

# YEDA REINING PATTERN NRHA #2 OFFICIAL SCORE SHEET

Class # 1



EXHB #		MANEUVER DESCRIPTION	R. Circles oOO & Lead Change	L. Circles oOO & Lead Change	Stop & R. Roll Back	Stop & L. Roll Back	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score	Comments	
		MANEUVER	1	2	3	4	5	6	7	8						
1	725	PENALTY													Good Manes 3	
		SCORE	+1	+1/2	0	+1/2	+1/2	0	+1/2	+1	+1	0	0	75		
		Total			71 1/2	72				73						
2	1115	PENALTY	-1												4	
		SCORE	0	+1	0	0	0	+1/2	+1/2	0	+1	0	-1	72		
		Total		70						71						
3	400	PENALTY			-1/2	-1/2									"Big" Small -2 pt. freeze up 7	
		SCORE	0	0	0	-1/2	0	0	0	0	-2	0	0	-3		64 1/2
		Total				68 1/2				64 1/2						
4	1517	PENALTY													Circle Symmetry 2	
		SCORE	+1	0	+1	+1	0	+1	+1	0	+1	0	0	76		
		Total		71		73		74		75						
5	644	PENALTY		-1	-1/2										6	
		SCORE	+1	-1	+1/2	+1/2	0	+1/2	0	+1/2	0	0	-4	68		
		Total						67 1/2		68						
6	377	PENALTY	-1												Inside Hand Too low 5	
		SCORE	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0	0	-1	71		
		Total		69		70		71								
7	1691	PENALTY													1	
		SCORE	+1	+1	+1	+1	+1	0	+1	+1	+1	0	0	78		
		Total		72												
8		PENALTY														
		SCORE														
		Total														

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

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

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

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

JUDGES SIGNATURE

**YEDA Official Score Sheet - Ruby Pattern 2**

Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 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 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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	Penalty										
1584	Maneuver Score	0	+1	0	0	+1	0	+1	+1	74	2
	Totals			71			72				
2	Penalty				-3						Break too
1612	Maneuver Score	0	0	0	-1	0	0	0	0	66	Jog way too
	Totals				66						soon 4
3	Penalty										Gait too
1688	Maneuver Score	0	+1	0	+1	+1	0	+1	+1	75	1
	Totals					73					
4	Penalty				-3						Set up 3
933	Maneuver Score	0	+1	+1	-2	0	+1	0	0	68	for Lope
	Totals				67						No RL Lope
5	Penalty				-3						No RL Lope
124	Maneuver Score	0	0	0	-2	0	+1	-1	0	65	7
	Totals				65	66					
6	Penalty										Don't lean
626	Maneuver Score	+1/2	+1	-1	0	0	0	0	0	70 1/2	forward 3
	Totals			70 1/2							
7	Penalty				-3						No RL Lope
978	Maneuver Score	+1/2	+1	+1	-2	0	0	0	0	67 1/2	6
	Totals				67 1/2						
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

*[Handwritten Signature]*  
 Judges Signature

**YEDA Official Score Sheet - Ruby Pattern 2**

Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 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 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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1	109										
	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2	+1	+1	0	73	4
	Totals					71	72				
2	1418										
	Penalty										
	Maneuver Score	+1/2	+1	0	+1	0	+1	+1	0	73 1/2	3
	Totals			71 1/2		71 1/2	72 1/2				
3	543										
	Penalty										
	Maneuver Score	+1/2	0	-1	+1	+1	+1	+2	0	74 1/2	2
	Totals			69 1/2		71 1/2	72 1/2				
4	880										
	Penalty										
	Maneuver Score	0	+1	+1/2	+1	+1	+1	+2	0	76 1/2	Nice job
	Totals			71 1/2	72 1/2	73 1/2	74 1/2				1
5	1011										
	Penalty										
	Maneuver Score	0	0	0	+1	-1/2	0	0	0	69 1/2	6
	Totals					69 1/2					
6	1595										
	Penalty										
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	0	+1	70 1/2	Legs too far forward
	Totals						71 1/2				
7	1664										
	Penalty										
	Maneuver Score	0	+1	0	-3	-2	0	+1/2	0	66 1/2	No R.L. Lope
	Totals			71	66			66 1/2			7
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

