

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET

Class # 1
SR Diamond Reining
split A



EXHB #	MANEUVER DESCRIPTION	4 Spins R	4 Spins L	L. Circle OOo & Change	R. Circle OOo & Change	Stop & Right Roll Back	Stop & Left Roll Back	Stop	Back	Overall Ability	HDD	Penalties	Final Score	Comments	
		1	2	3	4	5	6	7	8						
1	717	PENALTY								+2	+1	0	76	Very effective rider could improve hands	
		SCORE	0	+1	+1	+1	0	+1/2	-1/2						0
		Total		71	72	73		73 1/2	73						
2	1121	PENALTY								+1	+1	1	71 1/2	little tense in upper body	
		SCORE	0	0	0	-1	0	+1/2	+1/2						+1/2
		Total	69			68		68 1/2	69						69 1/2
3	839	PENALTY								+1	0		70 1/2		
		SCORE	-1/2	-1/2	+1/2	0	0	+1/2	-1/2						0
		Total	69 1/2	69	69 1/2			70	69 1/2						
4	1019	PENALTY	1	1		3				0	+1	5	63 1/2	Seat little loose	
		SCORE	-1/2	-1/2	0	-1	-1	+1/2	0						0
		Total	68 1/2	67		63	62	62 1/2							
5	492	PENALTY		1						+1 1/2	+1	1	74 1/2	very nice body position	
		SCORE	0	-1/2	+1	+1	+1/2	+1/2	+1/2						0
		Total		68 1/2	69 1/2	70 1/2	71	71 1/2	72						
6	905	PENALTY		1						+1	+1/2	1	73		
		SCORE	0	0	+1/2	+1	+1/2	+1/2	0						0
		Total		69	69 1/2	70 1/2	71	71 1/2							
7	725	PENALTY		1						+1	0		72 1/2	quiet left arm	
		SCORE	-1/2	-1	+1	+1	+1	+1/2	+1/2						0
		Total	69 1/2	67 1/2	68 1/2	69 1/2	70 1/2	71	71 1/2						
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

Chris Stone

Back #	Rider Comments	Overall Class Comments
1 272	eyes up, position looks good	
2 349	upper leg little farther back, nice position	
3 906	good position	
4 316	very nice	
5 340	shoulders back, good seat	
6 883	nice + strong in back, good position, leaning a little forward	
7 1013	too far forward upper body	
8 1502	deepen seat a little	
9		
10		
11		

Chris Stone

Judges Signature



YEDA Official Score Sheet – RAIL Class: #3 JK Emerald Rail Spl: + B

Back #	Rider Comments	Overall Class Comments
1 326	good position	
2 608	Very nice upper body	
3 1299	heels down	
4 1442	deeper seat sitting too far forward	
5 1151	Shoulders back	
6 1031	good position	
7 1155	good position	
8 1051	good position	
9		
10		
11		

Ann Stone

Judges Signature

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET

Class #4
Sk Diamond Reining
split B



EXHB #	MANEUVER DESCRIPTION	4 Spins R	4 Spins L	L. Circle OOo & Change	R. Circle OOo & Change	Stop & Right Roll Back	Stop & Left Roll Back	Stop	Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	PENALTY													
	SCORE	0	-1/2	+1/2	+1	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2		75	
	Total		69 1/2	70	71	70 1/2	71	71 1/2	72					
2	PENALTY													
	SCORE	0	-1	+1/2	+1	+1	-1/2	0	0	+1/2	+1		72 1/2	
	Total		69	69 1/2	70 1/2	71 1/2	71							
3	PENALTY		1		3									
	SCORE	+1	0	+1/2	0	0	+1/2	0	0	+1/2	+1	4	69 1/2	Hands a little flat in position
	Total	71	70	70 1/2	67 1/2		68							
4	PENALTY			1	1									
	SCORE	+1	0	0	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	0	2	72	
	Total	71		70	69 1/2	69	69 1/2	70	70 1/2					
5	PENALTY						1/2							
	SCORE	+1/2	0	0	+1/2	0	0	0	+1/2	+1/2	0	1/2	70 1/2	OP - 5 spins quiet seat
	Total	70 1/2			71		70 1/2		70					
6	PENALTY													
	SCORE	0	0	+1	+1	0	+1/2	0	0	+1/2	+1/2		74 1/2	Nice form
	Total			71	72		72 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.

