YEDA REINING PATTERN NRHA #7 OFFICIAL SCORE SHEET

Class # 1

YOUT	H EQUESTRIAN														
DEVELO	PHENT ASSOCIATION	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 8	Overall Ability	HDD	Penalties	Final Score	Comments
-	EXHB#	MANEUVER	1	2	3	4	3		1-2:-1-					1	T Carins Port
		PENALTY	1/	1/	-2	(-1	-1/2	-1	1 2,-1,-	0			-11		of fattern
1	1115	SCORE Total	-1/2	-1/2	0		651/2		541/2	<u> </u>	O	0	- 1	542	5 Spin 5 Reget off Posterin 7 Sit in Saddle
-	1/1/2			64	67	166	672	672	J ./Z		2				pro 106
		PENALTY	, 1/		, 1/		. 1/	1/2	1/2	-//2	1/2				
2	1.1.1	SCORE	4//2	+1/2	+1/2	0	1/2	1/2		-/2	1/2	0	0	73	
	644	Total			711/2		72_		73						
		PENALTY		-2				.,	(1)					/ \	5/4 Spins Ceft of Pottern 5
3		SCORE	Ö	0	6	0	(-1)	-/2	-/2	0	0	0	-2	(66)	off forther 5
	400	Total		68			67/	662	66						Keep less underneath
		PENALTY						3	-2						35pms Rt. of
4		SCORE	-1/2	0	1-1	0	6	0	-1	0	0	0	-2	(65/2)	3 Spins Rt. off Partam
	1517	Total		69/2	63/2		~		65%						• • • • • • • • • • • • • • • • • • •
-		PENALTY			-2		1. 1. 1.	1-1-1-2							Feel the horse Retter 4
5	_	SCORE	0	0	0	+1/2	0	-1	-1	0	0	0	-11	57%	Rotter U
	377	Total			69	68 1/2		621/2	572						Retter 9
		PENALTY							٠2						nice Tob
6		SCORE	+1/2	0	0	+1/2	0	0	+ 1/2	+//2	+1	0	-2	71	2
	1691	Total	1/2			71		1	69/2	16					
	//~ /	PENALTY													Too wench Pu!/
			-1/2	-1/2	-	0	0	1/2	0	0	,		0	101	160 perior
7	725	SCORE	-/2	+	O	U _	0	 	7	692	0	. 0		672	14 > 02
	100	Totai		69				692		612					3
		PENALTY													
8		SCORE				<u> </u>									
		Total													
9		PENALTY													

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 then other riders who stayed on pattern.

JUDGES SIGNATURE

Toph



Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Class # 2 JR Split A

Minor Faults (-1 point)

- Beak 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 dear 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.

		Maneuver						Maneuv	ers	interpretation of the second			Comments
		Description	Walk	Lope LL	Lope O L	Jog	X Jog	Jog	Stop 360 L	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7				
	2°C	Penalty		5/A.									
1		Maneuver Score	0	0	-/	4/ .	+1	0	0	0	U	7/	2
	1612	Totals					71					7/	
		Penalty											Too Leuse
2	1100	Maneuver Score	0	0	-1	0	0	+1	-2	0		:	Too Leuge Releax
-	1688	Totals				65			65	U	0	68	3
		Penalty				"/				74:			nice for
3	1.0	Maneuver Score	0	0	+/	0	41	0	+/		a	m 2	
	109	Totals				7/	72		73	Ô	0	73	I = I
		Penalty											- C.
4		Maneuver Score	0	0	-2	0	0	0	-/		_	67	forward 4
	1418	Totals	Ť	Ĭ		68			67	0	0	01	TOTO 4
		Penalty				-0.						65.5	Setting on
5		Maneuver Score	6	6	-1	- 2	٠٧	0	д	۸\	0		BACK of
	543	Totals _			69	. 675	<u> </u>			0	U	652	Setting on Back of for Soldbe
		Penalty				7/3							7,000
6		Maneuver Score	0	.0	-2	.2	+1/2	0	-1/2			11	1947 - 1947 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948 - 1948
	978	Totals								0	0	66	5
		Penalty					1.5						Leads
7		Maneuver Score	0	-3	-3	0	-/	0	-/			62	reads
	10//	Totals								0	Ò	0 ~	7
:		Penalty	· · · · ·								1 1		
		Maneuver Score											
8		Totals ,										No.	
		Penalty											
9													
9		Maneuver Score											



Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ point increments

Class #3 JR. Splut B Severe Faults (-5 points)

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

• Loss of rein

- Use of either hand to instill dear 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.

	i.									200			
		Maneuver		lone	Lana	1. 1	V	Maneuv					Comments
		Description	Walk	Lope LL	Lope O L	Jog	X Jog	Jog	Stop 360 L	F&E	HDD	Total	
1	Entry #	Maneuver	1	2	3	4	.5	6	7		F 17 7.		
		Penalty			-3,-3								Hands
1	10 (1	Maneuver Score	0	-1	2/2	-1	-2	0	+1	0	0	585	Hands
	124	Totals			60%		572					· ·	6
		Penalty											Relax
2		Maneuver Score	0	+1	- (ð	+1	+1	0	0	Ð	72	' ,
	880	Totals				70	אל	72			1	10	A Company
		Penalty											Slhow Steek
3		Maneuver Score	0	0	-2	0	1/2	0	-2		ا ہر ا	665	Elbow Strick
	626	Totals				68	682		66%	0	0	200	4
		Penalty											Berler
4	_ /	Maneuver Score	0	0	-1	0	4/	-1/2	0	<i>(</i>)	0	101	Cricle
	1594	Totals					70	682		0	U	695	Symetry 1
		Penalty					-3						Berker Circle Symetry 2 Too heavy in Kinds
5	,_0_	Maneuver Score	0	+/2	-1	0	-2	0	-{	0	0	63/2	in Herads
	1595	Totals			685		641/2)		ے ۔ ں	5
		Penalty											Started
6		Maneuver Score	0	0	-2	0	0	0	-1		0	67	Started Circle too Soon 3
	1664	Totals				X	68	1 1 1	67	0		,	Soon 3
		Penalty	100								1 m 12 m		
7		Maneuver Score											
		Totals											
		Penalty											
8		Maneuver Score											
		Totals											
		Penalty											
9		Maneuver Score					- :						
		ividileuver score /					- f	7					1 / A 4 / A



Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ point increments

Class #4 SR pg10f2

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 dear 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.