*[Handwritten Signature]*

Judges Signature

**YEDA Official Score Sheet - Ruby Pattern 2**

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 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 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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
1 1276	Penalty										
	Maneuver Score	+1/2	+1	0	+1	+1	0	+1	0	74 1/2	
	Totals				72 1/2		73 1/2				
2 1008	Penalty										
	Maneuver Score	0	+1	+1/2	+1	0	0	0	0	72 1/2	Loops Got forward
	Totals				72 1/2		72 1/2				
3 1130	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1/2	+1	+1	0	75	Misc Soft Hands Lower heels
	Totals					73	74				
4 886	Penalty				-3						
	Maneuver Score	+1	0	0	-2	0	0	0	0	66	No RL Lope
	Totals						66				
5 1183	Penalty				-3						
	Maneuver Score	0	0	0	-2	-2	0	0	0	63	
	Totals										
6 954	Penalty										
	Maneuver Score	0	+2	+1	+1	+1	+2	+2	+1	80	Misc Pattern Execution
	Totals				74	75	77				
7 973	Penalty										
	Maneuver Score	0	+1	0	0	+1	+1	+1	0	74	7
	Totals				71	72	73				
8 1461	Penalty										
	Maneuver Score	0	0	+1/2	+1	+1	+1	+1	+1	75 1/2	3
	Totals				71 1/2	72 1/2	73 1/2				
9 1472	Penalty										
	Maneuver Score	0	+1	+1	+1	+1	+1	+1	+1	77	2
	Totals				73		75				

*MJB*  
 Judges Signature

**YEDA Official Score Sheet - Ruby Pattern 2**

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 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	X-Jog	Stop 270 R	Lope RL	Jog	Stop Back				
10 794	Penalty				-3						Lop too far back Lengthen stirrups No RL Lope
	Maneuver Score	0	0	-1	-2	-1	-1	0	0	62	
	Totals					63	62				
11 1035	Penalty										5
	Maneuver Score	0	+1	+1	+1	+1	+1/2	0	0	7 1/2	
	Totals				73		74 1/2				
12 2	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 - Ranch Horse Pattern #2**

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 without or not incurring faults.

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 68	Penalty																
	Maneuver Score	0	+1/2	+1	+1	+1	-3	-1	+1	0	0		0	0	0	70 1/2	6
	Totals			7 1/2		73 1/2		70 1/2									
2 1014	Penalty																
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1	0	+1	-2	0		0	0	-1/2	71	5
	Totals			7				72 1/2		73 1/2		71 1/2					
3 366	Penalty			-1	-3												
	Maneuver Score	0	0	-1/2	-1/2	0	+1	0	+1/2	+1	+1/2		-4	0	0	68	Leads 7
	Totals			68 1/2	65		66		64 1/2	67 1/2	68						
4 107	Penalty																
	Maneuver Score	0	+1/2	0	+1	+1	+2	+1	0	+1	+1/2		0	0	+1	78	1
	Totals				71 1/2			75 1/2			77						
5 311	Penalty			-1													
	Maneuver Score	0	+1/2	-1/2	+1	+1	+1	+1	+1	+1	+1		-1	0	+1	77	2
	Totals			69	70	71		73	74		76						
6 840	Penalty			-1													
	Maneuver Score	0	0	0	+1	+1	+2	+1	+1/2	0	+1		-1	0	+1	76 1/2	3
	Totals			69	70	71	73	74	74 1/2		75 1/2						
7 351	Penalty																
	Maneuver Score	0	0	0	+1	+1/2	-1/2	0	+1	0	+1/2		0	0	0	72 1/2	4
	Totals				71	71 1/2	71		72		72 1/2						
8	Penalty																
	Maneuver Score																
	Totals																

