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Morning Rail Classes Dicl not have Score Sheets Somy
Show
- Management



### Class#

## YEDA Official Score Sheet – Amber EWD Pattern 3&4

Updated 2020

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



### Major Faults (-3 points)

Minor Faults (-1 point)

Beak gait at walk or jog for up to 2

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

Obviously looking down to check

Ticking or hitting cone Over/under turn from % to %

- Break of gait at a walk, jog for more than 2 strides
- Loss of rein Use of either hand to instill dear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the roma
- Spurring in front of the cinch.

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

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.

	ယ	i i		2			_				
						•	3	>	Entry #		
Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	otals	Maneuver Score	Penalty	Maneuver	Description	Manaliyar
						1.6	+1/2		1-2	Walk	8.
						, a	*		3	Stop Back	
						(	0		4	Extend Walk	×
							0		5	Reg Walk	N
						4	4/2		6	Stop	Maneuvers
										A	1. 6 1. 1
	The state of the s						+	1	-3 +3	ш %	
							0			HDD	
						٠	なな	٥		Total	
						· hooken porce poso	Smile you	Beautiful			Comments
				Sec		90	scart.		-		



### Class #2

## YEDA Official Score Sheet - Topaz EWD Pattern 3 &4

Updated 2020

### Minor Faults (-1 point)

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

Major Faults (-3 points) Break of gait at lope, out of lead or missing lead for 1-2

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

- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead

Loss of stirrup

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

- Loss of rein
- Holding saddle with either hand
- 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  $\frac{1}{2}$  points increments \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

			and the state of the state of	and the same of								>	
		Maneuver					Maneuvers					Comments	
		Description	Walk	Stop Back	Ext. Walk	Jog	Stop		ш %	HDD	Total		
	Entry #	Maneuver	1-2	3	4	5	6	No. III.	39				
		Penalty										pont forget to sm	7
	703	Maneuver Score	+1/2	イバーツィ	0	メンク	*/		*	ナ	口3%	Goodjob focusing	K.
	0	Totals						14.5				Keep en our	
		Penalty								13 TE			
		Maneuver Score				1,5							*
		Totals										Administration of the second	
		Penalty											*
		Maneuver Score							2			0.	
		Totals											Ł
		Penalty											٨-
	_1	Maneuver Score											
		Totals											
I													

ω

2

### Severe Faults (-5 points)

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

- Cueing with the end of the romal



Class#3

YEDA Official Score Sheet - Opal / Pearl Pattern 3

Updated 2020

Opal Pearl Patter

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

### Minor Faults (-1 point)

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

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

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

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

		Maneuver	12.50		SERVIN.		Mane	euvers		THE PROPERTY.	v de la constant		Comments
	Entry #	Description	Walk	Jog 2	Jog O	Jog 4	Walk 5	Walk 6	Stop Back	F&E	HDD	Total	
	1 325	Penalty  Maneuver Score  Totals	0	31/2	-1/2		0	40		0	+1	69%	down at horris head, Nice transto
2	120	Penalty Maneuver Score Totals	©	00	-1/2	0	0	*Y2	0	0	+1		Watch hand in toms. Good consider pace.
3	1411	Penalty  Maneuver Score  Totals	0	*12	ماند	4/2	0	0	0	+1	0	72/2	Look up during transi Nice soft hands
4	950	Penalty  Maneuver Score  Totals	0	O	-1/2	0	.h	*1/2	* 1/2	0	+1	7]+	-Watch sha shape of circ
5	010	Penalty  Maneuver Score  Totals	0	1/2	·O	0	+/2	۲1_	+1	tl	+2	75	form. Greatjob not getting fluster
6	987	Penalty  Maneuver Score  Totals	2 2	21/2	0	+1/2	41/2	0	+1/2	+2	+	78%	woldy off B. body Great to a
7	1105	Penalty Maneuver Score Totals	20	Yr.	9	×In	0	0	× \	0	0	n	- Shoulders back - Great buck
8	N T	Penalty Maneuver Score otals											
_L	P	enalty				إ					L	<u> </u>	<u></u>

/out scores from original rides. New score next to prior score



class # 4 YEDA Official Score Sheet - Opal / Pearl Pattern 3 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

