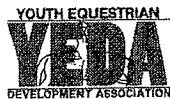


YEDA REINING PATTERN NRHA #5 OFFICIAL SCORE SHEET

Class #1 SK
Diamond Reining



EXHB #	MANEUVER DESCRIPTION	L Circles	4 Spins	R Circles	4 Spins	L Lead	Stop R	Stop L	Stop &	Overall Ability	HDD	JB Penalties	Final Score	Comments
		OOo Stop	Left	OOo Stop	Right	Fast Circle Lead Change	Rollback	Rollback	& Back					
		1	2	3	4	5	6	7	8					
1	PENALTY													
	SCORE	+1/2	0	+1	+1/2	0	0	+1/2	+1/2	+2	0	0	75	1
	Total			2 1/2	2			2 1/2						
2	PENALTY					-1								
	SCORE	0	0	0	+1/2	-1 1/2	-1/2	0	0	+1	+2	-1	71 1/2	5
	Total					69			68 1/2					
3	PENALTY			-2										
	SCORE	0	-1/2	-1/2	-1/2	0	0	+1/2	0	0	+1/2	-2	67 1/2	6
	Total			67				66 1/2	67					
4	PENALTY													
	SCORE	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	0	0	74	2
	Total			71										
5	PENALTY													
	SCORE	-1/2	-1/2	0	0	0	0	0	0	+2	+2	0	73	3
	Total							69						
6	PENALTY			-2										
	SCORE	+1/2	0	0	0	+1	+1/2	0	+1/2	+2	+1/2	-2	73	4
	Total			68 1/2			70		70 1/2					
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 than other riders who stayed on pattern.

JUDGES SIGNATURE _____



YEDA Official Score Sheet – RAIL Class: #2 JR Emerald Rail

	Back #	Rider Comments	Overall Class Comments
1	614	Good form	
2	367	Good Line	
3	852	Bring Leg back	
4	952	Good position	
5	263	Good Position - Lead	
6	1089	Good Line	
7			
8			
9			
10			
11			

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 1/8
- 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 install gear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurring in front of the girth.

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	Lope RL	Jog	Jog OL	Lope LL	Stop Back				
1 1343	Penalty		-3								
	Maneuver Score	+1/2	-1	0	0	0	+1/2	+1/2	+1/2	68	8
	Totals										
2 405	Penalty										
	Maneuver Score	+1/2	-1	0	0	0	0	+1/2	+1	71	6
	Totals										
3 1592	Penalty										
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1	+2	0	76	1
	Totals				72 1/2						
4 1558	Penalty										
	Maneuver Score	+1/2	0	0	0	0	+1/2	0	+1/2	71 1/2	5
	Totals										
5 799	Penalty					-3					
	Maneuver Score	+1/2	0	0	+1/2	-1/2	0	+1	+1/2	69	7
	Totals				71						
6 467	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	0	0	+1	0	72 1/2	3
	Totals			71			71 1/2				
7 1146	Penalty										
	Maneuver Score	0	0	0	+1/2	0	+1/2	+1	+1	73	2
	Totals						71				
8 102	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	0	+1/2	+1/2	0	72 1/2	4
	Totals				71						
9	Penalty										
	Maneuver Score										
	Totals										

[Handwritten Signature]

Judges Signature



YEDA Official Score Sheet – RAIL

Class: #4 Elementary Pearl Rail

W/1

Back #	Rider Comments	Overall Class Comments
1 1514	Good Line	
2 1281	Good Hand Position	
3 1459	Good Heel	
4 1072	Good Position	
5 434	Stretch up taller - Keep hands down - Bend Elbows.	
6 1492	Drop heel	
7 605	Good Position - Relax	
8 146	Good Line	
9 182	Don't Lean Back	
10		
11		

Judges Signature



YEDA Official Score Sheet – RAIL Class: #5 SR Emerald Fall

	Back #	Rider Comments	Overall Class Comments
1	867	Line - very Good	
2	457	A little back in Shoulders	
3	851	Hand Placement	
4	253	Relax upper body -	
5			
6			
7			
8			
9			
10			
11			

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 reins
- 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.