*M B*

Judges Signature



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

Back #	Rider Comments	Overall Class Comments
1 1627	Leg back more	
2 1685	Legs too far back - Lower heel	
3 1607	Lower heel	
4 1536	Good lower leg	
5 1406	Good lower leg - Lower heel	
6 1557	Leg back more	
7		
8		
9		
10		
11		

Judges Signature

**YEDA Official Score Sheet - Diamond Pattern 2**

Class #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)**

- 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)**

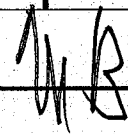
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**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 360 R	Lope LL O L	Simple Lead Δ	Stop Back				
1 725	Penalty										
	Maneuver Score	0	+1	0	+1	-3	0	0	0	69	Flying Lead Change 7
	Totals										
2 1115	Penalty										
	Maneuver Score	0	+1/2	-1/2	+1/2	+1	+1	+1	+1	74 1/2	Good Horsemanship 3
	Totals			70			72 1/2				
3 400	Penalty										
	Maneuver Score	0	+1	0	+1	+2	+1	+1	+1	77	1
	Totals					74	75				
4 1517	Penalty										
	Maneuver Score	+1	+1	+2	+1	+1	-3	0	0	73	WRONG Sid do "Marker C" 6
	Totals			74							
5 644	Penalty										
	Maneuver Score	0	+1	0	+1	+1	+1	+1	0	75	2
	Totals					72	74				
6 377	Penalty										
	Maneuver Score	-1/2	0	0	+1	+1	0	0	0	71 1/2	Shoulders Behind Rhythm 5
	Totals						71 1/2				
7 1691	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1	+1	-1	0	0	72	4
	Totals		71		72	73	72				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

  
 Judges Signature



Back #	Rider Comments	Overall Class Comments
1 1612	Legs make more <sup>wrong</sup> lead @ RLL	
2 1688	Toes out too much	
3 978	Lost Stirrup	
4 1418	Leg too far back	
5 1011	Good Position	
6 109	Leg too far forward	
7 626	Lead <sup>wrong</sup> @ RLL	
8		
9		
10		
11		

  
 Judges Signature

**YEDA Official Score Sheet - Ranch Horse Pattern #2**

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

**1 - point penalty**

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

**3 - point penalty**

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

**Faults incurring a score of 0:**

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1	Penalty																
	Maneuver Score	0	+1/2	0	0	0	+2	+1	+1/2	+1	+1/2		0	+1	0	76 1/2	4
	Totals				70 1/2		73 1/2					75 1/2					
2	Penalty																
	Maneuver Score	0	+1/2	+1	+1	+1	+1	0	+1	+2	+1		0	0	+1	79 1/2	2
	Totals			71 1/2		73 1/2		74 1/2	75 1/2	77 1/2	78 1/2						
3	Penalty																
	Maneuver Score	0	+1/2	+1	0	+1	+1	+1	+1/2	+1	+1		0	0	+1	78	3
	Totals							74 1/2	75	76	77						
4	Penalty																
	Maneuver Score	0	+1	+1/2	+1	-1	-3	0	+1/2	-1	0		-3	0	0	65	no lead change (Head too loose) when leaving
	Totals				72 1/2	68 1/2			66		65						
5	Penalty																
	Maneuver Score	0	+1	+1/2	+1	+1	+2	+1	+1	+1	+1		0	0	+1	80 1/2	1
	Totals			71 1/2		73 1/2		76 1/2	77 1/2		79 1/2						
6	Penalty		-1														
	Maneuver Score	0	-1/2	0	0	-1/2	-1/2	0	0	+1/2	+1/2		-1	0	0	69 1/2	5
	Totals		68 1/2		69 1/2	69	69 1/2		68 1/2		69 1/2						
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

