

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class #1



EXHB #	MANEUVER	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall	HDD	Penalties	Final	Comments
		OOo Stop	Spins Right	OOo Stop	Spins Left	8	6	7	Back					
		1	2	3	4	5	6	7	8					
1	142													
	PENALTY													
	SCORE	+1/2	+1/2	0	0	0	+1/2	0	+1/2	0	0		72	
	Total	70 1/2	71	71	71	71	71 1/2	71 1/2	72					
2	1279													
	PENALTY													
	SCORE	0	+1/2	0	+1/2	-1/2	0	0	0	+2	+2		70 1/2	
	Total	70	70 1/2	70 1/2	71	66 1/2								
3	1529					1/2								
	PENALTY													
	SCORE	+1/2	0	+1/2	0	0	-1	0	+1/2	+1	0		71	
	Total	70 1/2	70 1/2	71	71	70 1/2	69 1/2	69 1/2	70					
4	312				0									
	PENALTY													
	SCORE	0	+1/2	+1/2	0	0	0	0	-1/2	0	0		70 1/2	Overspun left
	Total	70	70 1/2	71	71				70 1/2					
5	383													
	PENALTY													
	SCORE	0	0	+1/2	+1/2	+1/2	0	0	+1/2	+2	+1		74	
	Total	69	69	69 1/2	70	70 1/2	70 1/2	70 1/2	71					
6	1438		0											
	PENALTY													
	SCORE	0	0	0	0	0	0	0	0	+1	+1		72	3 spins right
	Total	70	70	70	70	70	70	70	70					
7														
	PENALTY													
	SCORE													
	Total													
8														
	PENALTY													
	SCORE													
	Total													

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

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

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

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

JUDGES SIGNATURE _____

(Judge A)



YEDA Official Score Sheet – RAIL Class: #2 Junior Emerald Rail Horsemanship (Split A)

	Back #	Rider Comments	Overall Class Comments
1	852	legs back	
2	1525	legs back	
3	101	sit back on pockets	
4	1238	heels down	
5	1125	shoulders back, heels down wrong lead	
6	1630	legs back	
7	1699	heels down	
8	126	legs back wrong lead	
9			
10			
11			

Judges Signature (Judge A)

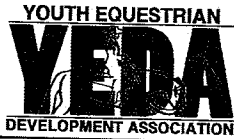
**YEDA Official Score Sheet – RAIL Class: #3 Senior Emerald Rail
 Horsemanship**

	Back #	Rider Comments	Overall Class Comments
1	253	Nice position deeper seat	
2	1084	legs back	
3	863	heels down	
4	1105	legs back wrong lead	
5	408	quiet upper body	
6	275	quiet upper body	
7	526	legs back	
8	1301	deeper seat	
9	793	sit deeper	
10			
11			


 Judges Signature (Judge A)

	Back #	Rider Comments	Overall Class Comments
1	1615	straighter back legs back	
2	198	deeper seat	
3	367	quieter upper body wrong lead	
4	353	shoulders back	
5	1136	great position	
6	1560	shoulders back	
7	1435	legs back, heels down broke	
8			
9			
10			
11			

Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

Class: # ⁵ Alumni Emerald Rail
Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1521	more contact with reins	
2 1628	deeper seat	
3 1567	legs back heel down	
4		
5		
6		
7		
8		
9		
10		
11		

Judge's Signature (Judge A)

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
1	178											
	Penalty				3							
	Maneuver Score	+1	0	-1	+1	+1	+1	+2	0	72	4	
	Totals	71	71	67	68	69	70					
2	675											
	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	+1	-1	+3	0	74	3	
	Totals	70 1/2	70 1/2	70 1/2	71	72	71					
3	1384											
	Penalty											
	Maneuver Score	+1	+1/2	+1	+1/2	+1	-1/2	+2	0	75 1/2	2	
	Totals	71	71 1/2	72 1/2	73	74	73 1/2					
4	760											
	Penalty											
	Maneuver Score	+1/2	0	+1	+1	+1/2	0	+3	0	76	1	
	Totals	70 1/2	70 1/2	71 1/2	72 1/2	73	73					
5	1262											
	Penalty											
	Maneuver Score	-1	-1	-1	-1	0	-1	0	0	65	no walk	
	Totals	69	68	67	66	66	65					
6	1092											
	Penalty											
	Maneuver Score	0	+1/2	0	0	0	+1/2	0	0	71	5	
	Totals	70	70 1/2	70 1/2			71					
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											