			100					CIL		<u></u>	100		
	38.	Maneuver						Maneuv					Comments
		Description	Walk	Lope LL	Lope O L	Jog	X Jog	Jog	Stop 360 L	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	' <u>~</u> _	1100	I O.u.	
		Penalty					, ii						Heels down
1		Maneuver Score	0	0	- 2_	0	-1	0	-/	0	σ	11	Gircle &
	1130	Totals	1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -				1.34		66		U	66	Heels down Circle Work through Coes
		Penalty						-1,				4	
2		Maneuver Score	0	0	-1	Ó	41	-1	0	0	0	68	5
	886	Totals				69	טר		-			× ,	
		Penalty											Circle Symetry
3		Maneuver Score	0	-1	-/	0	0	0	+1/2		,	682	Á
	954	Totals			64					0	O	002	1
		Penalty			Ĭ								
4		Maneuver Score	0	0	-2	0	+/2	-1	Ø			 	,
	973	Totals			69	· · ·		67 2		0	0	6元	6
		Penalty				1.				L.			
5		Maneuver Score	0	0	-2	Ó	-1/ ₂	0	-/	0	٥	66%	7
	1461	Totals				68	675				U	100Z	
		Penalty					_ · · ·					4 4	
6		Maneuver Score	0	Ю	-2	4/	+/	0	-2	0	0	68	3
	1472	Totals					70					\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Q. C.
		Penalty											In the
7	,	Maneuver Score	0	0	-2	0	-/	0	-2_			15	Lengthen 9 Sturip 9 Dede trough Le
	794	Totals					· .			0	0	65	Dela Irmente So
	<u></u>	Penalty											Great a
8		Maneuver Score	0	+/	+2	41	+2	0	+1				inec Ld
1	1276	Totals					76		77	0	$\mathcal{O}_{\mathcal{A}}$	77	layout of pettors
		Penalty					/ K		//				
<u>19</u>	1	Maneuver Score	$\geq q$	W	\rightarrow					\leq			
		-Widneuver Score									>		7



Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ point increments

Class #4 SR padofa

Minor Faults (-1 point)

- Beak 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

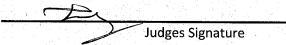
Severe Faults (-5 points)

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

		Maneuver					<u></u>	Maneuv	ers		the second		Comments
	V	Description	Walk	Lope LL	Lope O L	Jog	X Jog	Jog	Stop 360 L	F&E	HDD	Total	COMMENTS
	Entry #	Maneuver	1	2	3	4	5	6	7		טטוו	IOlai	
		Penalty											
1	1025	Maneuver Score	-/	0	-2	-1	-1	-1/2	0			642	10
	1035	Totals					65					102	
		Penalty										+	
2		Maneuver Score	0	0	-2	41	-1	0	Ó			68	
	1008	Totals										00	4
		Penalty											
3		Maneuver Score											ge Transport
		Totals								ra North Sill. Airt on an			
		Penalty											
4		Maneuver Score										144 (1)	
		Totals											
		Penalty											
5		Maneuver Score			7.1						2.5		
		Totals	V.										
		Penalty									isa sa s		
6		Maneuver Score											
		Totals											
		Penalty											
7		Maneuver Score											
		Totals						Name of the					
		Penalty	10 m 1 m									94. S. S. S.	
		Maneuver Score		Bergin Sign									
8		Totals											
		Penalty						18,000					
9		Maneuver Score											





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.

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

3 - point penalty

Break of gait from walk or trot more than 2 strides

Break of gait out of the walk or trot of 2 strides.

Rider allows horse to go too slow.

• 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.

]	Entry #	Maneuver Description Maneuver	Walk 1	Trot	X Trot	Lope LL 4	X Lope Circle 5	Chg Leads N Lope 6	Stop 360 R	X Trot	Stop Back 9	10	Penalties	HDD	Overall Ability	Final Score	Comments
		Penalty								-3			The state				follow Pottery
1		Maneuver Score	0	0	412	0	+/	-/	+/	.2	0		-3	0	0	67	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
	1014	Totals							72		(7]			0 /	5
		Penalty															
2		Maneuver Score	0	0	-(+/2	0	+/	+/	0	+/			8	0	クット	2
	366	Totals			69		692				725		0	0		クコラ	
		Penalty						1								Age 1	
3	. (6.)	Maneuver Score	<u>0</u>	0	+1/2	-1	-/	-/	-1	-1	0		0	0	0	65%	g
	421	Totals				692		672	66 2			i self i de selfsi Letter				0-2	
		Penalty															Nico Patters
4	. 2 ~	Maneuver Score	0	+/	Ó	+/	6	0	+/	+1	0		0	0	0	74	Lawout 7
	107	Totals											Ŭ	,	Ü	/ /	
		Penalty								1. 11 E. 1. 1							Nice Pottern Long out 2 Nice Pob
5	311	Maneuver Score	۵	0	+1	0	+1	4/	+1	4/2	41/2		0	0	9	75	
	J.,	Totals			71			23						V			
		Penalty															
6	840	Maneuver Score	0	0	-1	0	+/	+1	+/	O	0		0	6	\mathcal{O}	72	4
1	240	Totals			69		70		72					1 1 T 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		1	
		Penalty	4				-3										
7	351	Maneuver Score	0	0	O	0	-(+1	6	-/	0		-3	0	0	66	(o
		Totals					66		67	66						O F	<u> </u>
o		Penalty															
0		Maneuver Score							PS								\bigcup



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.

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

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

Class #5 JR pg20f2

points increments

3 - point penalty

Break of gait from walk or trot more than 2 strides

Break of gait out of the walk or trot of 2 strides.

Rider allows horse to go too slow.