*AMB*  
Judges Signature



# YEDA Official Score Sheet – RAIL Class:

# 10 Jr Ruby Rail Horsemanship Split B

Back #	Rider Comments	Overall Class Comments
1 1595	Legs too far back	
2 1664	wrong D loop - Tough draw	
3 543	Nice form	
4 124	Nice lower legs WRONG RLL	
5 933	BOG at LL loop	
6 880	Nice job	
7 1594	Nice job	
8		
9		
10		
11		

Judges Signature

**YEDA Official Score Sheet - Ranch Horse Pattern #2**

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 # 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 1/2 points increments

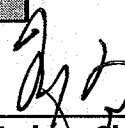
\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360 X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 687	Penalty												0	0	+2	82	nice execution of pattern
	Maneuver Score	0	0	+1	+1	+2	+2	+1	+1	+1	-1						
	Totals			71		74	76	77	78	79	70						
2 591	Penalty												0	0	+1	78	2
	Maneuver Score	0	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1	+1/2						
	Totals			71		73	74	75		76 1/2	77						
3 1064	Penalty				-3								-3	0	+1	74	5
	Maneuver Score	0	0	+1	0	+1	+1	0	+1	+1	+1						
	Totals			71	69	69	70		71	72	73						
4 1015	Penalty												0	0	0	76 1/2	4
	Maneuver Score	0	0	+1	+1	+1	+2	+1	0	0	+1/2						
	Totals				72			76		76	76 1/2						
5 1106	Penalty												0	0	0	77 1/2	3
	Maneuver Score	0	+1/2	+1	0	+2	0	0	+1	+2	+1						
	Totals			71 1/2		73 1/2		74 1/2		77 1/2							
6 766	Penalty			-3									-3	0	0	71 1/2	6
	Maneuver Score	0	+1/2	-1	0	+1	+1	+1	0	+1	+1						
	Totals			66 1/2		67 1/2		69 1/2		70 1/2	71 1/2						
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

*MB*

Judges Signature

Back #	Rider Comments	Overall Class Comments
1 973	Lengthen Stirrups a little	
2 954	Nice Line	
3 794	Leg back too far - Toes out too far	
4 1008	Keep Leg back	
5 1035	Don't Lean forward - Keep Leg back	
6 1472	Don't Lean back	
7 1276	Nice Form	
8 1183	Keep Leg back	
9 1130	Don't Lean forward	
10 886	Wrong U.L. Lope	
11 1461	Nice Line	

  
 Judges Signature



**YEDA Official Score Sheet - Ranch Horse Pattern #2**

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 #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 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 RL	X-Lope RL	Change Leads	Lope LL	X-Trot	Stop 360.X2	Back		Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 284	Penalty																
	Maneuver Score	0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1	+1/2		0	0	0	73 1/2	4
	Totals				71				72								
2 390	Penalty				-3	-3											
	Maneuver Score	0	+1/2	+1/2	-1	-3	-3	0	0	+1	+1		-6	0	0	60	off pattern to blame
	Totals				71	67	61		58								
3 604	Penalty																
	Maneuver Score	0	+1/2	+1	+1	+1	+1	+1	+1	+1	+1		0	0	+1	79 1/2	2
	Totals						73 1/2	74 1/2	75 1/2	76 1/2		78 1/2					
4 893	Penalty																
	Maneuver Score	0	0	+1	+1	+1	+2	+1	+1	+1	+1		0	0	+2	81	1
	Totals				71	72			76	77		79					
5 929	Penalty					-3											
	Maneuver Score	0	+1/2	0	-1	+1	+1	+1	+1	+1	+1		+3	0	0	72 1/2	5
	Totals						66 1/2			69 1/2	70 1/2	71 1/2	72 1/2				
6 700	Penalty																
	Maneuver Score	0	0	+1/2	+1	+1/2	+2	+1/2	+1/2	+1/2	+1		0	0	0	76 1/2	3
	Totals				71 1/2	72	74			75		78 1/2					
7	Penalty																
	Maneuver Score																
	Totals																
8	Penalty																
	Maneuver Score																
	Totals																

