
	Total			69	67	65½	64½	54½						
2 644	PENALTY									½	0	0	73	Nice Job
	SCORE	+½	+½	+½	0	+½	+½	+½	-½	½	0	0		
	Total			71½		72		73						
3 400	PENALTY		-2					4	0	0	0	-2	66	5/4 Spins Left off Pattern Keep legs underneath
	SCORE	0	0	0	0	-1	-½	-½	0	0	0			
	Total		68			67	66½	66						
4 1517	PENALTY							-2	0	0	0	-2	65½	3 Spins Rt. off Pattern
	SCORE	-½	0	-1	0	0	0	-1	0	0	0			
	Total		69½	68½				69½						
5 377	PENALTY			-2			+1, -1, 2	-2, 3	0	0	0	-11	57½	Feel the horse Better
	SCORE	0	0	0	+½	0	-1	-1	0	0	0			
	Total			69	68½		62½	57½						
6 1691	PENALTY							-2		+1	0	-2	71	Nice Job
	SCORE	+½	0	0	+½	0	0	+½	+½	+1	0			
	Total				71			69½						
7 725	PENALTY								0	0	0	0	69½	Too much Pull in Stop
	SCORE	-½	-½	0	0	0	+½	0	0	0	0			
	Total		69				69½		69½					
8	PENALTY													
	SCORE													
	Total													
9	PENALTY													
	SCORE													
	Total													

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

Maneuvers and Overall Ability are scored +3 to -3 in ½ point 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

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

JUDGES SIGNATURE

YEDA Official Score Sheet – Ruby Pattern 7
 Updated 2020

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

Class # 2
 JR
 Split A

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1 1612	Penalty											
	Maneuver Score	0	0	-1	+1	+1	0	0	0	0	71	2
	Totals					71						
2 1688	Penalty											
	Maneuver Score	0	0	-1	0	0	+1	-2	0	0	68	Too tense Relax 3
	Totals				68			68				
3 109	Penalty											
	Maneuver Score	0	0	+1	0	+1	0	+1	0	0	73	Nice job 1
	Totals				71	72		73				
4 1418	Penalty											
	Maneuver Score	0	0	-2	0	0	0	-1	0	0	67	Too far forward 4
	Totals				68			67				
5 543	Penalty										65.5	Sitting on Back of Saddle 5
	Maneuver Score	0	0	-1	-½	-2	0	0	0	0	65½	
	Totals			69	67½							
6 978	Penalty											
	Maneuver Score	0	0	-2	-2	+½	0	-½	0	0	66	
	Totals											
7 1011	Penalty											
	Maneuver Score	0	-3	-3	0	-1	0	-1	0	0	62	Leads 7
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											

[Handwritten Signature]

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 7

Updated 2020

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

Class #3
 JR.
 Split B

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

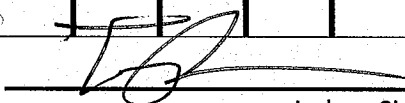
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1 124	Penalty			-3, -3								
	Maneuver Score	0	-1	-2½	-1	-2	0	+1	0	0	58½	Hands
	Totals			60½		57½						6
2 880	Penalty											
	Maneuver Score	0	+1	-1	0	+1	+1	0	0	0	72	Relax
	Totals				70	71	72					1
3 626	Penalty											
	Maneuver Score	0	0	-2	0	+½	0	-2	0	0	66½	Elbow Stick in Sides
	Totals				68	68½		66½				4
4 1594	Penalty											
	Maneuver Score	0	0	-1	0	+1	-½	0	0	0	69½	Better Circle Symmetry 2
	Totals					70	68½					
5 1595	Penalty					-3						
	Maneuver Score	0	+½	-1	0	-2	0	-1	0	0	63½	Too heavy in Hands
	Totals			68½		64½						5
6 1664	Penalty											
	Maneuver Score	0	0	-2	0	0	0	-1	0	0	67	Started Circle too Soon
	Totals					68		67				3
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											


 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 7

Updated 2020

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

Class #4
 SR
 pg 1 of 2

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.

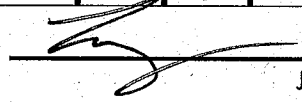
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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.