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

Entry#	Maneuver Description Maneuver	Walk	Trot 2	X Trot	Lope LL 4	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back		Penalties	HDD	Overall Ability	Final Score	Comments
	Penalty	1						/	8	9	10					
1 18		-1	0	0	-/	O	-1	-/	-/	0	в	D		a		6
1 68	Totals				68		67	6,5	65	J			0	Ô	65	δ
	Penalty															
2	Maneuver Score					100										
	Totals															
	Penalty															
3	Maneuver Score					,										
	Totals	e signati														
	Penalty															
4	Maneuver Score															
	Totals															
	Penalty															
5	Maneuver Score															
	Totals															
	Penalty															
6	Maneuver Score															
	Totals		V any h													
	Penalty															
7	Maneuver Score															The second secon
	Totals											-			.	
	Penalty	£ .														
8	Maneuver Score						$\overline{}$			$\overline{}$	$\overline{}$		 			
LL		<u> </u>	L									$ \perp$			· >	



YEDA Official Score Sheet - RAIL Class: #6 SR Opal Rail Howemanship

	DEVELOPA	MENT ASSOCIATION	
	Back #	Rider Comments	Overall Class Comments
	1627	HANDS Too Par Back - Don't Loan Back	
2			
	1406	Heels down more -	
3	1445		
	1000	Rock for word in Saddle -	
4	1607	Use frms more-	
	1007	Use HIMA MOLL-	
5	1536	Unlock Elbows -	
		그리고 하는 이번 그렇게 이번 맛있었다. 이번 하는 데 이번 이번 가는 그 그리지 않는데 이번 살이 되었다. 이번에 되는데 뭐라.	
6	1567	Use hands up more	
	1998 1998 1998		
7	200 (190 (190 (190 (190 (190 (190 (190 (1		
Ů			
9			
10		"보는 보고 있는 것이 되는 것이 되는 것이 되었다. 그런 보고 생각하게 되었다. 그를 보고 된 것이라는 것도 되었다. 보고 되는 것은 사람들은 사람들이 되었다. 그들은 사람들은 사람들이 되었다. 그들은 사람들이 되었다. 그는 것이 되었다.	
11			



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 ½ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

		Maneuver					ľ	Vlaneuver	rs				Comments
		Description	Walk	Jog	Stop 180 R	Lope O RL	Stop 90 L	X Jog	Stop Back	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	E			
		Penalty				-3							Retter in mand
1	1/4	Maneuver Score	0	0	-1/2	~~~	-/	+1/2	-/_	0	0	63	Better in mand
	400	Totals		1 1		644			63	_		60	J 5
		Penalty	1	20 S		<u></u>							
2		Maneuver Score	0	0	0	-1/2	-/	0	-1/2	0		68	3
	1517	Totals				60%	612			`		0,	
	28/	Penalty				-3							Behind Motion
3	y	Maneuver Score	Q	0	0	-3	10	-2	0	1	O	62	/_
	377	Totals				64		67		O	0	00	
		Penalty						0.					open Elbous
4		Maneuver Score	0	0	0	0	0	0	4/	ာ	0	 _,	
	644	Totals								V		7/	2
		Penalty											nie de
5		Maneuver Score	0	0	0	+1	0	D	41	0	Ø	72	The for
	1691	Totals	Ť	Ĭ,	Ĭ	'		<u> </u>		U		10	open noons
		Penalty					200						Mie Tot populs Relax core more 4
6		Maneuver Score	0	0	-/	-/	-1/2	0	-1/z	0	ď	67	more
	725	Totals	Ť	,		68	67/2	Ĭ			O I		
		Penalty	100	7		1							delation
7	6	Maneuver Score	0	0	0	-3	0	0	Ø	,	0	67	wrong grob
	1115	Totals				1				0		61	de Posten wrong Stole of mortery
		Penalty										-	
		Maneuver Score											
8		Totals									1		
_		Penalty											
		Penaity											
9		Maneuver Score		1	, , , , , , , , , , , , , , , , , , ,	1	1				100		



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

DEVELOP	MENT ASSOCIATION	
Back #	Rider Comments	Overall Class Comments
1 978	Roll Humbs in	
2 1418	Legs Under wath More Bud 14 ElBou	
3 1045	Legs prut more	
4 1595	Coulform	
	God form	
6 626	Roll Thumbs in-Relax-Behind Motion	
8		
9		
10		
11		



3 - point penalty

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.

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

Break of gait at the lope Starting on the incorrect lead, out of lead or cross canter during lead change

Rider allows horse to go too slow.

Trotting excessive strides during simple lead change

Break of gait out of the walk or trot of 2 strides.

Break of gait from walk or trot more than 2 strides

Too loose of rein

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

	Entry #	Maneuver Description Maneuver	Walk	Trot 2	X Trot	Lope LL 4	X Lope Circle	Chg Leads N Lope 6	Stop 360 R 7	X Trot	Stop Back 9	10	Penalties	HDD	Overall Ability	Final Score	Comments
		Penalty		. V .													Follow Podtern
1		Maneuver Score	0	0	+1/2	+1	0	0	+/	-/	-/2		0	0	0	7/	
	148	Totals				71/2			72/2		7/		Ů				
		Penalty			es i												Stayin Suddlo- 2
2		Maneuver Score	0	0	0_	0	0	0	-1	0	+/		0	9	0	70	5 sold 10- Z
	390	Totals							69								
		Penalty						-3			.,		-		3	7	BOG Change
3	200	Maneuver Score	0	0_	0	41	0	-2	0	0_	+/		-3	0	0	67	Lood Currige
	389	Totals	2.11					66				# 1					11 1-1 2.
		Penalty						- 3		. /			H			10	Hoto run B
4	Tod	Maneuver Score	0_	0	+	0	+1	-/	0	+/	0		-3	0	0	64	14 Hangois
	604	Totals				7/	75_	68		69							Hotol Rein IN Finçois Not Honds Don't Bounce on Herse Too much Hond
		Penalty	6			40			1	9	1					1.6	WONT DOWN
5	929	Maneuver Score	0	0	-/_	0	0	+1/2	-(-		0	0	0	662	to much House
	901	Totals						-7 -1	682								100 10001
-		Penalty		0	+1/2		0	-3, -1	0	0	0		_4			64Z	
6	700	Maneuver Score	0	0	17/0	0	0					e e e		0	0	6°2	7
-	100	Totals				1											
		Penalty		-													
7		Maneuver Score		<u> </u>	 								-				
_	ļ	Totals		<u> </u>	<u> </u>												
8		Penalty		-	+	<u> </u>							-				
		Maneuver Score		1.5	<u> L</u>		l	<u> </u>	<u> </u>	L			1	1	<u> </u>	<u> </u>	



YEDA Official Score Sheet - RAIL Class: #10 Je Ruby Rail-Horsemanship Split B

DEVELÓPA	ENT ASSOCIATION	
Back #	Rider Comments	Overall Class Comments
1 543	Mice Posture / form	
2 124	Elbows out More - Roley Elbour	
3 880	Elpour out More Relay Elbow	
	Good Leg- Tension in Elbow-Pide with Pringers	
5 /09	Sluxten Hurips	
	Relax Elbows- Ride with frigers 11st hands	
8		
9.		
10		
11		



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.