 Judges Signature (Judge A)

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 of 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	Lope OR RL	Stop 360 L	Lope LL	Stop Back					
1	312											2
	Penalty											
	Maneuver Score	+1	+1/2	+2	-1/2	+1/2	+1/2	+1	+1	75		
	Totals	71	71 1/2	73 1/2	72	72 1/2	73					
2	142											4
	Penalty					3						
	Maneuver Score	0	+1/2	0	0	-1	0	+1/2	-1/2	67 1/2		
	Totals	70	70 1/2	70 1/2	70 1/2	66 1/2	66 1/2					
3	1279											3
	Penalty					3						
	Maneuver Score	+1	+1	+1	0	-1/2	-1/2	+2	+1/2	71 1/2		
	Totals	71	72	73	73	69 1/2	69					
4	1529											5
	Penalty					3	3					
	Maneuver Score	+1	+1/2	+1	-1	-1	+1/2	0	+1	66		
	Totals	71	71 1/2	72 1/2	71 1/2	64 1/2	65					
5	383											1
	Penalty											
	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1	+2	0	77		
	Totals	70 1/2	71 1/2	72 1/2	73	74	75					
6	1438											58
	Penalty	3				3						
	Maneuver Score	-3	0	-1	-1	-1	0	0	0	58		
	Totals	64		63	62	58						
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

Judges Signature (Judge A)

YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

1 - point penalty

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

3 - point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
	Maneuver	1	2	3	4	5	6	7	8					
1	1092													
	Penalty													
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	-1/2		0	0	73	3
	Totals	70 1/2	71 1/2	72	72 1/2	73	73 1/2		73					
2	760													
	Penalty													
	Maneuver Score	+1	+1/2	+1	+1	0	+1/2	+1	+1/2		+2	0	77 1/2	2
	Totals	71	71 1/2	72 1/2	73 1/2	73 1/2	74	75	75 1/2					
3	1384													
	Penalty													
	Maneuver Score	+1	+1	+1 1/2	+1/2	+1/2	0	+1/2	+1		+2	0	78	1
	Totals	71	72	73 1/2	74	74 1/2	74 1/2	75	76					
4	675													
	Penalty					(5)								
	Maneuver Score	0	0	-1 1/2	-1 1/2	0	-1/2	0	-1 1/2		0	0	65	(OP) No RL/back simple change
	Totals	70		68 1/2	67		66 1/2		65					
5	1262													
	Penalty	1												
	Maneuver Score	-1	-1/2	0	-1/2	-1/2	0	0	+1/2		0	+1/2	67 1/2	5
	Totals	68	67 1/2	67 1/2	67	66 1/2	66 1/2		67					
6	178													
	Penalty													
	Maneuver Score	-1/2	+1	+1/2	0	-1	-1/2	0	0		0	+1/2	70	4
	Totals	69 1/2	70 1/2	71	71	70	69 1/2	69 1/2	69 1/2					
7														
	Penalty													
	Maneuver Score													
	Totals													
8														
	Penalty													
	Maneuver Score													
	Totals													

Judges Signature (Judge A)

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

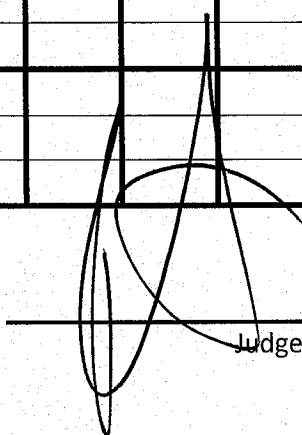
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Extend Walk	Reg Walk	Stop					
1	754 Penalty										
	Maneuver Score	+1/2	+1	0	+1	0		+1	0	73 1/2	
	Totals	70 1/2	71 1/2	71 1/2	72 1/2	72 1/2					
2	11065 Penalty										
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2		+1/2	0	73	
	Totals	71 1/2		71 1/2	72	72 1/2					
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										



