

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

Faults incurring a score of 0:

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

Performing maneuvers other than in the analysis of meaning and the score of th

3 - point penalty

1 - point penalty

Break of gait from walk or trot more than 2 strides

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

Rider allows horse to go too slow.

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

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

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

	Entry #	Maneuver Description Maneuver	Walk	Trot 2	X-Tr ot 3	Stop 4	360 ea. direction	Walk	Trot L 7	Lope LL 8	X-Lo pe	Change Leads	Lope 11	X- Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
1	183	Penalty Maneuver Score	11/2	0	-1/2	0	-1	0	0	0	O	+1/2	0	-1	-1		0	6	(041/2	op-no wk Hards ricle
00000		Totals Penalty	V0712		67		(%)		1			3		(95/2	(04%)					
2	772	Maneuver Score Totals	7012	0	+//2	0	-11/2	0	0	0	0	-1	0	+1/2	+1/2		0	+1	(661/2	let go of hat.
2	Q.	Penalty Maneuver Score	+1	+1/2	*1/2	11/0	(2) 12		19012			09172		(00)	(9012					Rider was being
3/	675	Totals	71	711/2	72	+1/2 72/b				1						***************************************				possible
4	830	Penalty Maneuver Score Totals	3 -11/2 (95/2	0	+1/2	0	0	Ó	-1/2 (6/b	0	+1 (do'12	41 671/2	0 641/2	+1 (051/2	+ l		0	+3	691/2	Rider was being as offective as Possible nice legs.hand + Seat
5	673	Penalty Maneuver Score	+1/2	+1/2	D.	0	-11/2	0	-1/2	0	0	-1	0	0	0		0	+2	69	Relax Seat
	6,5	Totals	761/2	71			691/2	(98/12	(96			67						700	01	
6		Penalty Maneuver Score Totals																		
7		Penalty Maneuver Score																		
8		Totals Penalty Maneuver Score																		
	-	Totals											0							



YEDA Official Score Sheet - Ranch Horse Pattern # 5

Updated June 2020

Class # 2 Alumni Saphire Parch Riding

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

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

	Entry #	Maneuver Description	Walk	Trot	X-Tr ot	Stop	360 ea. direction	Walk	Trot L	Lope LL	X-Lo pe	Change Leads	Lope	X- Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
,	entry "	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13					
	Penalty						3					3				2	_	()	helax	
1	409	Maneuver Score	0	6	0	-1	11/2	-11/2	0	0	-1	0	-12	0	-1/2		+3	0	61	
	190	Totals				69	671/2	63			62		581/2		58					
- Self-Circle		Penalty																		
2		Maneuver Score													-					
		Totals																		
		Penalty													-					
3		Maneuver Score													-					
		Totals												_				-		
		Penalty												-	-					
4		Maneuver Score													-	-				
		Totals											-				-			
VIDEO SEL		Penalty												-	-					
5		Maneuver Score											-	-	-	-				
		Totals									-		-			-			-	
		Penalty											-	-						
6		Maneuver Score											-	-	+	-				
		Totals											-			-			+	
		Penalty		100,750,500										_						
7		Maneuver Score											-	-	+	-				
		Totals												-					+	
	3.50	Penalty												-	-	-				
8		Maneuver Score									-		-	-	+	1	/			
		Totals													0	1	<i>X</i>			



YEDA Official Score Sheet - RAIL Class: Sr high Emerald Rail HIMS

Back #	Rider Comments	Overall Class Comments
181	nice lines isit back	a good jub
2 793	good legs and Seat, very nice rider	Overall Class Comments Tidus did a good jub Fidus sebarased on Fraging sebarased on Frail
3 1485	Waton to es , soften seat , bracky	Starting
4 650	Bring legs back, quiet rider	1
5 NA	Breathe	
6 728	Soft + releaxed nice rider	
7		
8		
9		
10		
11		

CIOSE #4 W/T



YEDA Official Score Sheet - RAIL Class: Jr high Opal rail Hms Split A

Back #	Rider Comments	Overall Class Comments
1, 1424	nice position 19011 legs book	spaces
2 (970	relat book * upper body	Overall Class Comments
3 7/8	Shorten reins move hands furdisity.	Ox *\"
4 . 1241	Sit back , stimps maybe a little short, soften sear	
5 . 1268	helax arms , sit bacin	
6 · 382	100% UP, 100KS Scared Show more confidence	
7 469	100h unive you're going	
.8 616	nia bosition	
· 9 D/Q	nice seat thegs, nice lines	
10 458	Sit back, nice legs	
11 1410	more neel	