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

Class #11

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

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

ntry#	Maneuver Description	Walk	Trot	X Trot	Lope LL	X Lope Circle	Chg Leads N Lope	Stop 360 R	X Trot	Stop Back	10	Penalties	HDD	Overall Ability	Final Score	Comments
			2	3	4	3	-3				10		·			Too much Cos
	Maneuver Score	0	0	+/_	0	+1	-3	O	+/	6	N .	-3	0	0	67	[]
591	Totals								67						-/	3
	Penalty									2)						f
	Maneuver Score	0	+/2	+1	0	+1		+1	0	U	1	0	0	0	74/2	
1/35	Totals						73 を	142								
	Penalty		,			1	11								71	2-
1107		0	41	+/	<u> </u>	0	7/	U		U U		0	0	0	12	
7017							-33									Even Reins
		0	-/	0	-1	-/	-3	-1	1	-1/2		-6	0	(A)	45 6	1.
Iral	Totals			69		67	58		56			~		\ Ø	112	
	Penalty															٨
	Maneuver Score	0	-1/2	+/	0	0	-/	+1	1	0			6	0	692	4
766	Totals			70/2								U				
	Penalty															n
1126		0	-1		0	0	1 +1	7	+/	1		0	0	0	13	2
1106																
·													4.3			
	Maneuver Score			 								1			%	
	591 1135 1097 535	Description Maneuver	Description Maneuver 1 Penalty Maneuver 1 Penalty Maneuver 1 Penalty Maneuver Score 0 Totals Penalty Maneuver Score Totals Penalty Maneuver Score Totals Penalty Penalty Maneuver Score Totals Penalty Penalty	Description Walk 1101 Maneuver 1 2 Penalty	Description Maik 1101 A 1101 Maneuver 1 2 3 Penalty Maneuver Score O O O Totals Penalty Maneuver Score O O Maneuver Score O O O Totals O O Penalty Maneuver Score O O Totals O O Penalty Maneuver Score O O Totals O	Description Maik 110t A 110t LL Maneuver 1 2 3 4 Penalty	Description Walk 170t A 170t LL Circle	Description Walk 1	Description Malk Irol X Irol LL Circle N Lope 360 R	Description Walk Ifol A life I.L Circle N Lope 360 R A life Maneuver 1 2 3 4 5 6 7 8 Penalty	Description Walk Irot X Irot Li Circle N Lope 360 R X Irot N Maneuver 1 2 3 4 5 6 7 8 9	Description Walk Irot X Irot I.I. Circle N Lope 360 R X Irot N Back Maneuver 1 2 3 4 5 6 7 8 9 10	Description Mail Irot X Irot LL Circle N Lope 360 R X Lope N Realty Real	Description Malk Frot A frot LL Circle N Lope 360 R A frot Back Peaditive A frot LL Circle N Lope 360 R A frot Back A frot A frot LL Circle N Lope 360 R A frot Back A frot A frot	Description Walk Irot A Irot I.I. Circle N Lope 360 R A Irot A N Lope A Lope	Description Walk 170t 110t 1.1 Circle NLope 360 R A110t Back Reality Reality



YEDA Official Score Sheet - RAIL Class: # 12 SR Ruby Rail Howemenshy

Back #	Rider Comments	Overall Class Comments
A STATE OF	是《皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·皇·	
1 1461 V	Muo Preution	
2 954	Lou Thumbs in	
³ 973	Set down in Saddle - Land Love toward	
4 886	Six down in Soddle	
000	in out in source	
5 794	lawer Le Ton Fax Prock	
6 1/30	Let horse Go	
7 / 1	Vere Believed Glouddon	
//552 [1] [2] 25 + 32	Legg Jeune Juagas	
8 1008	Leag under More	
9 1472	Don't four Book keep bys undernoeth	
10 1071		
10/1276	Sharten Sturips	
11		
		II a say a sa s



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

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

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

• Performing maneuvers other than in the specified order

Inclusion of maneuvers not specified

Faults incurring a score of 0:

Running away or failure to guide where it becomes impossible to discern whether rider is on pattern

Judges Signature

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 Maneuver	Walk	Trot	X Trot	Lope LL 4	X Lope Circle	Chg Leads N Lope 6	Stop 360 R	X Trot	Stop Back 9	10	Penalties	HDD	Overall Ability	Final Score	Comments
1	1399	Penalty Maneuver Score Totals	0	ď	-1	0	4(+1	0	0	0		0	0	0	713	Good Push more at Ext Prot
2	687	Penalty Maneuver Score Totals	0	0	-1	H 70	-/.	0	0	-/	-1		0	0	-	675	
3	284	Penalty Maneuver Score Totals	Ø	Ó	+1/2	0	-1/2	3-3,43 -3 57	-/	- /	0		-10	Ó	0	35°	
4	1064	Penalty Maneuver Score Totals	â	+1/2	0	Ó	+1	+2 73½	0	0 7342	+/		0	0	0	对立	nice Tol
5	493	Penalty Maneuver Score Totals	0	0	0	0	-(69	0	-/	6	Ø		O	0	Q	68	Pick up hand s My Set down
6	1015	Penalty Maneuver Score Totals	Ø	0	+1/2	0 70 2	+1	-3 -1 67/2	0	+/	0 (8%		-3	0	O	68 2	3
7		Penalty Maneuver Score Totals															
8		Penalty Maneuver Score															



Minor Faults (-1 point)

• Beak 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

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 ½ point increments

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

Class# 14

JR pg lof 2 Severe Faults (-5 points)