### Severe Faults (-5 points)

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

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

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

				N.			Mane	euvers					Comments
		Maneuver Description	Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back	F&E	HDD	Total	
	Entry	# Maneuver	1	2	3	4	5	6	7				theels down
1	590	Maneuver Score Totals	0	*1/2	+1h	41/2	0	0	0	+	+)	13'/r	-Heels down, Great job looking where going
2	797	Penalty  Maneuver Score  Totals	0	0	Ö	+16	*'h	0	-1/2	+1/2	+'h	72	Shouldes back- watch circles snapeGood fooking were good Nice leg. watch circles snape.
3	1408	Penalty  Maneuver Score  Totals	0	*1/2	21/2	-1 -12	0	0	+1/2	1/2	+ ]	711/2	Nice leg. Watch civily Shaple
4	610	Penalty  Maneuver Score  Totals				Ç			- 1		V g	7-0	1.0
5		Penalty  Maneuver Score  Totals				9					1		
6		Penalty  Maneuver Score  Totals	$\Box$	40	7					u <sub>ng</sub>	(%	1	
7		Penalty  Maneuver Score  Totals	39 6		ं	0			· · ·		6	793	
	N	Penalty Maneuver Score	9	0		<i>Ç</i>		Î.,					
	P	enalty	Ü					$=$ $\perp$	l				



### YEDA Official Score Sheet - Opal Dearl Pattern 3

Scoring 0-100 with 70 denoting the average

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

### Minor Faults (-1 point)

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

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

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

							7000		Mai	neuvers		1 × 1 × 1	A STATE OF THE STA	April 12 years	Comments
_			Maneuver Description	220,200,20		og	Jog O	Jog	Walk	Walk	Back	F&E	HDD	Total	
1	Entr		Maneuver Penalty Maneuver Score Totals	-1/		2	3 ()	-1/2	5 O	0	0	+ 1	+2	72	- Great job naing Hront watch circu shope
2	38	2	Penalty  Maneuver Score  Totals	0	ابد	2 4	1/2	+'/2	-1 -1/2	0	+1	+1/2	0	71%	- BOG. Mal sue to ke leg ess.
3	219	1	Penalty  Maneuver Score  Totals	0	-11	2 4	1	+1/2	0	0	0	+1/2	+1	721/2	ride
4	468	N	Penalty Maneuver Score	0	41/	2 4	h	0	-1/2	0	+1/2	+1	+2	74	_ Saft han -Well vidde
5 2	469	M	enalty aneuver Score tals	0	+1	C	)	+ 1/2	0	0	+1/2	+1	+	7A	-Look up -Mce bods alignment watch 0 sh
6	36		nalty neuver Score als	0	- 1/2	-1/	2	0	0	0	41/2	+'h	41%	711/2	-Dont lean
8	27		alty neuver Score als	B	+1/2	C	)	0	O	0	+1/2	1/2	+1/2	72	-Sit deep in saddle. No postme
qu	1	Pena Man	euver Score	0	0	C	)	0	-3 -h	0	0	+1/2	+3	7/3	-Watch how -Shorten re if needeal
		Penal	lty			W-1		are to						A	10 mm



### class #6 pg 2

### YEDA Official Score Sheet Opal Pearl Pattern 3 Updated 2020

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

### Minor Faults (-1 point)

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

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

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

	<u></u>	T	3-20-020				Mane	uvers		17.24.10		11/2/2017	Comments
		Maneuver Description	Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back	F&E	HDD	Total	
	Entry #		1	2	3	4	5	6	7		1		- Nice teg
		Penalty						1		. 1		l /.	-look up dunng transit.
a	1403	Maneuver Score	0	+1/2	21/2	0	41/2	_6_	0	+)	+1	751/2	during transit.
	1.	Totals				1		)				1	-Back crooked.
		Penalty						3	41/		1	/-	Glbows in
102	1410	Maneuver Score	0	0	+1/2	0	+1/2	0	41/2	+1/2	+1	7/2-	Dontlook down
	11110	Totals		-0-	-12-	1				'		1	
		Penalty			-1.							200	-Lookup
	11124	Maneuver Score	6	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	71/2	, , 3 , , 3
11/	1941	Totals				-10			. / -	10		1112	
		Penalty						1				1	
	×	Maneuver Score				1			1	·			
4		Totals							-				
$\vdash$		Penalty											
		Maneuver Score	1					<del></del>				à	
5		Totals								4		ì	
$\vdash$								7	,				
	-	Penalty					1	1		N .			
6		Maneuver Score							1	į	Ť		
	in example.	Totals					L			The same distance.	-	1	and the same of the same of the same of
		Penalty											
7		Maneuver Score									7		
		Totals			10000000							1	
		Penalty											
8	-	Maneuver Score											
°	-	Totals								ļ.			
	and the free land	Penalty		-			By Library W.	-	Both South	1 Charles			
		спану									1	.	<u> </u>

Ludge Cinceting



### CLAS #6

## YEDA Official Score Sheet — Emerald Pattern 3

Updated 2020

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

- 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides

- 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

- Loss of stirrup

### Severe Faults (-5 points)

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

## 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 ½ points increments \*Circled penalties are deemed due to horse not rider and will not appear in the final score.

