

YEDA Official Score Sheet - Ranch Horse Pattern #4

Alumni

#1

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

Updated June 2020

- 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	Trot	Lope	Change	Lope RL	2 Spins	2 Spins	Lope	Stop	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	o Stop	L	R	RL	Back 5					
1	/670	Penalty	-3	0				0						
		Maneuver Score	0	-2	0	+1/2	+1/2	+1/2	+1/2	+1/2	-6	+1	+1/2	65 1/2
Totals														
2	/586	Penalty												
		Maneuver Score	+2	+1	+1	+1/2	0	+1/2	+1	+1/2	0	+3	+1/2	80
Totals														
3		Penalty												
		Maneuver Score												
Totals														
4		Penalty												
		Maneuver Score												
Totals														
5		Penalty												
		Maneuver Score												
Totals														
6		Penalty												
		Maneuver Score												
Totals														
7		Penalty												
		Maneuver Score												
Totals														
8		Penalty												
		Maneuver Score												
Totals														

Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

Junior Sapphire #2

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

Page 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	Trot Sequence	Lope LLO	Change Leads	Lope RL o Stop	2 Spins		Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
						L	R							
1	Maneuver	1	2	3	4	5	6	7	8					
	Penalty			-3										
	Maneuver Score	-1	-1	-1/2	+1/2	0	-2	-1/2	-1/2		-3	-1/2	+1	64 1/2
Totals					67		65		64					
2	Maneuver													
	Penalty													
	Maneuver Score	+2	+1	+1	0	-1/2	+1	0	0		0	+2	+3	70 1/2
Totals					74		74 1/2							
3	Maneuver													
	Penalty													
	Maneuver Score	0	-1/2	0	+1	+1	+1/2	-1/2	-1/2		-3	+1/2	0	68 1/2
Totals					70 1/2		72		71					
4	Maneuver													
	Penalty													
	Maneuver Score	-1/2	+1/2	+1/2	0	-1/2	0	-1/2	+1/2		0	-1/2	0	69 1/2
Totals					70 1/2		70							
5	Maneuver													
	Penalty													
	Maneuver Score	+2	+2	-1/2	-1/2	+1	-1	+1/2	+1/2		-3	+2	+1/2	75 1/2
Totals					70		72							
6	Maneuver													
	Penalty													
	Maneuver Score	0	+1	0	-1/2	+1/2	+1/2	+1/2	0		0	+2	+2	76
Totals					70		72							
7	Maneuver													
	Penalty													
	Maneuver Score	+1 1/2	+2	+2	+2	+1	+1	0	+1			+2	0	82 1/2
Totals					77 1/2		79 1/2							
8	Maneuver													
	Penalty													
	Maneuver Score	+2	+2	+1	+1	0	0	-1/2	+1/2		0	+1	+1/2	79 1/2
Totals					75		76							

Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

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

Junior Sapphire #12
Page 282

- 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	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	Maneuver	1	2	3	4	5	6	7	8					
	Penalty													
898	Maneuver Score	-1	0	0	0	0	+1/2	-1/2	+1/2	0	+1/2	0	70	7
	Totals			69			69 1/2							
2	Maneuver													
	Penalty													
1268	Maneuver Score	+1	-1/2	-1/2	0	-1/2	+1/2	+1/2	+1/2	-1	+1	+1/2	68 1/2	
	Totals						66		67					
3	Maneuver													
	Penalty													
681	Maneuver Score	-1/2	+2	+1	+1	+1/2	+1/2	-1	+1/2	0	+2	0	98	3
	Totals			72 1/2					76					
4	Maneuver													
	Penalty													
5	Maneuver													
	Penalty													
6	Maneuver													
	Penalty													
7	Maneuver													
	Penalty													
8	Maneuver													
	Penalty													

YEDA Official Score Sheet – RAIL Class: Alumni Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1628	Broken line on rein hand	
2 1521	Good Body Position	
3 1567	Good Body Position - Looks down on Lt leg	
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature

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YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

Scoring 0-100 with 70 denoting the average.

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

Faults incurring a score of 0:

- 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

- 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

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Entry #	Maneuver Description	Trot Sequence	Lope LLO	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	824	0	+2	+1	+2	+1	0	+1	+1	0	+2	0	80	3
2	256	+2	+2	0	+2	+1	+2	+1	+1	-3	+2	+3	86	1
3	508	0	-1	+1	0	-1/2	-1/2	0	+1/2	-6	+1/2	0	64	8
4	153	+1	+1	+1	+2	+1	0	+1	0	0	+3	+2	82	Mrs Parsons 2
5	1015	0	+1	+1	0	0	+1/2	-1/2	+1/2	0	+1/2	+1	74	4
6	424	+1	-1/2	+1/2	+1/2	-1/2	+1/2	+1/2	0	0	-1/2	+1	72 1/2	4
7	520	+1	+1	-1	0	-1/2	+1/4	+1/2	+1	-1/2	+1	+1	73	5
8	547	-1	0	+1	0	0	0	+1	+1/2	0	-1/2	+1	72	7

Judges Signature

SR Sapphire Ranch

Split A

#2

YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

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- 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

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Entry #	Maneuver Description	Trot Sequence	Lope L/O	Change Leads	Lope R1 o/Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	Maneuver													
	Penalty													
502	Maneuver Score													
	Totals													
2	Maneuver													
	Penalty													
535	Maneuver Score													
	Totals													
3	Maneuver													
	Penalty													
501	Maneuver Score													
	Totals													
4	Maneuver													
	Penalty													
1061	Maneuver Score													
	Totals													
5	Maneuver													
	Penalty													
727	Maneuver Score													
	Totals													
6	Maneuver													
	Penalty													
569	Maneuver Score													
	Totals													
7	Maneuver													
	Penalty													
1097	Maneuver Score													
	Totals													
8	Maneuver													
	Penalty													
	Maneuver Score													
	Totals													

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SR Sapphire Ranch #5
Split B

YEDA Official Score Sheet – RAIL Class: SR Spal Rail

#6

Back #	Rider Comments	Overall Class Comments
1 1627	Good leg Position	
2 1460 ✓	Nice Seat Position	
3 803	Nice Position	
4 1487	Good Jog Position	
5 767 ↓	Good Seat	
6 1500 ✓	Nice Position	
7 688	Soften hands	
8 1406	Good Legs	
9 1144	Good Seat	
10		
11		

 Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #4

Updated June 2020

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Faults incurring a score of 0:

- 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

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 - Performing maneuvers other than in the specified order
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 - Forgetting or leaving out maneuvers
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Entry #	Maneuver Description	Trot Sequence	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
1	Maneuver	1	2	3	4	5	6	7	8					
	Maneuver Score			0	+1	0	0	+1	+1/2	0	+2	4	97	3
Totals														7 1/2
2	Maneuver													
	Maneuver Score			0	+2	0	0	+1	0	+1/2	+1		74 1/2	4
Totals														68
3	Maneuver													
	Maneuver Score			-1	+1	+1	-1/2	+1/2	0	0	+1/2		69	7
Totals														71
4	Maneuver													
	Maneuver Score			0	0	+1	0	-1	0	0	+1		71	6
Totals														71
5	Maneuver													
	Maneuver Score			0	+1	+1	+1	+1	-1/2	-1/2	-1/2		74	5
Totals														75
6	Maneuver													
	Maneuver Score			+2	+2	+1	0	+2	+1	0	+1		81	1
Totals														78
7	Maneuver													
	Maneuver Score			-1/2	+1/2	+1	+1	+1	+1	+1/2	0	+1	78 1/2	2
Totals														71
8	Maneuver													
	Maneuver Score													
Totals														

SR Sapphire Ranch #7
Split C

Judges Signature



YEDA Official Score Sheet - Sapphire / Alumni Pattern 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)

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

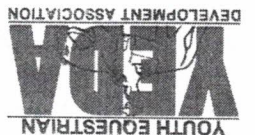
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	7				
1	Penalty	-1										
	Maneuver Score	+1	0	-1	+1	0			+1	+2	72	
	Totals											
2	Penalty											
	Maneuver Score	+2	+1/2	+2	+1	+1/2	+1/2		+2	0	78 1/2	
	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											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature

[Handwritten Signature]

8



YEDA Official Score Sheet - Sapphire / Junior
 Updated 2020
 Pattern 4

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

Page 1 of 2

Minor Faults (-1 point)

- Break 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.
- Break of gait at walk, jog for more than 2 strides.
- Loss of stirrup
- 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 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.

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	Maneuvers							HDD	Total	Comments	
		Walk	Jog	Lope	X Jog	Jog	Stop	F & E				
1	1092	+2	+1	-1	0	+1	+1	+1/2	+1	73 1/2	4	
2	1384	+1	+1	+2	+2	+1	+1	+2	0	80	1	
3	278	0	0	-1/2	+1/2	0	0	0	+1	71	7	
4	1268	0	-3	+1	-1/2	0	+1/2	-1	0	67		no jog no pattern
5	760	0	0	+1	-1/2	0	-1/2	-1	0	69		
6	336	+1	+1	+1	+2	+1	0	0	0	78	3	
7	1220	+1	+1	0	+1	+1	0	+2	+2	79	2	
8	545	+1	+2	+1	-2	+1	+1	+1	+1	73	5	
9	178	0	+1	+1	-2	+1/2	0	+1	0	71 1/2	6	

Judges Signature

[Signature]

#9

YEDA Official Score Sheet - Sapphire / Junior

Updated 2020

Junior

Pattern 4

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 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

Entry #	Maneuver	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	7				
1	Penalty				(-1)				+1	70	8	
	Maneuver Score	+1	0	+1	-2	-1	-1	68				
	Totals											
2	Penalty								-1	65	8	
	Maneuver Score	0	0	0	-2	-1	-1	66				
	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											
9	Penalty											
	Maneuver Score											
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Judges Signature

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For more information on how exhibitors are scored visit www.aqhuniversity.com

DO's

50 ↑

1268

760

681

878

178

543

1092

336

1220

1384

598

YEDA Official Score Sheet - Sapphire / Updated 2020

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

Pattern 4

Senior

Sapphire

#10

Split A

- Minor Faults (-1 point)**
 - Beak gait at walk or jog for up to 2 strides
 - Over/under turn from 1/2 to 1
 - Ticking or hitting cone
 - Obviously looking down to check leads
- Major Faults (-3 points)**
 - Break of gait at walk, jog for more than 2 strides.
 - Loss of stirrup
 - Incorrect lead
 - Not performing gait or stopping when called for a pattern within 10' of designated area.
 - Break of gait at lope, out of lead or missing lead for 1-2 strides.
- 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 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 point increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Maneuvers							HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	F & E			
1	Penalty										
	Maneuver Score	0	+1/2	+1	+1	0	-1	+1	0	72 1/2	3
	Totals										
2	Penalty										
	Maneuver Score	0	0	+1	+1	0	+1	+1	0	74	2
	Totals										
3	Penalty										
	Maneuver Score	1/2	0	0	0	0	+1	+1	0	71 1/2	3
	Totals										
4	Penalty										
	Maneuver Score	-1/2	0	-1	0	-1	1/2	H	+2	70	6
	Totals										
5	Penalty										
	Maneuver Score	+1	0	+1	+2	+1	0	+2	0	77	1
	Totals										
6	Penalty										
	Maneuver Score	+1	0	-1	+1	+1	H	+2	0	69	7
	Totals										
7	Penalty										
	Maneuver Score	-1	0	+1	-1	0	-1	+3	+1	72	4
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

YEDA Official Score Sheet - Sapphire /

Pattern 4

#11

Senior Sapphire Split B

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

Updated 2020

Minor Faults (-1 point)

- Break 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 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	Maneuvers							HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	F & E			
1	Penalty										
	Maneuver Score	-1	0	+1	-1	0	+1		0	71	6
	Totals										
2	Penalty										
	Maneuver Score	0	0	-1/2	0	0	+1		0	70 1/2	7
	Totals										
3	Penalty										
	Maneuver Score	+1	+1	+1	+2	+1	+1		+2	79	1
	Totals										
4	Penalty										
	Maneuver Score	0	+1	0	0	0	0		+1	72	5
	Totals										
5	Penalty										
	Maneuver Score	+1/2	+1	0	0	+1	0		+1	74 1/2	4
	Totals										
6	Penalty										
	Maneuver Score	+1	0	0	+1	+1/2	+1		+2	76 1/2	3
	Totals										
7	Penalty										
	Maneuver Score	-2	-2	-2	-1	0	0		-1	57	8
	Totals										
8	Penalty										
	Maneuver Score	+1	0	+1	+1	+1	+1		+2	77	2
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