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

	* 1 + 2 + 2 + 3	The second second					<u> </u>	/laneuvers					Comments
		Maneuver Description	Walk	Jog	Stop	Jog	Stop	Lope	Stop	F	1.1		Comments
	F-44		e est y de		Back		180 R	LL 6	7	& E	HDD	Total	
	Entry #	Maneuver Penalty	1	2	3	4	5	. 0		<u>-</u> -			
		Maneuver Score		1	-1/2		-1/2	#	0		7		6
1	351	Totals	0	+1		-/-	7/2		0	0	0	68	/
<u> </u>	301			 '	205								
		Penalty			1			, ,			 		Pattern ?
2	102	Maneuver Score	0	+/	0	+1	0	+/	0	0	0	73	HAN S
	681	Totals		<u> </u>	7/	100 0 10							Little too Much
		Penalty		<u> </u>									
3		Maneuver Score	0	+1/2	- 41	+1	+1	-[0	0	0	72之	5
	1014	Totals			7性						•	12	
		Penalty						.3					of Pollern
4		Maneuver Score	0	0	-1	H	0	-1	1-2			64)	Added Back
	366	Totals			69			66		0	O	64	
		Penalty						-3					
_		Maneuver Score	0	0	1-1	+/	+/	-2	0			66	7
5	421	Totals	1	 	-/-	1				0	0	W*	
		Penalty	+			 							
		Maneuver Score	10	1	0	0	~/	+2	0			7/	4
6	107	Totals	10	0	+	 	1-1			0	0	7/	
-	10/			┼─		+	+	-					(01 L)
		Penalty		4	+1	 	0	1,,					Soften Hand
7	311	Maneuver Score	0	1-41	1-1	+1	10	+(0	Ø	0	74	
	34	Totals			1								
		Penalty										l ,	sout lock up
8		Maneuver Score	0	0	0	11/2	0		0	0	0	195	Pout lock up Elbows 5
	840	Totals						692					
		Penalty	1, ,	1	/		T	10	1	1	11/		
9	\		+	+	+	+*	 \	-	X	17	X		
		Maneuver Score	//		/ >		/		(<u> </u>



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 & 15

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 dear 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.

							Mane	uvers			-		Comments
		Maneuver Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7				
		Penalty		4.5.		1 33:1							Pont
1		Maneuver Score	Ó	0	-1	0	0	-/	0	0	0	68	Pull (
	1557	Totals											
	RR	Penalty			-/		-1						Soften Hand
2		Maneuver Score	0	-/	-/	0	-1	0	-/	o	Θ	64	5
· -	1536	Totals				67	65						
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Penalty											Relax -
3		Maneuver Score	0	0	0	0	0	0	-/		0	69	7
 .	1406	Totals										0 1	
		Penalty											
4		Maneuver Score	0	+/2	0	4/2	0	- /2	0			201	
	1627	Totals								0	0	202	
	1621	Penalty			-/		-1						Shorten Reins Me Soft Pattorn
5		Maneuver Score	0	-1	4	-/	-1	_2	0	0	۵	62	Davis 6
Ŭ	1685	Totals			67	66		62					<i>Journs</i>
		Penalty											me Soft
6		Maneuver Score	0	+1	0	+/	0	+1	4/	6		24	Pattern 1
۸ .	1607	Totals				72						17	
		Penalty											
7		Maneuver Score											
•		Totals											
		Penalty											
8		Maneuver Score											
J		Totals											
		Penalty									/	1	
9		Maneuver Score	1				A FIR		1/				



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 ½ 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)

- Use of either hand to instill dear 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.

ı		Maneuver				11.	N	/laneuver	S			1.1	Comments
		Description	Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	Е			
		Penalty	* * *					,					Sften
1	100	Maneuver Score	0	-1	-/	+/2	0	+//z	-1/2	0	0	685	2
	1/35	Totals										0 थ्र	
		Penalty											Pick Hands
2		Maneuver Score	-1/2	0	-2	-(-1	0	-/~	0	0	65	up ,,
: 1	389	Totals				9 1 8 1 2			* * * * * * * * * * * * * * * * * * *		Ĭ	U)
		Penalty									8		Even Rains
3	/	Maneuver Score	-1/2	0	+1/2	-/	0	-1	0	0	0	68	3
	1015	Totals								J		00	
		Penalty		, în						2 - 1 1 1			Pontlean /
4	T COM	Maneuver Score	0	-1	0	-(0	-2	1.3	_	_ (63	forward &
		Totals					60	66		O	o (Dicked in Pott
		Penalty											
5		Maneuver Score	0	+1	+1	41	+1	+2	0		_	76	Execution
	700	Totals			5/4 L					0	O	1/0	
,		Penalty						-3				- 1 - 20 - 10	Logs too few B
6		Maneuver Score	0	-1/2	0	-1	0	-2	-/	0	0	625	· E
	284	Totals							623	0		Z	J
		Penalty		.5							150		
7		Maneuver Score											
		Totals						, v					
		Penalty											
8	3	Maneuver Score		1-12									
		Totals											
-		Penalty										1	
9	1.			-						1			
	9	Maneuver Score	1									1	



YEDA Official Score Sheet Sapphire

/ Alumni Pattern 7 (lass # 17

Class=17 SR Split B

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in $\frac{1}{2}$ point increments

Minor Faults (-1 point)

- Beak 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 dear 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.

							N	laneuvers	5				Comments
		Maneuver Description	Walk	Jog	Stop Back	Jog	Stop 180 R	Lope LL	Stop	F &	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	E			
		Penalty			5								Follow Poettern
1		Maneuver Score	0	+/	+/	4)	+1	-2	0	0	G	72	Pottern
	148	Totals				73						16	
		Penalty				-3							
2		Maneuver Score	0	-1	0	-3	-]	Ø	0	0	0	62	1
	766	Totals				63							9
		Penalty	•				-/						
3		Maneuver Score	0	+1	0	+1	0	- ک	0	0	0	69	5
	1064	Totals				72	7/	69				01	
		Penalty											
4		Maneuver Score	0	-/	. 0	+/	-1	+1	- 0		0	70	
	604	Totals			69		69			0			9
		Penalty											prèce.,
5		Maneuver Score	0	+/	4/	+1	0	4/	1/2	6	0	745	prie Expension 1 Patters
	1097	Totals											9 Cetters
		Penalty										·	
6	100-	Maneuver Score	0	+1	+1/2	41	0	-/	0	0	0	75	2
	1399	Totals					72/2			0	Š	/ Z	
		Penalty		· · · · · · · · · · · · · · · · · · ·									
7		Maneuver Score											
		Totals											
		Penalty											
8		Maneuver Score											
		Totals											
		Penalty											
9		Maneuver Score											
<u> </u>					1		5	1			17.		



