

Class #1 SK Plan Reining

YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET



EXHB #	MANEUVER DESCRIPTION	L	4	R	4	L Lead	Stop R	Stop L	Stop &	Overall Ability	HDD	Penalties	Final Score	Comments
		Circles OOo Stop	Spins Left	Circles OOo Stop	Spins Right	Fast Circle Lead Change	Rollback	Rollback	& Back					
	MANEUVER	1	2	3	4	5	6	7	8					
1	672													
	PENALTY													
	SCORE	+2	+1	+2	+1	+1	+2	+2	+2	+2	+1	0	86	
	Total	72	73	75	76	77	79	81	83					
2	236													
	PENALTY													
	SCORE	+2	+1	+1	+1 1/2	+2	+1	+1	+1	+1	+3	+3	0	80 1/2
	Total	72	73	74	75 1/2	77 1/2	78 1/2	79 1/2	80 1/2					
3	839													
	PENALTY			-2										
	SCORE	+1	0	0	0	-1	0	0	0	+1	+2	2	71	
	Total	71	71	69	69	68	68	68	68					
5	1691													
	PENALTY													
	SCORE	+1	0	+1	0	0	+1	+1	0	+2	+2	0	78	
	Total	71	71	72	72	72	73	74	74					
6	254													
	PENALTY			-2										
	SCORE	0	-1	-1	-1	+1	+1	-1	0	+1	+1	2	68	
	Total	70	69	66	65	66	67	66	66					
7														
	PENALTY													
	SCORE													
	Total													
8														
	PENALTY													
	SCORE													
	Total													
9														
	PENALTY													
	SCORE													
	Total													

Circled penalties are deemed due to horse not rider and will not appear in the final score.
 Maneuvers and Overall Ability are scored +3 to -3 in 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 then other riders who stayed on pattern.

JUDGES SIGNATURE _____

Back #	Rider Comments	Overall Class Comments
1 614	nice leg good hands	
2 367	bow lower back	
[REDACTED]	[REDACTED]	
4 952	nice hands, legs	
5 263	left shoulder back	
6 1089	left shoulder back nice legs	
7		
8		
9		
10		
11		



 Judges Signature

YEDA Official Score Sheet – Ruby Pattern 5
 Updated 2020

Class #3
 JR/SR Ruby patt

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	Walk	Lope RL	Jog	Jog OL	Lope LL	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1	+1	+1	+2	+2	+1	+1	+2	81	
	Totals	71	72	73	75	77	78				
2	Penalty										
	Maneuver Score	0	-1	+1	+2	+2	+1	+2	+2	79	
	Totals	70	69	70	72	74	75				
3	Penalty										
	Maneuver Score	0	0	0	+1	+2	+1	+2	+1	77	
	Totals	70	70	70	71	73	74				
4	Penalty										
	Maneuver Score	-1	-1	0	+1	0	0	+1	+1	71	
	Totals	69	68	68	69	69	69				
5	Penalty					-2					
	Maneuver Score	+1	0	+1	-1	-1	0	+1	0	69	
	Totals	71	71	72	71	68	68				
6	Penalty										
	Maneuver Score	0	+1	+1	0	+1	0	+2	+1	76	
	Totals	70	71	72	72	73	73				
7	Penalty										
	Maneuver Score	0	+1	+1	-1	+1½	+1	+1	+2	76½	
	Totals	70	71	72	71	72	73½				
8	Penalty										
	Maneuver Score	0	0	0	0	-1	+1	+1	+2	73	
	Totals	70	70	70	70	69	70				
9	Penalty										
	Maneuver Score										
	Totals										


 Judges Signature

YEDA Official Score Sheet – RAIL Class: #4 elem Pearl Rail

	Back #	Rider Comments	Overall Class Comments
1	1514	nice lines chin up	
2	1281	bowed back quiet legs some	
3	1459	pull left shoulder back nic legs	
5	434	nice lines sit straighter	
6	1492	quiet legs some sit up straighter	
7	665	sit back	
8	146	sit taller shoulders back	
9	182	straighten lines, leaning back	
10			
11			