[Handwritten Signature]

YEDA Official Score Sheet - Sapphire /

Pattern 4

#12

Senior Sapphire
Spiral C

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments
Updated 2020

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)

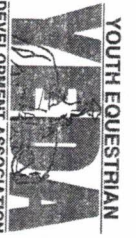
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

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	Maneuvers							HDD	Total	Comments
		Walk	Jog	Lope	X Jog	Jog	Stop	F & E			
1	Penalty	+1	+1	+2	0	+2	0	0	0	78	1
	Maneuver Score	+1	+1	+2	+1	0	0	0	0	78	
	Totals	0	0	0	0	+1	0	0	0	72	
2	Penalty	0	+1	0	0	0	0	+1	0	72	4
	Maneuver Score	0	+1	0	0	0	0	0	0	72	
	Totals	0	0	0	0	0	0	0	0	71	
3	Penalty	-1/2	+1/2	0	0	+1/2	0	+1/2	0	71	5
	Maneuver Score	-1/2	+1/2	0	0	+1/2	0	0	0	71	
	Totals	0	0	0	0	0	0	0	0	74 1/2	
4	Penalty	+1	0	0	+1	0	-1	0	+1/2	74 1/2	2
	Maneuver Score	+1	0	0	+1	0	-1	0	+1/2	74 1/2	
	Totals	0	0	0	0	0	0	0	0	69	
5	Penalty	-3	0	-1	0	0	0	0	0	69	7
	Maneuver Score	-3	0	-1	0	0	0	0	0	69	
	Totals	0	0	0	0	0	0	0	0	74	
6	Penalty	+1	0	-1	-1	0	-1/2	+2	+1	70 1/2	6
	Maneuver Score	+1	0	-1	-1	0	-1/2	+2	+1	70 1/2	
	Totals	0	0	0	0	0	0	0	0	7	
7	Penalty	+1	0	+1	0	0	0	0	+1	74	3
	Maneuver Score	+1	0	+1	0	0	0	0	+1	74	
	Totals	0	0	0	0	0	0	0	0	0	
8	Penalty	0	0	0	0	0	0	0	0	0	8
	Maneuver Score	0	0	0	0	0	0	0	0	0	
	Totals	0	0	0	0	0	0	0	0	0	
9	Penalty	0	0	0	0	0	0	0	0	0	9
	Maneuver Score	0	0	0	0	0	0	0	0	0	
	Totals	0	0	0	0	0	0	0	0	0	

Judges Signature

[Signature]



YEDA Official Score Sheet - RAIL Class: SR Emerald Split A

#13

Back #	Rider Comments	Overall Class Comments
1 1364	Good Posture -	
2 1618	Nice Leg Position	
3 275	Stiff Arms - Relax	
4 793	Shoulders a little bit lower	
5 526	Good hand Position	
6 253	Good Seat & Position	
7 1105	Upper Body keep still	
8 426	Good Seat & hand	
9 174	Good hand Position	
10 863	Good Seat & hand Position	
11 577	Good Seat & hands	


GM

Judges Signature

VEDA Official Score Sheet – RAIL Class: SR Opal Split A

#14

Back #	Rider Comments	Overall Class Comments
1	980 Don't lean back	
2	589 Sit up more	
3	1356 Very Good Position	
4	739 Look up	
5	1413 Good Body Position	
6	455 Look up more	
7	1449 Good Leg & Seat	
8		
9		
10		
11		


 Judges Signature

YEDA Official Score Sheet - RAIL

Class: SR Opal Split B #16

~~SR Emerald Split B~~

Back #	Rider Comments	Overall Class Comments
1	489 Upper body being back	Spread out use the whole arena ::
2	1176 Good Seat & Leg Position	
3	1583 Set up a little more	
4	1173 Good Seat & Arm Position	
5	1133 # Good Seat & Hand Position	
6	1603 Good overall Body Position	
7	1555 Keep upper body more still	
8		
9		
10		
11		

DS

Judges Signature



YEDA Official Score Sheet -- RAIL Class:

Com B D
~~SR Opal Split B~~
#110

Back #	Rider Comments	Overall Class Comments
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature

YEDA Official Score Sheet -- RAIL Class:

JK Emerald Split B

#17

Back #	Rider Comments	Overall Class Comments
1 1299	Keep upper Body	
2 1041 1041	Good Seat & Leg Position	
3 234	Upper Body Back Seat	
4 1031	Good Seat & Position	
5 215	Good Body Position	
6 1225	Good Position	
7 846	Good Long Position	
8 852	Good Seat & hands	
9		
10		
11		

Judges Signature





YEDA Official Score Sheet - RAIL Class: Sr Opal Split e

#18

Back #	Rider Comments	Overall Class Comments
1	1692 Sit up elite Mare	
2	1129 Good Overall Body Position	
3	1290 Good Leg Position	
4	1390 Good Position	
5	1564 Good Position	
6	1331 Bring upper Body back more	
7		
8		
9		
10		
11		

Judges Signature [Signature]



YEDA Official Score Sheet -- RAIL Class: SR Emerald Split B #19

Back #	Rider Comments	Overall Class Comments
1	1435 Good Seat & hand	
2	838 leg back & little bit	
3	1197 Look up	
4	1428 Good Arm & Upper Body position	
5	1235 Good Seat & legs	
6	429 Don't lean forward - keep heels down	
7	1152 Sit up taller	
8		
9		
10		
11		

Judges Signature _____



YEDA Official Score Sheet - RAIL Class:

SR Emerald Split-C

#20

Back #	Rider Comments	Overall Class Comments
1	1161 Good overall Body Position	
2	367 Bring lower leg Back more	
3	292 Sit up	
4	1502 Upper Body Back MORE	
5	198 Good upper Body Position	
6	1548 Relax lower Arm	
7	1119 Good Over all Position	
9		
10		
11		

Judges Signature

YEDA Official Score Sheet - Opal /

Pattern 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 1/2 to 1
- 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.