YEDA Official Score Sheet \(\scale= \Sapphire \) / Alumni Pattern 7 Updated 2020

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

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 dear 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 1 2 3 4 5 6 7 E	otal 3
Penalty Pena	57 6
1 893 Maneuver Score O +1 O +1 O +1 O O O O O O O O O	57 6
R93 Totals 72	57 6
Penalty Maneuver Score	57 6
Maneuver Score	57 6
2 535	57 6
Penalty Pena	
Maneuver Score	
1/06 Totals 66 65	Pont lock
1/06 Totals 66 65	4 Arms up
Penalty	
687 Totals 7/½	Nie Pettern
687 Totals 7/½	
Penalty	4/2 Execution
3 3 90 Totals	42 Execution Hands
370 Totals 58 Penalty	8 ,/
Penalty	4
6 — Maneuver Score O O +1 +2 +1/2 +1/2 O 0 9	14/2
6 591 Totals 74 74 70 6 7	
Penalty	
7 Maneuver Score	
Totals Land Land Land Land Land Land Land Land	
Penalty Penalty	
Maneuver Score	
Totals	
Penalty Penalty	
9 Maneuver Score	



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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- · Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

					· · · · · · · · · · · · · · · · · · ·		Mane	uvers					Comments
		Maneuver Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	*
	Entry #	Maneuver	1	2	3	4	5	6	7				
		Penalty		· · ·				~/					
1	1/0.1	Maneuver Score	0	0	0	-/	0	-1	0	0	0	67	1 7
	1524	Totals										,	
		Penalty											
2		Maneuver Score	0	+/	0	+/	0	1/2	0			771	l
	1553	Totals				72				0	0	72/2	(;
		Penalty		-1				-1				٧	
3		Maneuver Score	0	-/	O	-/	-1	- 2	0	0	0	63	5
	1590	Totals		68		67		63				60	
		Penalty											Lesston
4	4	Maneuver Score	0	D	0	0	0	+/	0	0	σ		Gar Brok
		Totals								l	U	7/	Legs too far Brek
		Penalty			-3								USE HAVE And Legs Even Rend
5		Maneuver Score	0	σ	-2	-2	-2_	-(-/	0	ව	59	And legs
	231	Totals					6,	60					Even Lewis
		Penalty			1,11			-1:1					
6	1/	Maneuver Score	0	0	0	+/	σ	-1-1	-1/2	0	0	662	U
	135	Totals						67				002	
		Penalty											
7	1	Maneuver Score											
		Totals											
		Penalty											
8		Maneuver Score											
	1	Totals											
		Penalty											
9		Maneuver Score								1 1			
L		<u></u>				-		-	-				



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

Minor Faults (-1 point)

- Beak 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 dear 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.

F 1		No.					Mano	euvers					Comments
ر: منست		Maneuver Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7	<u> </u>	1		
		Penalty								1, 10		/	
1	l	Maneuver Score	0	+/	0	+1	0	+/	0		Ô	23	
	370	Totals					72						
		Penalty				1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
2		Maneuver Score	-/	0	0	+1	0	+/	+/		0	170	1 1
!	1473	Totals			()	10						72	
		Penalty											
3	Pary 18	Maneuver Score	0	-1/2	0	0	0	+/	41	0	0	7/2	2
	1619	Totals		/							1		J
	7.07.	Penalty											Bohind Motion G
4		Maneuver Score	0	0	-1	-2	Ø	-/	1-/	0	0	65	motion (
7	1464	Totals				67				\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			
	101	Penalty				75 Y		-/				†	
		Maneuver Score	0	-1/2	0	+/2	0	-/	6		O	68	
5	1695	Totals				70		68				1	7
		Penalty	†	-1		+						1	
		Maneuver Score	0	1-1	0	0	0	4/		!		69	,
6	1566			65					10	0	0	0,	0
		Penalty		107	+	+						+	
_		Maneuver Score	0	-1/2	0	0	0	+1/2	07				1 r
7.	1063	Totals	10	17/5	1			1			0	70	5
-	7005	Penalty						-3					10/090
		Maneuver Score	0	+ ,	-/2	-1/2	0	73	1_	1 ~	0	1/1	
8	1483	Totals	10	-/	1/4	68	1	1		0		6	109
		Penalty	-		+	00	+	+	+ /	+	+	186	
*	1 /		\Rightarrow	1	1*	+	+	\pm	#	17	HX	1 X	
1	11	Maneuver Score	(X)	1/2 37	1.0		$A = A \times A$	/ /		/\	1 /		<u></u>



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

Severe Faults (

Minor Faults (-1 point)

- Beak 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

Loss of rein

- Use of either hand to instill dear 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.

			T e	<u> </u>) // - · · ·	uvers				•	Comments
		Maneuver Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	comments
	Entry #	Maneuver	1	2	3	4	5	6	7				
		Penalty			and the second								,,
1	سماره	Maneuver Score	٥	+1	0	-1	0	4/	0	6	0	71	4
	242	Totals				70			7/	U	2	/\	
		Penalty											
2		Maneuver Score											
	1 1	Totals						100					
		Penalty											
3		Maneuver Score											
Ų		Totals									\$		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
		Penalty											,
4		Maneuver Score											100
7		Totals									100	at an	
		Penalty											
5		Maneuver Score											
.		Totals											
•		Penalty									N 44.		
6		Maneuver Score											
		Totals											
		Penalty											
7		Maneuver Score											
,		Totals											
		Penalty											
		Maneuver Score				* 1							*
8		Totals											
		Penalty		1									
9		Maneuver Score											
L			1	1									



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 #21 JR Split B

Minor Faults (-1 point)

- Beak 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 dear 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.

							Mane	euvers		2.0		34	Comments
· ·		Maneuver Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	· 4	5	6	7	the state of the s			
		Penalty					-1,	-1					HANDS,
1	1	Maneuver Score	-2	-/	-/	0	-/	-/	0	0	0	62	HANDS 6 Sorword
	/398	Totals					64	62					for word
		Penalty			-1,-1								
2	, ,	Maneuver Score	0	0	-1	+/	O	O	0	0	O	68	3
	1080	Totals			67	68				,		:	
-		Penalty											
3		Maneuver Score	0	0	0	-2	Ø	-/	-1/2	0	0	66%	4
	1443	Totals				68					V	002	
		Penalty					-1						
4		Maneuver Score	0	+1	0	0	-1	+1	+1/2	A	0	701	1
	1440	Totals					69	N. A.		Ø	b	102	<u> </u>
		Penalty		-1-1	\$					-			
5	9.6	Maneuver Score	0	- 2	O	0	0	O	0	0	0	66	5
	1416	Totals		66									
		Penalty											
6		Maneuver Score	0	0	0	-1	0	0	0	0	0	69	2
	1437	Totals				69					a last		L
		Penalty											
7	e a service. Na projection	Maneuver Score											
		Totals											
		Penalty											
R	8	Maneuver Score											
		Totals											
		Penalty											
9		Maneuver Score											
L								-		T	-		



YEDA Official Score Sheet - Opa / Pearl Pattern 7

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ point increments

Class #22 JR Spirt C

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 dear 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.