TB

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1	Penalty											
1130	Maneuver Score	0	0	-2	0	-1	0	-1	0	0	0	66
	Totals							66				
2	Penalty											
886	Maneuver Score	0	0	-1	0	+1	-1	0	-1	0	0	68
	Totals				69	70						
3	Penalty											
954	Maneuver Score	0	-1	-1	0	0	0	+½	0	0	0	68½
	Totals			68								
4	Penalty											
973	Maneuver Score	0	0	-2	0	+½	-1	0	0	0	0	67½
	Totals			68			67½					
5	Penalty											
1461	Maneuver Score	0	0	-2	0	-½	0	-1	0	0	0	66½
	Totals				68	67½						
6	Penalty											
1472	Maneuver Score	0	0	-2	+1	+1	0	-2	0	0	0	68
	Totals					70						
7	Penalty											
794	Maneuver Score	0	0	-2	0	-1	0	-2	0	0	0	65
	Totals											
8	Penalty											
1276	Maneuver Score	0	+1	+2	+1	+2	0	+1	0	0	0	77
	Totals					76		77				
9	Penalty											
	Maneuver Score											


 Judges Signature



YEDA Official Score Sheet – Ruby Pattern 7

Updated 2020

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

Class #4
SR
pg 2 of 2

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)


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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Lope LL	Lope OL	Jog	X Jog	Jog	Stop 360 L				
1	Penalty											
	Maneuver Score	-1	0	-2	-1	-1	-1/2	0			64 1/2	10
	Totals					65						
2	Penalty											
	Maneuver Score	0	0	-2	+1	-1	0	0			68	4
	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											

 Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

Class # 5
JR
pg 1 of 2

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 with 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 Maneuver	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1 1014	Penalty								-3							
	Maneuver Score	0	0	+1/2	0	+1	-1	+1	-2	0		-3	0	0	67	follow Pattern 5
	Totals							72			17					
2 366	Penalty															
	Maneuver Score	0	0	-1	+1/2	0	+1	+1	0	+1		0	0	0	72 1/2	3
	Totals				69		69 1/2				72 1/2					
3 421	Penalty															
	Maneuver Score	0	0	+1/2	-1	-1	-1	-1	-1	0		0	0	0	65 1/2	9
	Totals				69 1/2		67 1/2	66 1/2								
4 107	Penalty															
	Maneuver Score	0	+1	0	+1	0	0	+1	+1	0		0	0	0	74	Nice Pattern Lays out 2
	Totals															
5 311	Penalty															
	Maneuver Score	0	0	+1	0	+1	+1	+1	+1/2	+1/2		0	0	0	75	Nice job ↓
	Totals							73								
6 840	Penalty															
	Maneuver Score	0	0	-1	0	+1	+1	+1	0	0		0	0	0	72	4
	Totals				69		70	72								
7 351	Penalty															
	Maneuver Score	0	0	0	0	-1	+1	0	-1	0		-3	0	0	66	6
	Totals						66	67	66							
8	Penalty															
	Maneuver Score															

[Signature]
Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

Class #5
JR
Pg 2 of 2

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

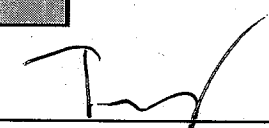
Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9					
1	Penalty														
	Maneuver Score	-1	0	0	-1	0	-1	-1	-1	0	0	0	0	0	65
	Totals				68		67	65	65						6
2	Penalty														
	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														

[Signature]
Judges Signature



YEDA Official Score Sheet – RAIL Class: #6 SR Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1627	Hands too far back - Don't lean back	
2 1406	Heels down more -	
3 1685	Rock farward in Saddle -	
4 1607	Use Arms more -	
5 1536	Unlock Elbows -	
6 1557	Use hands up more	
7		
8		
9		
10		
11		