Judges Signature

	Back #	Rider Comments	Overall Class Comments
1	867	nice posture good hands	
2	457	look up nice posture	
3	851	quiet legs some	
4	253	nice lines	
5			
6			
7			
8			
9			
10			
11			



 Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5
 Updated 2020

Class # 6
 JR/SP Opal patt
 A

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	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty						-1	0	0	70	
	Maneuver Score	0	+1	0	+1	0	-1				
	Totals	70	71	70	72	72	70				
2	Penalty							+1	+1	75	
	Maneuver Score	0	+1	+1	+1	0	0				
	Totals	70	71	72	73	73	73				
3	Penalty							-1	-1	66	
	Maneuver Score	0	0	-1	-1	0	0				
	Totals	70	70	69	68	68	68				
4	Penalty		-1					+1	+1	72	
	Maneuver Score	0	0	0	0	+1	0				
	Totals	70	69	69	69	70	70				
5	Penalty							+2	+1	77	
	Maneuver Score	0	+1	+1	0	+1	+1				
	Totals	70	71	72	72	73	74				
6	Penalty							+2	+2	82	
	Maneuver Score	0	+2	+1	+2	+2	+1				
	Totals	70	72	73	75	77	78				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5

Updated 2020

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

Class # 7
 Elem. Pearl patt.
 1 of 2

Minor Faults (-1 point)

- Break of 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	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	+1	0	+1	0	+2	+1	75	
	Totals	70	70	71	71	72	72				
2	Penalty										
	Maneuver Score	0	+2	-1	+2	+2	+1	+2	+2	80	
	Totals	70	72	71	73	75	76				
3	Penalty										
	Maneuver Score	0	-1	-1	-1	0	0	0	0	67	Quiet hands when jogging
	Totals	70	69	68	67	67	67				
4	Penalty										
	Maneuver Score	0	+1	0	0	+1	0	+1	+1	74	
	Totals	70	71	71	71	72	72				
5	Penalty										
	Maneuver Score	0	+1	0	0	-1	+1	0	0	71	Quiet legs at jog
	Totals	70	71	71	71	70	71				
6	Penalty										
	Maneuver Score	0	OP-3	-1	-3	OP cone	-2	-3	-3	OP	No jog missed marker
	Totals	70	67	66	63	62	60			54	
7	Penalty										
	Maneuver Score	0	+1	+1	+2	+2	+1	+2	+2	81	
	Totals	70	71	72	74	76	77				
8	Penalty										
	Maneuver Score	0	+1	+2	+2	+2	+1	+3	+2	83	
	Totals	70	71	73	75	77	78				
9	Penalty	-2	-2								
	Maneuver Score	-1	-1	0	+1	+2	+1	+2	+2	72	
	Totals	67	64	64	65	67	68				



Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 5
 Updated 2020

Class #8
 JK/SK Opal pat
 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.

Penalty TB

Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty		-2								
	Maneuver Score	0	0	0	-1	0	0	+2	+1	70	
	Totals	70	68	68	67	67	67				
2	Penalty										
	Maneuver Score	0	+1	+2	+2	+2	+1	+2	+2	82	
	Totals	70	71	73	75	77	78				
3	Penalty					-1					
	Maneuver Score	0	-1	0	-1	-1	0	+1	+1	68	
	Totals	70	69	69	68	66	66				
4	Penalty										
	Maneuver Score	0	+1	+2	+2	+2	+1	+3	+2	83	
	Totals	70	71	73	75	77	78				
5	Penalty										
	Maneuver Score	-1	0	0	0	0	+1	+1	+1	72	
	Totals	69	69	69	69	69	70				
6	Penalty										
	Maneuver Score	0	+1	+2	+2	+1	0	+1	+1	78	
	Totals	70	71	73	75	76	76				
7	Penalty				-2						
	Maneuver Score	0	0	-1	-2	+1	-1	+2	+1	68	
	Totals	70	70	69	65	66	65				
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										