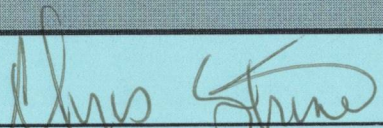
Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

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

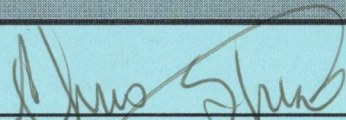
Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE _____

Back #	Rider Comments	Overall Class Comments
1 426	Flatten back	
2 1096	nice profile	
3 584	nice shoulder + hand position	
4 1618	legs back	
5 947	seat too far back	
6 696	nice profile	
7 1084	very nice position, eyes up	
8 583	twisted to the right, loosen lower body	
9		
10		
11		


 Judges Signature

Back #	Rider Comments	Overall Class Comments
1 867	good body position, sitting a tad forward	
2 1110	strengthen shoulders	
3 949	L rib cage is fallen	
4 577	good position	
5 907	sitting too far forward	
6 1006	sitting too far back	
7 1468	quiet legs a lot	
8		
9		
10		
11		


 Judges Signature

YEDA REINING PATTERN NRHA #6 OFFICIAL SCORE SHEET

Class #7 SR Diamond
Reining Split C



EXHB #	MANEUVER DESCRIPTION	4 Spins R	4 Spins L	L. Circle OOs & Change	R. Circle OOs & Change	Stop & Right Roll Back	Stop & Left Roll Back	Stop	Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	PENALTY				3					+1 1/2	+1/2	3	73	nice form throughout ride
	SCORE	+1	+1	+1 1/2	-1	+1/2	0	+1/2	+1/2					
	Total	71	72	73 1/2	69 1/2	70			71					
2	PENALTY				3					+1	0	3	68	op-3 spins
	SCORE	+1		+1/2	-2	0	0	+1/2	0					
	Total	71		71 1/2	66 1/2			67						
3	PENALTY									+2	+1/2		80 1/2	excellent form throughout
	SCORE	0	+1/2	+1 1/2	+1 1/2	+1	+2	0	+1 1/2					
	Total		70 1/2	72	73 1/2	74 1/2	76 1/2		78					
4	PENALTY									+1	0		74	
	SCORE	0	+1	+1	+1/2	0	+1/2	0	0					
	Total		71	72	72 1/2		73							
5	PENALTY				3					+1/2	-1/2	3	64 1/2	op-3 spins quiet left arm
	SCORE		-1	0	-1/2	-1/2	-1/2	0	0					
	Total		69		65 1/2	65	64 1/2							
6	PENALTY				3					+1	0	3	75 1/2	need to start in middle
	SCORE	+1	+1/2	+1 1/2	+1/2	+1	+1	+1	+1					
	Total	71	71 1/2	73	70 1/2	71 1/2	72 1/2	73 1/2	74 1/2					
7	PENALTY				3					+1	-1	3	67	
	SCORE	0	-1/2	+1/2	0	0	0	0	0					
	Total		69 1/2	67										
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

Chris Turner



YEDA Official Score Sheet – RAIL Class: #8 JK Emerald Rail Split C

Back #	Rider Comments	Overall Class Comments
1 1225	leaning a little to left, good posture	
2 614	nice posture, little rigid in upper arm	
3 1228	leaning back a little	
4 1580	Straighten shoulders	
5 1448	nice posture	
6 848	nice posture	
7 992	nice balance	
8 1028	leaning back too far	
9		
10		
11		

Christina

Judges Signature



YEDA Official Score Sheet – Ranch Horse Pattern # 6

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 #9 JR Sapphire
Ranch 1 of 2