Judges Signature

YEDA Official Score Sheet – Diamond Pattern 7

Updated 2020

Class # 7

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

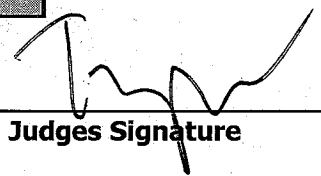
Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back					
1 400	Penalty				-3								Better in hands 5
	Maneuver Score	0	0	-1/2	-2	-1	+1/2	-1	0	0	63		
	Totals				64 1/2			63					
2 1517	Penalty												3
	Maneuver Score	0	0	0	-1/2	-1	0	-1/2	0	0	68		
	Totals				68 1/2	68 1/2							
3 377	Penalty				-3								Behind Motion 6
	Maneuver Score	0	0	0	-3	0	-2	0	0	0	62		
	Totals				64		62						
4 644	Penalty												open Elbows 2
	Maneuver Score	0	0	0	0	0	0	+1	0	0	71		
	Totals												
5 1691	Penalty												Nice job! Open Elbows
	Maneuver Score	0	0	0	+1	0	0	+1	0	0	72		
	Totals												
6 725	Penalty												Relax one more 4
	Maneuver Score	0	0	-1	-1	-1/2	0	-1/2	0	0	67		
	Totals				66	67 1/2							
7 1115	Penalty				-3								off pattern wrong side of markers "3"
	Maneuver Score	0	0	0	-3	0	0	0	0	0	67		
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												

[Signature]
 Judges Signature



YEDA Official Score Sheet – RAIL Class: #8 JR Ruby Rail-Horsemanship Split A

Back #	Rider Comments	Overall Class Comments
1 978	Roll thumbs in	
2 1418	Legs Underneath More Bend in Elbow	
3 1088	Legs back more	
4 1595	Good form	
5 1011	Good form	
6 626	Roll thumbs in - Relax - Behind motion	
7		
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

Class #9
 SR
 Split A

Faults incurring a score of 0:

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

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

1 – point penalty

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

3 – point penalty

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

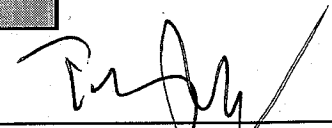
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1 148	Penalty															Follow Pattern 1
	Maneuver Score	0	0	+1/2	+1	0	0	+1	-1	-1/2		0	0	0	71	
	Totals				7 1/2			7 1/2			71					
2 390	Penalty															Stay in Saddle 2
	Maneuver Score	0	0	0	0	0	0	-1	0	+1		0	0	0	70	
	Totals							69								
3 389	Penalty															BOG Lead change 4
	Maneuver Score	0	0	0	+1	0	-3	0	0	+1		-3	0	0	67	
	Totals						66									
4 604	Penalty															Hold Rein in Fingers B Not Hands
	Maneuver Score	0	0	+1	0	+1	-1	0	+1	0		-3	0	0	69	
	Totals				71	72	68		69							
5 929	Penalty															Don't Bounce on Horse Too much Hand 5
	Maneuver Score	0	0	-1	0	0	+1/2	-1	-1	-1		0	0	0	66 1/2	
	Totals						68 1/2									
6 700	Penalty															6
	Maneuver Score	0	0	+1/2	0	0	-3 -1	0	0	0		-4	0	0	64 1/2	
	Totals															
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															
	Totals															


 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 543	Aria Posture / Form	
2 124	Elbows out more - Relax Elbow	
3 880	Elbows out more Relax Elbow	
4 1664	Good Leg - Tension in Elbow - Ride with Fingers	
5 109	Shutten Stirrups	
6 1612	Relax Elbows - Ride with Fingers not hands	
7 1594	Leads	
8		
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

Class #11
 SR
 Split B

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1 591	Penalty						-3									
	Maneuver Score	0	0	+1	0	+1	-3	0	+1	0		-3	0	0	67	Too much leg 5
	Totals								67							
2 1135	Penalty															
	Maneuver Score	0	+1/2	+1	0	+1	+1	+1	0	0		0	0	0	74 1/2	1
	Totals							73 1/2	74 1/2							
3 1097	Penalty															
	Maneuver Score	0	+1	+1	0	0	+1	0	-1	0		0	0	0	72	3
	Totals								72							
4 535	Penalty						-3, -3									
	Maneuver Score	0	-1	0	-1	-1	-3	-1	-1	-1/2		-6	0	0	55 1/2	Even Reins 6
	Totals				69	67	58		56							
5 766	Penalty															
	Maneuver Score	0	-1/2	+1	0	0	-1	+1	-1	0		0	0	0	69 1/2	4
	Totals						70 1/2									
6 1106	Penalty															
	Maneuver Score	0	-1	0	0	0	+1	+1	+1	+1		0	0	0	73	2
	Totals															
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															

[Handwritten Signature]

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 1461 ✓	Wise position	
2 954 ✓	Roll Thumbs in	
3 973	Sit down in saddle - Don't lean forward	
4 886'	Sit down in saddle	
5 794	Lower Leg too far back	
6 1130'	Let horse go	
7 1035 ✓	Legs Behind Shoulder	
8 1008	Legs under more	
9 1472 ✓	Don't lean back keep legs underneath	
10 PR 1276	Shorten Stirrups	
11		