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

Entry #	Maneuver	Description	Maneuvers							F & E	HDD	Total	Comments	
			Walk	Jog	X-Jog	Jog	Stop Back	Penalty	Maneuver Score					Totals
1			0	+1	0	0	+1/2			+1	0	72 1/2	4	
2			0	+1	+1	+1	+1			+2	0	76	1	
3			0	0	+1	0	+1			+1	0	73	3	
4			0	+1/2	-1	0	-1/2			-1/2	0	68 1/2	7	
5			0	+1	+1	0	+1/2			+1	0	73 1/2	2	
6			0	0	0	-1	+1			+1	1/2	71 1/2	6	
7			0	0	-1	0	-1			0	0	68	8	
8			0	0	-1	-1	-1			0	0	66	9	
9			0	+1	0	0	0			+1	0	72	5	
Totals														
Maneuver Score														
Penalty														
Totals														

Judges Signature

BM

YEDA Official Score Sheet - Opal / Pattern 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 1/2 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.

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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty	0	0	-1	-1	0	-1	0	67	5
	Maneuver Score	0	+1	-1	+1	-1	0	0	70	2
	Totals	0	0	0	0	0	0	0	70	2
2	Penalty	0	0	-1	-1	-1	0	0	70	2
	Maneuver Score	0	+1	-1	+1	-1	0	0	70	2
	Totals	0	0	0	0	0	0	0	70	2
3	Penalty	0	0	-1	-2	-1	0	+1	69	3
	Maneuver Score	0	+1	-1	-2	+1	0	+1	69	3
	Totals	0	0	0	0	0	0	0	69	3
4	Penalty	0	0	-1	-3	-1	+1	+1	68	4
	Maneuver Score	0	+1	-3	-1	-1	+1	+1	68	4
	Totals	0	0	0	0	0	0	0	68	4
5	Penalty	+1	0	-1	0	-2	-1/2	0	66 1/2	6
	Maneuver Score	+1	0	-1	0	-2	-1/2	0	66 1/2	6
	Totals	0	0	0	0	0	0	0	73	1
6	Penalty	0	0	+2	0	0	+1	0	73	1
	Maneuver Score	0	0	+2	0	0	+1	0	73	1
	Totals	0	0	0	0	0	0	0	73	1
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

LM

#22

SR split A

YEDA Official Score Sheet - Opal / Pattern 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 1/2 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)

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

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1		0	0	+1	0	+1	0	73	1	
2		0	-1	0	0	+1	0	70	4	
3		0	+1	-1	0	0	+1	71	3	
4		0	0	0	0	+1	0	72	2	
5		0	+1	-1	-1/2	-1	0	67 1/2	6	
6		0	+1	-1	0	-1	0	68	5	
7		0	+	-3	-3	0	0	58	No Jog OH Pattern	
8										
9										

Judges Signature

CM

YEDA Official Score Sheet - Opal / Pattern 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 1/2 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 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	1564	-1	0	+1/2	0	0	+1	0	70 1/2	6
2	1129	0	+1	0	0	+1	+1 1/2	0	73 1/2	1
3	739	+1	+1	+1	0	-1	+1	0	73	2
4	1290	0	0	+1/2	+1/2	0	0	0	71	5
5	1193	-1/2	+1	+1/2	0	+1/2	+1	0	72 1/2	3
6	1555	0	0	-1	0	-1/2	0	0	68 1/2	7
7	1603	0	+1	0	0	0	+1	0	72	4
8										
9										

Judges Signature

Handwritten signature

Handwritten mark

Split C

#24

YEDA Official Score Sheet – Emerald Pattern 4

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

*Emerald Pattern 4
Senior
#25*

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

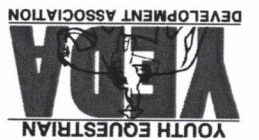
Severe Faults (-5 points)

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
		1-2	3	4	5	6	Stop				
1	Maneuver	0	+1	+1	-1	0	+1	0	72	7	
2	Penalty										
	Maneuver Score	0	0	0	0	0	-1	0	69		
	Totals										
3	Penalty										
	Maneuver Score	0	-1	-2	-1	0	-1	+1	66		
	Totals										
4	Penalty										
	Maneuver Score	0	0	+1	+1	0	+1	0	73		5
	Totals										
5	Penalty										
	Maneuver Score	0	0	+1	0	0	+1/2	0	72 1/2		6
	Totals										
6	Penalty										
	Maneuver Score	0	-1	+1	0	-1/2	-2	+1/2	68		
	Totals										
7	Penalty										
	Maneuver Score	0	+1	+1	0	0	+2	0	75		3
	Totals										
8	Penalty										
	Maneuver Score	0	0	0	-1	+1	+1	0	71		8
	Totals										
9	Penalty										

Judges Signature

Bjm



YEDA Official Score Sheet – Emerald Pattern 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 1/8 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 roman spurring in front of the cinch.

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

Form & Effectiveness (F & E) of the rider 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	1-2	3	4	5	6	F & E			HDD	Total
							Walk	Jog	Stop Back		
1	Maneuver Description	+1	+1	+1/2	+1	0	0	75 1/2	2		
2	Penalty										
	Maneuver Score	+1	+1	+1	0	-1/2	+1	73 1/2	4		
	Totals										
3	Penalty										
	Maneuver Score	0	+2	0	+1	0	+2	76	1		
	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										

Judges Signature

CM

#26
Senior Emerald Pattern Split B

YEDA Official Score Sheet - Emerald Pattern 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 1/2 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.

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	Walk	Jog	Stop	Back	Lope	RL	Stop	F & E	HDD	Total	Maneuvers			Penalty	Maneuver Score	Totals
												6	5	4			
1	848	0	0	+1/2	0	-1/2	0	+1	0	0	71	4					
2	272	-1/2	-1	-1	0	-1	0	-1	0	0	65 1/2	8					
3	1238	0	+1	+1	+1	0	0	+1	0	0	74	2					
4	1152	-1	0	-1	0	0	0	0	0	0	68	6					
5	198	0	-1	-1/2	0	0	0	0	0	0	68 1/2	5					
6	1041	0	-1	-1	-1	0	0	0	0	+1	67	7					
7	1299	0	0	+1	-1	-1	+1	+1	0	0	74 1/2	1					
8	1031	0	0	+1/2	0	0	0	0	0	0	71 1/2	3					
9	Totals																

[Handwritten signature]

Judges Signature

#27
JK Emerald
Split 4

YEDA Official Score Sheet - Emerald Pattern 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 3/4 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.

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop	Maneuver				
1		0	+1	0	+1	0	-1	+1	72	3	
2		-1	+1/2	+1	0	-1	0	0	69 1/2	6	
3		0	0	-1	+1	0	+1	0	71	4	
4		0	+1	+1	+1	+1	+1	0	75	1	Neo Pattern
5		0	0	0	-1	-2	+1	+2	70	5	
6		+1/2	+1/2	+1/2	+1	0	+1	0	73 1/2	2	
7		0	-1	-1	-1	-1	-1	+2	64	7	
8											
9											

Judges Signature

[Signature]

#28

JK Split B

YEDA Official Score Sheet - Emerald Pattern 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 1/2 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 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.

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	1-2	3	4	5	6	F & E	HDD	Total	Comments	Maneuvers										
											Walk	Jog	Stop	Back	Stop	Lope	RL				
1		0	-1	-1	-1	0	-1	+2	68	6											
2		0	+1	+1	-1	-1	0	0	70	5											
3		0	0	-1/2	-1	-3	0	-1	65 1/2	7											
4		0	+1	+1/2	0	0	+1	0	72 1/2	3											
5		0	0	+1	-1	0	+1	0	71	4											
6		+1/2	+1	+1	+1/2	+1	+1	0	75	1											
7		+1/2	+1/2	+1/2	+1	0	+1	0	73 1/2	2											
8																					
9																					

Judges Signature

[Signature]

#29
SR
Split C

YEDA Official Score Sheet - Emerald Pattern 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)

- 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.

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	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop	Maneuver				
1	Penalty	0	0	-1	0	+1	0	0	0	70	2
	Maneuver Score	0	0	+1	0	-3	0	-1	0	64	NO RL Lope
	Totals	0	0	+1	0	-3	0	-1	0	64	3
2	Penalty	0	0	+1	0	-3	0	-1	0	64	NO RL Lope
	Maneuver Score	0	0	+1	0	-3	0	-1	0	64	3
	Totals	0	0	+1	0	-3	0	-1	0	64	3
3	Penalty	0	+1	+1	0	0	+1	+1	+1	74	1
	Maneuver Score	0	+1	+1	0	0	+1	+1	+1	74	1
	Totals	0	+1	+1	0	0	+1	+1	+1	74	1
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										

GM

Judges Signature

#30

Alumni!

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.

Entry #	Maneuver Description	Walk	X Jog	Stop 1 1/4 L	Lope RL	Δ Lead Lope LL	Walk	Jog	Stop Back	F & E	H D D	Total	Comments
		1	2	3	4	5	6	7	8				
* 1 479	Penalty												
	Maneuver Score	0	-1/2	0	+1	+1/2	-1	-1	+1/2	+3	+2	73 1/2	✓
	Totals		69 1/2		70 1/2	71		68					
* 2 383	Penalty												
	Maneuver Score	0	+2	+2	+2	+1	0	+1/2	+1	+2	+1	81 1/2	✓
	Totals					77		79 1/2					
* 3 1115	Penalty				-3								
	Maneuver Score	0	+1/2	+1	-1	0	0	-1/2	+1	+1	+2	71	✓
	Totals		70 1/2		67 1/2	67 1/2		67	68				
* 4 913	Penalty												
	Maneuver Score	0	+1	+1	+1	+1/2	+1	+1	+1	+2	+1	79 1/2	✓
	Totals			72		73 1/2		75 1/2	76 1/2				
5	Penalty												
	Maneuver Score												
	Totals												
6 201	Penalty					-3							
	Maneuver Score	-1	-1/2	-2	-1	-2	0	0	+1/2	+1	+2	64	
	Totals		68 1/2	66 1/2		60 1/2			61				
7 1438	Penalty												
	Maneuver Score	0	+1	+1	+1	+1	0	+1	+1	+2	+1	79	
	Totals				73	74		75	76				
8 160	Penalty				-3								
	Maneuver Score	0	+1/2	+1	-1	0	0	0	+1	+1	+1	70 1/2	
	Totals			71 1/2	67 1/2				70 1/2				
9 717	Penalty												
	Maneuver Score	0	+1/2	+1	+1	0	0	+1	0	+1	+1	75 1/2	
	Totals			71 1/2	72 1/2								

 Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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											F & E	H D D	Total	Comments	
		Walk	X Jog	Stop 1 3/4 L	Lope RL	Δ Lead Lope LL	Walk	Jog	Stop Back							
1	Penalty															
	Maneuver Score	0	+1	+1/2	+2	+1	0	+1	+1		+2	+1				
	Totals				73 1/2	74 1/2									79 1/2	
2	Penalty					-3										
	Maneuver Score	0	+1	0	+1	-3	+1	+1/2	+1/2		+2	+1				
	Totals				77	66									71	
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															

 Judges Signature

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	X Jog	Stop 1 ¼ L	Lope RL	Δ Lead Lope LL	Walk	Jog	Stop Back	F & E	H D D	Total	Comments
		1	2	3	4	5	6	7	8				
1	Penalty												
	Maneuver Score												
	Totals												
2	Penalty												
	Maneuver Score												
	Totals												
3	Penalty												
	Maneuver Score												
	Totals												
4	Penalty												
	Maneuver Score												
	Totals												
5	Penalty												
	Maneuver Score												
	Totals												
6	Penalty												
	Maneuver Score												
	Totals												
7	Penalty												
	Maneuver Score												
	Totals												
8	Penalty												
	Maneuver Score												
	Totals												
9	Penalty												
	Maneuver Score												
	Totals												