		Maneuver					Mane	uvers					Comments
		Description Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7				
* **		Penalty				7 7 7 X							
1		Maneuver Score	0	-/	-/2	0	-/	-/	0	0	0	66岁	5
	1543	Totals				682						1002	
		Penalty	i i										
2		Maneuver Score	0	0	0	-/	-1	0	0	0	0	68	3
	329	Totals				69	68						
		Penalty		-/				-1-1					
3		Maneuver Score	0	- <i>J</i>	0	0	0	-1,-1	0	0	0	64	
Ÿ	1007	Totals								O.	U	0/	6
		Penalty				r d							
4		Maneuver Score	0	0	0	+/	0	0	-1	_		N	
	1505	Totals				71				0	0	70	2
		Penalty						-/					
5		Maneuver Score	0	0	0	+1/2	0	1	-1			121	
Э	301	Totals			-	12		68%		0	0	62/2	4
	00,	Penalty						002					
_		Maneuver Score	0	0	0	4/	0	41	_			ПО	,
6	1174	Totals		·					0	0	0	72	
		Penalty								. 2			
_		Maneuver Score											
7		Totals											
		Penalty	1							1			
		Maneuver Score	1	ļ .						1			
8		Totals											
		Penalty											
9										1			
		Maneuver Score	1		1		<u> </u>		,	and the same of th	<u> </u>	<u> </u>	



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 $\frac{1}{2}$ point increments

Class#23 Elementary Split B

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 dear 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 ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver		<u> </u>			Mane	euvers			na iz projek		Comments
		Description	Walk	Jog	Walk	Stop Back	Walk	Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	7		连进着		ario de la Carlo de
		Penalty											
1	600	Maneuver Score	0	0	-1	-1	0	-(7	0	0	66	
	333	Totals										Ĭ	6
		Penalty											
2	1158	Maneuver Score	0	+/2	0	+/2	0	+2	0			מו	
	17.30	Totals								0	0	13	
		Penalty											
3		Maneuver Score	0	0	0	0	0	0	0	0	O	70	3
	1514	Totals											
		Penalty											Pout/our
4		Maneuver Score	0	-1	0	-1	0	0	0	0	0	10	Carre
	1508	Totals								0		68	Poutleun forward cot log
		Penalty	-1	1-3				-3		erio es			no Jog et
5		Maneuver Score	1	-3	0	0	0	- 3	6	၂ ၇	O	V-, 1	
	1649	Totals										(56)	8
	RR	Penalty											•
6		Maneuver Score	0	-/	Ö		-1/z	-/	-/	0		1	
ľ	1551	Totals									0	602	7
		Penalty											
7		Maneuver Score	0	_/	-1	0	0	1	0			117	
	1624	Totals	1							0	0	67)
-	1001	Penalty				4 - 4 1 1 Vi 3							
		Maneuver Score	0	41	0	+/2	0	0	-1/2	6		וו דו	
8	1596	Totals				21/2			1	0	9	7/	2
-	1376	Penalty				"				1			
B		Maneuver Score						A A		1			
		ivianeuver Score			<u> </u>	1		1	<u></u>	1	1	<u> </u>	<u> </u>



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

	DEVELOPN	ENT ASSOCIATION	
	Back #	Rider Comments	Overall Class Comments
1	23/	Good for and Elbaure	
		1960144	
2	1416	locked up insides	
3	1505	Hollow in Brok	
4	1574	Turn Thumbs in	
-			
3	1174	More Leaf in Starp	
6	1440	Keep Leps Mak	
7			
8	3		
g			
10			
10			
11			



YEDA Official Score Sheet - RAIL Class: #25 Clementary Pearl Rail Horsemanship-Split A

Back #	Rider Comments	Overall Class Comments
1 1624	Good Form E) Hands	
2 /063	Cood form & Hands Relay Elbows - Pull Cogs Back	Cood !!
3 1695		Good
4 1551		Class,
5 1464		
6 1158		
7 1596		
8 /473		
9		
10		
11		



YEDA Official Score Sheet - RAIL Class: #261R Opal Rail Horsemanship Split B

DEVELOPI	ENT ASSOCIATION	
Back #	Rider Comments	Overall Class Comments
1 329	Relax Elbows	
2		
² 1543	Elbow out of your Sides	
3 /553	Par ann	
	ment con	
4 30/	Relay Core-Elbousout of your sides	
5 1443	Herry Good	
	R. CL	
6 (007	Open Elbows-& Mort formerel	
7		
8		
10		
11		



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

		ENT ASSOCIATION	Our wall Class Comments
Bac	k#	Rider Comments	Overall Class Comments
1 20	15	Relay Ellows	
2 /4	83	Fuside hand furned out	
3 /5	14	Kelog Core of Shoublers	
	70	No feel in horse's mouth	
5 /5		Don't Lean Back- Cit Stronght	
	4		
	708	Rolled up on Petric Bone - Dan't Loon Forward	
	33 619	Robert Brok	
10	<u> </u>		
11			



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

	DEVELOPN	MENT ASSOCIATION	
2 135 Set up Straight - Daid Loon Back 3 1439 Longthon Genips 4 1689 Lengthen Linips 5 1590 Relax Elbows 6 1080 Relax Elbows 9			Overall Class Comments
2 135 Set up Straight - Daid Loon Back 3 1439 Longthon Genips 4 1689 Lengthen Linips 5 1590 Relax Elbows 6 1080 Relax Elbows 9	1 /398	Relax Back Wands more forward	
1437 Longthon Spains 4 1687 Longthon Longs 5 1590 Relax Elbows 6 1080 Relax Elbows 7 8	² 135	Set up Straight - Down Loon Back	
5 1590 Relax Elbows 6 1080 Relax Elbows 8	3 1437	Longthon Glurips	
6 1080 Relax Elbaus 8 9	4 1687		
8	5 1590		
8 10	6 1080	Relax Elbows	
9 10	7		
10	8		
	10		
	11		



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/lof2

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 dear 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.