YEDA Official Score Sheet - RAIL Class: JR/SR Ruby Rail HmS

	Back #	Rider Comments	Overall Class Comments
1	1296	nice body pos	cours
2	(022	nice sect stimps a little short	50%er 3,
3	358	1006 '1016,	Soden spats
4	251	Sitting barch some @shoulders & walk	
5	1214	nice upper body waton shoulders - Itans to inside	
6	548	bring arms closer to body	
7	୯୭୪	mice seat	
8	1465	Prelax arms, move to rail	
9	1444	pelex seat	
10			
11			



YEDA Official Score Sheet - RAIL Class: Jr. Emerald Rail

	Back #	Rider Comments	Overall Class Comments
1	630	Poll legs baon	
2	375	nice seat	
3	1345	good legs	Leadls
4	428	hards alittle high - legs a little food Horing legs buok)	Water reads Story on rail
5	10215	leans to inside	Stand
6	819	good Seat	
7	1630	100k yr, Sit back	
8	765	nice seathlegs	
9	1295	open onest	
10	1016	a little tight	
11	759	nice position 1100x up + Sit back , more leg	



YEDA Official Score Sheet – RAIL Class: Sr opal vail W/T

	Back #	Rider Comments	Overall Class Comments
1	1408	sopren seat a little inice legs	
2	510	SHS horse really nich, shorten reins	
3	197	St book + more heal	
4	599	stimps a little long, Sit buch	
5	1547	pelax inice	
6			
7			
8			
9			
10			
11			

Class #9



YEDA Official Score Sheet - RAIL Class: Alumni Gmerald Rail

	Back #	Rider Comments	Overall Class Comments
1	1231	1001h up 15itup some	
2	1628	Joon up 15itup some Sit back a little Iwatentues.	
3			
4			
5			
6			
7			
8			
9			
10			
11			





YEDA Official Score Sheet – Amber EWD Pattern 5 & 6

Updated 2020

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

END Amber

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

		Maneuver										Comments
4200		Description	Walk	Extend Walk	Reg Walk	Circle L	Extend Walk	Stop	F&E	HDD	Tatal	Comments
e la sa	Entry #	Maneuver	1-2	3	4	4	5	6	1 % -	טטח	Total	
		Penalty										
1	1375	Maneuver Score	0	H	10	+1/2	+1	+1/2		_		nice stat
	10.	Totals		71		71'/2	721/2	73	+1	0	74.	nice stat
		Penalty				1110	10.12			THE REAL PROPERTY.	-	
2		Maneuver Score						_				
		Totals										
		Penalty										
3		Maneuver Score										
		Totals										
		Penalty										
4		Maneuver Score										
		Totals	\vdash			-						
		Penalty		-		-						
5		Maneuver Score										
	İ	Totals					-					
		Penalty				-						
6		Maneuver Score		$\overline{}$	_							
		Totals		-	-+	-						
7	A SECTION SOLD STREET, SOLD STR	Penalty		-		-						
7	L	Maneuver Score										
-	-	Totals										
\forall		Penalty	-									
	_	Maneuver Score		-	_	_						
8	-	Totals		_								
_		10(013										

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YEDA Official Score Sheet - Topaz EWD Pattern 5 & 6

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ 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.

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear or praise while on pattern or rail work.

C1988 #

- 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 % points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
*#####################################		Description	Walk	Jog	X-Walk O L	Jog	Stop					Somments
	Entry #	Maneuver	1-2	3	4	5	6		F&E	HDD	Total	
	0.2	Penalty										as work sid
1	50	Maneuver Score	0	0	[-3]	-1/2	-1/2		+1	0	67	go wrong sid cones, no w Shorten rei
altan arts repair		Totals			Let		12Ce				01)	Shorten rei
		Penalty										
2		Maneuver Score										
		Totals										
		Penalty										
3		Maneuver Score										
		Totals										
		Penalty										
4		Maneuver Score										
		Totals										
		Penalty										
5		Maneuver Score							\vdash			
		Totals										
		Penalty										
6		Maneuver Score							\vdash			
		Totals							\vdash			
		Penalty										
7		Maneuver Score							-			
		Totals										
THE REAL PROPERTY.		Penalty										
8	İ	Maneuver Score										
0		Totals										
	A CHOINE, I STUDIES LOOP IN THE	Penalty										
9		Maneuver Score										
		Totals						-				