 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 7

Updated June 2020

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

Class # 13
SR
Split C

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10					
1 1399	Penalty															
	Maneuver Score	0	0	-1	0	+1	+1	0	0	0		0	0	0	71.2	Good Push more at Ext Trot
	Totals					20										
2 687	Penalty															
	Maneuver Score	0	0	-1	+1	-1	0	0	-1	-1		0	0	0	67.5	
	Totals					20					67					
3 284	Penalty															
	Maneuver Score	0	0	+1/2	0	-1/2	-3	-1	-1	0		-10	0	0	55.6	
	Totals					20	57									
4 1064	Penalty															
	Maneuver Score	0	+1/2	0	0	+1	+2	0	0	+1		0	0	0	74.5	Nice Job 1
	Totals					71.5	73.5			73.5						
5 493	Penalty															
	Maneuver Score	0	0	0	0	-1	0	-1	0	0		0	0	0	68.5	Pick up hands Set down
	Totals					69		68								
6 6015	Penalty															
	Maneuver Score	0	0	+1/2	0	+1	-1	0	+1	0		-3	0	0	68.5	
	Totals					70.5		67.5			68.5					
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															

[Signature]
Judges Signature

YEDA Official Score Sheet - Sapphire / Alumni Pattern 7

Updated 2020

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

Class # 14

JR pg 1 of 2

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1 351	Penalty											
	Maneuver Score	0	+1	-1/2	-1	-1/2	-1	0	0	0	68	
	Totals			20 1/2								
2 681	Penalty											
	Maneuver Score	0	+1	0	+1	0	+1	0	0	0	73	
	Totals			71								
3 1014	Penalty											
	Maneuver Score	0	+1/2	+1	+1	+1	-1	0	0	0	72 1/2	
	Totals			7 1/2								
4 366	Penalty											
	Maneuver Score	0	0	-1	+1	0	-1	-2	0	0	64	
	Totals			69	70		66					
5 421	Penalty											
	Maneuver Score	0	0	-1	+1	+1	-2	0	0	0	66	
	Totals											
6 107	Penalty											
	Maneuver Score	0	0	0	0	-1	+2	0	0	0	71	
	Totals											
7 311	Penalty											
	Maneuver Score	0	+1	+1	+1	0	+1	0	0	0	74	
	Totals											
8 840	Penalty											
	Maneuver Score	0	0	0	+1/2	0	-1	0	0	0	69 1/2	
	Totals						69 1/2					
9 X	Penalty	X	X	X	X	X	X	X	X	X	X	
	Maneuver Score	X	X	X	X	X	X	X	X	X	X	

Judges Signature

YEDA Official Score Sheet - Opal Pearl Pattern 7
 Updated 2020

Class # 15
 SR

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.

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	Walk 3	Stop Back 4	Walk 5	Jog 6	Stop 7					
1 1557	Penalty												Don't Pull
	Maneuver Score	0	0	-1	0	0	-1	0	0	0	68		
	Totals												
2 RR 1536	Penalty			-1		-1							Soften Hands 5
	Maneuver Score	0	-1	-1	0	-1	0	-1	0	0	64		
	Totals				67	65							
3 1406	Penalty												Relax - 3
	Maneuver Score	0	0	0	0	0	0	-1	0	0	69		
	Totals												
4 1627	Penalty												2
	Maneuver Score	0	+1/2	0	+1/2	0	-1/2	0	0	0	70 1/2		
	Totals												
5 1685	Penalty			-1		-1							Shorten Reins 6
	Maneuver Score	0	-1	-1	-1	-1	-2	0	0	0	62		
	Totals			67	66		62						
6 1607	Penalty												More Soft Pattern
	Maneuver Score	0	+1	0	+1	0	+1	+1	0	0	74		
	Totals				72								
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												