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	Lope LL	Stop 1 1/2 R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 840	Penalty																
	Maneuver Score	0	+1/2	+1/2	0	+1	0	0	+1	0	0	+1/2		0	+1	74 1/2	
	Totals			71		72			72			72 1/2					
2 681	Penalty								5								
	Maneuver Score	-1/2	0	-1/2	0	+1/2	+1	0	-1	0	0	0		-1/2	+1	65	
	Totals	69 1/2		69		69 1/2	70 1/2		64 1/2								
3 351	Penalty																
	Maneuver Score	0	+1/2	0	0	+1/2	0	0	-1	+1/2	0	+1/2		0	+1	71	
	Totals		70 1/2			71			70	70 1/2	69 1/2	70					
4 104	Penalty																
	Maneuver Score	+1	+1/2	+1	+1	+1/2	+1	+1	+1	0	+1	+1		0	+1 1/2	80 1/2	
	Totals	71	71 1/2	72 1/2	73 1/2	74	75	76	77		78	79					
5 311	Penalty																
	Maneuver Score	-1	0	0	+1/2	0	-1/2	0	+1/2	0	0	+1/2		+1	+1	72	
	Totals	69			69 1/2		69		69 1/2			70					
6 366	Penalty			3	3												
	Maneuver Score	0	0	0	0	0	+1/2	0	+1/2	0	+1/2	-1/2		+1 1/2	+1	67 1/2	
	Totals			67	64		64 1/2		65			65					
7 633	Penalty																
	Maneuver Score	0	0	+1	+1	+1	+1 1/2	+1	+1	+1/2	+1	+1		0	+2	81	
	Totals			71	72	73	74 1/2	75 1/2	76 1/2	77	78	79					
8 421	Penalty																
	Maneuver Score	0	0	-1/2	0	-1	+1/2	0	+1/2	0	+1/2	+1/2		0	+1 1/2	72	*
	Totals			69 1/2		68 1/2	69		69 1/2		70	70 1/2					

Chris Straine

Judges Signature

YEDA Official Score Sheet – Ranch Horse Pattern # 6

Updated June 2020

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 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.

Class # 9 JR Sapphire
 Ranch 2 of 2

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

Entry #	Maneuver Description	Walk	Trot	X-Trot	Lope LL	Stop 1 ½ R	X-Lope RL	N Lope	Change Leads	Trot	X-Trot	Stop Back	Penalties	HDD	Overall Ability	Final Score	Comments
		1	2	3	4	5	6	7	8	9	10	11					
1 107	Penalty																
	Maneuver Score	0	0	+1/2	0	-1	0	0	+1	-1/2	+1/2	+1/2		+1/2	+1/2	72	Backed too much
	Totals			30 1/2		69 1/2				76 1/2	70	70 1/2	71				
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																

Chris Green
 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 6
 Updated 2020

Class #10
 SR Diamond Patt.
 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)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

717
 140
 905
 1019
 377
 778
 900

Entry #	Maneuver Description	Maneuver							F & E	HDD	Total	Comments
		Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back				
		1	2	3	4	5	6	7				
1	1019											
	Penalty			1								
	Maneuver Score	0	0	+1	0	+1/2	+1/2	+1	+2	0	74	
	Totals			70		70 1/2	71	72				
2	717											
	Penalty											
	Maneuver Score	+1/2	+1	+1 1/2	+1	+1	+1	+1	+3	0	80	
	Totals	70 1/2	71 1/2	73 1/2	74	75	76	79				
3	900											
	Penalty											
	Maneuver Score	-1/2	-1/2	+1/2	-1/2	0	0	0	+1	0	70	
	Totals	69 1/2	69	69 1/2	69							
4	140											
	Penalty											
	Maneuver Score	+1	+1	+2	0	+1/2	+1/2	+1/2	+1 1/2	0	77	
	Totals	71	72	74		74 1/2	75	75 1/2				
5	778											
	Penalty											
	Maneuver Score	0	0	+1/2	0	0	0	0	+1	0	71	
	Totals			70 1/2								
6	905											
	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1 1/2	0	76	
	Totals	70 1/2	71	72		73	73 1/2	74 1/2				
7	377											
	Penalty											
	Maneuver Score	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	73 1/2	
	Totals			70 1/2		71 1/2	72	72 1/2				
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