*[Handwritten Signature]*

Judges Signature

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1 351	Penalty											
	Maneuver Score	0	+1/2	0	0	+1	+2	0	+1	0	74 1/2	3
	Totals											
2 681	Penalty											
	Maneuver Score	0	0	+1	0	+1	+2	+1	+1	0	76	1
	Totals											
3 1014	Penalty			-3								
	Maneuver Score	0	+1	-1	0	+1	+1	0	0	0	69	7
	Totals			67		68	67					
4 366	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	0	0	0	0	0	71	6
	Totals			71		71						
5 107	Penalty											
	Maneuver Score	0	+1	+1/2	0	+1	0	+1	+1/2	0	74	Loed Sweep No Rider Error by U
	Totals				71 1/2			73 1/2				
6 311	Penalty											
	Maneuver Score	0	+1	+1/2	0	+1	0	+1	+1 1/2	0	75	2
	Totals				71 1/2	72 1/2		73 1/2				
7 840	Penalty											
	Maneuver Score	0	+1/2	0	-1	0	+1	+1	+1	0	72 1/2	5
	Totals				69 1/2		70 1/2	71 1/2				
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*[Signature]*

Judges Signature

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

**Minor Faults (-1 point)**

- 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	Walk	Jog	Stop Back				
		1	2	3	4	5				
1 1406	Penalty									
	Maneuver Score	0	+1	+1	+1	0	0	0	73	2
	Totals									
2 1627	Penalty									
	Maneuver Score	0	0	0	+1	+1/2	0	0	71 1/2	Leg too far forward 4
	Totals									
3 1685	Penalty									
	Maneuver Score	0	0	0	0	0	0	0	70	Too much lower leg movement 6
	Totals									
4 1557	Penalty									
	Maneuver Score	0	+1	+1	+2	+1	+1	0	76	1
	Totals									
5 1536	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	0	72	Bring leg back a little 3
	Totals									
6 1607	Penalty									
	Maneuver Score	0	+1/2	0	+1/2	0	0	0	71	Bring leg back a little 5
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*SR*

Judges Signature



**YEDA Official Score Sheet - Sapphire / Alumni Pattern 2**

Updated 2020

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

Class # 16  
 SR.  
 Split A

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1	Penalty											
	Maneuver Score	0	0	0	+1/2	+1/2	+1	+1/2	0	0	72 1/2	5
	Totals								22			
2	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	+1	0	0	+1	+1	75	2
	Totals								23			
3	Penalty											
	Maneuver Score	0	0	0	0	+1	+1	+1	0	0	73	4
	Totals											
4	Penalty											
	Maneuver Score	-1/2	+1/2	0	0	+1	-2	+1	+1	0	71	6
	Totals											
5	Penalty											
	Maneuver Score	0	+1	+1	0	+2	+1	+1	+2	0	78	1
	Totals								25			
6	Penalty											
	Maneuver Score	0	+1	0	0	+1	+1	+1	0	0	74	3
	Totals								23			
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*M. B.*

Judges Signature

**YEDA Official Score Sheet - Sapphire / Alumni Pattern 2**

Updated 2020

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

Class # 17  
 SR  
 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	Jog	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1 535	Penalty											
	Maneuver Score	0	+1/2	0	+1/2	0	+1	+1	0	0	73	4
	Totals				71		72	73				
2 766	Penalty											
	Maneuver Score	0	+1/2	+1	0	+1	+1	+1/2	0	0	74	3
	Totals						73 1/2	74				
3 148	Penalty											
	Maneuver Score	0	+1	+1	+1	+1	+1	+1	+1	0	77	1
	Totals				73			76				
4 1135	Penalty											
	Maneuver Score	0	+1	+1/2	0	0	+1	+1	+1	0	74 1/2	2
	Totals					71 1/2		73 1/2				
5 389	Penalty											
	Maneuver Score	0	+1	+1/2	0	+1	-3	-1/2	0	0	69	NO Lead Change 6
	Totals			71 1/2		72 1/2						
6 1015	Penalty											
	Maneuver Score	0	+1	0	-1/2	+1	-3	+1	0	0	69 1/2	NO Lead Change 5
	Totals				70 1/2							
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