[Signature]
 Judges Signature

YEDA Official Score Sheet - Sapphire / Alumni Pattern 7
 Updated 2020

Class # 16
 SR
 Split A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

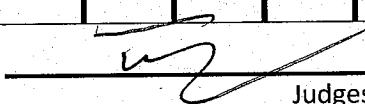
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1	Penalty											
	Maneuver Score	0	-1	-1	+1/2	0	+1/2	-1/2	0	0	68 1/2	Sloppy 2
	Totals											
2	Penalty											
	Maneuver Score	-1/2	0	-2	-1	-1	0	-1/2	0	0	65	Pick Hands up 4
	Totals											
3	Penalty											
	Maneuver Score	-1/2	0	+1/2	-1	0	-1	0	0	0	68	Even Rains 3
	Totals											
4	Penalty											
	Maneuver Score	0	-1	0	-1	0	-2	-3	0	0	63	Don't lean forward off pattern Backed in pattern 6
	Totals					60	66					
5	Penalty											
	Maneuver Score	0	+1	+1	+1	+1	+2	0	0	0	76	Great Pattern Execution
	Totals											
6	Penalty											
	Maneuver Score	0	-1/2	0	-1	0	-2	-1	0	0	62 1/2	Legs too far back 5
	Totals							62 1/2				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											


 Judges Signature



YEDA Official Score Sheet

Sapphire

Alumni Pattern 7

Class # 17

Updated 2020

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

SR
Split B

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

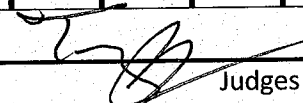
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

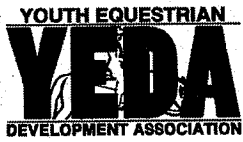
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop					
1 148	Penalty												Follow Pattern 2
	Maneuver Score	0	+1	+1	+1	+1	-2	0	0	0	72		
	Totals				73								
2 766	Penalty												6
	Maneuver Score	0	-1	0	-3	-1	0	0	0	0	62		
	Totals				63								
3 1064	Penalty												5
	Maneuver Score	0	+1	0	+1	0	-2	0	0	0	69		
	Totals				72	71	69						
4 604	Penalty												4
	Maneuver Score	0	-1	0	+1	-1	+1	0	0	0	70		
	Totals				69		69						
5 1097	Penalty												Price Evaluation of Pattern 1
	Maneuver Score	0	+1	+1	+1	0	+1	+1/2	0	0	74 1/2		
	Totals												
6 1399	Penalty												3
	Maneuver Score	0	+1	+1/2	+1	0	-1	0	0	0	71 1/2		
	Totals					72 1/2							
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												

 Judges Signature



YEDA Official Score Sheet - Sapphire / Alumni Pattern 7
Updated 2020

Class #18
SR
Split C

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop				
1 893	Penalty											
	Maneuver Score	0	+1	0	+1	0	+1	0	0	0	73	3
	Totals					72						
2 535	Penalty						-3					
	Maneuver Score	-1	-1	0	-2	-1	-3	-2	0	0	57	6
	Totals											
3 1106	Penalty											
	Maneuver Score	0	-1	-2	0	-1	-1	-1	0	0	64	Don't lock arms up 5
	Totals					66	65					
4 687	Penalty											
	Maneuver Score	0	0	0	+1	+1/2	+2	+1	0	0	74 1/2	Nice Pattern Execution!
	Totals					71 1/2						
5 390	Penalty											
	Maneuver Score	-1	0	0	-1	0	0	0	0	0	68	Hands 4
	Totals				68							
6 591	Penalty											
	Maneuver Score	0	0	+1	+2	+1 1/2	+1 1/2	0	0	0	94	2
	Totals					74	74					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

[Signature]
Judges Signature

YEDA Official Score Sheet Opal Pearl Pattern 7
 Updated 2020

Class # 19
 JR
 Split A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk 1	Jog 2	Walk 3	Stop Back 4	Walk 5	Jog 6	Stop 7					
1	Penalty												
	Maneuver Score	0	0	0	-1	0	-1	0	0	0	67	3	
	Totals												
2	Penalty												
	Maneuver Score	0	+1	0	+1	0	+1/2	0	0	0	72 1/2	1	
	Totals				72								
3	Penalty												
	Maneuver Score	0	-1	0	-1	-1	-2	0	0	0	63	5	
	Totals		68		67		63						
4	Penalty												
	Maneuver Score	0	0	0	0	0	+1	0	0	0	71	2	Legs too far back
	Totals												
5	Penalty												
	Maneuver Score	0	0	-3	-2	-2	-1	-1	0	0	59	5	USE HANDS AND LEGS Even Reins
	Totals					61	60						
6	Penalty												
	Maneuver Score	0	0	0	+1	0	-1/2	-1/2	0	0	66 1/2	4	
	Totals						67						
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