 Judges Signature

YEDA REINING PATTERN NRHA #4 OFFICAL SCORE SHEET

#32
Split A

EXHB #	MANEUVER DESCRIPTION	R Circles		L Circles		R Fig 8	RRB	LRR	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments		
		000 Stop	4 Spins Right	000 Stop	4 Spins Left											
1	383	MANEUVER	1	2	3	4	5	6	7	8						
		PENALTY														
		SCORE	+1/2	-1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1	+1/2	+3	+1	0	96 1/2	Good Circles Good Execution
2	242	Total		65	61 1/2	62								64	Loosen R. Rein	
		PENALTY														
		SCORE	-2-3	+1/2	-1-2	-1/2	0	+1/2	0	0	0	+1	+1	-8	64	Terrific job on difficult horse
3	913	Total		70		71								75 1/2		
		PENALTY														
		SCORE	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+3	+1	0	75 1/2	
4	1115	Total		64	64	64 1/2								67 1/2		
		PENALTY														
		SCORE	0	-3	0	+1/2	0	+1/2	+1/2	0	0	+2	0	-3	67 1/2	off pattern 5 spins Right - Release over spin R. turn R.B.
5	201	Total												71 1/2		
		PENALTY														
		SCORE	0	0	0	+1/2	+1/2	-1/2	-1/2	-1/2	+1	+1	0	0	71 1/2	Ride through stop Good lead changes
6	905	Total												76		
		PENALTY														
		SCORE	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+3	0	0	76	off pattern
7	717	Total			71									75		
		PENALTY														
		SCORE	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1/2	0	+1/2	+3	0	0	75	
8		Total														
		PENALTY														
		SCORE														
9		Total														
		PENALTY														
		SCORE														

Comments

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

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

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

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

JUDGES SIGNATURE



YEDA Official Score Sheet - RAIL Class: SR Ruby Split A

Back #	Rider Comments	Overall Class Comments
1 1146	Good Seat & hand	
2 1200	Good Seat	
3 885	Nice hands & Seat	
4 1033	Keep toes forward	
5 1036	Nice Line	
6 565	Keep heels back	
7 858	Nice hand Seat Line	
8		
9		
10		
11		

gym

Judges Signature



#34

YEDA Official Score Sheet - RAIL Class: SR Ruby Bai Split B

Back #	Rider Comments	Overall Class Comments
1	886 Very Good hands & Seat	
2	1444 Very Good Line	
3	297 Nice Line	
4	1093 Lighter with Hands - Cover Leg Back more	
5	173 Bring upper Body Back	
6	133 Good Position	
7	386 Good Line	
8		
9		
10		
11		

Judges Signature

#35

Split

YEDA REINING PATTERN NRHA #4 OFFICAL SCORE SHEET

EXHB #	MANEUVER DESCRIPTION	R Circles OOO Stop		4 Spins Right		L Circles OOO Stop		4 Spins Left		R Fig 8	RRB	LRR	Stop Back	Overall Ability	HDD	Penalties	Final Score	Comments
		1	2	3	4	4	4	5	6	7	8	8	7	8	8	8	8	
1	MANEUVER	-1																Don't Rush Patterns
	PENALTY	-1																
	SCORE Total	-1																
2	MANEUVER																	A
	PENALTY																	
	SCORE Total	0																
3	MANEUVER																	Good Toban tough Horse
	PENALTY																	
	SCORE Total	0																
4	MANEUVER																	5 Spins RT off pattern 5 Spins Left
	PENALTY																	
	SCORE Total	0																
5	MANEUVER																	Point Drop Pat. Hand When Starting
	PENALTY																	
	SCORE Total	0																
6	MANEUVER																	3 Spins Left off pattern Nice Tob
	PENALTY																	
	SCORE Total	0																
7	MANEUVER																	
	PENALTY																	
	SCORE Total	0																
8	MANEUVER																	
	PENALTY																	
	SCORE Total	0																
9	MANEUVER																	
	PENALTY																	
	SCORE Total	0																

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



#36

YEDA Official Score Sheet – RAIL Class: SR Ruby Split C

Back #	Rider Comments	Overall Class Comments
1 1079	Nice job	
2 1008	Good Ruby look	
3 1276	Good Ruby	
4 836	Nice job	
5 1062	Nice job	
6 590	Nice form	
7		
8		
9		
10		
11		

[Signature]

Judges Signature



YEDA Official Score Sheet - RAIL Class:

#37 SR Ruby Split D

Back #	Rider Comments	Overall Class Comments
1 1306	Good job	
2 1035	Good hand	
3 1470	Good seat & hand	
4 870	Nice June	
5 285	Good Seat	
6 1108	Good seat & hand	
7		
8		
9		
10		
11		

[Signature]

Judges Signature

YEDA Official Score Sheet - Diamond Pattern 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 1/2 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at walk, jog for more than 2 strides.
- Loss of stirrup
- Break of gait at a walk, jog for more than 2 strides.
- Incorrect lead
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurring in front of the cinch.

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	Maneuvers							HDD	Total	Comments
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F & E			
1	Penalty										
	Maneuver Score	0	+1/2	-1	-1	-1	-1/2	+3	+2	72	Very good job on fence horse 4
	Totals										
2	Penalty										
	Maneuver Score	0	+1	+1/2	+1/2	+1	+1	+4	0	78	Very nice job.
	Totals										
3	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1	+1/2	+3	0	77 1/2	Nice job
	Totals										
4	Penalty										
	Maneuver Score	0	+1/2	+1/2	-1/2	+1	+1	+2	0	74 1/2	Nice job on LL 3' 5 1/2 B 5
	Totals										
5	Penalty										
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1	+1/2	+3	0	77	Very nice job
	Totals										
6	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2	-1/2	+2	0	73 1/2	6
	Totals										
7	Penalty										
	Maneuver Score	+1	+1	-1/2	+1	+1/2	+2	0	0	76	Very nice job
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Handwritten signature

Judges Signature



#38

Split B

YEDA Official Score Sheet - Diamond Pattern 4

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in 1/2 point increments

SR Diamond Split B

Minor Faults (-1 point)

- Break 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)

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

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

Maneuvers

Comments

Entry #	Maneuver Description	Maneuvers							HDD	Total
		Walk	X Jog	Lope OR RL	Stop 360 L	Lope LL	Stop Back	F & E		
1	Penalty	0	0	+1/2	+1	-1	-1/2	+3	+1	74 Nice job! not curving up
	Maneuver Score	0	0	+1/2	+1	-1	-1/2			
	Totals									
2	Penalty	0	+1/2	+1/2	+1/2	+1/2	0	+1	+1	73 5
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	0			
	Totals									
3	Penalty	+1/2	+1/2	+1/2	0	-1/2	-1/2	+2	+1	73 1/2 4
	Maneuver Score	+1/2	+1/2	+1/2	0	-1/2	-1/2			
	Totals									
4	Penalty	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1	0	72 1/2 6
	Maneuver Score	0	-1/2	+1/2	+1/2	+1/2	+1/2			
	Totals									
5	Penalty	0	+1/2	+1/2	+1	+1/2	0	+2	0	74 1/2 2
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	0			
	Totals									
6	Penalty	0	+1/2	+1	+1/2	+1	-1/2	+2	+1	75 1/2 1
	Maneuver Score	0	+1/2	+1	+1/2	+1	-1/2			
	Totals									
7	Penalty								0	78 1/2 98 Pattern NO RL Circle
	Maneuver Score	+1/2	+1	+1/2	0	+1/2	+1	+1/2	-1	
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