**YEDA Official Score Sheet - Sapphire / Alumni Pattern 2**

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	X-Jog	Stop 360 L	Lope LL	Lead Δ Lope RL	Stop				
1 1097	Penalty											
	Maneuver Score	0	+1	+1/2	-3	+1/2	-1/2	+1	0	0	69 1/2	Turned Right & or.
	Totals					69						
2 1106	Penalty											
	Maneuver Score	0	+1/2	+1	+1	+1	+1	+1	+1	0	76 1/2	2
	Totals					72 1/2		75 1/2				
3 687	Penalty											
	Maneuver Score	0	-1/2	0	0	+1/2	+1/2	+1	0	0	71 1/2	5
	Totals					70						
4 284	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	+1	+1	+1	+1	0	75	3
	Totals					72						
5 1064	Penalty											
	Maneuver Score	0	+1	+1/2	+1/2	+2	+1	+1	+1	0	77	1
	Totals					72	74	75	76			
6 604	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	+1	+1	0	74	4
	Totals					72		73				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

*AM-B*

Judges Signature

**YEDA Official Score Sheet - Opal Pearl Pattern 2**

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)**

- 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	Walk	Jog	Stop Back				
1	301	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	-1	+1	+1	0	+1	0	72	4
	Totals			70		71				
2	RR 1398									
	Penalty									
	Maneuver Score	0	+1/2	0	0	+1	0	0	71 1/2	5
	Totals									
3	1080									
	Penalty			-1						
	Maneuver Score	0	-1/2	-1	-1	0	0	0	66 1/2	Shorten Rein 9
	Totals									
4	1443									
	Penalty									
	Maneuver Score	0	-1/2	+1/2	+1/2	+1/2	0	0	71	7
	Totals			70		71				
5	1590									
	Penalty									
	Maneuver Score	0	+1	+1	+1	+1	0	0	74	2
	Totals									
6	1687									
	Penalty									
	Maneuver Score	+1/2	+1	0	0	0	0	0	71 1/2	Tees out too Fast Keep leg back
	Totals			71 1/2						
7	1494									
	Penalty									
	Maneuver Score	0	+1	+1	+1	0	0	0	73	3
	Totals									
8	1416									
	Penalty									
	Maneuver Score	0	0	0	0	0	0	0	70	8
	Totals									
*9	1505									
	Penalty									
	Maneuver Score	0	0	+1	+1	+1	+1	+1	75	1
	Totals									

*g/b*

Judges Signature

**YEDA Official Score Sheet - Opal / Pearl Pattern 2**

Updated 2020

Class #20  
 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	Walk	Jog	Stop Back				
1 1566	Penalty									
	Maneuver Score	0	+1	+1	+1/2	+1	0	0	73 1/2	2
	Totals									
2 1483	Penalty		-5							Grabbed Horn 8
	Maneuver Score	0	-2	0	0	0	0	0	63	
	Totals									
3 333	Penalty									Keep legs Back 5 Toe out too much
	Maneuver Score	0	0	+1/2	+1	0	0	0	71 1/2	
	Totals									
4 1514	Penalty									
	Maneuver Score	0	+1/2	0	0	+1/2	0	0	71	6
	Totals									
5 1695	Penalty									
	Maneuver Score	0	+1/2	+1	+1	+1	+1	0	74 1/2	1
	Totals									
6 1473	Penalty									Lower Heels 3
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	0	0	72 1/2	
	Totals									
7 1619	Penalty									
	Maneuver Score	0	0	0	+1/2	+1/2	+1	0	72	4
	Totals									
8 1649	Penalty									Cut Corner 7
	Maneuver Score	0	+1/2	0	-1/2	0	0	0	70	
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*[Handwritten Signature]*