Judges Signature

YEDA Official Score Sheet – Opal (Pearl) Pattern 7
 Updated 2020

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

Class #20
 Elementary
 Split A pg 1 of 2

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

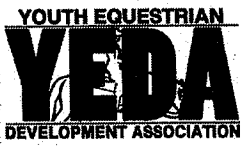
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop				
1 370	Penalty											
	Maneuver Score	0	+1	0	+1	0	+1	0	0	0	73	1
	Totals					72						
2 1473	Penalty											
	Maneuver Score	-1	0	0	+1	0	+1	+1	0	0	72	2
	Totals				10							
3 1619	Penalty											
	Maneuver Score	0	-1/2	0	0	0	+1	+1	0	0	71 1/2	3
	Totals											
4 1464	Penalty											
	Maneuver Score	0	0	-1	-2	0	-1	-1	0	0	65	Behind motion of
	Totals				67							
5 1695	Penalty							-1				
	Maneuver Score	0	-1/2	0	+1/2	0	-1	0	0	0	68	7
	Totals				70		68					
6 1566	Penalty		-1									
	Maneuver Score	0	-1	0	0	0	+1	0	0	0	69	6
	Totals		68									
7 1063	Penalty											
	Maneuver Score	0	-1/2	0	0	0	+1/2	0	0	0	70	5
	Totals											
8 1483	Penalty							-3				
	Maneuver Score	0	-1	-1/2	-1/2	0	-3	-1	0	0	61	10/109 of D 9
	Totals				68							
* X	Penalty	X	X	X	X	X	X	X	X	X	X	
	Maneuver Score	X	X	X	X	X	X	X	X	X	X	

[Signature]
 Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 7
Updated 2020

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

Class #20
Elementary
Split A pg 2 of 2

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- 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)

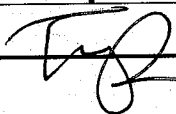
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Stop Back	Walk	Jog	Stop				
1	Penalty											
	Maneuver Score	0	+1	0	-1	0	+1	0				
	Totals				70			71	6	0	71	4
2	Penalty											
	Maneuver Score											
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

 Judges Signature

YEDA Official Score Sheet - Opal Pearl Pattern 7
 Updated 2020

Class #21
 JR
 Split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

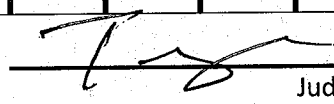
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Walk	Stop Back	Walk	Jog	Stop				
1 1398	Penalty					-1	-1					
	Maneuver Score	-2	-1	-1	0	-1	-1	0	0	0	62	
	Totals					64	62					
2 1080	Penalty			-1								
	Maneuver Score	0	0	-1	+1	0	0	0	0	0	68	
	Totals			67	68							
3 1443	Penalty											
	Maneuver Score	0	0	0	-2	0	-1	-1/2	0	0	66 1/2	
	Totals				68							
4 1440	Penalty					-1						
	Maneuver Score	0	+1	0	0	-1	+1	+1/2	0	0	70 1/2	
	Totals					69						
5 1416	Penalty		-1	-1								
	Maneuver Score	0	-2	0	0	0	0	0	0	0	66	
	Totals		66									
6 1437	Penalty											
	Maneuver Score	0	0	0	-1	0	0	0	0	0	69	
	Totals				69							
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											


 Judges Signature

YEDA Official Score Sheet - Opa / Pearl Pattern 7
 Updated 2020

Class #22
 JR.
 Split C

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)

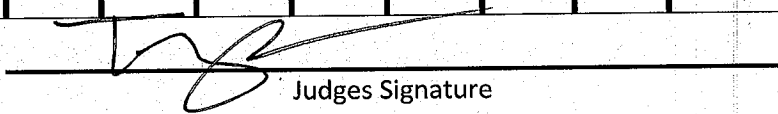
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Stop Back	Walk	Jog	Stop				
1 1543	Penalty											
	Maneuver Score	0	-1	-1/2	0	-1	-1	0	0	0	66 1/2	5
	Totals				68 1/2							
2 329	Penalty											
	Maneuver Score	0	0	0	-1	-1	0	0	0	0	68	3
	Totals				69	68						
3 1007	Penalty											
	Maneuver Score	0	-1	0	0	0	-1	-1	0	0	64	6
	Totals											
4 1505	Penalty											
	Maneuver Score	0	0	0	+1	0	0	-1	0	0	70	2
	Totals				71							
5 301	Penalty											
	Maneuver Score	0	0	0	+1/2	0	-1	-1	0	0	67 1/2	4
	Totals						68 1/2					
6 1174	Penalty											
	Maneuver Score	0	0	0	+1	0	+1	0	0	0	72	1
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											


 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 7
 Updated 2020

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

Class #23
 Elementary
 Split B

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.