YEDA Official Score Sheet - RAIL Class: SR Ruby Split A

#40

Back #	Rider Comments	Overall Class Comments
1	1011 Nice	
2	1469 Very Nice Fine	
3	164 Good over all seat	
4	481 Nice	
5	835 Nice Firm	
6	1608 Nice Fine - Seat	
7	809 Nice	
8		
9		
10		
11		

[Signature]
 Judges Signature

VEDA Official Score Sheet – RAIL Class: SR Ruby Split B

#41

Back #	Rider Comments	Overall Class Comments
1 1697	Shredded... Good Time	
2 1039	Don't Arch back	
3 384	Nice Time	
4 134	Nice atom	
5 843	Keep heels back	
6 579	breaks lower leg	
7 1592	Very nice	
8		
9		
10		
11		

Judges Signature

[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 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 3/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

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

Severe Faults (-5 points)

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

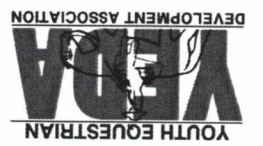
Entry #	Maneuver	Maneuver Description						F & E	HDD	Total	Comments
		Walk	Back	Stop	Ext. Walk	Jog	Stop				
1	Penalty							+2	0	75 1/2	Use presentation from rail
	Maneuver Score	+1	+1/2	+1	+1/2	+1/2	+1/2				
	Totals										
	Penalty										
2	Penalty							+1	0	72 1/2	Very nice job
	Maneuver Score	0	+1/2	+1/2	+1/2	0					
	Totals										
	Penalty										
3	Penalty							+1	0	73 1/2	Nice job
	Maneuver Score	+1	+1/2	+1/2	+1/2	+1/2	+1/2				
	Totals										
	Penalty										
4	Penalty							+2	0	74 1/2	Very nice job
	Maneuver Score	+1/2	0	+1/2	+1/2	+1	+1				
	Totals										
	Penalty										
5	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
6	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
7	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
8	Penalty										
	Maneuver Score										
	Totals										
	Penalty										
9	Penalty										
	Maneuver Score										
	Totals										
	Penalty										

Judges Signature

Final Placings due to rail work

Assisted

#42



#43 Independent

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 1/2 point increments

Minor Faults (-1 point)

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

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	1-2	3	4	5	6	F & E	HDD	Total	Comments	Maneuver Description		
											Walk	Stop	Back
1		+1/2	0	+1/2	0		+2	0	93 1/2		Penalty	Maneuver Score	Totals
2		+1/2	+1/2	+1/2	+1/2	0	+2	0	73		Penalty	Maneuver Score	Totals
3		0	+1/2	+1/2	+1	0	+2	0	74		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

Judges Signature

[Signature]

YEDA Official Score Sheet – RAIL Class:

Elem Pearl A

#44

Back #	Rider Comments	Overall Class Comments
1 1320	Keep back still -	
2 1076	More hand in show	
3 1049	Straighten back - Don't lean back	
4 683	Very nice posture	
5 1063	Very nice posture	
6 324	Good show leg - Keep heels back at 7/8.	
7		
8		
9		
10		
11		



Judges Signature



YEDA Official Score Sheet - RAIL Class:

Elem Pearl B

#45

Back #	Rider Comments	Overall Class Comments
1	846 Good upper body - keep heels back at the	
2	434 Very Nice Position	
3	1056 Very Nice Position	
4	136 Good Time	
5		
6	1287 Very Nice Form	
7	1346 More foot in Stirrup	
8		
9		
10		
11		

Judges Signature

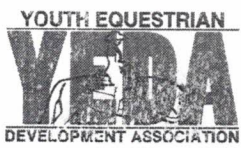
YEDA Official Score Sheet – RAIL Class: Elem Pearl C

#46

Back #	Rider Comments	Overall Class Comments
1	119 Good over all Position	
2	1387 Very Good Position	
3	708 Lower leg Back more	
4	1427 Keep Upper Body - Nice Hands	
5	832 Very Nice Position Good Hand	
6	1281 Very Good Position	
7		
8		
9		
10		
11		

Judges Signature

[Signature]



YEDA Official Score Sheet – Amber EWD Pattern 3 & 4

Updated 2020

#47

Independent \$
Assisted

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	Maneuver						F & E	HDD	Total	Comments
		Walk	Stop Back	Extend Walk	Reg Walk	Stop					
1 1665	Penalty										
	Maneuver Score	0	0	0	+1/2	+1/2		+1	0	72	
	Totals										
2 959	Penalty										
	Maneuver Score	+1	+1/2	+1	+1/2	+1/2		+2	0	75 1/2	
	Totals										
3 754	Penalty										
	Maneuver Score	0	+1/2	0	+1/2	+1/2		+1	0	72 1/2	
	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										

[Handwritten Signature]

Judges Signature

YEDA Official Score Sheet - Opal Pearl Pattern 4
 Updated 2020

48
 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 1/2
- 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.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 434	Penalty									
	Maneuver Score	+1/2	+1/2	-1/2	-1/2	-1/2	0	0	68 1/2	6
	Totals									
2 1056	Penalty									
	Maneuver Score	0	0	-1/2	-1/2	-1/2	+1	+1	69 1/2	5
	Totals									
3 683	Penalty									
	Maneuver Score	0	0	0	+1	+1	+1	0	73	3
	Totals									
4 324	Penalty									
	Maneuver Score	0	+1	+1/2	+1/2	+1/2	+1	0	73 1/2	2
	Totals									
5 1287	Penalty									
	Maneuver Score	0	+1	+1	+1	0	+2	0	75	1
	Totals									
6 832	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1	0	72 1/2	4
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

JAM

 Judges Signature

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

Minor Faults (-1 point)