			200 CC W CV 14				Maneuvers	Action of the second			Comments
		Maneuver Description	Walk	Jog	Lope RL	Walk	Stop Back	F & E	HDD	Total	
-	Entry #	Maneuver	1	2	3	4	5				
ı		Penalty							•	١	EV COL
	3/	Maneuver Score	0	+1/2 ×1	*	ャー	ナー	+ 2	+		alignment
	1	Totals									Keyve
		Penalty								,	Beautifully done
2		Maneuver Score					2				
		Totals									
		Penalty							4		
ယ		Maneuver Score									
		Totals									



### class #7

### YEDA Official Score Sheet - Emerald Pattern 3

Updated 2020

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

### Minor Faults (-1 point)

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

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

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

		T					Maneuvers	5			THE REAL PROPERTY.	Comments
		Maneuver Description	Walk	Jog	Lope RL	Walk	Stop Back		F&E	HDD	Total	
	Entry #		1	2	3	4	5				1	- 5't deep for
1	742	Penalty  Maneuver Score  Totals	0	0	1/2	0	+1/2		+1/2	+1/2	/ .	-S'A deep for -ROTI Shoulders boack
2	781	Penalty  Maneuver Score  Totals	+1/2	41/2	+1/2	+1/2	+)		+11/2	0	741/2	- Lavely position -Dan't be afraid move up the lop
3	888	Penalty  Maneuver Score  Totals	0	0	-1 -1/2	(i) 0	0		0	*1/2	69	-Sit back. -Hunch shoulded when detrans. /
4	475	Penalty  Maneuver Score  Totals	→ \/2	1/2	0	0	0		+11/2	+1/2	73+	- Lovely pusting - Didn't see back a little stickly & Lope transta
5	650	Penalty  Maneuver Score  Totals	0	0	0	30	+h		+	11/1/2	73	ned bean
5	729	Penalty  Maneuver Score  Totals	0	21/2	0	0	11/2		+1/2	+1	72/2	rwell ndden - heels dan
		Penalty  Maneuver Score  Totals					3/3		1/2			
		Penalty  Maneuver Score  Totals	-									
		Penalty			-							



### class # 8

### YEDA Official Score Sheet - Emerald Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers are scored +3 to -3 in ½ point increments

### Minor Faults (-1 point)

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

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

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

	Maneuver	F. 1970	Strategic Property			Maneuve	ers	1, 200 A 400			Comments
	Description	Walk	Jog	Lope RL	Walk	Ston		F&E	адн	Total	
Entry #	Maneuver	1	2	3	4	5					
1 729	Penalty  Maneuver Score  Totals	e	Afr	0	0	vi/z		1/2	7	721/2	
2   8   Y	Penalty  Maneuver Score  Totals	0	41/2	-1	0	0		-0	0	69°h	- lope was misshapen -sit back to div forward
3/1295	Penalty  Maneuver Score  Totals	0	41/2	+1/2	+1	+1		+11/2	0	74'h	reinhand Shoulderwonts of pull forward Excellent Other
1428	Penalty  Maneuver Score  Totals	0	1-1/2	0	0	مإاد		+1/2	«1/2		Niceswite Watch transpor
1365 M	Penalty Maneuver Score Otals	0	0	0	- 1/2	+1/2		+1/2	44	72 74th	-sitback -latetrachen -backskandly crostel
375 M	enalty aneuver Score tals	0	+1/2	1/2	+!	+1/2		+1/2	+1/2	74%	-well guided -exculent partin
	nalty neuver Score als	0	+1/2	0	-1/2	+1/2	¥ 100	+1/2	#/2	Tih	little.  - look where - look where
(30 Mar	nalty neuver Score	0	0	-1 0 69	-42 684h	41/2 69		+	+ 1/2	TIVA	-Dontlook for lead -Soften V transtro
Tota		and the second s			¥						110.001/0



## YEDA Official Score Sheet - Emerald Pattern 3

Updated 2020

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

### Minor Faults (-1 point)

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

### Major Faults (-3 points)

- 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.