Chris Stone
 Judges Signature

YEDA Official Score Sheet – Diamond Pattern 6
Updated 2020

Class # 11
SR Diamond Patt.
Split B

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

1600
979
1517
492 = 383

691

1115

Entry #	Maneuver Description	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											
	Maneuver Score	0	+1/2	0	0	+1/2	+1/2	+1/2	2	0	74	
	Totals		70 1/2			71	71 1/2	72				
2	Penalty											
	Maneuver Score	0	0	+1/2	0	+1/2	+1/2	+1/2	+1	0	73	
	Totals			70 1/2		71		72				
3	Penalty											
	Maneuver Score	+1/2	+1	+1	0	-1/2	+1/2	-1	2	0	75 1/2	*
	Totals	70 1/2	71 1/2	72 1/2		72	72 1/2	73 1/2				
4	Penalty			3,3,1								
	Maneuver Score	0	-1/2	-1/2	-1	0	0	0	+1/2	0	60 1/2	Sitting too far forward
	Totals		69 1/2	68	60							
5	Penalty											
	Maneuver Score	0	+1/2	+1	+1/2	+1	+1/2	+1/2	+1 1/2	0	75 1/2	
	Totals		70 1/2	71 1/2	72	73		74				
6	Penalty											
	Maneuver Score	+1	+1	+1/2	+1	+1	+1	+1	2	0	79 1/2	
	Totals	71	72	73 1/2	74 1/2	75 1/2	76 1/2	77 1/2				
7	Penalty											
	Maneuver Score	+1/2	0	+1	+1/2	+1/2	+1/2	+1/2	1	0	74 1/2	
	Totals	70 1/2		71 1/2	72		73					
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Chris Stone
Judges Signature

YEDA Official Score Sheet – Diamond Pattern 6
Updated 2020

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

Class #12
SR Diamond
Patt.
Split C

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

1004
725
682
839

682

Entry #	Maneuver Description	Walk	Lope LL	X Jog	Stop	180 L	Walk	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty			1								
	Maneuver Score	0	+1	+1/2	0	0	0	0	+1	0	71 1/2	
	Totals		71	70 1/2								
2	Penalty											
	Maneuver Score	0	+1/2	+1	+1/2	+1	0	0	+1	0	74	
	Totals		70 1/2	71 1/2	72	73						
3	Penalty											
	Maneuver Score	0	-1	0	0	+1/2	0	0	+1/2	0	70	
	Totals		69			69 1/2						
4	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	-1/2	0	+1/2	+1	0	72 1/2	
	Totals	70 1/2	71	71 1/2		71		71 1/2				
5	Penalty											
	Maneuver Score	0	+1/2	+1/2	0	0	+1/2	0	+1/2	0	72	
	Totals		70 1/2	71			71 1/2					
6	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1	0	73 1/2	
	Totals	70 1/2	71	71 1/2			72	72 1/2				
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

Chris Sture

YEDA Official Score Sheet – Sapphire / Alumni Pattern 6
Updated 2020

Class # 13
JK Sapphire
Patt.

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

33
311 - 107
1014
841
840 - 366
op: 351
421

Entry #	Maneuver Description	Walk	Lope RL	Jog	Jog	X Jog	X Jog	Stop Back	F & E	HDD	Total	Comments
		1	2	3	4	5	6	7				
1	Penalty											wrong side of D
	Maneuver Score	0	+1	+1/2	0	0	+1/2	+1/2	0	0	72 1/2	
	Totals		71	71 1/2			72	72 1/2				
2	Penalty		3									wrong lead
	Maneuver Score	0		0	0	0	+1/2	+1/2	0	0	68	
	Totals							71				
3	Penalty											*
	Maneuver Score	0	+1/2	0	+1/2	0	+1	+1/2	+1/2	0	74	
	Totals		70 1/2		71		72	72 1/2				
4	Penalty											
	Maneuver Score	+1	+1	+1/2	+1	+1/2	+1	+1	2	0	78	
	Totals	71	72	72 1/2	73 1/2	74	75	76				
5	Penalty											
	Maneuver Score	0	0	0	+1/2	0	+1/2	-1/2	+1/2	0	71	
	Totals				70 1/2		71	70 1/2				
6	Penalty											
	Maneuver Score	+1	0	+1/2	+1	+1	+1/2	-1/2	+1/2	+1	74	
	Totals	71		71 1/2	72 1/2	73 1/2	72	71 1/2				
7	Penalty											
	Maneuver Score	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	0	72 1/2	
	Totals	70 1/2			71	71 1/2		72				
8	Penalty		3									
	Maneuver Score	0	-1/2	-1	-1/2	0	+1/2	-1	+1/2	+1/2	65 1/2	
	Totals		66 1/2	65 1/2			66 1/2	64 1/2				
9	Penalty		3									
	Maneuver Score	0	-3	-1/2	-1/2	-1/2	-1	0	-1/2	0	61	
	Totals		64	63			61 1/2					