 Judges Signature (Judge A)

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

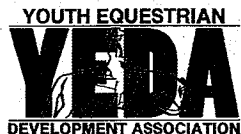
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

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

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

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Ext. Walk	Jog	Stop					
1	Penalty										
	Maneuver Score	+1	+1	+½	+½	+1		+1	0	75	
	Totals	71	72	72½	73	74					
2	Penalty										
	Maneuver Score	+½	0	+1	+½	0		+½	0	72½	
	Totals	70½	70½	71½	72	72					
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

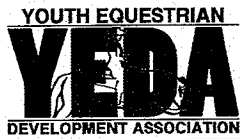
Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL Class: #11 Elementary Pearl Rail Horsemanship (Split A)

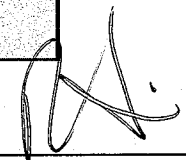
	Back #	Rider Comments	Overall Class Comments
1	1531	great leg	
2	1320	deeper seat	
3	1511	deeper seat	
4	1471	quiet upper body	
5	1599	More contact	
6	1667	legs back	
7	94	quiet upper body	
8	1049	great body position	
9			
10			
11			

Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL Class: #12 Elementary Pearl Rail Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1387	great leg	
2 1632	shoulders back	
3 136	quiet upper body	
4 832	straighter back	
5 1519	legs back	
6 1168	great body position	
7 1419	quiet upper body leg back	
8		
9		
10		
11		



Judges Signature (Judge 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	X-Jog	Jog	Stop Back				
1	94									
	Penalty									
	Maneuver Score	+1/2	+1/2	+1	+1/2	0	+2	0	74 1/2	1
	Totals	70 1/2	71	72	72 1/2	72 1/2				
2	136									
	Penalty					3				
	Maneuver Score	+1/2	0	+1/2	0	+1/2	+1	0	69 1/2	6
	Totals	70 1/2	70 1/2	71	68	68 1/2				
3	1667									
	Penalty		1							
	Maneuver Score	+1/2	0	+1/2	0	+1/2	0	0	70 1/2	5
	Totals	70 1/2	69 1/2	70	70	70 1/2				
4	1049									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1	0	73 1/2	3
	Totals	70	70 1/2	71	72	72 1/2				
5	1168									
	Penalty									
	Maneuver Score	+1/2	+1	0	0	+1/2	+1	0	73	4
	Totals	70 1/2	71 1/2	71 1/2	71 1/2	72				
6	832									
	Penalty					OP				
	Maneuver Score	+1/2	+1/2	+1	0	0	0	0	72	* no back OP
	Totals	70 1/2	71	72	72	72				7
7	1511									
	Penalty	OP								
	Maneuver Score	-1/2	0	+1	0	+1/2	+1	0	71	' no walk OP 8
	Totals	68 1/2	68 1/2	69 1/2	69 1/2	70				
8	1632									
	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2	+1	+1 1/2		74	2
	Totals	70 1/2	70 1/2	71	71 1/2	72 1/2				
9										
	Penalty									
	Maneuver Score									
	Totals									



Judges Signature (Judge A)

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

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

Judges Signature (Judge A)

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

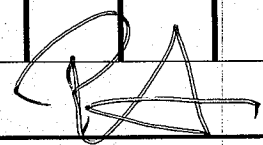
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6				
1 1238	Penalty									
	Maneuver Score	+1	0	+1/2	+1	+1	+2	0	75 1/2	
	Totals	71	71	71 1/2	72 1/2	73 1/2				
2 1136	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1	0	72 1/2	
	Totals	70 1/2	70 1/2	71	71 1/2					
3 367	Penalty									
	Maneuver Score	+1	0	+1	0	+1/2	+1	0	73 1/2	
	Totals	71	71	72	72	72 1/2				
4 353	Penalty		1	1						
	Maneuver Score	0	+1/2	-1	0	0	+1/2	0	68	
	Totals	70	69 1/2	67 1/2	67 1/2	67 1/2				
5 1435	Penalty				3					
	Maneuver Score	+1	+1/2	+1/2	-1	0	+1/2	0	68 1/2	
	Totals	71	71 1/2	72	68	68				
6 1615	Penalty				3 (OP)					
	Maneuver Score	+1/2	+1/2	0	-1 1/2	-1	0	0	65 1/2	(OP) NO RL
	Totals	70 1/2	71	71	66 1/2	65 1/2				65.8
7 1125	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1 1/2	0	73	
	Totals	70 1/2	71	71	71 1/2					
8 1630	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2	0	+1/2		72	
	Totals	70 1/2	70 1/2	71	71 1/2					
9	Penalty									
	Maneuver Score									
	Totals									