- 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.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 1063	Penalty									
	Maneuver Score	0	+1	+1	0	+1	+1	0	74	2
	Totals									
2 708	Penalty									
	Maneuver Score	0	+1/2	+1/2	0	-1/2	+1	0	71 1/2	5
	Totals									
3 1320	Penalty									
	Maneuver Score	0	+1	+1	+1	+1	+2	0	76	1
	Totals									
4 136	Penalty									
	Maneuver Score	0	+1/2	+1	+1/2	0	+1	0	73	4
	Totals									
5 1076	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1 1/2	0	73 1/2	3
	Totals									
6 1346	Penalty									
	Maneuver Score	0	+1/2	-1	-1/2	+1/2	0	0	69 1/2	6
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Jm

Judges Signature

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

Minor Faults (-1 point)

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

Major Faults (-3 points)

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

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the 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	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 1049	Penalty									
	Maneuver Score	0	+1/2	0	0	+1/2	+1	0	72	4
	Totals									
2 119	Penalty									
	Maneuver Score	0	+1	+1	-1/2	0	+1	0	72 1/2	3
	Totals				7 1/2					
3 1281	Penalty									
	Maneuver Score	0	0	-1/2	0	-1/2	+1	0	70	5
	Totals									
4 846	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	-1/2	+2	0	74 1/2	2
	Totals			7		7 1/2				
5 1387	Penalty									
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	+2	0	74 1/2	1
	Totals					7 1/2				
6 1427	Penalty									
	Maneuver Score	0	0	-1	0	0	0	0	69	6
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 4
 Updated 2020

JR Split A #51

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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1 384	Penalty										
	Maneuver Score	0	+1	+1/2	-1	+1		+1	+1	73 1/2	4
	Totals										
2 835	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2		+2	0	74	3
	Totals										
3 481	Penalty										
	Maneuver Score	0	+1	-1	+1/2	+1/2		+1	0	72	5
	Totals										
4 134	Penalty			3,							
	Maneuver Score	0	-1/2	-1	-1	+1/2		+2	+2	69	6
	Totals			6 1/2	6 1/2	65					
5 1469	Penalty			3,							
	Maneuver Score	0	0	-1	0	-1/2		+1/2	0	66	7
	Totals			6							
6 1697	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2		+2	0	75	2
	Totals										
7 1039	Penalty										
	Maneuver Score	0	+1	+1/2	+1	+1		+2		75 1/2	1
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

 Judges Signature

YEDA Official Score Sheet - Ruby Pattern 4

Updated 2020

#52
 JR 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 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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1 1592	Penalty					-1					
	Maneuver Score	0	+1	+1/2	-1/2	+1/2		+2	+1	73 1/2	3
	Totals					70					
2 579	Penalty					1					
	Maneuver Score	0	+1/2	+1	0	+1/2		+1	0	72	6
	Totals										
3 807	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2		+1	0	71 1/2	7
	Totals										
4 843	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1/2		+1	0	74	2
	Totals										
5 1011	Penalty					-1					
	Maneuver Score	0	+1/2	+1/2	0	0		+2	+1	73	4
	Totals					70					
6 154	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1/2		+2	0	75	1
	Totals										
7 1608	Penalty										
	Maneuver Score	0	+1	+1/2	+1/2	+1/2		+1	0	72 1/2	5
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]

Judges Signature

YEDA Official Score Sheet - Ruby Pattern 4
Updated 2020

SR #53
 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 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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1 1108	Penalty										
	Maneuver Score	0	+1	+1	+1/2	+1		+3	0	76 1/2	1
	Totals										
2 1444	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2		+1	0	73	2
	Totals										
3 1200	Penalty										
	Maneuver Score	-1/2	+1/2	+1/2	0	-1/2		0	0	70	5
	Totals										
4 173	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	0		+1	0	72	3
	Totals										
5 1062	Penalty			-3,3							
	Maneuver Score	0	+1	-1/2	0	0		0		64 1/2	6
	Totals										
6 870	Penalty										
	Maneuver Score	0	+1/2	0	0	0		+1		71 1/2	4
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 4
Updated 2020

#54

SR
 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.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1 1093	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1		+1	0	73 1/2	4
	Totals										
2 1036	Penalty										
	Maneuver Score	0	0	+1/2	+1/2	+1/2		+1	0	72 1/2	6
	Totals										
3 1079	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2		+2	0	74	3
	Totals										
4 858	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1		+2	0	75 1/2	1
	Totals										
5 1146	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	0		+1	0	73	5
	Totals										
6 1276	Penalty										
	Maneuver Score	0	+1	+1	+1/2	+1/2		+2	0	75	2
	Totals										
7 386	Penalty			-3, -3							
	Maneuver Score	0	+1/2	0	+1/2	+1/2		+1	0	66 1/2	7
	Totals			6 1/2	65						
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature

YEDA Official Score Sheet – Ruby Pattern 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)

- 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

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

Entry #	Maneuver Description	Maneuver						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	+1/2		+1	0	73 1/2	5
	Totals										
2	Penalty										
	Maneuver Score	0	+1/2	+1	+1	+1		+3	0	76 1/2	1
	Totals										
3	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	+1/2		+2	0	74 1/2	3
	Totals										
4	Penalty										
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2		+1	0	73	6
	Totals										
5	Penalty										
	Maneuver Score	0	+1	+1	+1/2	+1/2		+3	0	75	2
	Totals										
6	Penalty										
	Maneuver Score	0	+1/2	+1	+1/2	0		+2	0	74	4
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

[Signature]
 Judges Signature

YEDA Official Score Sheet - Ruby Pattern 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 1/2
- 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
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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	Maneuver Description						F & E	HDD	Total	Comments
		Walk	Jog	Lope	Jog	X-Jog					
1	1306	0	+1/2	0	+1/2	+1/2	+2	0	73 1/2	2	
2	1008	0	+1/2	0	+1/2	+1	+1	0	73	3	
3	525	0	+1/2	+1/2	+1/2	+1/2	+2	0	74	1	
4	836	0	+1/2	+1/2	+1/2	-1/2	0	0	70	5	
5	1470	0	+1/2	0	-1	0	0	0	69 1/2	6	
6	1033	0	+1/2	-1	+1/2	0	-1	0	66	7	
7	1035	0	+1/2	0	+1/2	0	+1	0	72	4	
8	Totals										
9	Maneuver Score										

Judges Signature

#56 Split D