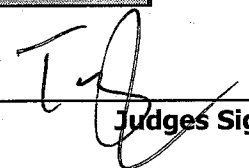
Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1	Jog 2	Walk 3	Stop Back 4	Walk 5	Jog 6	Stop 7				
1 333	Penalty											
	Maneuver Score	0	0	-1	-1	0	-1	-1	0	0	66	6
	Totals											
2 1158	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	0	+2	0	0	0	73	1
	Totals											
3 1514	Penalty											
	Maneuver Score	0	0	0	0	0	0	0	0	0	70	3
	Totals											
4 1508	Penalty											
	Maneuver Score	0	-1	0	-1	0	0	0	0	0	68	Point lean forward at top 4
	Totals											
5 1649 RR	Penalty	-1	-3					-3				
	Maneuver Score	-1	-3	0	0	0	-3	0	0	0	56	No Jog at 8
	Totals											
6 1551	Penalty											
	Maneuver Score	0	-1	0	-1	-1/2	-1	-1	0	0	65 1/2	7
	Totals											
7 1624	Penalty											
	Maneuver Score	0	-1	-1	0	0	-1	0	0	0	67	5
	Totals											
8 1596	Penalty											
	Maneuver Score	0	+1	0	+1/2	0	0	-1/2	0	0	71	2
	Totals				2 1/2							
9	Penalty											
	Maneuver Score											

 Judges Signature



YEDA Official Score Sheet – RAIL Class: #24 JR Opal Rail Horsemanship Split A

Back #	Rider Comments	Overall Class Comments
1 231	Good Leg. Good Elbows	
2 1416	^{Elbows} locked up insides	
3 1505	Hollow in back	
4 1574	Turn Thumbs in	
5 1174	More Seat in Stirrup	
6 1440	Keep Legs back	
7		
8		
9		
10		
11		



Judges Signature

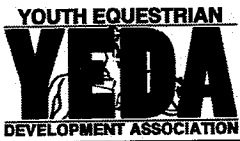


YEDA Official Score Sheet – RAIL Class:

#25 Elementary Pearl Rail
Horsemanship - Split A

Back #	Rider Comments	Overall Class Comments
1 1624	Good Form & Hands	Very Good Class !!
2 1063	Relax Elbows - Pull Legs Back	
3 1695		
4 1551		
5 1464		
6 1158		
7 1596		
8 1473		
9		
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL Class: #26 JR Opal Rail-Horsemanship Split B

Back #	Rider Comments	Overall Class Comments
1 329	Relax Elbows	
2 1543	Elbow out of your Sides	
3 1553	Relax core	
4 301	Relax Core - Elbows out of your Sides	
5 1443	Very Good	
6 1007	Open Elbows - & Move forward	
7		
8		
9		
10		
11		

Judges Signature

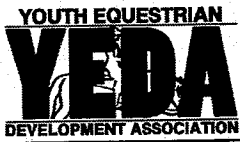


YEDA Official Score Sheet – RAIL Class: #27 Elementary Pearl Rail Horsemanship - Split B

Back #	Rider Comments	Overall Class Comments
1 245	Relax Elbows	
2 1483	Inside hand turned out	
3 1514	Relax Core & Shoulders	
4 370	No feel in horse's mouth	
5 1566	Don't Lean Back - Sit Straight	
6 1649	Good Hands & Form - Relax core	
7 1508	Rolled up on Pelvic Bone - Don't Lean Forward	
8 333	Good Body Position	
9 1619	Relax Back	
10		
11		



Judges Signature



YEDA Official Score Sheet – RAIL Class: # 28 JR Opal Rail Horsemanship Split C

Back #	Rider Comments	Overall Class Comments
1 1398	Relax back hands more forward	
2 135	Set up straight - Don't lean back	
3 1437	Lengthen jumps	
4 1687	Lengthen jumps	
5 1590	Relax elbows	
6 1080	Relax elbows	
7		
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Emerald Pattern 7