### Severe Faults (-5 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

- Loss of stirrup

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

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

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

		Maneuver			Lope	No.	Maneuvers Stop					Comments
	- Land	Description	a div		RL		Back		2 2 11	מטמ	100	
	Entry #	Maneuver	1	~	u	*	,				× 1	Nice side
		Penalty				-		-		`	-	NIC WILL
75		relidity								/ /	201	To for tran
	\ 0	Maneuver Score	3	77	412	0	1/2		1	2/2	\frac{1}{2}	
		Midilicator		4.4	1						\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	and con
	2	Totals			11		イバル		41.6			
		10000			-						_	Horyon
		Penalty		ì						=		Smile & look
	3	Carro	>	>	114	*-Z	7	T L	4/4	4 1/2	721/	1+11/2 731/ were you're going
2	インン	Viallegae: 300.5	C	<	1				1 -	721/2	/•	- SH back T francous
	_	Totals	Ŷ.				11.0		- 1	57%		
		Penalty			10.75	4,500		es de la constante de la const			1	The state of the s
		Maneuver Score			1	-	9		pa-14.51)			
ယ		Totals			- 23 4		6		da i			
		TORALS			77		New York					
		Penalty										



### class #9

### YEDA Official Score Sheet - Ruby Pattern 3

Updated 2020

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

### Minor Faults (-1 point)

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

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

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

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

			100000		1564		Ma	neuvers	Col Col			Comments
		Maneuver Description	Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back	F&E	HDD	Total	
_	Entry	# Maneuver Penalty	1-2	3	4	5	6	7				-Thumbs op. Puppy paul - Soft rider (1)
	1405		1/2	-1h	41/2	O	0	*1/2		0	1	
2	358	Penalty  Maneuver Score  Totals	0	0	-1/2	+1	+1/2	~1/2 7242	4/1/2	*½	74°h	-lope Tearly. -Great hends.
3	548	Penalty  Maneuver Score  Totals	A CONTRACTOR		0					,		N6 Score
4	Lerr	Penalty Maneuver Score Totals	0	1/2	21/h	O	0	0	+	忧	78 h	- Sit back for lope of transition. - Keep velbals quot - body a little coround
5	1214	Penalty  Maneuver Score  Totals	0	+1/2	1	0	-1/2	1/2 72	t 73	0	73	- Good job Keeping him walking lelax! You look ten but side beautifully!
6	1294	Penalty  Maneuver Score  Totals	0	11/2	-1 69'/2	0	-1/2 69	0	+1/2	+1/2	70	-Nice led -Sit back for Totrans. - Wrong Keed no D
7	548	Penalty  Maneuver Score  Totals	0		+1/2	+12 70	0	0	+/2 10'6	0	70%	-
8		Penalty  Maneuver Score  Totals										
9		Penalty  Maneuver Score						ĵ.				

### class#10

## YEDA Official Score Sheet - Ranch Horse Pattern #3

Updated June 2020

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

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

3 - point penalty
 Break of gait from walk or trot more than 2 strides

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

Break of gait at the lope

Too loose of rein

Trotting excessive strides during simple lead change

Starting on the incorrect lead, out of lead or cross canter during lead change

- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

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

in 1/2 points increments

		3			_	_	_	_	_				2			1	-	Г	
Totals	Mar	Per	Totals	3	Pe	170	2			19 19		1	THE STATE OF THE S		6	50	-		Entry #
ils	Maneuver Score	Penalty	tals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Maneuver	Maneuver Description
-			-		3					0				No.		0		1	Lope LL Stop
		1	_		,	_		_		0				1		C		2	1 1/2 Spin R
	1		-	_					1A'6 701/2	-4/2					106 Y2	1/2	23	3	Lope RI o slow R
		1	_		1				701/2	+						0		4	Change Leads
_	Anus				_				Ļ	0					67	21/2 2/14		5	Lope O Fast L
_			-						Ë	41/4					67 67/2 66/2 66 15/2	かん		6	Stop Back 6
	5			- 1		_				0					66th	-		7	1 1/4 Spin L
				100	LL COLUMN	1				G		2 12			lele	1/2		8	X Trot
				7			<b>3</b>		101/2	-1/2					459	-1/2		9	Stop
									8.7	C	)					Ċ	)		Penalties
						p			711/6	+	•				4/12	+			HDD
	e positi	ation M			edit ut				711/2 72:	+1%			S. Admi		6642 6742	+		Admity	Overall
									(	Ų					7, 0	160	0	SCORE	Final
									- Of 1000 TO	on town in se	med noden					(071%) off-pattern @ end	-Technically		Comments