Judges Signature



YEDA Official Score Sheet – Amber EWD Pattern 5 & 6
Updated 2020

Class # 9
EWD Amber

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)

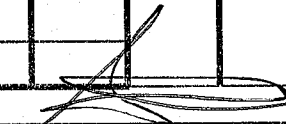
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Walk	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop	F & E	HDD	Total	Comments
		1-2	3	4	4	5	6				
1	Penalty							+3	+3	89	
	Maneuver Score	+2	+2	+2	+3	+2	+2				
	Totals	72	74	76	79	81	83				
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										



 Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 5

Updated June 2020

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

Class #10
JR/SR Sapphire Ranch

1 – point penalty

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

3 – point penalty

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

Faults incurring a score of 0:

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

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

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

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lope	Change Leads	Lope	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments	
		1	2	3	4	5	6	7	8	9	10	11	12	13						
1	948																			
	Penalty																			
	Maneuver Score	+1	+1	+1	+1	+1	+1	+1	+1	+1	+2	+1	0	0	0	+2	+1	85		
	Totals	71	72	73	74	75	76	77	78	79	81	82	82	82						
2	545																			
	Penalty																			
	Maneuver Score	-1	0	+1	+1	+2	0	0	+1	+2	+2	+1	+1	+1		+1	+1	83		
	Totals	69	69	70	71	73			74	76	78	79	80	81						
3	771																			
	Penalty																			
	Maneuver Score	+1	+1	+2	+1	0	+1	+1	0	0	-1	-1	0	0		+2	+1	78		
	Totals	71	72	74	75	75	76	77			76	75								
4	901																			
	Penalty																			
	Maneuver Score	0	+1	+2	+1	-1	0	+1	+1	+2	+2	+1	+2	+2		+2	+2	88		
	Totals	70	71	73	74	73			74	75	77	79	80	82	84					
5	921																			
	Penalty																			
	Maneuver Score	+1	0	+1	0	-1	+1	+1	+1	0	0	0	0	0		-1	-1	OP 72	Reside	
	Totals	71		72		71	72	73	74			74	74	0						
6	415																			
	Penalty																			
	Maneuver Score	+1	+1	0	0	-1	+1	+1	+1	+1	-1	0	0	0		2	-2	OP 66	Reside	
	Totals	71	72	72	72	71	72	73	74	75	71	71	71	62						
7	921																			
	Penalty																			
	Maneuver Score	+1	+1	+2	0	-1	+1	+1	+1	0	-2	-2	OP 63	0		-1	-1	OP 61		
	Totals	71	72	74	74	73	74	75	76	76	71	66	63	0						
8	415																			
	Penalty																			
	Maneuver Score	+1	0	+1	+1	0	0	+1	0	+1	+2	+1	+1	+1		+2	+2	84		
	Totals	71	71	72	73				74	74	75	77	78	80						

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 5

Updated 2020

Class #11
JK Emerald patt

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	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+2	+2	+2	+2	+2	+2	+2	84	
	Totals	70	72	74	76	78	80				
2	Penalty										
	Maneuver Score	0	+1	0	0	-1	0	+1	+2	73	
	Totals	70	71	71	71	70	70				
3	Penalty										
	Maneuver Score	0	0	+1	+1	+1	0	+2	+1	76	
	Totals	70	70	71	72	73	73				
4	Penalty										
	Maneuver Score	0	+1	+1	+1	+2	+2	+2	+2	81	
	Totals	70	71	72	73	75	77				
5	Penalty										
	Maneuver Score	0	-1	+1	+1	+2	+1	+2	+2	78	
	Totals	70	69	70	71	73	74				
6	Penalty		-1								
	Maneuver Score	0	0	+1	+1	0	+1	+1	+1	74	
	Totals	70	69	70	71	71	72				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

YEDA Official Score Sheet – Emerald Pattern 5
 Updated 2020

Class #12
 Sp Emerald patt.