Judges Signature (Judge A)

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 ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6				
1	Penalty				3					
	Maneuver Score	+1/2	+1	0	-1	0	+1	0	68 1/2	9
	Totals	70 1/2	71 1/2	71 1/2	67 1/2					
2	Penalty	1			1					
	Maneuver Score	-1/2	0	+1/2	-1	0	+1 1/2	+1/2	69	broke @ RL 8
	Totals	68 1/2	68 1/2	69	67	67				
3	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	72 1/2	6
	Totals	70 1/2	71	71 1/2	71 1/2	72				
4	Penalty									
	Maneuver Score	+1	0	+1/2	+1	0	+1	+1/2	74	4
	Totals	71	71	71 1/2	72 1/2	72 1/2				
5	Penalty									
	Maneuver Score	0	+1/2	+1	+1	+1/2	+2	0	75	2
	Totals	70	70 1/2	71 1/2	72 1/2	73				
6	Penalty									
	Maneuver Score	0	0	+1/2	-1/2	-1/2	+1/2	+1/2	70 1/2	7
	Totals	70		70 1/2	70	69 1/2				
7	Penalty	1								
	Maneuver Score	-1/2	+1/2	+1/2	+1	+1	+2	0	73 1/2	5
	Totals	68 1/2	69	69 1/2	70 1/2	71 1/2				
8	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	+1	0	74 1/2	3
	Totals	71	71 1/2	72	73	73 1/2				
9	Penalty									
	Maneuver Score	+1/2	+1/2	+1	+1	+1	+1 1/2	0	75 1/2	1
	Totals	70 1/2	71	72	73	74				

KA

Judges Signature (Judge A)

YEDA Official Score Sheet – Emerald Pattern 4

Updated 2020

**Class #17 Junior
 Split B**

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

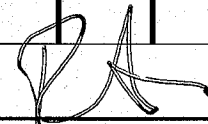
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1 852	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1	+1	+1 1/2	0	75 1/2	
	Totals	71	71 1/2	72	73	74				
2 198	Penalty									
	Maneuver Score	+1	+1/2	0	+1/2	+1	+1	0	74	3
	Totals	71	71 1/2	71 1/2	72	73				
3 101	Penalty									
	Maneuver Score	+1	+1/2	+1/2	0	+1/2	0	0	72 1/2	5
	Totals	71	71 1/2	72	72	72 1/2				
4 1525	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	+1	+1	0	75	2
	Totals	71	72	72 1/2	73	74				
5 124	Penalty				3					60 No RL
	Maneuver Score	+1	+1/2	+1/2	-1 1/2	0	0	0	67 1/2	7
	Totals	71	71 1/2	72	67 1/2					
6 1699	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1	0	73	4
	Totals	70	70 1/2	71	71 1/2	72				
7 1560	Penalty									
	Maneuver Score	+1/2	0	+1/2	-1/2	0	0	0	70 1/2	6
	Totals	70 1/2	70 1/2	71	70 1/2	70 1/2				
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									



Judges Signature (Judge A)

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 Back	Lope RL	Stop				
1	Penalty	1								broke @ walk Pushed into lope
	Maneuver Score	-1/2	0	+1/2	0	0	0	0	69	
	Totals	68 1/2	68 1/2	69	69	69				
2	Penalty									
	Maneuver Score	+1	+1/2	0	+1/2	+1	+1	0	74	
	Totals	71	71 1/2	71 1/2	72	73				
3	Penalty									
	Maneuver Score	+1	+1	+1	+1	+1/2	+2	0	76 1/2	
	Totals	71	72	73	74	74 1/2				
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature (Judge A)



Diamond Elite

YEDA Official Score Sheet – Diamond Pattern 8

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.