YEDA Official Score Sheet - RAIL Class: Elementary Pearl Vail

Back #	Rider Comments	Overall Class Comments
1 950	good body Rosition	
2 141	legs back a little	
3 984	good legs	
4 947	good ut in hells	
5 1107	more wt in huls + Sit bk	
6 1531	pull logs back	
7 887	nice upper body	
8 1420	Relax hands, soft & sweet, relax	
9		
10		
11		



YEDA Official Score Sheet – Ruby Pattern 5

Updated 2020

JR/SR Ruby Pat

350

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

Loss of rein

 Use of either hand to instill dear or praise while on pattern or rail work,

Holding saddle with either hand

Cueing with the end of the romal

• Spurring in front of the cinch.

251 214

1296

858

Form & Effectiveness (F & E	of the rider score	d from -3 to +3	in ½ points increments
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Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
		Description	Walk	Lope RL	Jog	Jog O L	Lope LL	Stop Back	F&E	HDD	Total	
and the second	Entry #	Maneuver	1	2	3	4	5	6		1100	IOtal	
		Penalty						3				lack up & shorten
1	1296	Maneuver Score	+1	-1	-1/2	-1/2	-1	-2	+2	0	65	
NECT PERSONAL PROPERTY.		Totals	171	70	69%	69	68	63	d		00	· reins.
		Penalty										10: 1 10:4-
2	622	Maneuver Score	11/2	+ 1/2	+1	+1	+1	+1		^	70	nice legs.nice
	-00	Totals	701/2	71	72	73	74	75	+3	0	78	Seat
		Penalty									_	C
3	251	Maneuver Score	0	11/2	0	+1/2	0	\cap	10	. \	7	Smouth
	001	Totals		701/2		71			+2	+1	74	
20000000		Penalty		1								no no Pi
4	858	Maneuver Score	+1	1-3	0	-1	-2	1-2	J	4.)	(,)	OP- no RL Errong Sich of
Material		Totals	71	(68)		67	65	(62/	+	+1	(04)	and watch
		Penalty					Go					Pattern
5	358	Maneuver Score	+1/2	+1	+1	+2	+2	+2	_		C-211	,
	,	Totals	701/2	711/2	721/2	741/2	7612	781/2	+3	+	821/2	
		Penalty				1 100	1012	1012				
6	1444	Maneuver Score	+1/2	+1	0	+1	+1	+1/2			-	nice body pos.
	1 1 3 7	Totals	701/2	711/2		721/2	73/2	74	13	0.	77	0
		Penalty				10-10-	1012	'				A viet arms
7	548	Maneuver Score	0	^	-1/2	6	-1/2	-1/2		0		quiet arms 81t back
	010	Totals			691/2		69	68%	+2	0	701/2	SIT BACK
	ALTON CATHONIC STORY AND AND AND AND AND AND AND AND AND AND	Penalty			1		C. I	90 12			-	
8	12 11	Maneuver Score	0	+1/2	-1	+12	+1	+1			_	Relax Scat
	1214	Totals			681/2	69	70		+2	0	73	
		Penalty		and the same of the last of th	0012	0	10	71				
				3,5								
9	1900	Maneuver Score	-1	-2	0	+1/2	0	+1/2	2	+	63	z .
		Totals	69	59		591/2		60	+2	. 1	0	
			,	- 1		01110	0		1			