Pen. TB

Entry #	Maneuver Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
1 1597	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	0	0	69 1/2	Missed stop 6 off pattern
	Totals			71							
2 1356	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2	0	+1	0	72	2
	Totals										
3 1240	Penalty										
	Maneuver Score	0	0	+1/2	0	0	+1/2	+1/2	0	71 1/2	3
	Totals										
4 344	Penalty		-1								
	Maneuver Score	0	-1/2	0	0	+1/2	+1/2	+1	0	70 1/2	5
	Totals			68 1/2		69					
5 516	Penalty										
	Maneuver Score	0	-1/2	0	0	0	0	+1/2	+1/2	70 1/2	4
	Totals										
6 1436	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	+1/2	0	+1	0	72 1/2	1
	Totals				71						
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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 3/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the reins
- 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	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1 1072	Penalty										
	Maneuver Score	0	+1/2	+1	0	0	0	+1/2	0	72	4
	Totals										
2 665	Penalty										
	Maneuver Score	0	+1/2	-1/2	0	0	0	+1/2	0	70 1/2	6
	Totals			70							
3 146	Penalty										
	Maneuver Score	0	0	-1/2	0	0	0	+1/2	0	70	7
	Totals										
4 182	Penalty										
	Maneuver Score	0	0	0	0	0	0	+1	0	71	5
	Totals										
5 1492	Penalty										
	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	72 1/2	3
	Totals										
6 434	Penalty										
	Maneuver Score	0	-1/2	0	-1	-1 1/2	0	+1/2	+1	67 1/2	NO Toe - Marker 9
	Totals						66				
7 1459	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	+1	0	+1	0	73 1/2	2
	Totals				71 1/2		72 1/2				
8 1281	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	0	+1	0	74 1/2	1
	Totals					73 1/2					
9 1514	Penalty	-3	-3								
	Maneuver Score	-1	-1	-1/2	-1/2	0	0	+1/2	+1	62 1/2	8
	Totals				6						

62

[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 1/2
- 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 or gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

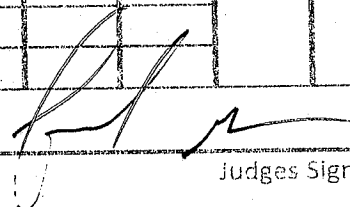
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurring in front of the cinch.

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

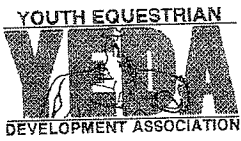
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*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	Stop Back	Jog	X-Jog	Stop				
1 1623	Penalty		-3								
	Maneuver Score	+1/2	-1	0	0	-1/2	+1/2	+1/2	0	67	5
	Totals			66 1/2							
2 1177	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1	0	+1 1/2	0	74	1
	Totals				71 1/2						
3 1391	Penalty					-3					
	Maneuver Score	0	0	+1/2	0	-1	0	0	0	66 1/2	6
	Totals					66 1/2					
4 443	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1	0	73	3
	Totals										
5 202	Penalty					-3					
	Maneuver Score	0	+1/2	0	0	-1/2	0	+1	+1/2	68 1/2	4
	Totals					67					
6 1494	Penalty										
	Maneuver Score	+1/2	+1	+1/2	0	+1/2	0	+1	0	73 1/2	2
	Totals			72							
7 1232	Penalty				3,33						
	Maneuver Score	0	0	-1/2	-1/2	-1/2	-1	0	+1/2	58	7
	Totals				59						
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 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 deal 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	Walk	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop	F & E	HDD	Total	Comments
		1-2	3	4	4	5	6				
1	Penalty										
	Maneuver Score	0	+1/2	0	0	0	0	+1/2	0	71	
	Totals										
2	Penalty										
	Maneuver Score										
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

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 1/2 point increments.

Class # 10
JR/SR 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 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	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	+1/2	0	0	0	0	0	0	0	+1/2	+1/2	0	+1/2	0	0	0	0	+1	73
	Totals									71		71 1/2		72					
2	545																		
	Penalty																		
	Maneuver Score	0	0	0	+1/2	+1/2	0	0	0	+1/2	0	0	+1/2	+1/2	0	+1	+1	74 1/2	2
	Totals					71				71 1/2		72							
3	771																		
	Penalty																		
	Maneuver Score	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	+0	0	74	3
	Totals					72		72		73			74						
4	901																		
	Penalty																		
	Maneuver Score	0	0	0	0	0	0	+1/2	0	0	+1/2	0	0	+1/2	0	+1	+1	73 1/2	4
	Totals						70			71			72 1/2						
5	921																		
	Penalty																		
	Maneuver Score	+1/2	+1/2	0	0	-1	+1/2	+1/2	0	0	-1/2	-2	-3	0	0	0	0	58 1/2	No log 6
	Totals					70		71			61 1/2	58 1/2							
6	415																		
	Penalty																		
	Maneuver Score	+1/2	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	+1	75	1
	Totals								72			73	74						
7																			
	Penalty																		
	Maneuver Score																		
	Totals																		
8																			
	Penalty																		
	Maneuver Score																		
	Totals																		

[Handwritten Signature]