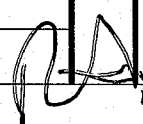
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

Summer J Reddie

Entry #	Maneuver Description	Maneuvers									F & E	HDD	Total	Comments		
		Walk	Jog	Stop 360 L	Lope L/LL	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back						
1	312															
	Penalty				3											
	Maneuver Score	+1/2	+1/2	0	-1/2	0	+1/2	+1/2	+1/2	0						
	Totals	70 1/2	71	71	67 1/2	67 1/2	68	68 1/2	69	69	+1	0	70			
2	1438															
	Penalty															
	Maneuver Score	0	+1/2	-1/2	0	0	+1/2	-1/2	-1/2	0						
	Totals	70	70 1/2	70	70	70	70 1/2	70	69 1/2	69 1/2	+1/2	0	70 1/2			
3	383															
	Penalty															
	Maneuver Score	+1/2	+1	+1/2	+1	0	0	+1/2	+1	0						
	Totals	70 1/2	71 1/2	72	73	73	73	73 1/2	74 1/2	74 1/2	+2	0	76 1/2			
4	142															
	Penalty															
	Maneuver Score	+1	+1/2	0	+1	0	+1/2	+1	+1/2	+1/2						
	Totals	71	71 1/2	71 1/2	72 1/2	72 1/2	72	73	73 1/2	74	+1 1/2	0	75 1/2			
5																
	Penalty															
	Maneuver Score															
	Totals															
6																
	Penalty															
	Maneuver Score															
	Totals															
7																
	Penalty															
	Maneuver Score															
	Totals															
8																
	Penalty															
	Maneuver Score															
	Totals															
9																
	Penalty															
	Maneuver Score															


 Judges Signature



Diamond Elite

YEDA Official Score Sheet – Diamond Pattern 8

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers										F & E	HDD	Total	Comments	
		Walk	Jog	Stop 360 L	Lope 180 L	Stop 180 R	X Jog	Stop 180 L	Lope LL	Stop Back						
1	Penalty															
	Maneuver Score	+3	+2	+1/2	+3	+2	+2	+2	+3	+2	+3	0	0	92 1/2		
	Totals					80 1/2					89 1/2					
2	Penalty															
	Maneuver Score	+1	+1 1/2	-1/2	+1	+1	0	-1/2	+1/2	0	+1	0	75			
	Totals				73		74		74	74						
3	Penalty															
	Maneuver Score															
	Totals															
4	Penalty															
	Maneuver Score															
	Totals															
5	Penalty															
	Maneuver Score															
	Totals															
6	Penalty															
	Maneuver Score															
	Totals															
7	Penalty															
	Maneuver Score															
	Totals															
8	Penalty															
	Maneuver Score															
	Totals															
9	Penalty															
	Maneuver Score															

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern #4

Class #19 Senior

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	727													
	Penalty													
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1/2	+1/2	+1		+2	0	78	1
	Totals	71	71 1/2	72 1/2	73	74	74 1/2	75	76					
2	1684													
	Penalty													
	Maneuver Score	0	0	+1	+1/2	0	0	+1/2	0		+1	0	73	4
	Totals	70	70	71	71 1/2	71 1/2	71 1/2	72	72					
3	1061													
	Penalty													
	Maneuver Score	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1		+1/2	0	77 1/2	2
	Totals	70 1/2	71 1/2	72	73	73 1/2	74 1/2	75	76					
4	948													
	Penalty													
	Maneuver Score	0	+1	+1/2	0	+1/2	+1/2	+1	+1		+1	0	75 1/2	3
	Totals	70	71	71 1/2		72	72 1/2	73 1/2	74 1/2					
5	243													
	Penalty													
	Maneuver Score	+1/2	0	0	0	0	0	0	0		0	0	70 1/2	* spun Right first
	Totals	70 1/2			70 1/2									
6	503													
	Penalty													
	Maneuver Score	+1/2	+1	0	0	+1/2	-1/2	0	-1/2		0	0	71	* 3 s. right
	Totals	70 1/2	71 1/2	71 1/2	71 1/2	72	71 1/2		71					
7														
	Penalty													
	Maneuver Score													
	Totals													
8														
	Penalty													
	Maneuver Score													
	Totals													