Med Judges Six



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

Je oper pat

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill dear or praise while or 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 % points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
		Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F 0 F			Comments
	Entry #	Maneuver	1	2	3	4	5	6	F&E	HDD	Total	
		Penalty										C.
1	1200	Maneuver Score	0	-2	-1	-1	-2.	-1	+\	1	64	Sit back
	1298	Totals		68	67	(de	64	63	7 \	0	09	SIF CALL
		Penalty	1					0.0				
2	1424	Maneuver Score	-1/2	+1	+1/2	+1/2	+1	0	+2	0	724	Pull legs back
	1 10-1	Totals	681/2	691/2	70	701/2	711/2		12	0	73%	
		Penalty										Sit to E
3	1541	Maneuver Score	+1/2	+1/2	-1/2	-1/2	-3	-3	+	#	1.1	Sit to dog
	11	Totals	701/2	71	701/2	70	67	64	1	41	66	Stay on rail
		Penalty										120.0- 90
4	469	Maneuver Score	0	11/2	31/2	+1/2	-1	(-3)	+1	(1)	68%	ob -0068;
	102	Totals		701/2	71	711/2	701/2	6712	'		40/2	
		Penalty					1	1	2			8 hander win
5	818	Maneuver Score	0	0	0	+1/2	-1	-3	+1	6	(1-1)	8 horsen reins
		Totals				701/2	681/2	(05/2)	-,		(60%)	Op-abbled back
		Penalty										
6	6715	Maneuver Score	0	-1/2	0	6	0	-1	. 1	0	691/2	Shorten reins.
Northead	0,0	Totals		691/2				Ce81/2	+1	0	61/2	. 01412.
		Penalty										
7	458	Maneuver Score	0	+1/2	+1/2	+1/2	+2	+1	12	^	71-11	nice job
		Totals		701/2	71	711/2	731/2	741/2	+2	\mathcal{O}	76/2	
		Penalty										Open chest
8	718	Maneuver Score	0	-1	-3	-1	-2	()	+1	4\	65	7
	.,,	Totals		69	lele	65	63		, /	.1	AD	2
		Penalty										
9	219	Maneuver Score	H	+1	+1/2	t1/2	0	H	+2	0	76	\
9	017	Totals	71	72.	721/2	73		74	17		100	
_				-			10					

Judges Signature

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

Pattern 5 Jr. opal pat Severe Faults (-5 points)

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ 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

evere radits (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver		4 - 6 -	Stop							Comments
osark.c		Description	Walk	Jog	Back	Jog	X-Jog	Stop	F&E	HDD	Total	
NO SECTION	Entry #	Maneuver	1	2	3	4	5	6			Total	
	222	Penalty	_									
1	382	Maneuver Score	0	-1/2	-1	-1	0	0	+1	0	681/2	
TOTAL CO.		Totals		691/2	68/2	67.12			' '			
		Penalty										
2	1410	Maneuver Score	+1/2	0	-2	-1	-1/2	0	61	0	68	
		Totals	701/2		68/2	671/2	67		+1	0	00	
		Penalty										
3		Maneuver Score										
		Totals										
-		Penalty										
4		Maneuver Score										
		Totals	\vdash									10
+		Penalty										
5		Maneuver Score										
		Totals										
		Penalty										
6		Maneuver Score										
		Totals										
7		Penalty										
7		Maneuver Score						-				
		Totals										
T		Penalty									_	
8		Maneuver Score										
		Totals					-	-				
7		Penalty										
9	ŀ	Maneuver Score					_					
	ŀ	Totals	-				-					

Screwe	
Judges Signature	1



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

Class 16e Ellen pearl

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ 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 dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
		Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F&E	HDD	Tatal	
	Entry #	Maneuver	1	2	3	4	5	6	FOLE	HDD	Total	
		Penalty										BOOK SING
1	1420	Maneuver Score	+1/2	+1/2	-3	-1	-1	0	H	0	Cit	Knock over
		Totals		71	68	67	63		3,1		64	manher 1055 Stimp
		Penalty										Stelland
2	887	Maneuver Score	6	+1	+\	0	-1/2	-'b			70	
	1	Totals		71	70		1-	71	+	0	72	
NAME OF TAXABLE PARTY.		Penalty			10						_	
3	950	Maneuver Score	+1	-3	_	10	+1	0				
Ŭ	100	Totals	71	68			49		+1	+1	71	
		Penalty		CEG			Ce					
4	11/02	Maneuver Score	(2	0	0	-1/2		0			100	Sit
7	1102	Totals				69%	-1	U	+\	+1	691/2	
		Penalty	1			01/2						
5	1411	Maneuver Score	-1/2	~1	-1	1-1	-1/2	11/2			1.1.60	bring legs
Ŭ	1 111	Totals	68/2	671/2	(061/2	1051/2	65		+)	0	66/2	pund lads
		Penalty	00 12	0112	12012	-012	93	6512				219
6	1531	Maneuver Score	7	-1/2		-1/2	Ö	0		25	7.	Shorten rein
	100.	Totals		6912		109		0	+1	0	70	
Toronto.		Penalty		0172		(3	/3					
7	942	Maneuver Score	Ó	-	-1	-3		2			53	Sit back
/	, ,-	Totals		68	67	(01/	-3 (55)	-3	+1	0	22	sit back
CONSTR		Penalty		190	Ce 1	101	00/	52				
8	987	Maneuver Score	D	-1/2	-1/2	-1/2	0	65	10	2		good job Kreping hors
	101	Totals	0	(91/2	199	68%	0	0	12	0	70/2	Keeping hors
-		Penalty		3112	(51	UOD						Stra
9		Maneuver Score										
		Totals										