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 5
Updated 2020

Class # 11
Jr 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	+1	+1	+1/2	+1/2	+1/2	+1	+2	0	76 1/2	1
	Totals										
2	Penalty										
	Maneuver Score	0	+1/2	-1/2	0	0	0	0	0	70	Sit at lope 5
	Totals										
3	Penalty										
	Maneuver Score	0	+1/2	0	0	0	+1/2	+1	0	72	4
	Totals										
4	Penalty										
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1	+1/2	+2	0	76	2
	Totals				72 1/2						
5	Penalty										
	Maneuver Score	0	0	0	0	+1	+1	2	0	74	3
	Totals										
6	Penalty										
	Maneuver Score	0	-1	0	0	0	0	+1	0	68	6
	Totals		67		67						
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
SR 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	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	0	0	+2	0	73 1/2	4
	Totals										
2	Penalty			-3	-3						
	Maneuver Score	+1/2	0	-3	-3	0	0	+2	+1/2	61	5
	Totals										
3	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+2	0	75	2
	Totals										
4	Penalty										
	Maneuver Score	0	0	+1	+1	+1/2	0	+2	0	74 1/2	3
	Totals										
5	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1	+1	+2	0	76	1
	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 – Diamond Pattern 5
 Updated 2020

Class #13
 SR Diam pattern

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 roman
- Spurring in front of the cinch.

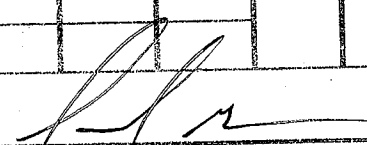
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

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.

Penalties TB

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Jog	Lope LL	O @ B Stop	90 L	Back	Jog Stop					
		1	2	2	3	4	5					
1 1681	Penalty											
	Maneuver Score	+1	+1	0	+1/2	0	0	+2	0	74 1/2	1	
	Totals											
2 254	Penalty		-3									
	Maneuver Score	+1	-1/2	+1/2	0	-1/2	+1	+2	0	70 1/2	6	
	Totals			3/2								
3 672	Penalty		-3									
	Maneuver Score	+1	-1	0	+1/2	+1/2	+1	+2	0	71	5	
	Totals		67									
4 236	Penalty											
	Maneuver Score	+1/2	0	0	0	-1/2	+1/2	+2	0	72 1/2	2	
	Totals											
5 839	Penalty											
	Maneuver Score	0	0	-1/2	0	0	+1/2	+1	0	71	4	
	Totals											
6 900	Penalty											
	Maneuver Score	0	0	0	+1/2	+1/2	0	+1	0	72	3	
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

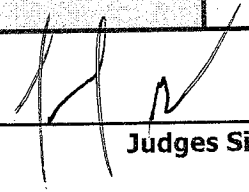


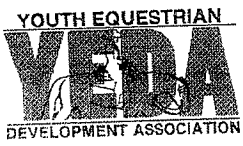
Judges Signature



W 1
YEDA Official Score Sheet – RAIL Class: #14 JR/SR Opal Rail A

	Back #	Rider Comments	Overall Class Comments
1	202	Good Position - Bring Leg Back	
2	1232	Soften Hands	
3	1177	Sit up taller	
4	1356	Sit up taller	
5	1240	Stretch up - drop Heel	
6	443	Good Position Don't Lean Back	
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 5

Updated 2020

Class #15

JR/SR Supph
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 3/4 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with other hand
- Cueing with the end of the roman
- 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.

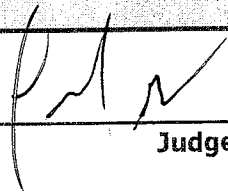
Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Waik	Jog	Lope O RL	Change Leads	Lope LL	Stop Back					
		1-2	3	4	5	6	7					
2	Penalty											
	Maneuver Score	+1	+1/2	0	+1/2	0	-2	+2	0	72		wrong side of marker 5 off pattern
	Totals											
3	Penalty											
	Maneuver Score	+1	+1	+1/2	0	+1	-1/2	+2	0	75		3
	Totals											
4	Penalty	-1										
	Maneuver Score	0	+1	+2	+1/2	+1	0	+2	0	75 1/2		2
	Totals			72		73 1/2						
5	Penalty		-1									
	Maneuver Score	+2	0	+1	0	+1/2	+1/2	2	0	75		4
	Totals											
6	Penalty											
	Maneuver Score	0	+1	+2	+1	+1	0	+2	0	77		1
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature



W11
YEDA Official Score Sheet – RAIL Class: #116 JR/SR Opal Rail B

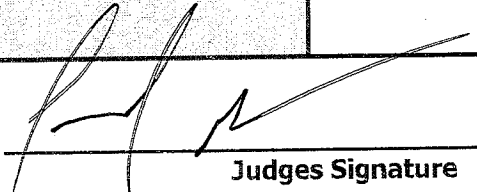
	Back #	Rider Comments	Overall Class Comments
1	1391	Pull Legs Back Sit up -	
2	516	Sit up taller	
3	1494	Good line	
4	344	Good	
5	1597	Good Form	
6	1436	Good Line	
7	1673	Relax heel	
8			
9			
10			
11			


Judges Signature



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

	Back #	Rider Comments	Overall Class Comments
1	1146	Good Form -	
2	405	Good Line -	
3	1343	Good Line -	
4	102	Relax core -	
5	799	Good Form	
6	1558	Good Line	
7	1592	Good Form	
8	467	Good Form - Bring shoulders forward -	
9			
10			
11			


Judges Signature