Judges Signature (Judge A)

YEDA Official Score Sheet – Ranch Horse Pattern #4

Class #20 Alumni

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		Serpentine	LL O	Leads	o Stop	L	R	RL	Back 5					
	Maneuver	1	2	3	4	5	6	7	8					
1	1670													
	Penalty													
	Maneuver Score	+1	+1	0	+1/2	0	0	+1/2	+1/2		+1	0	74 1/2	
	Totals	71	72	72	72 1/2	72 1/2	72 1/2	73	73 1/2					
2	602													
	Penalty		2											
	Maneuver Score	+1/2	0	0	0	-1/2	0	+1/2	0		0	0	68 1/2	
	Totals	70 1/2	68 1/2			68		68 1/2						
3														
	Penalty													
	Maneuver Score													
	Totals													
4														
	Penalty													
	Maneuver Score													
	Totals													
5														
	Penalty													
	Maneuver Score													
	Totals													
6														
	Penalty													
	Maneuver Score													
	Totals													
7														
	Penalty													
	Maneuver Score													
	Totals													
8														
	Penalty													
	Maneuver Score													
	Totals													

Judges Signature (Judge A)




YEDA Official Score Sheet – RAIL Class: #21 Senior Ruby Rail Horsemanship (Split A)

	Back #	Rider Comments	Overall Class Comments
1	1470	square upper body	
2	233	legs back	
3	1456	square shoulders	
4	1093	great position	
5	1200	deeper seat	
6	858	excellent body position	
7	173	straighter upper body	
8			
9			
10			
11			

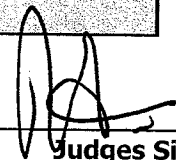
Judges Signature (Judge A)

Back #	Rider Comments	Overall Class Comments
1 1592	legs back	
2 835	steady upper body	
3 407	great position	
4 533	legs back	
5 251	square shoulders	
6 1316	deeper seat	
7 405	steady upper body	
8 384	deeper seat	
9 134	legs back	
10 1608	steady upper body	
11		


 Judges Signature (Judge A)

**YEDA Official Score Sheet – RAIL Class: #23 Senior Ruby Rail
 Horsemanship (Split B)**

	Back #	Rider Comments	Overall Class Comments
1	1146	legs back	
2	1444	heels down	
3	1306	heels down	
4	285	deeper seat	
5	1088	legs back	
6	870	legs back	
7	836	square shoulders	
8			
9			
10			
11			



 Judges Signature (Judge A)

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
	Maneuver	1-2	3	4	5	6	7					
1	1684											6
	Penalty	1										
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1	0	71 1/2		
	Totals	69	69 1/2	69 1/2	69 1/2	70	70 1/2					
2	1061											3
	Penalty											
	Maneuver Score	+1	+1/2	+1	+1/2	+1/2	+1/2	+1 1/2	0	75 1/2		
	Totals	71	71 1/2	72 1/2	73	73 1/2	74					
3	243											2
	Penalty											
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	0	+2	+1/2	76		
	Totals	71	71 1/2	72	73	73 1/2						
4	727											5
	Penalty				1							
	Maneuver Score	+1	0	+1/2	0	+1/2	+1/2	+1	0	72 1/2		
	Totals	71	71	71 1/2	70 1/2	71	71 1/2					
5	503											4
	Penalty											
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	+1	+1/2	0	75		
	Totals	71	71 1/2	72	73	73 1/2	74 1/2					
6	948											1
	Penalty											
	Maneuver Score	+1	+1/2	+1	+1	+1	+1/2	+1 1/2	0	76 1/2		
	Totals	71	71 1/2	72 1/2	73 1/2	74 1/2	75					
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

Judges Signature (Judge A)

Updated 2020

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

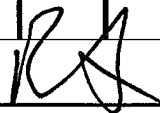
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

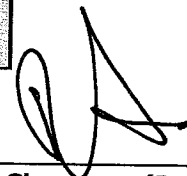
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
1	Penalty											
	Maneuver Score	+1 1/2	+1/2	+1	+1/2	+1	+1	+1	+1	0	76 1/2	
	Totals	71 1/2	72	73	73 1/2	74 1/2	75 1/2					
2	Penalty											
	Maneuver Score	+1	+1/2	+1/2	+1	+1/2	+1	+1	+1	0	75 1/2	
	Totals	71	71 1/2	72	73	73 1/2	74 1/2					
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											