Judges Signature

**YEDA Official Score Sheet - Opal / Pearl Pattern 2** Class # 21  
 Updated 2020

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

JR  
 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 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	Jog	Stop Back				
1 329	Penalty									
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	71	5
	Totals									
2 1440	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	0	0	0	72	3
	Totals									
3 RR 1007	Penalty									
	Maneuver Score	0	-1/2	+1/2	0	0	0	0	70	6
	Totals									
4 1437	Penalty									
	Maneuver Score	0	-1/2	0	0	0	0	0	69 1/2	7
	Totals									
5 1574	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	0	0	0	69	8
	Totals									
6 1553	Penalty									
	Maneuver Score	0	+1	+1	+1	+1	+1	0	75	1
	Totals									
7 1543	Penalty									
	Maneuver Score	0	0	0	+1/2	+1	0	0	71 1/2	4
	Totals									
8 1174	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1	+1	0	74	2
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

*[Handwritten Signature]*

Judges Signature

**YEDA Official Score Sheet - Opal (Pearl) Pattern 2**  
 Updated 2020

Class #22  
 Elementary  
 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 1/4
- 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	Walk	Jog	Stop Back				
1	Penalty									
1551	Maneuver Score	0	+1/2	+1	+1/2	+1	0	0	73	4
	Totals									
2	Penalty									
1063	Maneuver Score	0	+1/2	0	+1/2	0	+1/2	0	71 1/2	Keep Legs Back 6
	Totals									
3	Penalty									
245	Maneuver Score	0	+1/2	+1/2	+1/2	+1	+1	0	73 1/2	3
	Totals									
4	Penalty									
1624	Maneuver Score	0	+1/2	+1/2	+1	+1	+1	0	74	2
	Totals									
5	Penalty									
1596	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	0	72	5
	Totals									
6	Penalty									
370	Maneuver Score	+1/2	+1/2	+1	+1	+1	+1	0	75	1
	Totals									
7	Penalty									
1158	Maneuver Score	0	0	0	+1/2	+1/2	0	0	71	Leg too far forward
	Totals									
8	Penalty									
1508	Maneuver Score	0	0	0	0	0	0	0	70	8
	Totals									
9	Penalty									
1464	Maneuver Score	0	0	0	+1/2	-1	0	0	69 1/2	9
	Totals									

*9/13*

Judges Signature



# YEDA Official Score Sheet – RAIL Class: #23 Jr Opal Rail-Horsemanship Split A

Back #	Rider Comments	Overall Class Comments
1 301	Don't Lean Back	USE ARENA - Better Spacing
2 1494	Nice Form	
3 1553	More Bend in Elbow	
4 1574	Nice Line	
5 1080	Lower Leg Back too far	
6 1590	Leg Back more	
7 1687	Keep Leg Back	
8 1007	Steady Hand	
9 329	Don't Point toes out - Keep Leg Back	
10		
11		

Judges Signature





# YEDA Official Score Sheet – RAIL Class:

#24 Elementary Pearl Rail  
Horsemanship - Split A

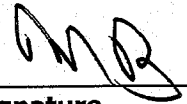
Back #	Rider Comments	Overall Class Comments
1 1473	Nice Line	Very Good Class <hr/>
2 333	Keep Legs Back	
3 1063	Don't Arch Back	
4 1158	Keep Leg Back	
5 245	Steady Jay	
6 1596	Nice line	
7 1551	More weight down through legs	
8 1695	Steady upper Body	
9		
10		
11		

Judges Signature



# YEDA Official Score Sheet – RAIL Class: #25 JR Opal Rail Horsemanship Split B

Back #	Rider Comments	Overall Class Comments
1 1416	Leg forward	
2 1505	Leg too far forward	
3 1398	Relax Elbow's hands	
4 1437	B.O.G. at top	
5 1543	Nice Line	
6 1443	Keep Leg Make ~ Lengthen Straps	
7 1174	Keep Leg Make	
8 1440	Nice Line	
9		
10		
11		