Dank



YEDA Official Score Sheet - Opal / Pearl Pattern 5 SR high opal put

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
		Description	Walk	Jog	Stop Back	Jog	X-Jog	Stop	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6	FOLE	HUU	Iotai	
		Penalty										
1	1408	Maneuver Score	0	+1/2	+1/2	H	+1	+1	12	0	76	
	1105	Totals		701/2	71	72	73	74	10		4	,
CHE MANAGEMENT		Penalty					1					
2	797.	Maneuver Score	0	0	-3	0	-2	Ò	+1	0	65	į.
		Totals			67		64		71			
		Penalty	1									Marine lea
3	510	Maneuver Score	-42	-	+1/2	-1/2	-1/2	0	11		69	more leg
	010	Totals	691/2	68'12	69	6812	68		+1	0		*
PERMISSIE		Penalty										
4	1547	Maneuver Score	0	-1	-3	-1/2	-Va	1/2	,	Ö	111	
	1091	Totals		69	66	65%	65	(d'10	+1	0	05/2	
		Penalty										more hell
5	599	Maneuver Score	0	-1/2	-1/2		-1/2	0			68/2	Presend
		Totals		691/2	69	68	671/2	1	+/	0	40/2	Press not Kick
		Penalty										
6		Maneuver Score										
		Totals										4
		Penalty			ALTERNATION OF THE PARTY OF							
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
		Totals										
		Penalty										
9		Maneuver Score										
		Totals										



• Beak gait at walk or jog for up to 2 strides

Obviously looking down to check leads

Minor Faults (-1 point)

Over/under turn from 1/8 to 1/4

Ticking or hitting cone

YEDA Official Score Sheet - Emerald Pattern 5

• Break of gait at lope, out of lead or missing lead for 1-2 strides.

Break of gait at a walk, jog for more than 2 strides.

Not performing gait or stopping when called for a pattern within 10'

Major Faults (-3 points)

of designated area.

Incorrect lead

Loss of stirrup

Updated 2020

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

JIass #10 JR high enerald pat 10+2 759 428

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

Severe Faults (-5 points)

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver Description	Walk	Jog	Lope	Lope	Jog	Stop				Comments
	Entry #	Maneuver	1	2	3	4	5	Back 6	F&E	HDD	Total	
		Penalty		1							1	M mall
1	819	Maneuver Score	-1/2	-1/2	-1/2	0	[-3]	Ò	+1	+1	(doy)	Q-n0 30g
	0	Totals	69/2	68	671/2		644/2		TI	-1	1	. 0
		Penalty					1					()
2	1365	Maneuver Score	41/2	+1/2	+4/2	+1/2	0	+1/2	10	_	704	Watch
	.000	Totals	701/2	71	711/2	72	71	711/2	+2	0	731/2	Showlears
		Penalty	TI				- 1	1110				SI
3	1295	Maneuver Score	-1/2	-1/2	0	-1/2	0	0	H	^	10011	Shorten
	0 10	Totals	(81/2	68		6712	0		TO I	0	981/2	reins
		Penalty				01100						
4	1016	Maneuver Score	0	0	-1/2	-1/2	A				7	more hell,
	- / Q	Totals			691/2	(8)			+	0	70	£
		Penalty			0112							
5	759	Maneuver Score	0	+1/2	H	+1	+1/2	71/2	+2	, 1	7/11	to the state of th
	.01	Totals		701/2	711/2	721/2	73	731/2	12	+	76%	
		Penalty		-		10	10	1018				
6	375	Maneuver Score	+1	+1	+1/2	+1/2	+2	+1/2		75	7	
	010	Totals	71	72	72:12	73	75	751/2	+2	Q	771/2	
		Penalty					10	1012				go wrong sid
7	1615	Maneuver Score	+1/2	+1/2	1-3)	0	7	0	+1	0	69	of cone c
		Totals	701/2	71	(8)				,,	0	09)	of corce C
		Penalty										
8	428	Maneuver Score	+1/2	+1/2	0	0	+1/2	+1/2	0		7.	S
		Totals	701/2	71			711/2	72	+2	0	74	
1		Penalty										Sit L
9	630	Maneuver Score	+1/2	+1/2	0	0	#1/2	+42	+1	0	72	Sit back @
		Totals	7012	71			701/2	71	, 1		73	IDE
							1/1	w	0			



YEDA Official Score Sheet - Emerald Pattern 5

Updated 2020

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

5 (lass #18. 5 TK high enread patt Severe Faults (-5 points) 2 of 2

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

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
		Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6		1100	Iotai	
		Penalty										
1	765	Maneuver Score	+1/2	+1/2	+1/2	0.	-1	0	ابد	>	7161	
-	. 00	Totals	701/2	71			70		+1	0	71/2	
		Penalty		and the second of	3	1. 7						
2	11,30	Maneuver Score	0	-1	-1	0	+1/2	0	+1		1.1	
	1630	Totals		69	65		65%		7	0	66/2	*
		Penalty					10					
3		Maneuver Score								4 1		
		Totals										
		Penalty										
4		Maneuver Score										
		Totals										
		Penalty										
5		Maneuver Score										
		Totals										
		Penalty										
6		Maneuver Score										×
		Totals										
		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
		Totals										
Total Control		Penalty										
9		Maneuver Score										
Section 1		Totals										



YEDA Official Score Sheet - Emerald Pattern 5

Updated 2020

Ex high emerald pat

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

Severe Faults (-5 points)

Loss of rein

• Use of either hand to instill dear or praise while on pattern or rail work.

C108 # 19

- Holding saddle with either hand
- Cueing with the end of the romal

Spurring in front of the cinch.

Major Faults (-3 points)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1/4

Minor Faults (-1 point)

- Ticking or hitting cone
- Obviously looking down to check leads
- 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'
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
		Description	Walk	Jog	Lope	Lope	Jog	Stop Back	F&E	HDD	Tatal	
	Entry #	Maneuver	1	2	3	4	5	6	FaE	HUU	Total	
		Penalty										
1	728	Maneuver Score	+1/2	+1/2	41	+1	+1/2	+)			714	
		Totals	701/2	71	72	73	731/2	741/2	+2	0	76%	
		Penalty										
2	1485	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	+1/2	40	0	Tive	
	(601.	Totals	701/2	71	711/2		72	721/2	+2	0	74/2	
		Penalty	T		3							Shorten
3	650	Maneuver Score	+1/2	+1/2	-1	+1/2	#/2	+1/2	, 1	()	10.	reins
	000	Totals	7012	71	67	671/2	68	681/2	+	0	69%	
		Penalty					00	0012				Sillaria
4	793	Maneuver Score	0	+1/2	H	t2	+1	+1	+2	1		Sit back Open chest
	,,,	Totals		701/2	711/2	731/2	741/2	751/2	100	0	771/2	open chesh
		Penalty						1012				
5	7112	Maneuver Score	+1/2	+1/2	4/2	11/2	+1/2	0	(1)		7211	
	742	Totals	701/2	71	71:12	72	72.12		+	\bigcirc	73/2	1
		Penalty				3						
6	781	Maneuver Score	0	+1/2	+1	+1	+1/2	+1/2	. 0	0	70	
	,01	Totals		701/2	711/2	691/2	/ -	701/2	+2	O	721/2	
		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
		Totals										
		Penalty		PERSONAL PROPERTY AND ADDRESS.					Call Continue Consession			
9		Maneuver Score										
		Totals										

Class # 20



YEDA Official Score Sheet - Emerald Pattern 5

Alumni Enerald pat

Updated 2020

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

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ½ 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 rei
- Use of either hand to instill dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal

Spurring in front of the cinch.

1628

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Maneuver										Comments
		Description	Walk	Jog	Lope LL	Lope	Jog	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6		1100	Total	
		Penalty				3						
1	1628	Maneuver Score	+1	#1	-1	-1	+1	+1		0	71	
		Totals	71	72	71	67	68	69	+2		71	
		Penalty	1	1								
2	1237	Maneuver Score	-1	-1/2	0	-1/2	-1/2	0	+1	0	101 11	
		Totals	68	(do1/2		66	65%		1	0	661/2	
		Penalty										
3		Maneuver Score										
		Totals										
		Penalty										
4		Maneuver Score										
		Totals										
		Penalty										
5		Maneuver Score										
		Totals										
		Penalty										
6		Maneuver Score										
		Totals										
		Penalty										
7		Maneuver Score										
		Totals										
		Penalty										
8		Maneuver Score										
		Totals										
		Penalty										
9		Maneuver Score										
		Totals										



Minor Faults (-1 point)

Beak gait at walk or jog for up to 2 strides

Obviously looking down to check leads

YEDA Official Score Sheet - Sapphire / Alumni Pattern 5

Updated 2020

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

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Over/under turn from ¼ to ¼
 Not performing gait or stopping when called for a pattern within 10'
 Ticking or hitting cone
 Ode designated area.
 - Incorrect lead
 - Break of gait at a walk, jog for more than 2 strides.
 - Loss of stirrup

Severe Faults (-5 points)

Loss of rein
Use of either hand to instill dear or praise while on

Class #21

- pattern or rail work.Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

830

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

OP 772

												Comments
		Maneuver Description	Walk	Jog	Lope O RL	Chang e Leads	Lope LL	Stop Back	F &	HDD	Total	Comments
	Entry #	Maneuver	1-2	3	4	5	6	7	Е			
		Penalty			*							op-noce
1	772	Maneuver Score	0.	0	-1	-3	-3	0	+	0	64	
		Totals			69	Cele	(63)		1		07)	
		Penalty										use yar space
2	783	Maneuver Score	4/2	+1/2	-1	+1/2	+1	11/2	+1		70	Jos space
	100	Totals	701/2	71	70	701/2	711/2	72		0	73	
		Penalty										
3	673	Maneuver Score	+1/2	+1/2	+1	0	+1	+		~5	7.	
	80	Totals	761/2	71	72		73	74	12	O	76	
		Penalty		THE RESERVE OF THE PARTY OF THE				-			-	1
4	830	Maneuver Score	-2	-1/2	0	3	-1	-2		0	1054	L rein shorter than R rein
	000	Totals	(28	671/2			(de'/2	641/2	41	0	2	than R rein
		Penalty		-			00.12	0 110				
5		Maneuver Score										
		Totals										
Market School		Penalty									AT THE PERSON NAMED IN	
6		Maneuver Score										
		Totals										
NAME OF TAXABLE PARTY.		Penalty	-							SALES SERVICE SERVICE		
7		Maneuver Score										
		Totals										
		Penalty			NAME OF TAXABLE PARTY.							
8		Maneuver Score							000000			
O		Totals										
		Penalty										
9		Maneuver Score										
		Totals										

Class # 22

Alumni Saphire



Minor Faults (-1 point)

Over/under turn from ½ to ¼

Ticking or hitting cone

Beak gait at walk or jog for up to 2 strides

Obviously looking down to check leads

YEDA Official Score Sheet - Sapphire / Alumni Pattern 5

Updated 2020

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in $\frac{1}{2}$ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

		Management										Comments
		Maneuver Description	Walk	Jog	Lope O RL	Chang e Leads	Lope LL	Stop Back	F &	HDD	Total	- Commence
	Entry #	Maneuver	1-2	3	4	5	6	7	E			
		Penalty										
1	69	Maneuver Score	11/2	+1/2	0	0	11/2	0	11	_	7211	
Autobanop		Totals	7012	71			711/2		+ \	0	721/2	
		Penalty					10					
2		Maneuver Score										
		Totals										
		Penalty										
3		Maneuver Score										
		Totals						-				
		Penalty										
4		Maneuver Score										
		Totals										
		Penalty							-			
5		Maneuver Score										
		Totals										
		Penalty							-			
6		Maneuver Score					_					
		Totals						-				*
		Penalty						-		-	_	
7		Maneuver Score					-					
		Totals			-		-	-				
		Penalty						-	-			
8	T	Maneuver Score	_		\dashv		-	-				
		Totals	\neg		$\overline{}$	-			2002			
7		Penalty	_		\dashv			-			-	
	-	Maneuver Score	-	-								
9												
		Totals					1					