					<u>effective</u>	<u>* 13.54</u>	Vlaneuvers	<u> </u>		<u> </u>		Comments
		Maneuver Description	Walk	Jog	Jog O L	Lope LL	Stop Back		F&E	HDD	Total	Comments
	Entry #	Maneuver	1	2	3	4	5					
		Penalty										
1		Maneuver Score	0	0	+2	41	+/		0	0	74	
9	326	Totals									'	
		Penalty		-3-3	3-3							
2		Maneuver Score	0	-3	-3	- ي	-3				47	
	316	Totals							0	0	(
		Penalty				-3-3						
3		Maneuver Score	0	0	0	-3,-3 -3	0		O		61	C
,	1442	Totals				~				0	01	5
		Penalty									2	
4		Maneuver Score	0	0	4/	-1	-/				10	2
4	906	Totals						1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0	0	69	
		Penalty										IV.
		Maneuver Score	0	0	-2	-1	- Z				1	
5	1466	Totals		0					0	0	65	
· /	7700	Penalty										
		Maneuver Score	0	0	-1	41	-1/2		0	0	695	\wedge
6	894	Totals				71	/ 2		`	V	0,5	2
	0 / 1	Penalty			-27			e de la				
		Maneuver Score	1	0	-3, -2	-1	31/ 2		<i>6</i> 5	\sim	64/2	
7	1020	Totals	0		-2	-1	+1/2		0	0	642	F 6
	1028											
		Penalty	1		0		111				112	
8	Kan	Maneuver Score	0	0	-2	-1	1/Z		0	0	672	Ч
	1580	Totals										1
	1	Penalty	+*	$\bot \bot$	W_	X	X	X	1	X	X	
9		Maneuver Score		4		 	1	[' '		Ľ		



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

PG 20P2 Severe Faults (-5 points)

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- ullet Over/under turn from $\frac{1}{2}$ to $\frac{1}{2}$
- · 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

Loss of rein

- Use of either hand to instill dear 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.

							Vlaneuvers	s				Comments
		Maneuver Description	Walk	Jog	Jog O L	Lope LL	Stop Back		F&E	HDD	Total	Commence
	Entry #	Maneuver	1	2	3	4	5					
a		Penalty										
9	2.4	Maneuver Score	0	-1	-3	-2	Ó				64	
	340	Totals										
n		Penalty				1.0			100	1.		
10		Maneuver Score										
-		Totals					C.					
		Penalty										
3		Maneuver Score			: .							
		Totals										
		Penalty										
4		Maneuver Score			V			- :				
4		Totals										•
		Penalty										
5		Maneuver Score										
3		Totals										
		Penalty										
6		Maneuver Score										:
		Totals	•									
-		Penalty										
		Maneuver Score										
7		Totals										
		Penalty										
		Maneuver Score										
8		Totals										
		Penalty										
9		Maneuver Score							1			
		ivianeuver score					ول	1				



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#30 SR

Minor Faults (-1 point)

- Beak 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 dear 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	Walk	le-	Jog		Vlaneuvers					Comments
	Entry #			Jog	O L	Lope LL	Stop Back		F&E	HDD	Total	
		Maneuver	1	2	3	4	5					
		Penalty		-			.					·
. 1	aug	Maneuver Score	0	6	-1	-/-	-1		0	0	62	[
	949	Totals										
		Penalty				- 3						
2		Maneuver Score	0	10	-/	-2	0		Q	O	64	5
	1468	Totals							0		0	
		Penalty		1.	-/	~3						
3		Maneuver Score	0	0	-2	~ Z	0		0	0	62	Jan 6
	11/0	Totals							Ŭ		\	
		Penalty	1			F-3						wrong Side of S "c" fl Retter
4		Maneuver Score	Ø	0	-1	- 3	0		6	0	63	Side of 2
	583	Totals									6	"c" fr Rtte
7		Penalty		-1				7 5 13				
5		Maneuver Score	0	ح2	- Z	-2	-1%				613	6 7
	1618	Totals				63	61/2		O	б		
		Penalty		-/	Vo.							
6		Maneuver Score	0	-1	0	0	-12		0		662	
	577	Totals								0	002	
		Penalty	-1									
7		Maneuver Score	-1	-1	-2	0	-1		0	0	65	-2/
	16/3	Totals	X,							<u> </u>	وط	
7	28/	Penalty			. ***V							
8		Maneuver Score	٥	O	-2	-	2.1		0	0	11	2
	696	Totals									66	3
		Penalty						Α .				
9		Maneuver Score										

9



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#31

Minor Faults (-1 point)

- Beak 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 dear 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.

				<u> </u>		<u> </u>	<u>. </u>				<u> </u>	
		Maneuver			Jog	Lope	Vlaneuvers Stop	5				Comments
		Description	Walk	Jog	OL	LL	Back		F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	. 5					
		Penalty			-3							
1		Maneuver Score	0	-/	-3	- 3	-3		0	0	57	
	1579	Totals										
	1 to 1 to 1	Penalty										. 0
2		Maneuver Score									(.	1
		Totals				Y						
		Penalty										
3		Maneuver Score		1.50								
		Totals										
		Penalty										<u> </u>
4		Maneuver Score										14
		Totals									,	
		Penalty										
5		Maneuver Score					:-					
		Totals										
		Penalty										·
6		Maneuver Score										
O	eritoria. Valoria	Totals										
		Penalty										
-7		Maneuver Score										
. 7		Totals										
		Penalty										
- 1		Maneuver Score										
8		Totals							-			
		Penalty										
9					-				-			
		Maneuver Score						l —	ل			<u> </u>



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

Overall Class Comments Rider Comments Back # Rolay Broky Shoulders 346 316 903 1580 1442 340



YEDA Official Score Sheet - RAIL Class: #33 SR amerald Rail Horsemanship

т		ENT ASSOCIATION	
	Back #	Rider Comments	Overall Class Comments
1	1613	Freth up fall - Body Jine	
2		Relax Eldows & Shoulders	
3	696	Watch Wip Shoulder Cest Jone	
4	110	Reloy Shoulders - But Arch Bock	
5	and the second	Kelp Leg sunder negth	
6	1618	Relax Elhows	
7	583	Feel Rein	
8	949	More Log	
9			
10			
11			



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

IENT ASSOCIATION	12 14011.00100100
Rider Comments	Overall Class Comments
Feel the rain-keep Legs boack	