Updated 2020

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

Class #29
 JR
 pg 1 of 2

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

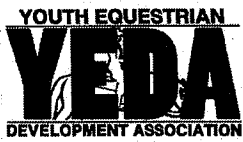
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Jog O L	Lope LL	Stop Back				
1	326	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	0	+2	+1	+1	0	0	74	1
	Totals									
2	316	1	2	3	4	5				
	Penalty		-3,3	3,3						
	Maneuver Score	0	-3	-3	-2	-3	0	0	47	9
	Totals									
3	1442	1	2	3	4	5				
	Penalty				-3,3					
	Maneuver Score	0	0	0	-3	0	0	0	61	8
	Totals									
4	906	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	0	+1	-1	-1	0	0	69	3
	Totals									
5	1466	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	0	-2	-1	-2	0	0	65	5
	Totals									
6	894	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	0	-1	+1	-1/2	0	0	69 1/2	2
	Totals									
7	1028	1	2	3	4	5				
	Penalty			-3						
	Maneuver Score	0	0	-2	-1	+1/2	0	0	64 1/2	6
	Totals									
8	1580	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	0	-2	-1	+1/2	0	0	67 1/2	4
	Totals									
9	X	X	X	X	X	X	X	X	X	X
	Maneuver Score	X	X	X	X	X	X	X	X	X

[Signature]
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 7

Updated 2020

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

Class # 29

JR
pg 2 of 2

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ½
- 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	Jog O L	Lope LL	Stop Back				
9 A 340	Penalty									
	Maneuver Score	0	-1	-3	-2	0			64	7
	Totals									
10 A	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									

Judges Signature

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 3/4 to 3/4
- 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	Jog OL	Lope LL	Stop Back				
1 949	Penalty									
	Maneuver Score	0	0	-1	-1	-1	0	0	67	1
	Totals									
2 1468	Penalty				-3					
	Maneuver Score	0	0	-1	-2	0	0	0	64	5
	Totals									
3 1110	Penalty			-1	-3					
	Maneuver Score	0	0	-2	-2	0	0	0	62	7 6
	Totals									
4 583	Penalty				-3					
	Maneuver Score	0	0	-1	-3	0	0	0	63	wrong side of 8 "C" fl Pattern
	Totals									
5 1618	Penalty		-1							
	Maneuver Score	0	-2	-2	-2	-1 1/2	0	0	61 1/2	7
	Totals									
6 577	Penalty		-1							
	Maneuver Score	0	-1	0	0	-1 1/2	0	0	66 1/2	2
	Totals									
7 1613	Penalty	-1								
	Maneuver Score	-1	-1	-2	0	-1	0	0	65	4
	Totals									
8 696	Penalty									
	Maneuver Score	0	0	-2	-1	-1	0	0	66	3
	Totals									
9	Penalty									
	Maneuver Score									

TM

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 7

Updated 2020

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

Class # 31
Alumni

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	Jog O L	Lope LL	Stop Back				
	Maneuver	1	2	3	4	5				
1	Penalty			-3						
	Maneuver Score	0	-1	-3	-3	-3	0	0	57	
	Totals									
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									


Judges Signature



YEDA Official Score Sheet – RAIL Class: #32 JR Emerald Rail
Horsemanship

Back #	Rider Comments	Overall Class Comments
1 326	Looks good	
2 316	Relax back/shoulders	
3 903	more leg	
4 1028	Leg too far back	
5 894	Good Posture	
6 1580	Bell of foot in stirrup	
7 1442	Don't lean forward	
8 340	Too much hand	
9 1466	Set up taller	
10		
11		

Judges Signature

YEDA Official Score Sheet – RAIL Class: #33 SE Emerald Rail
 Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1613	Stretch up tall - Body Line	
2 577	Relax Elbows & Shoulders	
3 696	Watch Whip Shoulder Seat Line	
4 1110	Relax Shoulders - Don't Arch Back	
5 1468	Keep Legs under seat	
6 1618	Relax Elbows	
7 583	Feel Rein	
8 949	More Leg	
9		
10		
11		


 Judges Signature



YEDA Official Score Sheet – RAIL Class: #34 Alumni Emerald Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1579	Feel the rein - keep legs back	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature