

YEDA Official Score Sheet – Ruby Pattern 3
Updated 2020

Class # 1

JR/SR Ruby pat

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.

548
1214 1444
358
858
1296
251

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.

OP
1405
622

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	Penalty											OP x 3 wrong side of cones
	Maneuver Score	+2	+2	+1	+1	+2	0	+1 1/2	+1	80 1/2		
	Totals	72	74	75	76	78						
2	Penalty											good job w/ fwd motion @ walk
	Maneuver Score	+1	+2	+1	0	0	0	+2	+1 1/2	77 1/2		
	Totals	71	73	74								
3	Penalty											good job
	Maneuver Score	+1 1/2	+1 1/2	+2	+2	+1 1/2	+2	+2 1/2	+2	85		
	Totals	71 1/2	73	75	77	78 1/2	80 1/2					
4	Penalty											good job w/ fwd motion @ walk
	Maneuver Score	+2	+1	+2	+2	+2	0	+2 1/2	+2	83 1/2		
	Totals	72	73	75	77	79						
5	Penalty											good job
	Maneuver Score	+1	+2	+2	+1	+2	+1	+2 1/2	+2 1/2	84		
	Totals	71	73	75	76	78	79					
6	Penalty											Stirrup too short
	Maneuver Score	0	0	+1	0	+2	0	+2	+1 1/2	76 1/2		
	Totals			71		73						
7	Penalty											Stirrup too short
	Maneuver Score	0	+2	+1	0	+2	+1	+2	+1 1/2	78 1/2		
	Totals		72	73	72	74	75					
8	Penalty											could shorten reins
	Maneuver Score	+1 1/2	+1 1/2	-1	+1 1/2	+1	-1	+1 1/2	+1 1/2	75 1/2		
	Totals	71 1/2	73	72	72 1/2	73 1/2	72 1/2					
9	Penalty											great job on tough horse
	Maneuver Score	0	+2	+2	0	+2	+1	+3	+3	81		
	Totals		72	74	72	74	75					

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Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 3
 Updated 2020

CLASS # 2

JR opal part
 Split A

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

1424
 219
 818
 1410
 OP
 827
 1541

Entry #	Maneuver Description	Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	0	+1	+1	0	+1 1/2	+1	+1	+1 1/2	+1	78	
	Totals		71	72		73 1/2	74 1/2	75 1/2				
2	Penalty											
	Maneuver Score	+2	+1	-1 1/2	0	+1	0	-1 1/2	+1 1/2	+1	74 1/2	Stimpos too short OP wrong side
	Totals	72	73	71 1/2		72 1/2		72				
3	Penalty											
	Maneuver Score	+2	+2	+1	+2	+1	+2	+1	+2	+2	85	Good Rider
	Totals	72	74	75	77	78	80	81				
4	Penalty											
	Maneuver Score	0	+2	+2	+2	0	+1	+1	+2 1/2	+1 1/2	82	
	Totals		72	74	76		77	78				
5	Penalty	1										
	Maneuver Score	0	+2	0	+1	0	+2	0	+1 1/2	+2	77 1/2	try to tighten lower leg
	Totals	69	71		72		74					
6	Penalty											
	Maneuver Score	0	0	-1	+1	-3	-3	-1	+1	+1	65	OP - no walk
	Totals			69	70		64	63				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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 Judges Signature

Class # 3



YEDA Official Score Sheet – Opal / Pearl Pattern 3
Updated 2020

JR opal pat 458
Split B 1298

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.

469
718
382

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 1	Jog 2	Jog O 3	Jog 4	Walk 5	Walk 6	Stop Back 7				
1	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	+1	0	+1 1/2	+1 1/2	+1	76	Chin up good rider needs confidence
	Totals		70 1/2	71		72		73 1/2				
2	Penalty											
	Maneuver Score	0	+1	+1	+1	-1	0	+1	+2 1/2	+1	76 1/2	
	Totals		71	72	73	72		73				
3	Penalty											
	Maneuver Score	+1	+1	+1	+2	0	+1	0	+2 1/2	+1 1/2	80	
	Totals	71	72	73	70		76					
4	Penalty											
	Maneuver Score	+1/2	+1/2	-1/2	+1	+1	+1	+1	+1 1/2	+2 1/2	78 1/2	Good job on tough horse
	Totals	70 1/2	71	70 1/2	71 1/2	72 1/2	73 1/2	74 1/2				
5	Penalty											
	Maneuver Score	+1	0	0	-1	+1	+1	-1	+1 1/2	+1 1/2	74	pull down leg back
	Totals	71			70	71	72	71				
6	Penalty											
	Maneuver Score	0	-1 1/2	-1	0	+1	+1 1/2	0	+1	+1	72	reins too long
	Totals		68 1/2	67 1/2		68 1/2	70					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

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Judges Signature

Class note - ride lines straighter

YEDA Official Score Sheet – Ranch Horse Pattern # 3

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 #4
SR high Sapphire
Ranch Riding

830

1 – point penalty

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

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

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

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

772

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

783
673

Entry #	Maneuver Description	Lope LL	1 1/2	Lope RI	Change	Lope O	Stop	1 1/2	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L	8	9					
1 830	Penalty	3													
	Maneuver Score	-1	0	+1	+1	+1	0	0	+1	+1		+2	+2	76	Nice job
	Totals	662		67	68	69			70	71					
2 772	Penalty														
	Maneuver Score	-1	-1	0	+1	+1	-1/2	-3	0	-1		+2	+1	68 1/2	Try lowering hand in turn.
	Totals	69	68		69	70	69 1/2	66 1/2		65 1/2					
3 763	Penalty														
	Maneuver Score	+1	-2	+1	+1	+1	+1	-1	+1	-3		4	+1 1/2	72 1/2	wrong side of end core
	Totals	71	69	70	71	72	73	72	73	70					
4 673	Penalty														
	Maneuver Score	-3	-3	+1/2	+1	+1	-3	0	+1	0		+1 1/2	+1	67	OP X wrong lead turned wrong way no back
	Totals			64	64 1/2	65 1/2	66 1/2	63 1/2		64 1/2					
5	Penalty														
	Maneuver Score														
	Totals														
6	Penalty														
	Maneuver Score														
	Totals														
7	Penalty														
	Maneuver Score														
	Totals														
8	Penalty														
	Maneuver Score														
	Totals														

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Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 3

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 #5

Alumni Sapphire
Ranch Riding

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	Lope LL	1 ½	Lope RI	Change	Lope O	Stop	1 ¼	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
		Stop	Spin R	o slow R	Leads	Fast L	Back 6	Spin L							
	Maneuver	1	2	3	4	5	6	7	8	9					
1	Penalty														
	Maneuver Score	-1/2	0	0	+1	+1	-1/2	+1	+1	+1		+3	+2 1/2	79 1/2	
	Totals	69 1/2			70 1/2	71 1/2	71	72	73	74					
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														

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Judges Signature



YEDA Official Score Sheet – Emerald Pattern 3
Updated 2020

Class #6
Spz emerald pat

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

793
781
1485
650
742

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 RL	Walk	Stop	Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	0	+1/2	0	0	+1 1/2	+1	72	Sit back @ lope
	Totals		69		68 1/2						
2	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	0	+1 1/2	+2	+1 1/2	78 1/2	Sit back @ lope
	Totals	70 1/2	71 1/2	72 1/2	73 1/2		75				
3	Penalty										
	Maneuver Score	0	+1/2	-1/2	+1	0	+1	+2	+1	75	Good job
	Totals		70 1/2	70	71		72				
4	Penalty										
	Maneuver Score	+1	0	+1	-1	0	+1/2	+1	+1 1/2	74	soften lower leg
	Totals	71		72	71		71 1/2				
5	Penalty										
	Maneuver Score	0	+1	0	+1/2	0	0	+1 1/2	+1 1/2	74 1/2	Reins uneven
	Totals		71		71 1/2						
6	Penalty										
	Maneuver Score	0	+2	+1 1/2	+1	+1	+2	+2 1/2	+3	83	
	Totals		72	73 1/2	74 1/2	75	77				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
Judges Signature



YEDA Official Score Sheet – Emerald Pattern 3
Updated 2020

CLASS #7
Jr Emerald feet
Split A

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

375
752
1615
1295
819
1630

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 RL	Walk	Stop	Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										Sit up tall
	Maneuver Score	+1	+1	+1	0	0	-1/2	+1/2	+1	75	
	Totals	71	72	73			72 1/2				
2	Penalty				1						nice rider!
	Maneuver Score	0	+2	+1 1/2	0	+1/2	+1	+2	+2	78	
	Totals		72	73 1/2	72 1/2	73	74				
3	Penalty										
	Maneuver Score	-1	0	0	-2	0	-1	+2	+2	70	
	Totals	69			67		66				
4	Penalty										
	Maneuver Score	+1	+1	-1	0	0	+1/2	+2	+2	76 1/2	
	Totals	71	72	71			71 1/2				
5	Penalty										Stamps too short
	Maneuver Score	0	0	0	-1/2	0	+1	+1/2	+1/2	72 1/2	
	Totals				69 1/2		70 1/2				
6	Penalty										Very loose lower leg
	Maneuver Score	-1	-1	0	-3	0	-2	1	1	65	
	Totals		68		65		63				
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

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Judges Signature

YEDA Official Score Sheet – Emerald Pattern 3
 Updated 2020

CLASS #8
 JR emerald part
 split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

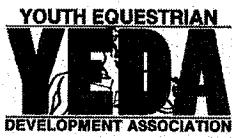
630 1016
 765
 428
 759

JP
 1365

Entry #	Maneuver Description	Walk	Jog	Lope RL	Walk	Stop	Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	+1	0	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2	79	Foot too far through stirrup Heels down
	Totals		71		72 1/2	74	75 1/2				
2	Penalty										
	Maneuver Score	(-3)	(-3)	0	-2 1/2	0	+1	+1 1/2	+2	(66)	OP x wrong side
	Totals	(67)	(64)		60 1/2		62 1/2				
3	Penalty										
	Maneuver Score	-1	0	-1	0	0	-1 1/2	+1	+2	68 1/2	Dont look for head
	Totals	69		68			66 1/2				
4	Penalty										
	Maneuver Score	+1	+1	+1	+1	-1/2	0	+2	+2	77 1/2	
	Totals										
5	Penalty										
	Maneuver Score	+1	+2	+1	-1/2	0	+1/2	2	1 1/2	77	
	Totals	71	73	74	73 1/2		74				
6	Penalty		3								
	Maneuver Score	0	-1/2	0	+1	0	0	4 1/2	2 1/2	71 1/2	
	Totals		66 1/2		67 1/2						
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 3
Updated 2020

Class #9
Alumni emerald
pat

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.

1628
1237

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 RL	Walk	Stop	Back				
1	Penalty										
	Maneuver Score	-1	+2	+2	-1	0	0	+3	+3	78	
	Totals	69	71	73	72						
2	Penalty		1								
	Maneuver Score	0	0	0	0	-0	-1	+2	+2	72	
	Totals		69				68				
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										

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Judges Signature



YEDA Official Score Sheet – Amber EWD Pattern 3 & 4

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	Walk	Stop Back	Extend Walk	Reg Walk	Stop	F & E	HDD	Total	Comments
1	Penalty									
	Maneuver Score	+1	+1	+2	+1	+2	3	+1	81	
	Totals	71	72	74	75	77				
2	Penalty									
2	Maneuver Score									
	Totals									
	3	Penalty								
3	Maneuver Score									
	Totals									
	4	Penalty								
4	Maneuver Score									
	Totals									
	5	Penalty								
5	Maneuver Score									
	Totals									
	6	Penalty								
6	Maneuver Score									
	Totals									
	7	Penalty								
7	Maneuver Score									
	Totals									
	8	Penalty								
8	Maneuver Score									


Judges Signature

YEDA Official Score Sheet – Topaz EWD Pattern 3 & 4

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	Walk	Stop Back	Ext. Walk	Jog	Stop	F & E	HDD	Total	Comments
		1-2	3	4	5	6				
1	Penalty									Op-wing side sits nice
	Maneuver Score	+1	0	0	+2	+1	+2	+1	77	
	Totals	71			73	74				
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									

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Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 3

Updated 2020

CLASS # 12

Elem. Pearl Pat

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.

987
950
1420
1411 153

1102
887

OP
OP
887 88

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk 1	Jog 2	Jog O 3	Jog 4	Walk 5	Walk 6	Stop Back 7				
1	Penalty											Good job w/ hard horse sticking w/!
	Maneuver Score	+1	+1	-2	+1	-2	-1	+1	1 1/2	2	66 1/2	
	Totals	71	70	68	67	65	64	63				
2 1411	Penalty											Soften leg to sit front
	Maneuver Score	+1/2	+1	+1	-1	+2	-1	-1	+1 1/2	+1 1/2	74 1/2	
	Totals	70 1/2	71 1/2	72 1/2	71 1/2	73 1/2	72 1/2	71 1/2				
3 1102	Penalty											Focus on lines of travel
	Maneuver Score	0	-2	0	-1	+1	+1	+1	+1 1/2	+1	70 1/2	
	Totals		68		67		67	68				
4 950	Penalty											
	Maneuver Score	+1	+1	+1	+1	+2	+1	-1	2	2	80	
	Totals	71	72	73	74	76	77	76				
5 1420	Penalty											Rstamps too short
	Maneuver Score	0	+1/2	0	+1/2	+1	+1	-1/2	1 1/2	1	75	
	Totals		70 1/2		71	72	73	72 1/2				
6 887	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1	-1	-1	-3	1	1 1/2	69 1/2	
	Totals		70 1/2	71	72	71	70	67				
7 987	Penalty											
	Maneuver Score	+1	+2	+1	+1	+1	+1	+1	2	1 1/2	81 1/2	
	Totals	71	73	74	75	76	77	78				
8 1531	Penalty											
	Maneuver Score	0	0	+1	+1	+1 1/2	+1 1/2	+1	2	1 1/2	79 1/2	
	Totals			71	72		75	76				
9	Penalty											
	Maneuver Score											
	Totals											

[Signature]
Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 3

CLASS # 13
S12 opal part

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.

1408
797
599

1547

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back				
1	797	0	+1	-1	0	+1	+1	+1	+1/2	+1	75 1/2	soften thigh hale to sit deeper in saddle
2	1547	-2	0	+1/2	+1	-3	-3	+1	1 1/2	2	68 1/2	Foot too far through stirrup
3	1408	+2	+2	+1	+1	+2	+1	-1	2	1	81	
4	599	0	-1	-1	-1	-1	+1/2	+1	1	1	69 1/2	Sit deep in saddle + soften knee
5												
6												
7												
8												
9												

[Signature]
Judges Signature



YEDA Official Score Sheet – RAIL

Class: SR emerald Rail

Back #	Rider Comments	Overall Class Comments
1 781	Sit softer in saddle, great lines	<p>Good job everyone!</p>
2 728	connect to horse some	
3 742	great leg	
4 1485	Really good feel for horse	
5 650	pull lower leg back	
6 193	beautiful equitation	
7		
8		
9		
10		
11		

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Judges Signature



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

	Back #	Rider Comments	Overall Class Comments
1	1444	stirrups too short	
2	1405	hul down	
3	622	lead + brk	
4	251	excellent upper, lighten lower leg	
5	558	put lower leg back	
6	1214	good connection w horse	
7	1296	wonderful equitation	
8	546	lengthen stirrup	
9	358	great ride on tough horse	
10			
11			

Pitt
Judges Signature



YEDA Official Score Sheet – RAIL

Class: elem. pearl rail

Back #		Rider Comments	Overall Class Comments
1	950	Shorter stirrup = keep feet in stirrup	
2	887	soften hands @ walk	
3	1531	ears a little too far back @ walk bring shoulders over hips work on tightening lower leg	
4	1411	really good son on tough horse	
5	1102	good rider	
6	987	Too much jiggling @ walk, pull lower leg back	
7	1420	leg back bracing in stirrup	
8			
9			
10			
11			

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Judges Signature



YEDA Official Score Sheet – Sapphire / Alumni Pattern 3
Updated 2020

Class 17.
SR high
Sapphire pat.

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

673
783
772

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.

830
830

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1	Penalty										
	Maneuver Score	+1	-1 1/2	-1/2	+1	+1	0	1 1/2	1	73 1/2	Dont pos + x-jog
	Totals	71	69 1/2	69	70	71					
2	Penalty										
	Maneuver Score	-1/2	+1	-1/2	+1	0	+1	2	1 1/2	75 1/2	more weight through seat bones
	Totals	69 1/2	70 1/2	70	71		72				
3	Penalty										
	Maneuver Score	0	+1	-3	+1	0	-1	1 1/2	2	71 1/2	op no 870
	Totals		71	68	69		68				
4	Penalty		3								
	Maneuver Score	0	-1	0	+1 1/2	+1	+1	2	1 1/2	73	great rider wrong lead
	Totals		66		67 1/2	68 1/2	69 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										
	Totals										

[Signature]

Judges Signature

Class #18



YEDA Official Score Sheet – RAIL Class: SR open rail Split A

Back #	Rider Comments	Overall Class Comments
1 670	Stretch down through heel -	
2 1410	Stumps too long. bring lower leg back @ leg	
3 818	Great job	
4 1541	Bring lower leg back - 1 soften arms	
5 469	pull lower leg back	
6 718	more bend in elbows	
7		
8		
9		
10		
11		

[Signature]

Judges Signature



YEDA Official Score Sheet - RAIL

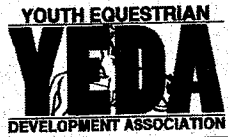
Class #19

Class: JR emerald rail

Split
A

Back #	Rider Comments	Overall Class Comments
1 165	Fabulous lines, but soften wrists	
2 1030	quiet upper body @ lunge 1 quiet lower leg @ lunge	
3 1365	Shorten rein to control hand	
4 1016	hals down, weight into stirrups, keep up good work, trouble w/ lunge today	
5 152	see the smile! softer arms	
6 1295	keep heel in line w/ hip	
7		
8		
9		
10		
11		

Judges Signature

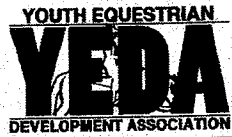


YEDA Official Score Sheet - RAIL

Class: JR opel rail CLASS# 20 Split B

Back #		Rider Comments	Overall Class Comments
1	827	More weight through heel + sit dam. bracing in stirrup	<i>Great job!</i>
2	1424	Soften arms + wrists	
3	382	Sit up tall + chin up	
4	1298	Soften elbows + relax arms a little	
5	219	Great job	
6	458	Pull lower back + bring heel in line w/ hip	
7			
8			
9			
10			
11			

Judges Signature



YEDA Official Score Sheet - RAIL

Class # 21

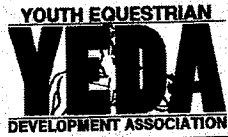
Class: Jr emerald rail

Split B

Back #	Rider Comments	Overall Class Comments
1 759	Try to keep lower leg quieter	Great job everyone!
2 375	Really good focus, good job on tough horse!	
3 1215	Weight down through stirrups heels down	
4 630	great job on tough horse!	
5 819	chro ↑	
6 1128	softer arms bring lower leg back	
7		
8		
9		
10		
11		

[Signature]
Judges Signature

Class #22



YEDA Official Score Sheet - RAIL Class: SR Open Rail

Back #	Rider Comments	Overall Class Comments
1 797	Sit down + relax	Great job!
2 1408	Great leg position	
3 599	Stirrups are a little long	
4 1547	Shorten reins for better control	
5		
6		
7		
8		
9		
10		
11		

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Judges Signature



YEDA Official Score Sheet – RAIL

Class # 24

Class: Alumni emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1628	great job on a very hard horse to ride	
2 1237	try to quiet lower leg + upper body movement	
3		
4		
5		
6		
7		
8		
9		
10		
11		

[Signature]

Judges Signature