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## YEDA Official Score Sheet – Ranch Horse Pattern # 3

Updated June 2020

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

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

Starting on the incorrect lead, out of lead or cross canter during lead change

Trotting excessive strides during simple lead change Too loose of rein

Faults incurring a score of 0:

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

Performing maneuvers other than in the specified order

Inclusion of maneuvers not specified

Running away or failure to guide where it becomes impossible to discern whether rider is on pattern

Forgetting or leaving out maneuvers

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

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

			1 6			=	_	_			_	4		ω			2		12			_		
	Per	10	3	q	1	いける		_	610	2		438		,	3	20		A	484	-	ななれ			Entry #
	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	$\vdash$	Maneuver Description
						3	(-3)		$\mathcal{G}$		(101/2	m	-3	-	1/4	-	7	<u>و</u> و		67	Ore O	-3	L	er Lope LL on Stop
		10.00	-		_	-1/2			1/2		(do 1/2) (a/	-1/2		70	-1/2		-	-1/2	-	_	0			LL 1 1 1/2 p Spin R
- array					70	+1/2		ビー	4/2			0			414			-11/2	ش	39	+		$\vdash$	Lope RI R o slow R
		Name of Street		S-py		+ B	_	7	Ó		_	0		7:	414			Ö	200		0		$\vdash$	Change Leads
		_			7	414 414		71%	414		de h	41/2		72 7	*		-,	+		671/2	-1/2		$\overline{}$	Lope O Fast L
	t-Viger	Ann			1,	2/2			0		6	0		72.12	41/2		_	1/2 -		89	+1/4			Stop Back 6
1	Parig	#5	<b>V</b> (12)	**		2 1/2	e e	70	クート	ı	66 PS19	- ' '		7,	0 -1/2		2,	+1/2 +1/2		6	40		7	Spin L X
M	ente ente ente				.076	ام 0	_	a	h C		1/2	1/2 0		72	2 0	-	Stratur	h wh		69	1		8	X Trot S
				96 9-						1 1 1 1 1 1 1 1 1		U		-	•		_			_	5		9	Stop
	200		H 10	L		.9:	1	1	1	200	,	7			0						しい	)		Penalties
					(	3			+	•	66%	<u>+</u>		Tih	<u>2</u>			Za.	374		9		_	HDD
			15	181		+	,	J	+		10	17		73	<u>;</u>			41/2			1/2 2/+	•	Ability	Overall
					` (	3	1		2	7	<u>د</u> ۲	4	X	+	12	1	-	9					Score	Final
					3	Good looking when	Dont-gire of onspire!		Soft-when received	Good job staming	Don't gree &	proper shape	circles etc	well ridden	Speced	Great change in		-off patter ea	- No (B) lead	spring	- More astronay on	-1/C on LL		Comments
						Jules	onspore!	l lo	-		50.00	*	:	3		*		Cord		_	So 7200			98

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### Class # (2

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

### Minor Faults (-1 point)

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

  Over/under turn from ½ to ½
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

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

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

### Severe Faults (-5 points)

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

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

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

Δ.			ယ		ı	2			_				
						200			140)		Entry #		
Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Totals	Maneuver Score	Penalty	Maneuver	Description	
4						0			0		1	Walk	
						C			41/2		2	Jog -x-	
						0	9	71/2	+		3	Stop 270 R	
						0		73	-1/2		4	Jog	
					•	35		72	+		5	Lope	Man
						0		73	+	•	6	Stop Back	Maneuvers
		90.00		Secretary Sec.					+	•		ті ф Пі	
	Sales of			)					C	7		HDD	
		1				C	<b>)</b>		777			Total	
							- WI CO 100	who coad	comingant of 270.	שונה שמני			Comments



### class #13

### YEDA Official Score Sheet - Sapphire / Alumni Pattern 3

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

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

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

		T	Sold to the second		2000	0.00	Ma	neuvers				Comments
		Maneuver Description	Walk	X- Jog	Stop 270 R	Jog	Lope LL	Stop Back	F&E	HDD	Total	
	Entry #	Maneuver	1	2	3	4	5	6		—	<b> </b>	9 - 1011 1- 000
1	397	Penalty  Maneuver Score  Totals	0	0	0	0	+1/2	4/2	+1/2	+1	72'h	Contact & lope.
2	628	Penalty  Maneuver Score  Totals	O	0	0	0	0	+1/2	+1/2	+1	12	Dont-give up on Spin -watch hands Gestop
3	613	Penalty  Maneuver Score  Totals	0	-\h	+1/2	O	+'h	*½	t   72	0	12	- Need more authority @ - ext trod - Nice upper balls
4	172	Penalty  Maneuver Score  Totals	0	-1/2 691/2	0	0	-1/2 109	-1	+1/2	+	691/2	- Added backasser 270 - More authors @ ext tra _Sitback for lope
5	783	Penalty  Maneuver Score  Totals			<b>80</b> 0	6	+'h		+1	0	0	- Off pettern @ 200 on didn't go for enach ended up in front or B after 270.  - Good ade other ce Dan't go for enough for the control of t
6	830	Penalty  Maneuver Score  Totals	0	10		-1/2	0	41/2 671/2	+/2	41	69	- Dant go for enough for
7	-	Penalty  Maneuver Score  Totals										
8	N	Penalty  Maneuver Score										
9		Totals Penalty	$\exists$	$\exists$								



# YEDA Official Score Sheet - RAIL Class: # 14 JR/SR. Ruby Pail

	VV 80
	-Sit deep at lope and Keep leg below you
	- Nice ride. Don't be ahard to move up the lope for smoother note
	*
	3 DIN EXE -DON'T look for leads
	6 Dop nto heel. To to stay classed.
	1 INDS & - Puppy paus
Overall Class Comments	Back # Rider Comments
	DEVELOPMENT ASSOCIATION

EV		
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MEN	Jul	HEC
T AS		SOUT
SOCI	(Ver)	H
lá	38	Ž

## YEDA Official Score Sheet - RAIL

YOUTH E	YEDA Official Score Sheet - RAIL	Class: # 15 UR Emeraled Penil
DEVELOPMENT	ASSOCIATION	<b>Overall Class Comments</b>
Васк #	+	1 1 2 2 2
636	Good job on a horse that was DONG! Keep that positivery up.	Venytalental class or riders.
3	Nice! Chin up and looking shead	
1010		
200	BOG. Kucp aids on	
789	Horse out of fuel. Notell nodelen-	
200	Strback. Tend to tip forward was horre goes resour	
10 10	のでは、これのでは、これのでは、日本のでは、日本のでは、これでは、からいでは、からいでは、これでは、日本のでは、これでは、日本ので	

路

Watch hands getting high

28

Nice soid vides

185

Sit back.