Chris Strine
Judges Signature



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

Class #14
EWD Topaz
Pattern/Rail

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

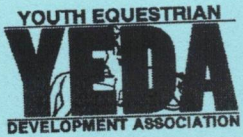
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

1372
334
1188
908

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	X-Walk OL	Jog	Stop				
		1-2	3	4	5	6				
1	Penalty									
	Maneuver Score	+½	+½	+½	+½	+1	+1	0	74	
	Totals	70½	71	71½	72	73	74			
2	Penalty									
	Maneuver Score	+1	+1	+½	+½	+½	+1	0	74½	
	Totals	71	72	72½	73	73½	74½			
3	Penalty									
	Maneuver Score	+½	+½	0	+1	+½	+1	0	73½	
	Totals	70½	71		72	72½				
4	Penalty									
	Maneuver Score	0	0	+½	+½	0	+½	0	71½	
	Totals			70½	71					
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class #15
Elem. Pearl Patt.
split A

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

152
1158
1056
305
119
1473
1464

Entry #	Maneuver Description	Walk	Jog	180 R	Back	F & E	HDD	Total	Comments
1	Penalty								
	Maneuver Score	+1	+1	+1	0	1	0	74	
	Totals	71	72	73					
2	Penalty								
	Maneuver Score	+1/2	+1	0	+1/2	1	0	73	
	Totals	70 1/2	71 1/2		72				
3	Penalty								
	Maneuver Score	0	0		-1/2	0	0	69 1/2	180 wrong way op
	Totals				69 1/2				
4	Penalty								
	Maneuver Score	0	0	0	-1/2	+1/2	0	70	
	Totals				69 1/2				
5	Penalty								
	Maneuver Score	+1	-1/2	-1/2	-1/2	0	0	69 1/2	
	Totals	71		70	69 1/2				
6	Penalty								
	Maneuver Score	+1	+1/2	-1	-1/2	+1/2	0	70 1/2	
	Totals	71	71 1/2	70 1/2	70				
7	Penalty								
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0	72	
	Totals		70 1/2	71	71 1/2				
8	Penalty								
	Maneuver Score								
	Totals								
9	Penalty								
	Maneuver Score								
	Totals								

Chris Stone

Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class # 16
Elem. Pearl Patt.
Split B

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

1060
1147
1551/167
726
1283
1566

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1	Penalty									wrong side of cone
	Maneuver Score	+1/2	-1	0	-1		0	0	68 1/2	
	Totals	70 1/2	69 1/2		68 1/2					
2	Penalty									
	Maneuver Score	+1	+1	0	-1		+1/2	0	71 1/2	
	Totals	71	72		71					
3	Penalty			3						
	Maneuver Score	0	0	-1	0		0	0	66	
	Totals			66						
4	Penalty									
	Maneuver Score	0	0	-1/2	-1		0	0	68 1/2	
	Totals			69 1/2	68 1/2					
5	Penalty									
	Maneuver Score	+1	0	-3	-3		0	0	65	op x2 no 180 + back
	Totals	71								
6	Penalty									
	Maneuver Score	0	+1/2	+1/2	0		+1/2	0	71 1/2	
	Totals		70 1/2	71						
7	Penalty									
	Maneuver Score	0	-1/2	0	-1/2		0	0	69	
	Totals		69 1/2		69					
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Chris Sture
Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class #17
Elem. Pearl Patt
Split C

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

333
1002
1619
1219
1508
245

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1	Penalty									
	Maneuver Score	+1/2	+1/2	0	-1/2	+1/2	0	71		
	Totals	70 1/2	71		70 1/2					
2	Penalty		1							
	Maneuver Score	+1/2	0	-1	+1/2	+1/2	0	69 1/2		
	Totals	70 1/2	69 1/2	68 1/2	69					
3	Penalty									
	Maneuver Score	+1/2	+1/2	+1	0	+1	0	73		
	Totals		71	72						
4	Penalty								*	
	Maneuver Score	0	-1/2	-1/2	-1/2	0	0	68 1/2		
	Totals		69 1/2	69	68 1/2					
5	Penalty									
	Maneuver Score	0	0	0	0	+1/2	0	70 1/2		
	Totals									
6	Penalty		1							
	Maneuver Score	+1/2	0	-1/2	-1/2	+1/2	0	69		
	Totals	70 1/2	69 1/2		68 1/2					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Chris Irvine
 Judges Signature



YEDA Official Score Sheet – Opal / Pearl Pattern 6

Updated 2020

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

Class # 18
Elem. Pearl Patt.
split D

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.

1624
252
1332
1427
296
op/1695

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
		1-2	3	4	5					
1	Penalty									
	Maneuver Score	+1	+1	+1/2	0		+1/2	0	73	
	Totals	71	72	72 1/2						
2	Penalty									
	Maneuver Score	+1/2	+1/2	0	-1/2		+1/2	0	71	
	Totals	70 1/2	71		70 1/2					
3	Penalty									
	Maneuver Score	+1	+1/2	0	-3		0	0	68 1/2	
	Totals	71	71 1/2							
4	Penalty			1						
	Maneuver Score	+1/2	+1/2	-1	-1/2		0	0	68 1/2	
	Totals	70 1/2	71	69	68 1/2					
5	Penalty									
	Maneuver Score	+1/2	+1	0	0		+1/2	0	72	
	Totals		71 1/2							
6	Penalty									
	Maneuver Score	0	0	-1	-1/2		0	0	68 1/2 *	
	Totals			69	68 1/2					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Chris Irvine

Judges Signature

YEDA Official Score Sheet – Opal / Pearl Pattern 6
 Updated 2020

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

Class #18B
 Elem. Pearl Patt.
 Split E

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

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

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

168
 1000
 1596
 1649
 1452
 434

Entry #	Maneuver Description	Maneuver					F & E	HDD	Total	Comments
		Walk	Jog	180 R	Back					
1	Penalty									
	Maneuver Score	+1/2	+1/2	-1	-1		+1/2	0	69 1/2	
	Totals	70 1/2	71	70	69					
2	Penalty		3						op - no jog	
	Maneuver Score	+1/2	-3	+1/2	0		0	0	65	
	Totals	70 1/2	64 1/2	65						
3	Penalty								walked a circle	
	Maneuver Score	+1/2	+1/2	-3	-1		0	0	67	
	Totals		71	68	67					
4	Penalty									
	Maneuver Score	-1	-1	-3	0		0	0	65	
	Totals	69	68	65						
5	Penalty									
	Maneuver Score	+1/2	+1/2	-1/2	-3		0	0	67 1/2	
	Totals	70 1/2	71	70 1/2	67 1/2					
6	Penalty	5	3							
	Maneuver Score	-1	-3	-3	-3		0	0	52	
	Totals	64	58	65	62					
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Chris Lurie
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

Class #19
JR Emerald Pat.
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 1/2
- 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.

316
614
608-1051
1299
349
1031

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										8
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0		+1	0	73	
	Totals		71	71 1/2	72						
2	Penalty			1							
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	0		+1/2	0	70 1/2	
	Totals	70 1/2	71	69 1/2	70						
3	Penalty										100% Confident.
	Maneuver Score	+1	+1	0	+1	+1/2		+1/2	0	75	
	Totals	71	72		73	73 1/2					
4	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2		+1	0	72 1/2	
	Totals		70 1/2		71	71 1/2					
5	Penalty										
	Maneuver Score	0	-1/2	0	+1/2	0		1	0	71	
	Totals		69 1/2		70						
6	Penalty		1, 1								
	Maneuver Score	+1/2	-1/2	-1/2	+1/2	0		+1/2	0	68 1/2	
	Totals		68	67 1/2	68						
7	Penalty										
	Maneuver Score	+1	+1/2	+1	+1/2	0		+1	0	74	
	Totals	71	71 1/2	72 1/2	73						
8	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2		+1	+1/2	73	
	Totals		70 1/2		71	71 1/2					
9	Penalty										
	Maneuver Score										
	Totals										

Chris [Signature]

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class # 20
JR Emerald Patt.
Split B

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.

1028
1225
326

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

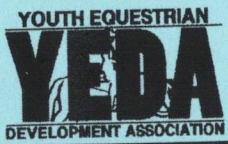
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

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

1502

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	+½	+1	+½	+1	+1		+1	0	75	
	Totals	70½	71½	72	73	74					
2	Penalty										
	Maneuver Score	+½	+½	0	+½	+1		+1	0	73½	
	Totals	70½	71		71½	72½					
3	Penalty										
	Maneuver Score	+1	+½	+½	+½	-1		+1	0	72½	
	Totals	71	71½	72	72½	71½					
4	Penalty										
	Maneuver Score	+½	+½	+½	+½	+1		+½	0	74½	
	Totals		71	71½	72	73					
5	Penalty										
	Maneuver Score	+1	+½	+½	+½	0		+1	0	73½	
	Totals		71½	72	72½						
6	Penalty										
	Maneuver Score	-½	+½	+½	+1	+1		+½	0	74	
	Totals	69½	70	70½	71½	72½					
7	Penalty										
	Maneuver Score	0	0	0	+½	+½		+1	+½	72½	
	Totals					71					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Chris Stine
Judges Signature



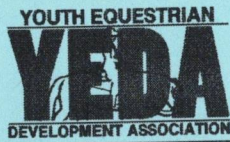
YEDA Official Score Sheet – RAIL

Class: #21 Elem. Per. Rail Split A W/T

Back #	Rider Comments	Overall Class Comments
1 1508	leaning too far back	
2 1695	lower leg too far back	
3 305	tuck seat in	
4 152	good posture	
5 434	nice + straight, hand are flat, chin + eyes up	
6 1060	good posture, tipped to the inside some	
7 1147	very nice seat + back	
8		
9		
10		
11		

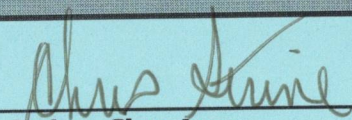
Chris Stein

Judges Signature



W/T
YEDA Official Score Sheet – RAIL Class: #22 (Elem. Pearl Rail) Split B

Back #	Rider Comments	Overall Class Comments
1 11619	good posture, looking ahead, quiet feet + use more seat	
2 952	good posture w/ chin up.	
3 11624	Solid in seat	
4 333	Slightly leaning in front of hip	
5 119	good seat + flat back	
6 1283	little forward in seat	
7 11649	lower leg too far back	
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

class #23
JK Emerald patt.
split C

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

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

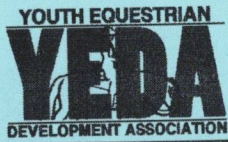
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

51
83 848
42
72

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										
	Maneuver Score	0	+1	+1/2	+1	+1/2		+1	0	74	
	Totals		71	71 1/2	72 1/2	73					
2	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2		0	0	73	OP
	Totals	70 1/2	71 1/2	72	72 1/2	73					
3	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	0		+1/2	0	72	
	Totals	70 1/2	71	71 1/2							
4	Penalty		3								
	Maneuver Score	+1/2	0	-1/2	+1/2	+1/2		+1	+1	70	
	Totals	70 1/2	67 1/2	67	67 1/2	68					
5	Penalty	1									
	Maneuver Score	0	+1/2	+1/2	0	0		+1/2	0	70 1/2	
	Totals	69	69 1/2	70							
6	Penalty		3								
	Maneuver Score	+1	0	+1/2	+1/2	+1/2		1	0	70 1/2	nice seat
	Totals	71	68		69	69 1/2					
7	Penalty			3							
	Maneuver Score	0	+1	-1	-1	0		+1	+1/2	67 1/2	
	Totals		71	67	66						
8	Penalty		3	5							
	Maneuver Score	0	-1	-3	0	-1/2		+1/2	+1/2	58 1/2	OP
	Totals		66	58		57 1/2					
9	Penalty										
	Maneuver Score										
	Totals										

Chris Stone

Judges Signature



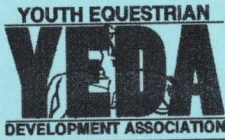
YEDA Official Score Sheet – RAIL

Class: #24 elem. Pearl Rail split C

W/T

Back #		Rider Comments	Overall Class Comments
1	11677	too forward - sit back	
2	1002	nice + straight, good expression + confidence	
3	1000	upper leg too far forward sit back	
4	1127	good posture	
5	1113	abs up, sit up	
6	1168	nice posture, good expression	
7			
8			
9			
10			
11			

Chris Strine
Judges Signature



YEDA Official Score Sheet – RAIL

Class: #25 Elem. Pearl Rail split D

W/T

Back #	Rider Comments	Overall Class Comments
1 1056	Shoulders back, good	
2 245	nice posture + expression	
3 726	nice seat, looking ahead	
4 1596	nice posture, leaning a little to the inside	
5 296	feet too far forward - puts rider farther back in seat	
6 1464	leaning too far back	
7		
8		
9		
10		
11		

Judges Signature

W/T

	Back #	Rider Comments	Overall Class Comments
1	1219	nice straight lines looking up + forward	
2	1452	eyes up + shoulders back - looks good	
3	1566	good posture + looking ahead	
4	1332	good lower leg + upper body posture	
5	1158	nice posture	
6	1551	leaning a little too far back	
7			
8			
9			
10			
11			

Chris Storie
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

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

Class # 26
SP Emerald Patt.
Split A

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.

Entry #	Maneuver Description	Walk	Jog	Lope LL	Walk	Stop Back			F & E	HDD	Total	Comments
		1	2	3	4	5	6					
1	Penalty			3								
	Maneuver Score	+1	+1/2	+1/2	0	0			+1	0	74	
	Totals	71	72 1/2	73								
2	Penalty											
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	0			+1	0	73	
	Totals	70 1/2	71	71 1/2	72							
3	Penalty			3								
	Maneuver Score	+1/2	+1	0	0	+1/2			+1/2	0	69 1/2	
	Totals	70 1/2	71 1/2	68 1/2		69						
4	Penalty		3, 3	3								
	Maneuver Score	0	0	0	0	-2			+1/2	0	58 1/2	
	Totals		64	60		58						
5	Penalty			3								
	Maneuver Score	0	+1/2	-2	+1/2	+1/2			+1/2	+1/2	67 1/2	
	Totals		70 1/2	65 1/2		66 1/2						
6	Penalty											
	Maneuver Score	+1	+1	0	+1	+1			+1/2	0	75 1/2	SH deep for loop
	Totals		72		73	74						
7	Penalty											
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2			+1/2	+1	74 1/2	
	Totals		70 1/2		71 1/2	72						
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Chris Sturice

Judges Signature



YEDA Official Score Sheet – Emerald Pattern 6

Updated 2020

CLASS #27
SR Emerald patt
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.

1084
867
1468
947

949
1096

947
577
583

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Walk	Stop Back					
1	Penalty										legs back
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2		+1	0	74 1/2	
	Totals	71	72	72 1/2		73 1/2					
2	Penalty										
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2		+1/2	0	75	
	Totals	71	72	72 1/2	73	73 1/2					
3	Penalty										
	Maneuver Score	+1	+1	+1/2	+1	+1		+1/2	0	76	
	Totals	71	72	72 1/2	73 1/2	74 1/2					
4	Penalty		1								
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2		1 1/2	0	72 1/2	
	Totals	70 1/2	70		70 1/2	71					
5	Penalty										
	Maneuver Score	+1	+1	+1	+1	+1		+2	0	77	
	Totals	71	72	73	74	75					
6	Penalty										op wrong side of cone
	Maneuver Score	-1	-1	-2	0	0		0	+1/2	66 1/2	
	Totals	69	68	66							
7	Penalty										
	Maneuver Score	0	-1 1/2	+1/2	-1/2	-1/2		+1/2	+1/2	68 1/2	
	Totals		68 1/2	69	68 1/2	67					
8	Penalty										op wrong side of cone
	Maneuver Score	+1/2	0	-3	0	0		0	0	67 1/2	
	Totals	70 1/2		67 1/2							
9	Penalty										
	Maneuver Score										
	Totals										

Chris Stone

Judges Signature