Judges Signature (Judge A)

Back #	Rider Comments	Overall Class Comments
1 455	legs back	
2 1290	legs back	
3 1603	quiet upper body	
4 1487	legs back	
5 1692	quiet upper body	
6 1611	deeper seat	
7 1500	great body position	
8 1390	legs back	
9		
10		
11		


 Judges Signature (Judge A)



YEDA Official Score Sheet – RAIL

27
Class: ~~B~~ ^{& Senior} Junior Opal Rail
Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1484	heels down	
2 767	great body position!	
3 1331	deeper seat	
4 555	deeper seat square shoulders	
5 1698	deeper seat stronger flatter	
6 739	steady upper body	
7		
8		
9		
10		
11		

Judges Signature (Judge 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	Lope LL	Jog	X-Jog					
1 467	Penalty										4
	Maneuver Score	0	+1/2	+1	+1/2	+1		+1	0	74	
	Totals	70	70 1/2	71 1/2	72	73					
2 1310	Penalty	(OP)									Wrong side of A (OP)
	Maneuver Score	-1	0	-1/2	0	0		0	0	68 1/2	
	Totals	69	69	68 1/2		68 1/2					
3 405	Penalty										1
	Maneuver Score	+1/2	+1	+1	+1/2	+1		+2	0	76	
	Totals	70 1/2	71 1/2	72 1/2	73	74					
4 835	Penalty										5
	Maneuver Score	+1/2	+1/2	0	0	+1/2		+1	0	72 1/2	
	Totals	70 1/2	71	71	71	71 1/2					
5 134	Penalty										6
	Maneuver Score	+1/2	+1	+1	+1/2	0		0	0	72	
	Totals	70 1/2	71 1/2	72 1/2	73	72					
6 251	Penalty										7
	Maneuver Score	0	+1/2	+1/2	0	+1/2		0	0	71 1/2	
	Totals	70	70 1/2	71	71	71 1/2					
7 384	Penalty	(OP)									(OP) NO walk
	Maneuver Score	-1/2	0	+1/2	0	+1/2		0	0	69 1/2	
	Totals	68 1/2		69		69 1/2					
8 533	Penalty			5							Wrong lead
	Maneuver Score	0	0	-1/2	-1/2	0		0	0	63	
	Totals	70	70	63 1/2	63						
9 1592	Penalty										3
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1		+1	0	74 1/2	
	Totals	70 1/2	71 1/2	72	72 1/2	73 1/2					
1608		+1	+1	+1/2	0	+1		+1 1/2	0	75 1/2	

Judges Signature (Judge 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	Lope LL	Jog	X-Jog					
1	173	0	+1/2	0	+1/2	+1/2		+1/2	+1/2	72 1/2	3
	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2					
	Totals	70	70 1/2	70 1/2	71	71 1/2					
2	1088	0	-1 1/2	0	0	-1		0	0	61 1/2	7
	Penalty		3			3					
	Maneuver Score	0	-1 1/2	0	0	-1					
	Totals	70	65 1/2			61 1/2					
3	1306	0	0	0	+1/2	+1/2		+1/2	0	71 1/2	4
	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2					
	Totals		70			71					
4	1470	+1	+1/2	-1	0	+1/2		0	0	66	4
	Penalty			5							
	Maneuver Score	+1	+1/2	-1	0	+1/2					
	Totals	71	71 1/2	65 1/2		66					
5	870	+1	+1	+1/2	0	+1/2		+1/2	0	73 1/2	2
	Penalty										
	Maneuver Score	+1	+1	+1/2	0	+1/2					
	Totals	71	72	72 1/2	72 1/2	73					
6	858	+1	+1	+1/2	+1	+1		+1 1/2	0	76	1
	Penalty										
	Maneuver Score	+1	+1	+1/2	+1	+1					
	Totals	71	72	72 1/2	73 1/2	74 1/2					
7	836	+1	+1/2	0	0	-1/2		0	0	70	5
	Penalty					1					
	Maneuver Score	+1	+1/2	0	0	-1/2					
	Totals	71	71 1/2								
8											
	Penalty										
	Maneuver Score										
	Totals										
9											
	Penalty										
	Maneuver Score										
	Totals										