  
Judges Signature



# YEDA Official Score Sheet – RAIL Class: #26 Elementary Peare Rail Horsemanship - Split B

Back #	Rider Comments	Overall Class Comments
1 1483	Legs back more	
2 370	Nice Line	
3 1624	Good Seat & Hands	
4 1464	Lower heels	
5 1566	Good Line	
6 1619	Legs back more	
7 1514	Nice Line	
8 1649	Sit Back	
9 1508	Steady upper Body	
10		
11		

Judges Signature

**YEDA Official Score Sheet - Emerald Pattern 2**

Updated 2020

Class #27  
 JR  
 pg 1 of 2

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

**Minor Faults (-1 point)**

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

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1 316	Penalty									
	Maneuver Score	0	0	-1	0	0	0	0	69	7
	Totals									
2 340	Penalty	-1								
	Maneuver Score	-1/2	0	+1/2	+1/2	0	0	0	69 1/2	6 69.5
	Totals		68 1/2	29	20 1/2					
3 1442	Penalty				-3					
	Maneuver Score	0	0	0	-1	0	0	0	66	8
	Totals									
4 1466	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	0	0	0	71	4
	Totals									
5 1580	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	0	71 1/2	3
	Totals									
6 1028	Penalty									
	Maneuver Score	0	-1/2	-1/2	0	+1/2	0	0	69 1/2	5
	Totals									
7 894	Penalty									
	Maneuver Score	0	+1	+1	+1	0	0	0	73	1
	Totals									
8 326	Penalty									
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	0	0	72 1/2	2
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



**YEDA Official Score Sheet - Emerald Pattern 2**

Updated 2020

Class #28  
 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 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

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

**Severe Faults (-5 points)**

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Con't Lope	Stop Back				
1 1110	Penalty									
	Maneuver Score	0	+1	+1	+1	0	0	0	73	2
	Totals									
2 RR 1618	Penalty									
	Maneuver Score	0	0	0	+1	0	0	0	71	5
	Totals									
3 577	Penalty									
	Maneuver Score	0	+1	-3	0	0	0	0	65	6
	Totals									
4 1613	Penalty									
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	0	0	72 1/2	3
	Totals									
5 696	Penalty									
	Maneuver Score	0	0	-3	-3	0	0	0	60	NO LLLope off pattern 7
	Totals									
6 1526	Penalty									
	Maneuver Score	0	+1	+1	+1	+1	0	0	72	4
	Totals									
7 1468	Penalty									
	Maneuver Score	0	+1	+1	+1	+1/2	+1	+1	75 1/2	1
	Totals									
8 583	Penalty									
	Maneuver Score	0	0	-3	-3	-1/2	0	0	57 1/2	NO LLLope off pattern 8
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

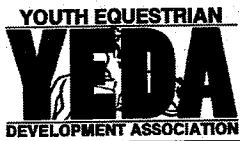
Judges Signature



**YEDA Official Score Sheet – RAIL Class:** #29JR Emerald Rail  
Horsemanship

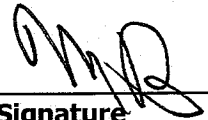
Back #	Rider Comments	Overall Class Comments
1 1466	Heels back more	
2 316	Don't Arch back BOG at Top LL.	
3 340	Keep heels back	
4 1442	Good	
5 1028	Good Seat	
6 1580	Heels back a little	
7 326	Don't lean back - Leg back more	
8 894	Nice Line	
9		
10		
11		

Judges Signature



**YEDA Official Score Sheet – RAIL Class: #30 SR Emerald Rail Horsemanship**

Back #	Rider Comments	Overall Class Comments
1 583	Good Line	
2 696	More Bend in Elbows	
3 1526	Bend Elbows more	
4 1110	Legs Back a little	
5 577	More weight in seat	
6 1618	Don't Lean Back - Stretch up	
7 1468	Great Form in Seat	
8 1613	Lengthen Straps -	
9		
10		
11		

  
Judges Signature