peop fryes cloud on rurs. Stateup

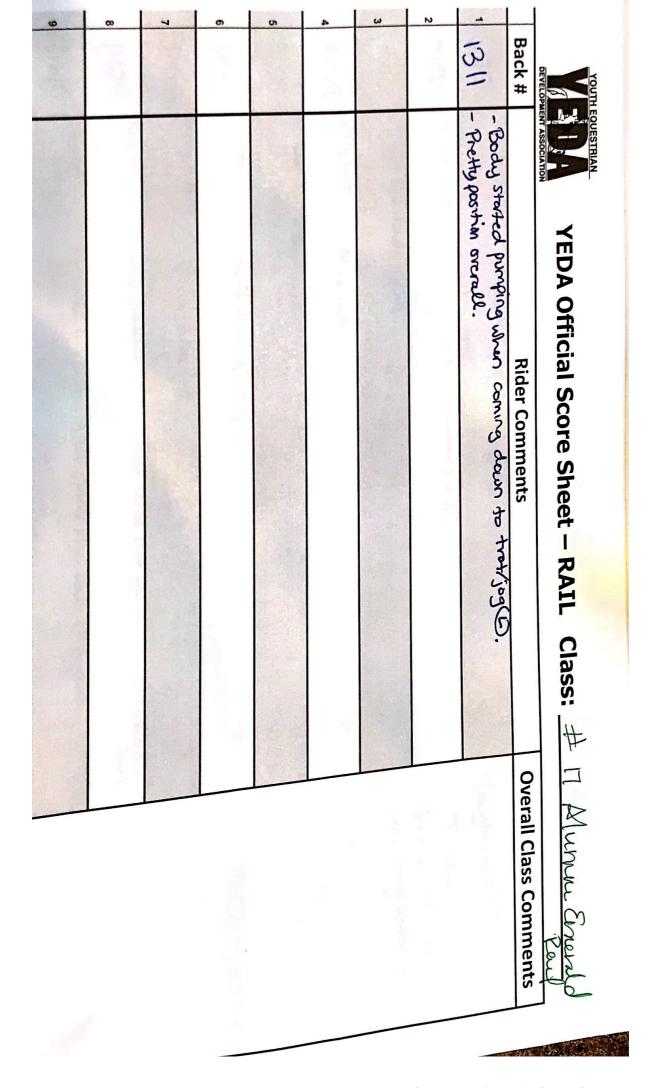
4

١	DEV		
ı	ELOP	9	
1	MENT		100
١	ASSC		OES
١	CIAT		ZIA.
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# YEDA Official Score Sheet - RAIL Class: #16 SK Temoralal Pall

	DEVELOPMENT ASSOCIATION
Overall Class Comments	

#	10	9	œ	7	888 8	18/1 5	1650	SIM	2 728	光光	Back #	DEVE
					Poll shoulded been true true to the true t		Sit op tall. Good Myther	Micely done	LL swing @ lape			DEVELOPMENT ASSOCIATION
									3 my mot to look e	Most indees could open	Overall class collillicities	Overall Class Comments





# YEDA Official Score Sheet - RAIL Class: #18 Ocopal Rail

Back #	Rider Comments	Overall Class Comments
1 1.70	Dark Bay Dussel -Bouncing to keep him going	Tough class!!!
2 219	Buy J stope - Lack of speed consistency @ 159	beduen 1st 3 last
188° E	Harf - Hands down	was they are
469	pally over - Nuce rider	
ः भऽ8	Au bas - Sit-back.	
other	Chtobi - Heals down @ Josy	
7 1403	the boy thanks place note	
hehl "	Buy tobi - Keep shoulded book. Horse tense our you want want to so your,	
SAR	chose - watch hands. A bit plano ofter walk 1st director	
148	by this - elbours want to pap out	
# 1836 ==	bour eye over - wantch hands - get piano actor transitions (send	

Rack # Rider Comments  Rider Comments		-BOG- -Rebox as muchas you can. You did so good on a tagh horse! ( front olyw).	- Shirup as.	012	Leepelbause in	Nice spectody	8 July 1	9	\$ 1
1325 - Relax as muchas you can. You did so good on a tagh horse! [ Provel of you? - Stimp at.	1325 - Rebox as muchas you can. You did so good on a tagh horse! [ Rowl of you? - Stimp at.	1420 - Shirrup est.		18 Ch. tol: - thumbs on top.  - Naises hard him to 309	Beashful postion. Breathe.  18 Chabi: -thumbs on topthumbs on topthumbs on topthumbs on topnice alignment	Reachful postion. Breathe.  18  Chate: -thumbs ontopnick alignment  Leepelbassk in	Beauthful postion. Breathe.  78 Ch to: -thumbs on top.  -chin up -state -nice alignment -stptall!  +  -the pelbase in	Beautiful postion. Broothe.  QRT  Chin ic — thumbs on top.  - chin up — the job hard three to job  - nice alignment  - Leep elbowse in  - Nice what body  - Nice what body	The hors
1975 - Rebax as muchas you can. You did so good on a tagh horse! [ Proudolyw! - Stimp of.	19925 -BOG-Rebax as muchas you con. You did so good on a taugh horse! [ Provel of you? - Shirtup ar.	1420 - Stimp at.	Tenon-	78 Ch tob: - thumbs on top.  - No. 309 hard hard to 309	18 -thumbs on top.  - thin up - thin	178 Chinup - Haises hard hire to 309  The chinup - Babb  And - Reep elbause in	1187 - Humbs on top.  - Naises hard time to jos  - Chan up - Bat - Chan up - Bat - Nice alignment - S. + up tall!  + +	18 - Humbs ontop.  - No Hord thre to jos  - Chin up - Babb - Chin up - Babb - Nice alignment  - Nice alignment  - Nice appartoaty  - Nice appartoaty  - Nice appartoaty	t ware
1375 - BOG - Rebax as much as you can. You did so good on a traight horse! [ Rout of you!  1470 - Stimp on.  1470 - Stim	1375 - Book - Rebox as muchas you can. You did so good on a taughthorse! [ Pout of you! URO - Stimp at.  URO - Stimp at.  Preathful postion. Breathe.	ASD - Shirup at.  ASD - No O'D'S L.  Reathful postion. Breathe.	ASD IN Ours L.  President postion. Breather.	18 Ch to 10 - thumbs on rop.	18 -chin up - state  -chin up - state  -nice alignment	178 Charles - thumbs on ropchin up - the year hard hire to jos -chin up - the year in - keep elbarse in	1182 - Hongs on rop.  - Chin up - Babb - Chin up - Babb - Nice alignment - S. + up tall!  + the man body - The state of th	1182 - ships hard hire to jos  - chin up - ships hard hire to jos  - chin up - ships hard hire to jos  - keep elbanox in - Sit up tall!  - Nice spar body  - Nice spar body	(were
1325 - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you? ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you. ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you. ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you. ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you. ]  - Rebex as much as you can. You did so good on a tagh horse! [ Rowl of you can. ]	1375 - BOG - Relax as muchas you can. You did so good on a tagh horse!! Proctoty!!  1470 - Shirrup out.  1470 - Shirrup out.  1470 - Mi O Jung L  1487 - Beauthful postion. Breathe.	AST Beautiful postion. Broathe.	ART Beautiful postion. Breather.		670 -chon up	670 -chin up -state  -chin up -state  -chin up -state  -keep-elbausze in	A70 -chin up -state  -chin up -state  -nice alignment  -keep elbause in  -state	A70 -chin up -nice alignment  Exerciborse in  Stroptall!  Nice sparbors  JHH  -Nice sparbors	go wash
JABO - Shirtyp as.  JUPO - Shirtyp as.  ART Beauthor postion. Breathe.  ART Beauthor postion. Breathe.  ART - Leep elbarze in  JUPI - Straptul!  - Nice opper body  - Nice opper body	JOSD - Reby as nuchas you can. You did so good on a tagh horse!! Roudolyw?  JURO - Shirrup as.  INFO JUB L.  OSD - No JUB L.  OSD - No JUB L.  ORFT Beastary postion. Breathe.  ORFT Beastary post.  ORFT Postion up - Fine to job.  ORFT Beastary post.  ORFT Postion up - Fine to job.  ORFT Postion up - Fine to j	JART Beauthful postion. Broother.  ART Beauthful postion. Broother.  This character in the second of	Deathful postion. Breathe.  ART Beathful postion. Breathe.  TR B. Charles - thumbs on top.  - Char up - the year hard time to job  - Char up - the year hard time to job  - Nice alignment  - Nice alignment  - Nice apparail!  - Nice apparail!	HOZ - Exeptiborax in  Nice sparbody  HHT	140 - Stoptall.  - Nice apparloads  14th	王	9		
-BOGRelax as much as you can. You did so good on all with an in the state of the	JORT - Reby as nuch as you can. You did so good on a tagh herse!! Rockotyo!  LARD - Shirrup as.  LARD - Shirrup as.  LARD - No yrg L.  ORT Beathful partian. Breathe.  ORT Charles - Humbs on top.  - Char up - Lington ont  - Char up - Lington ont  - Nice alignment  - Nice apper body  LHAT - Nice apper body	HAD - Shirty part.  ART Beathful portion. Breathe.  ART Charlis - thumbs on top.  - thumbs on top.  - thumbs on top.  - thumbs on top.  - thumbs hard hire to yes  The pelbause in  Leepelbause in  - Nice opper bods  + the pelbause in the p	Beathful partien. Breathe.  ABT  Chan up - Beath - Chan up - Beath - Nice alignment  The St up tall!  This inperbody	HOT - Exeptibates in  Nice apprisates  1411	140 - Stoptall: - Nice sparbady  14th	王	9	10	
-BOG- Relax as much as you can. You did so good on a	- Reby as muchasyou can. You did so good on a	1	- DRM	670 -chick alignment	2	181	王	9	



## YEDA Official Score Sheet - RAIL Class: #19 SRopal Raul

 District Control		7	6	- Ct	4	ω	N			
	9					599	1408	त्वप	Back #	DEVELOPA
						-close hands on reuse & Keep Humbs up.	- Steady body in 1 transiture	- Pull heg back under you.	Rider Comments	PEVELOPMENT ASSOCIATION  YEUA OTTICIAI SCORE STREET - KALL CIASS.
									Overall Class Comments	