Judges Signature (Judge 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.

tie broke with penalty

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	Penalty										3
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1		+1/2		74	
	Totals	70 1/2	71	72	72 1/2	73 1/2					
2	Penalty										2
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1		+1	+1/2	74 1/2	
	Totals	70 1/2	71	71 1/2	72	73					
3	Penalty										6
	Maneuver Score	+1/2	+1/2	+1/2	0	+1		+1/2	0	73	
	Totals	70 1/2	71	71 1/2		72 1/2					
4	Penalty										1
	Maneuver Score	+1	+1	+1	+1/2	+1		+2	+1/2	77	
	Totals	71	72	73	73 1/2	74 1/2					
5	Penalty										5
	Maneuver Score	+1	+1	+1	+1/2	0		+1	0	73 1/2	
	Totals	71	72	73	73 1/2	72 1/2					
6	Penalty										7
	Maneuver Score	0	0	+1/2	0	+1/2		+1/2	0	71 1/2	
	Totals	70	70	70 1/2	70 1/2	71					
7	Penalty										4
	Maneuver Score	-1/2	+1/2	+1	+1/2	+1		+1	0	73 1/2	
	Totals	69 1/2	70	71	71 1/2	72 1/2					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

RA

Judges Signature (Judge 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	X-Jog	Jog	Stop Back				
		1	2	3	4	5				
1	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1	0	73	5
	Totals	70 1/2	71	71	71 1/2	72				
2	Penalty									
	Maneuver Score	+1	+1/2	+1	+1/2	+1/2	+1	+1	75 1/2	1
	Totals	71	71 1/2	72 1/2	73	73 1/2				
3	Penalty									
	Maneuver Score	+1	+1/2	+1	+1/2	+1	+1	0	75	2
	Totals	71	71 1/2	72 1/2	73	74				
4	Penalty									
	Maneuver Score	+1	+1	+1/2	+1/2	+1	0	0	74	3
	Totals	71	72	72 1/2	73	74				
5	Penalty									
	Maneuver Score	+1	+1	+1/2	0	+1/2	+1/2		73 1/2	4
	Totals	71	72	72 1/2		73				
6	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1/2	0	0	0	72 1/2	6
	Totals	71	71 1/2	72	72 1/2	72 1/2				
7	Penalty									
	Maneuver Score	0	0	+1/2	0	+1/2	0	0	71	8
	Totals	70	70	70 1/2	70 1/2	71				
8	Penalty									
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2	0	0	72	7
	Totals	70 1/2		71	71 1/2	72				
9	Penalty									
	Maneuver Score									
	Totals									

 Judges Signature (Judge 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 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	1331	1	2	3	4	5				
	Penalty									
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	0	71 1/2	4
	Totals	70	70	70 1/2	71	71				
2	1698									
	Penalty									2
	Maneuver Score	+1	+1/2	+1	+1/2	0	+1/2	0	73 1/2	
	Totals	71	71 1/2	72 1/2	73	73				
3	739									
	Penalty									3
	Maneuver Score	+1/2	+1/2	+1	0	+1/2	0	0	72 1/2	
	Totals	70 1/2	71	72	72	72 1/2				
4	455									
	Penalty									1
	Maneuver Score	+1	+1	0	+1	+1/2	+1	0	74 1/2	
	Totals	71	72	72	73	73 1/2				
5	1500									
	Penalty									legs back
	Maneuver Score	0	0	+1/2	0	0	0	0	70 1/2	
	Totals	70	70	70 1/2	70 1/2	70 1/2				
6	1555									
	Penalty			1	1					6
	Maneuver Score	+1/2	+1/2	0	0	+1/2	0	+1/2	70	
	Totals	70 1/2	71	70	69	69 1/2				
7	1390									
	Penalty	Ⓞ								* NO WALK Ⓞ
	Maneuver Score	-1/2	0	0	+1/2	+1/2	0	0	69 1/2	
	Totals			68 1/2	69	69 1/2				
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									

 Judges Signature (Judge A)