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Lope	Jog	Stop Back				
1	Penalty										
	Maneuver Score	0	+1	0	+1	+1	+1	+2	+1	77	
	Totals	70	71	71	72	73	74				
2	Penalty				-3						
	Maneuver Score	0	0	+1	-1	-1	+1	+1	+1	69	
	Totals	70	70	71	67	66	67				
3	Penalty										
	Maneuver Score	0	+1	+2	+2	+1	+2	+2	+1	81	
	Totals	70	71	73	75	76	78				
4	Penalty										
	Maneuver Score	-1	0	+1	0	+1	+1	+2	+2	76	
	Totals	69	69	70	70	71	72				
5	Penalty										
	Maneuver Score	0	0	+1	+1	+2	+1	+2	+1	78	
	Totals	70	70	71	72	74	75				
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 – Diamond Pattern 5
 Updated 2020

Class # 13
 SR Diamond patt

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 ½
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

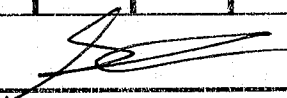
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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

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

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

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop					
1	1691											
	Penalty											
	Maneuver Score	+1	+1	0	-1	0	0		+2	+1	73	
	Totals	71	72		71		70					
2	254											
	Penalty		-3									
	Maneuver Score	+2	-2	-1	0	0	+1		+2	+1	70	
	Totals	72	67	66			67					
3	672											
	Penalty			-3								
	Maneuver Score	+2	+2	-1	+1	+2	+1		+2	+2	78	
	Totals	72	74	70	71	73	74					
4	236											
	Penalty											
	Maneuver Score	+1	+1	0	+1	0	+1		+2	+1	77	
	Totals	71	72		73		74					
5	839											
	Penalty											
	Maneuver Score	-1	-1	-1	0	+1	0		0	+1	69	
	Totals	69	68	67		68	68					
[REDACTED]												
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											



 Judges Signature



YEDA Official Score Sheet – RAIL

W / I
Class: #14 JR/SR Opal Rail A

	Back #	Rider Comments	Overall Class Comments
1	202	nice legs & hands	
2	1232	nice lines	
3	1172	shoulders back, sit up straighter	
4	1356	nice lines	
5	1240	sit up straighter quiet your legs	
6	443	nice natural look	
7			
8			
9			
10			
11			

Judges Signature

YEDA Official Score Sheet – Sapphire / Alumni Pattern 5
 Updated 2020

Class #15
 JR/SR Sapphire
 patt.

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.

Simple

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
1	Penalty											Stop wrong side of cone No right lead
	Maneuver Score	+1	+2	-3	-2	-1	0	-2	-2	60		
	Totals	71	73	67	65	64						
2	Penalty											Stop wrong side of cone
	Maneuver Score	+1	+2	+1	+1	0	-3	+1	+1	74		
	Totals	71	73	74	75		72					
3	Penalty											
	Maneuver Score	+1	+1	0	0	0	0	+2	+1	75		
	Totals	71	72	72	72	72	72					
5	Penalty											
	Maneuver Score	+1	+2	+2	+1	+2	+2	+2	+1	83		
	Totals	71	73	75	76	78	80					
6	Penalty											
	Maneuver Score	+1	+1	+1	+2	+1	+1	+2	+2	81		
	Totals	71	72	73	75	76	77					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature



YEDA Official Score Sheet – RAIL

W/1
Class: #16 JR/SR Opal Pail B

	Back #	Rider Comments	Overall Class Comments
1	1391	nice lines quiet legs little more	
2	516	good lines nice legs	
3	1494	nice legs & hands	
4	344	bring left shoulder back sit taller	
5	1597	bring left shoulder back	
6	1436	nice lines	
7	1693	st taller, legs back	
8			
9			
10			
11			

Judges Signature



YEDA Official Score Sheet – RAIL Class: #17 JR/SR Ruby Fall

	Back #	Rider Comments	Overall Class Comments
1	1146	nice lines & hands	
2	405	good lines, legs	
3	1343	sit taller quiet legs	
4	102	good lines & legs	
5	799	good lines & hands	
6	1558	nice lines	
7	1592	pull left shoulder back nice legs	
8	467	back too bowed, stretch up	
9			
10			
11			

Judges Signature